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Racing with Deep Reinforcement Learning

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AWS DeepRacer Origin



How can we put Reinforcement Learning in the hands of all developers? *literally*



AWS DeepRacer Car Specifications



CAR 18th scale 4WD with monster truck chassis

CPU Intel Atom™ Processor

MEMORY 4GB RAM

STORAGE 32GB (expandable)

WI-FI 802.11ac

CAMERA 4 MP camera with MJPEG

DRIVE BATTERY 7.4V/1100mAh lithium polymer

COMPUTE BATTERY 13600mAh USB-C PD

SENSORS Integrated accelerometer and gyroscope

PORTS 4x USB-A, 1x USB-C, 1x Micro-USB, 1x HDMI

SOFTWARE Ubuntu OS 16.04.3 LTS, Intel® OpenVINO™

toolkit, ROS Kinetic



OpenVINO

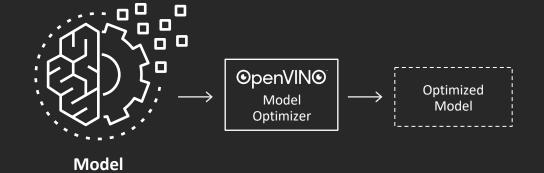


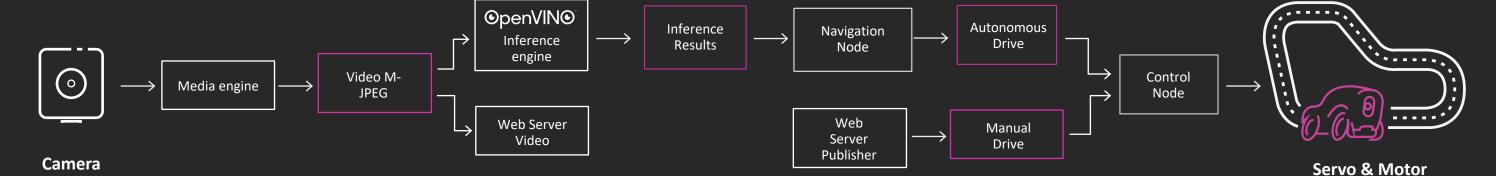
AWS DeepRacer Software Architecture

ROS Nodes

ROS Msg Node

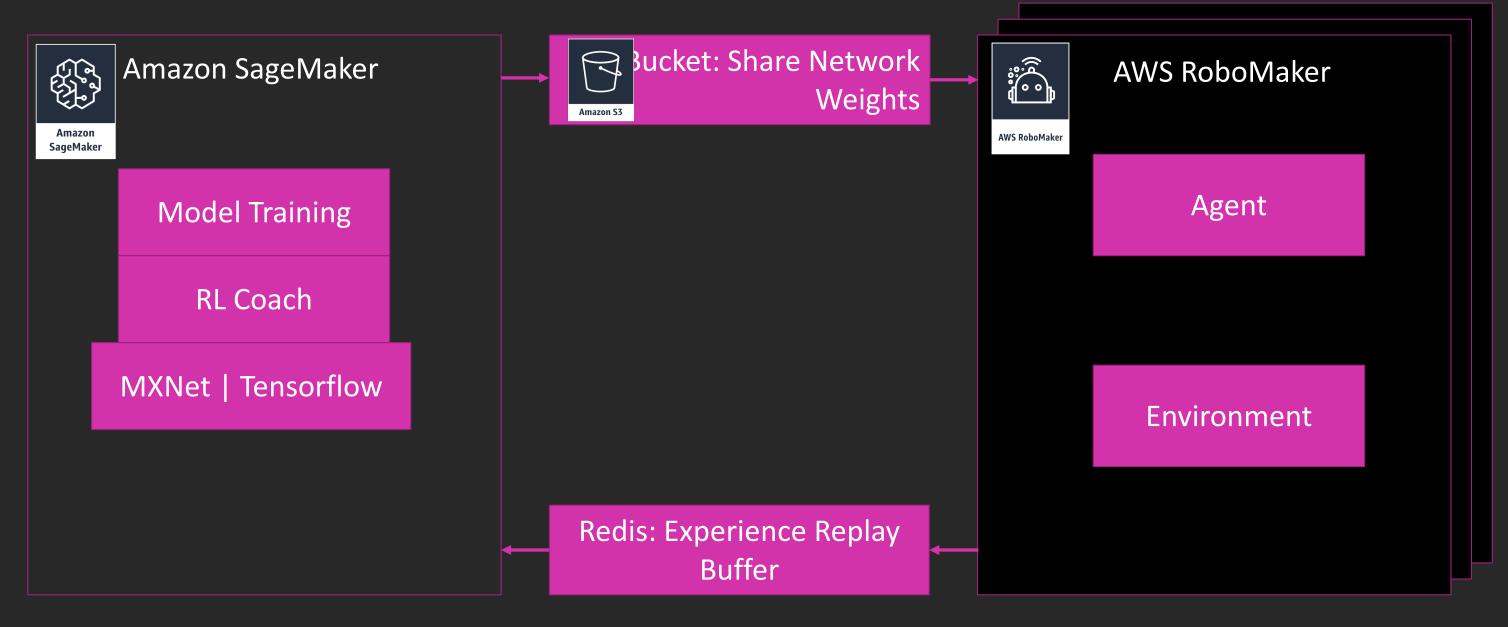
Stored File





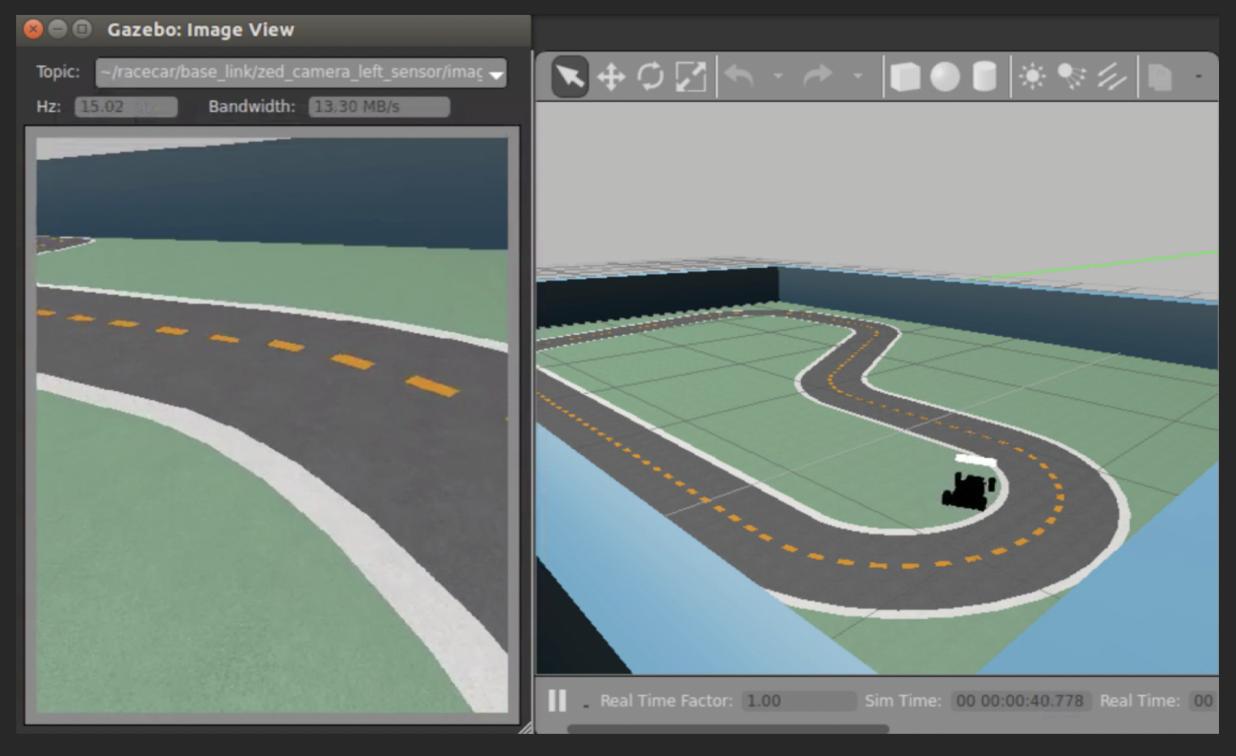


Distributed RL (Clipped PPO)



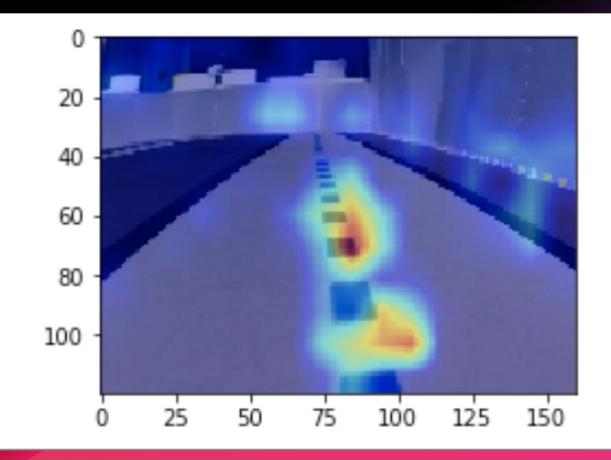


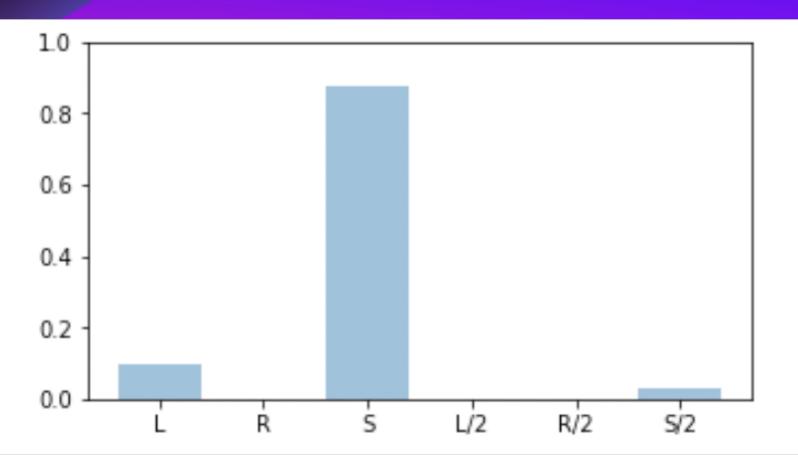
AWS DeepRacer Training Environment



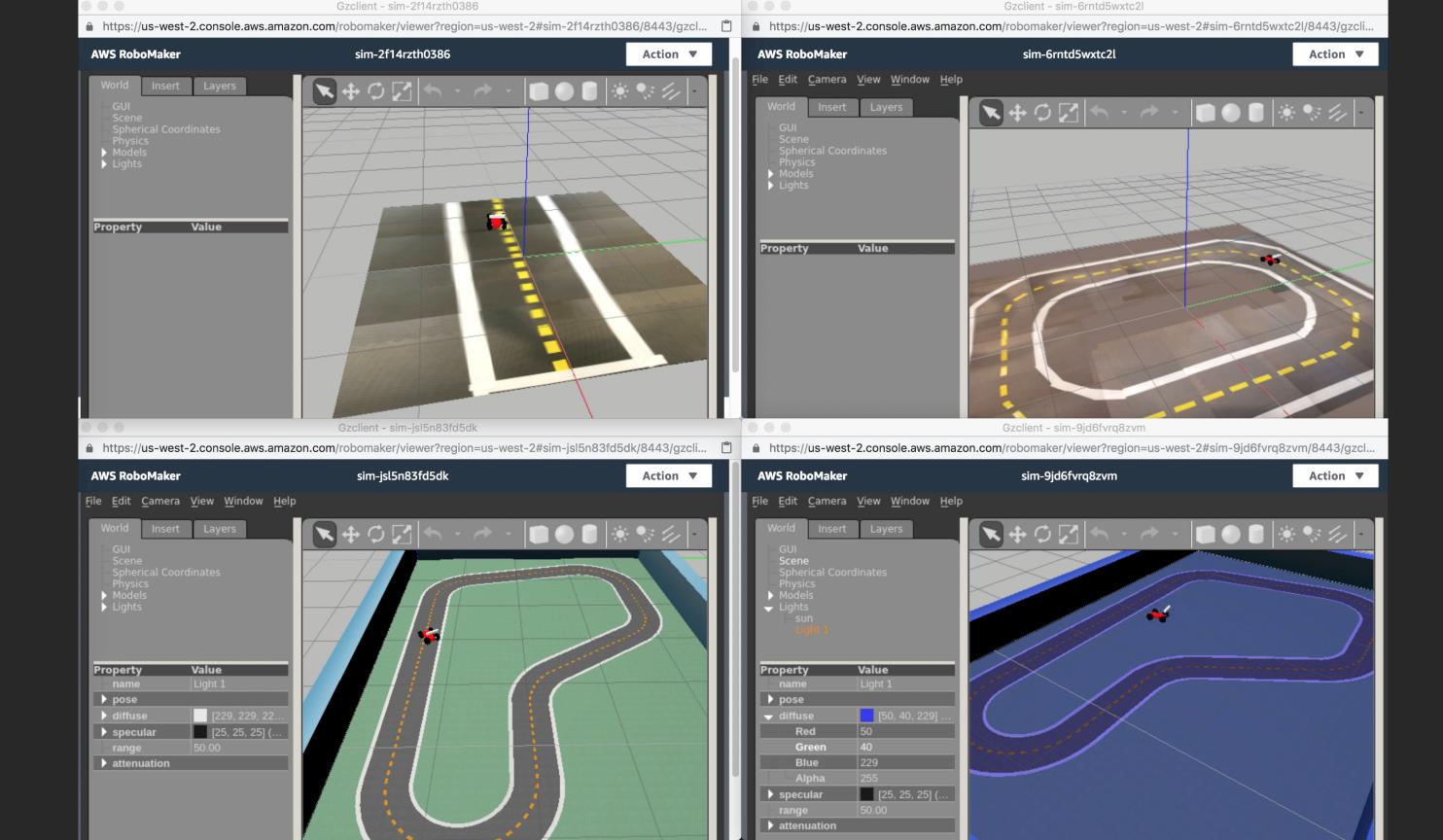


Using Gradient Visualization for Policy Debugging

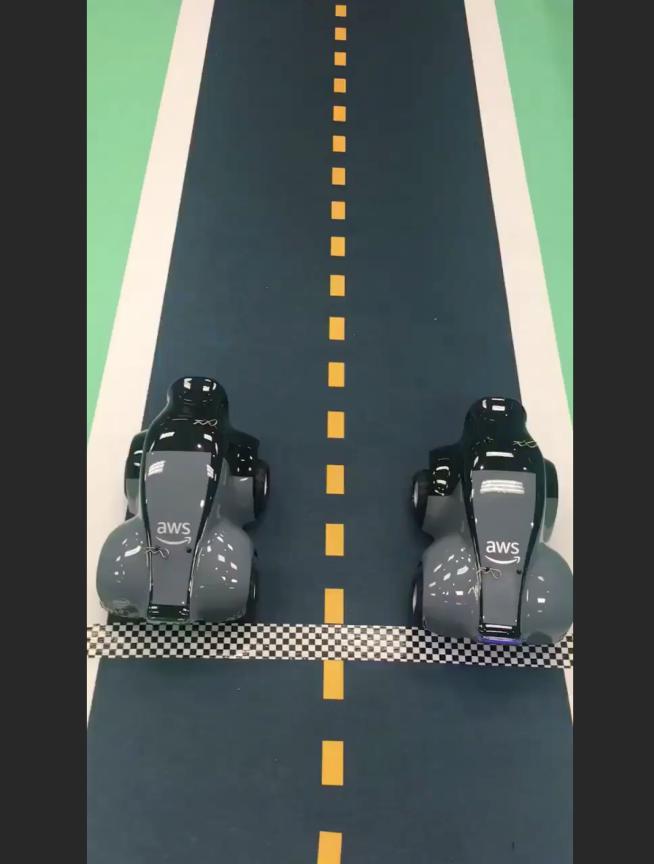








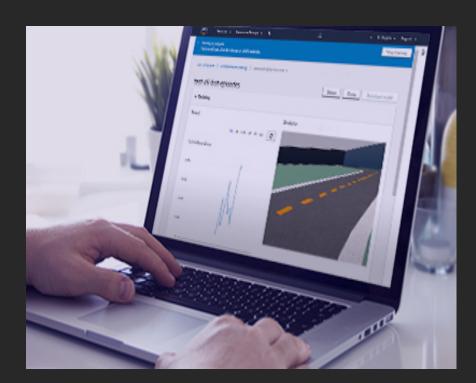




Announcing AWS DeepRacer: An exciting way for developers to get hands-on experience with reinforcement learning



Robotic autonomous race car



Virtual simulator, to train and experiment



Racing League



Thank you!

DeepRacer RL Code

https://github.com/awslabs/amazon-sagemakerexamples/tree/master/reinforcement_learning/rl_deepracer_robomaker_coach _gazebo

(or) https://bit.ly/2TfjlO1

