UNIFYING PERSPECTIVES ON INTELLIGENCE: WHAT RL ADDS TO THE COMMON MODEL OF THE AGENT

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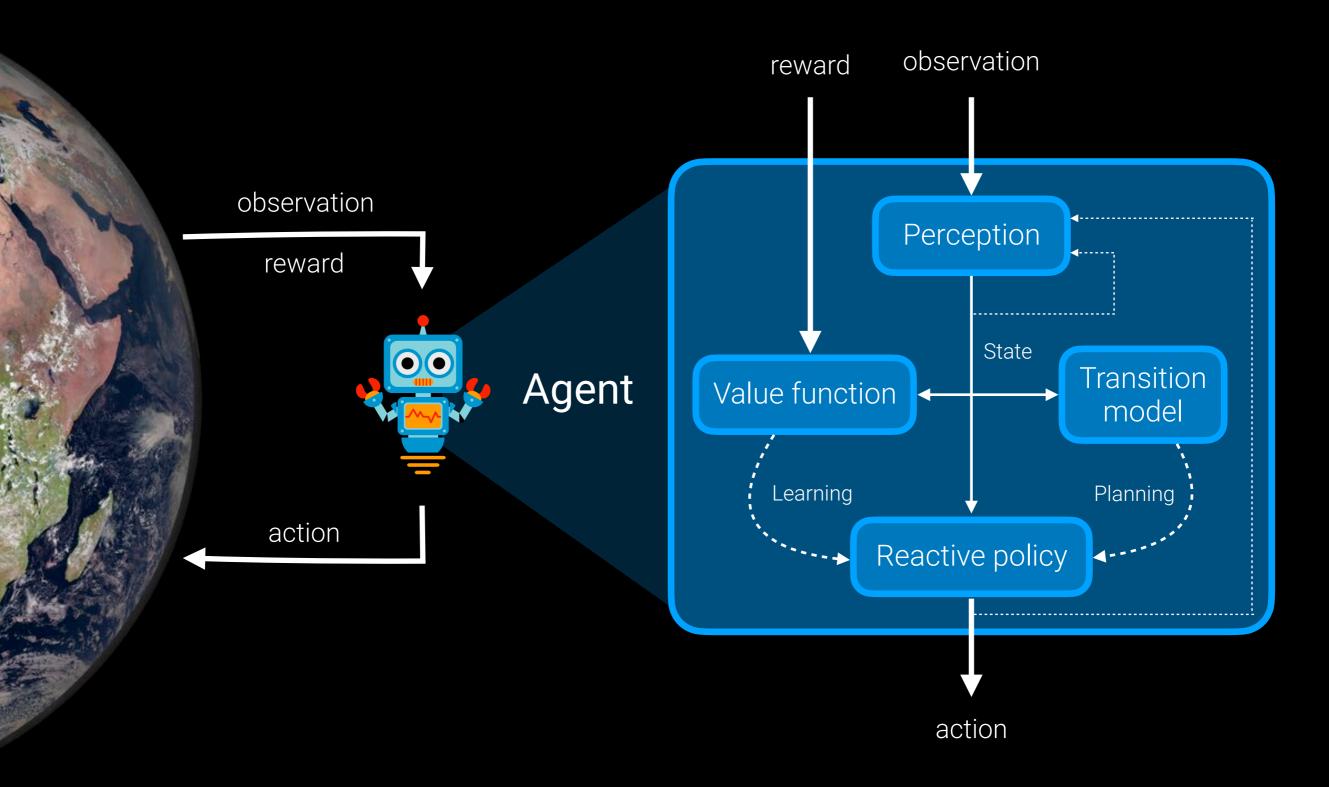
A WORKING DEFINITION OF INTELLIGENCE

"Intelligence is the computational part of the ability to achieve goals"

- John McCarthy

non-computational parts: being stronger, having better sensors

THE COMMON MODEL OF THE DECISION-MAKER



THE REWARD HYPOTHESIS

"... all of what we mean by goals and purposes can be well thought of as maximization of the expected value of the cumulative sum of a received scalar signal (reward)."

- Michael Littman, Rich Sutton

TEMPORAL-DIFFERENCE LEARNING: AN ALGORITHM TO MAXIMIZE LONG-TERM REWARD

$$P_{new} = (1 - \alpha)P_{old} + \alpha(P_{correct})$$
$$P_{new} = (1 - \alpha)P_{old} + \alpha(P_{better})$$
$$= P_{old} + \alpha(P_{better} - P_{old})$$

$$V_{new}(s) = V_{old}(s) + \alpha (R + V_{old}(s') - V_{old}(s))$$
TD error

inspired from psychology and constrained by computation

TD LEARNING BEST FITS VARIOUS PSYCH/NEURO DATA

- explains blocking and higher-order conditioning
- predicted the reversal of blocking later confirmed by Kehoe et al. (1987)
- experimental support for the reward-prediction-error hypothesis: Schultz et al. (1997)
- causal support using optogenetics: Steinberg et al. (2013)



There are many commonalities in how our related fields are thinking about the phenomenon of intelligent behavior.

Let's use some common terminology to foster more collaborations!

- To this common model of the agent, RL adds:
 - the reward hypothesis,
 - general and scalable algorithms to maximize reward, some of which are biologically plausible.

My poster is about a more efficient variant of TD-learning, specific to lifelong learning! (Group A)

REFERENCES

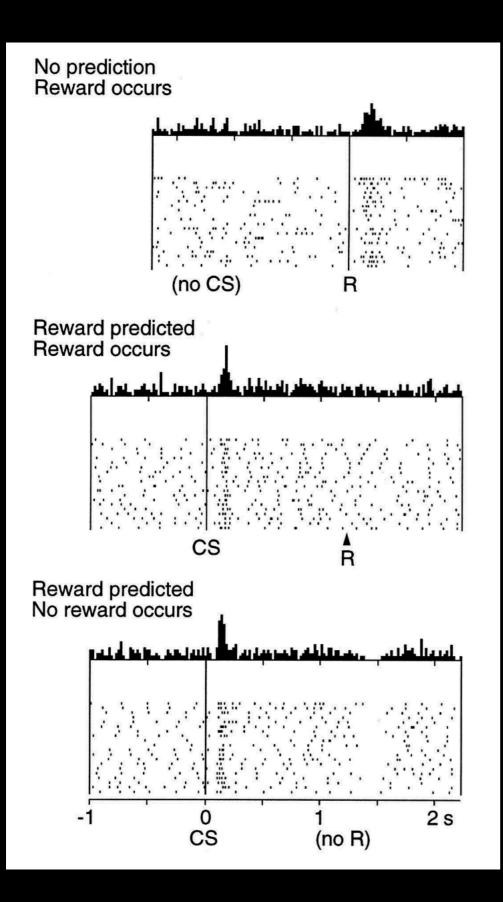
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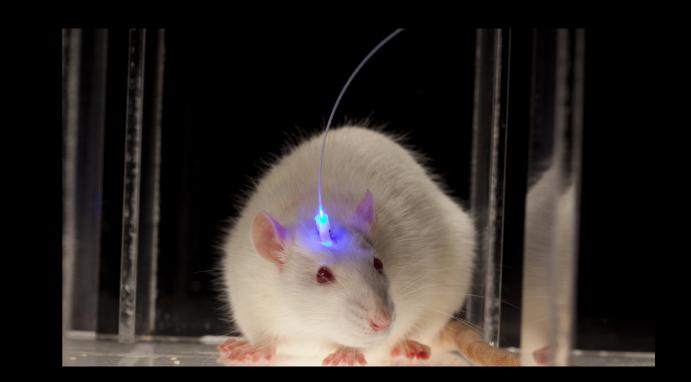
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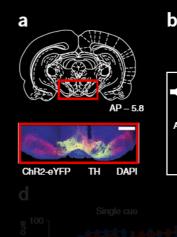
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