Prevalence of Negative Transfer in Continual Reinforcement Learning: Analysis and a Simple Baseline

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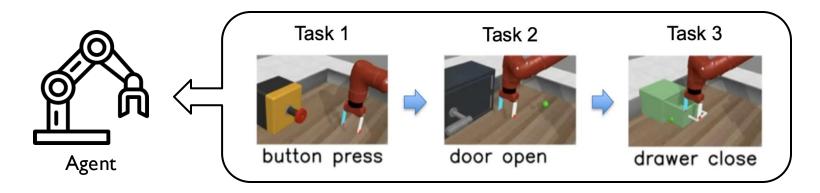
¹Seoul National University
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Continual Reinforcement Learning

Continual Reinforcement Learning (CRL)



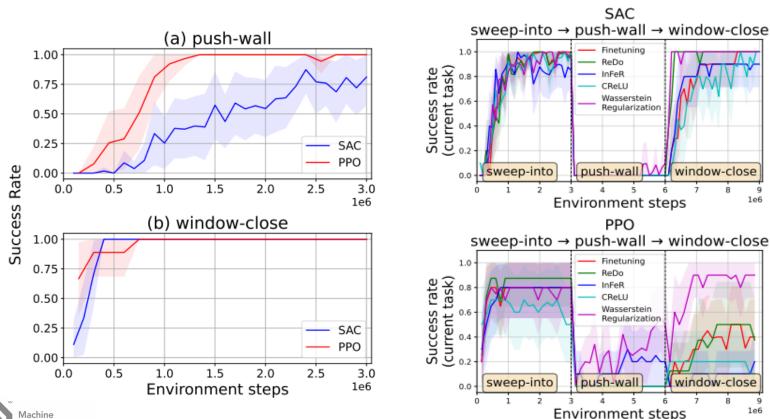
A well-known dilemma in CRL





Negative Transfer in CRL

Simple demonstration in 3-task experiment

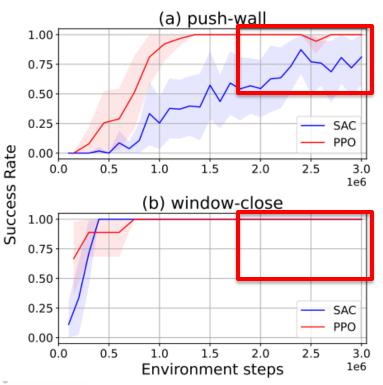


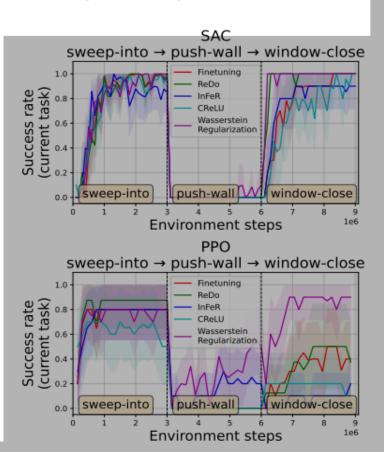
Negative Transfer in CRL

Simple demonstration in 3-task experiment

Each of the tasks is easy to learn by RL algorithms

from scratch



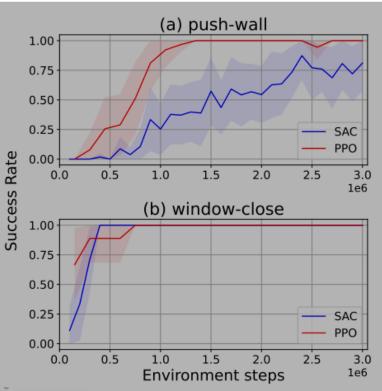


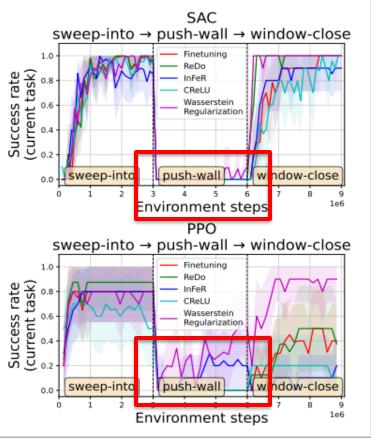
Negative Transfer in CRL

Simple demonstration in 3-task experiment

But the performance collapses when it's learned

after other tasks

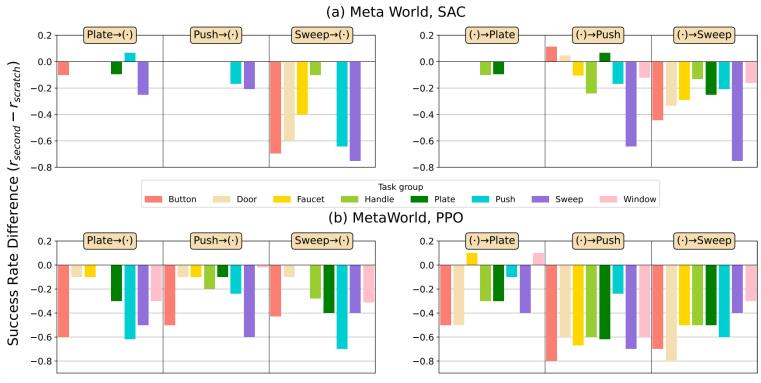






Identifying Patterns of Negative Transfer

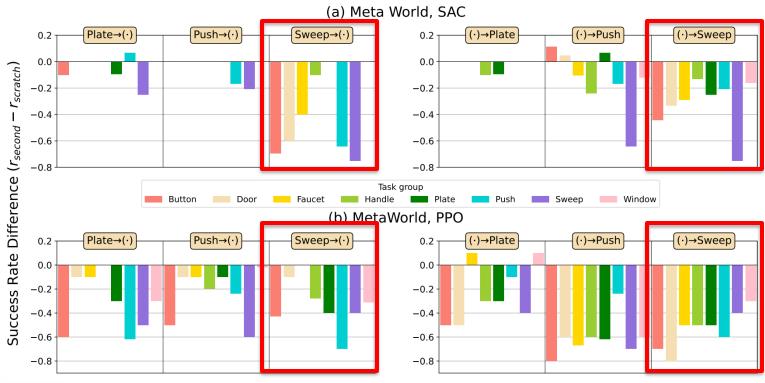
2-task experiments on Meta World





Identifying Patterns of Negative Transfer

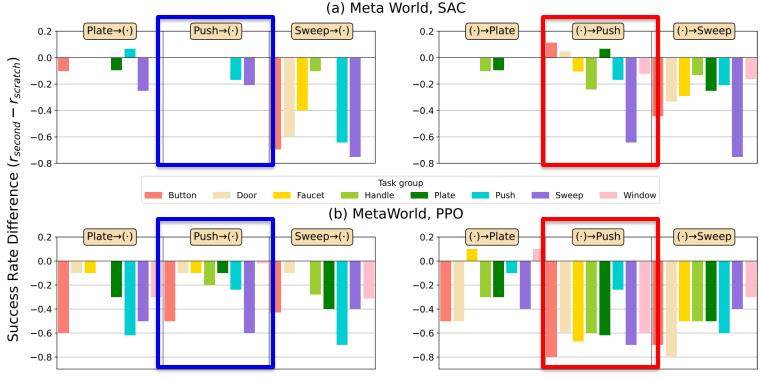
- 2-task experiments on Meta World
 - 'Sweep' tends to suffer from negative transfer





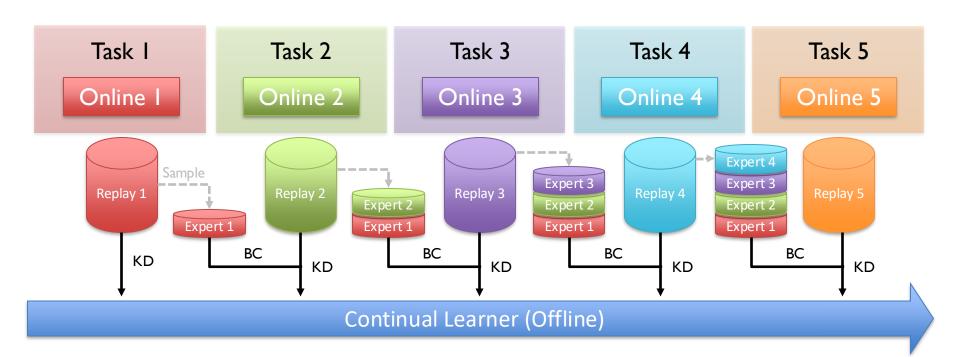
Identifying Patterns of Negative Transfer

- 2-task experiments on Meta World
 - 'Push' is learned fine when they come first, but struggle when they come second





Reset and Distill (R&D)

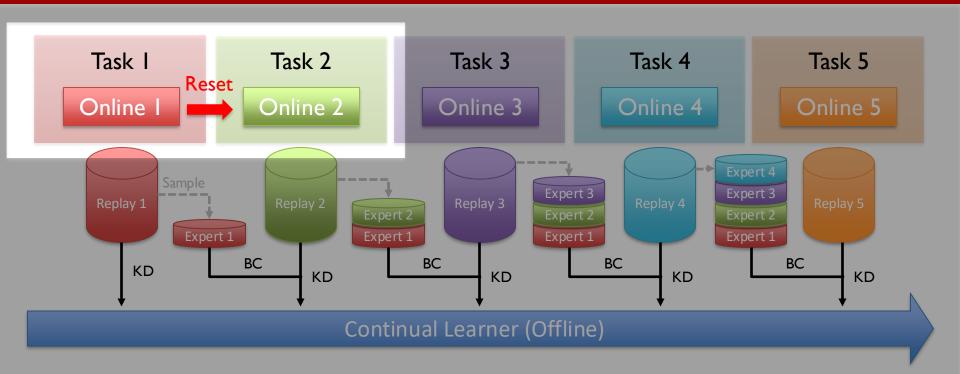


1. Reset the online learner after finishing each task

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- 2. The online learner learns a novel task from scratch
- 3. Using KD, distill the knowledge of current task from the online learner to the offline(continual) learner
- 4. Store small sample of current task to prevent forgetting

Reset and Distill (R&D)

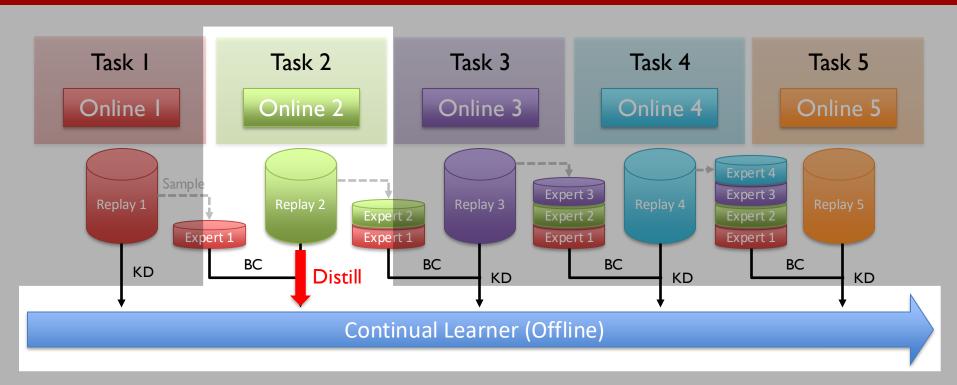


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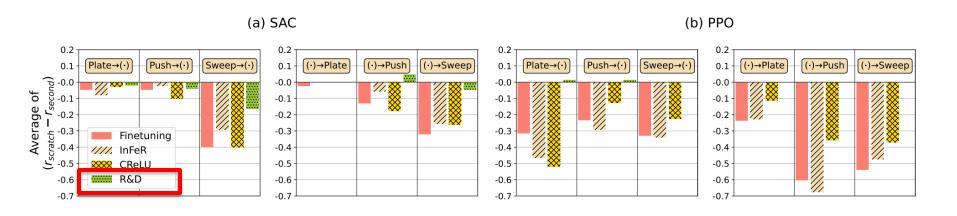
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Experimental Results

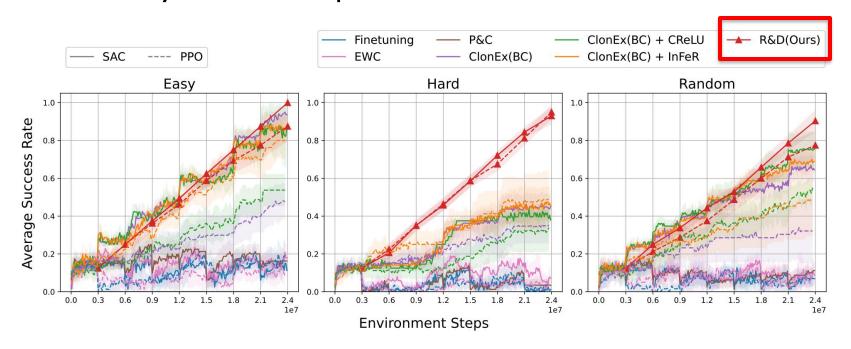
- 2-task setups
 - R&D outperforms other baselines devised to improve plasticity





Experimental Results

- Long sequence setups
 - R&D achieves higher success rate, especially in hard or randomly ordered sequences





Conclusion

Negative transfer is pervasive in CRL

 We propose R&D, a simple method to address negative transfer

 Experiments show that mitigating negative transfer is prerequisite for advancing CRL

