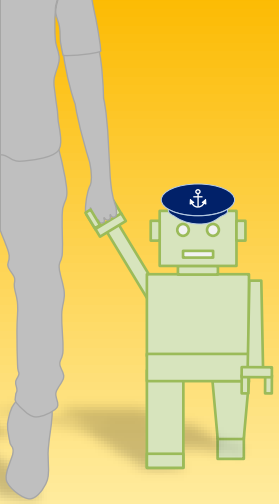


# Workshop AI sail





BETTER SHIPS, BLUE OCEANS

# Context

Intro to AI sail & RL



# Sailing without knowing the details of physics

MARIN



**Explicit**

Books  
Equations

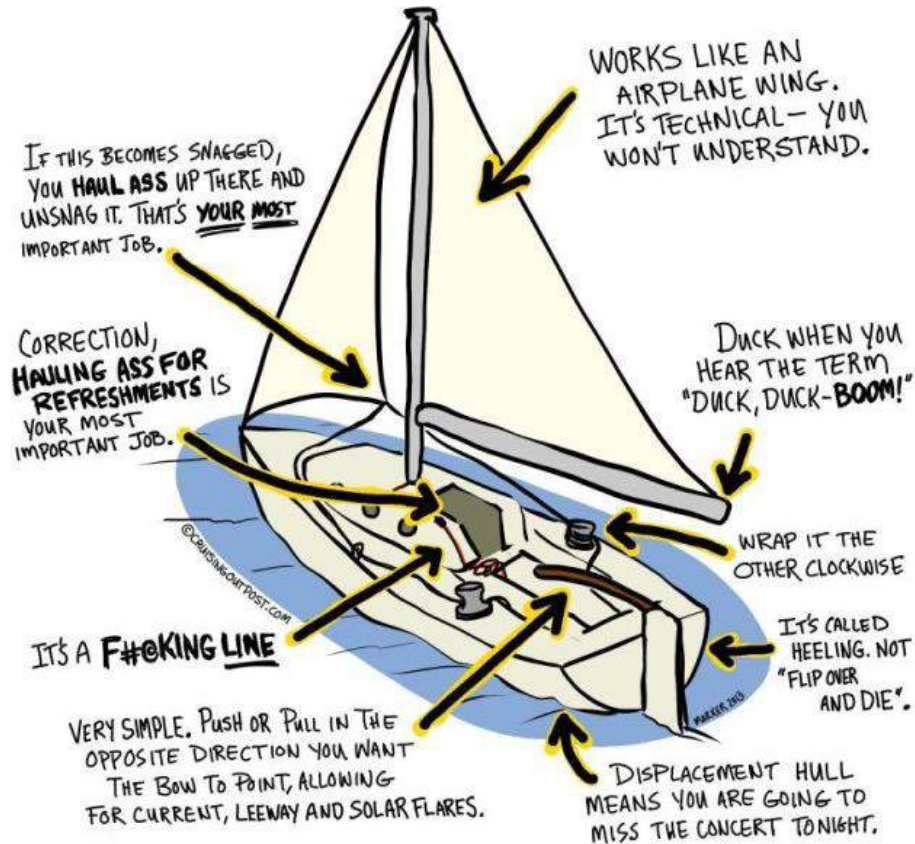
**Implicit**

Instinct  
Feeling



# Explaining implicit knowledge is not easy

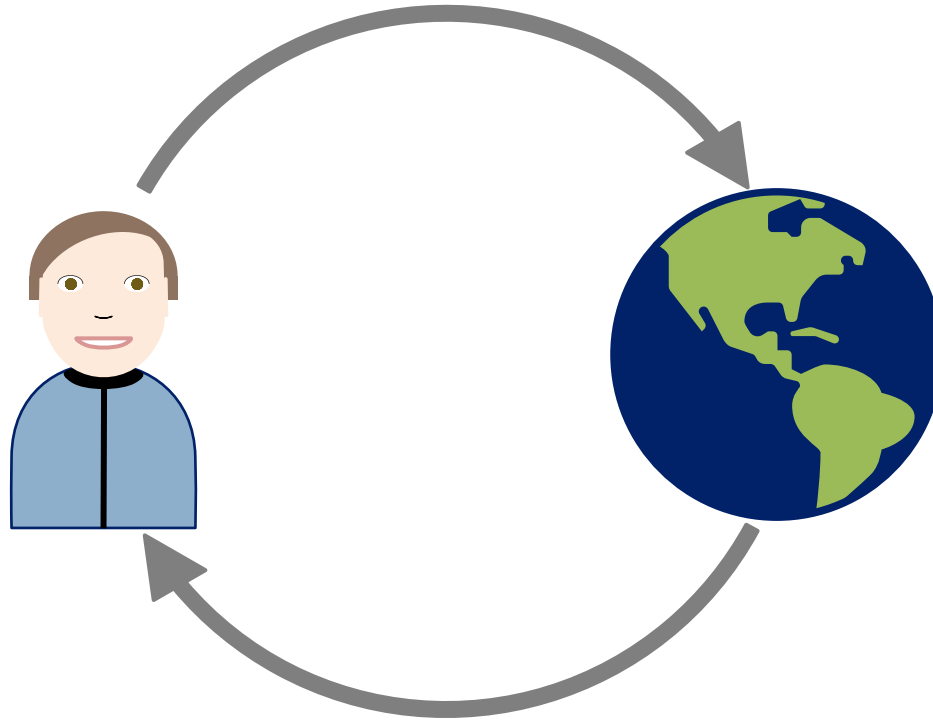
“How I explain sailing to my guests”

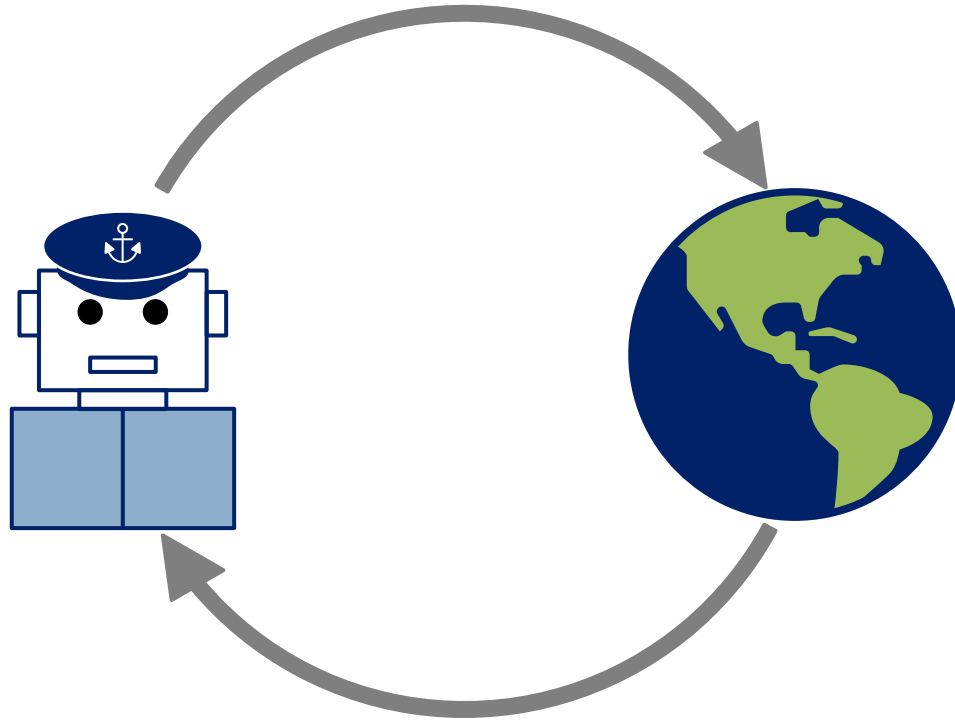


# How do kids learn?

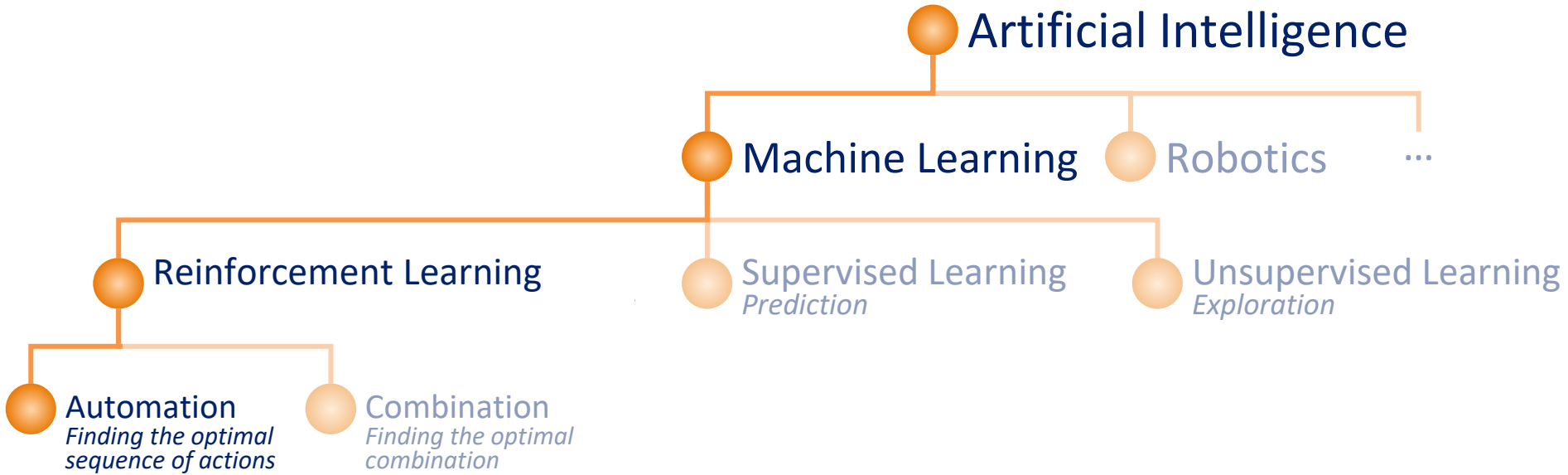
MARIN



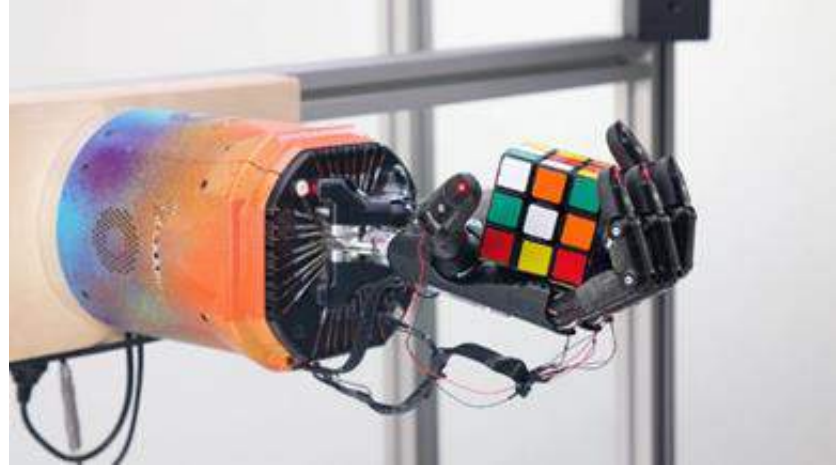


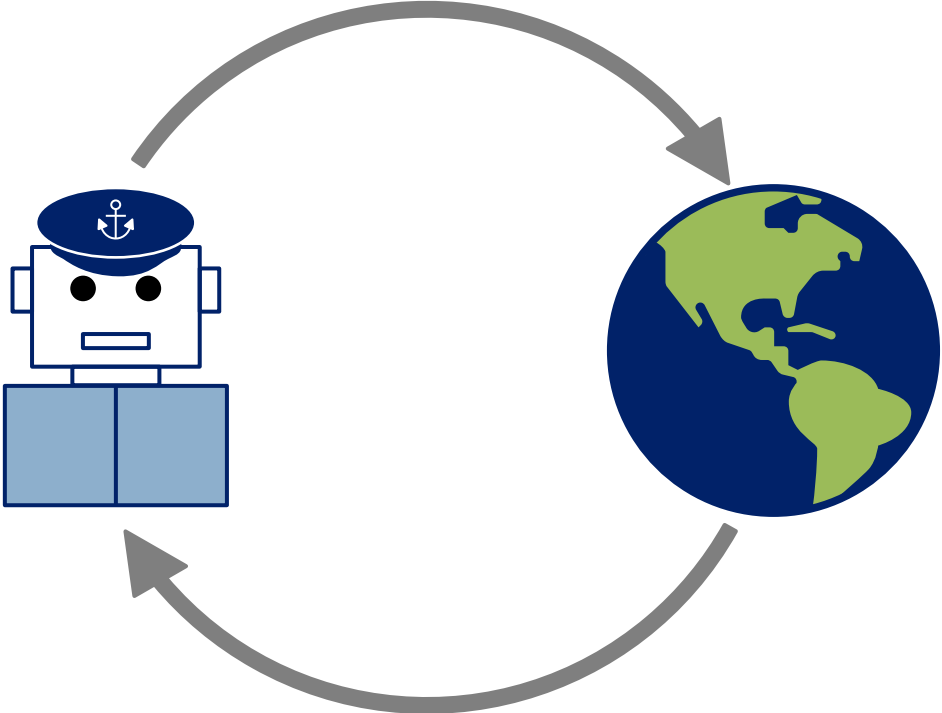


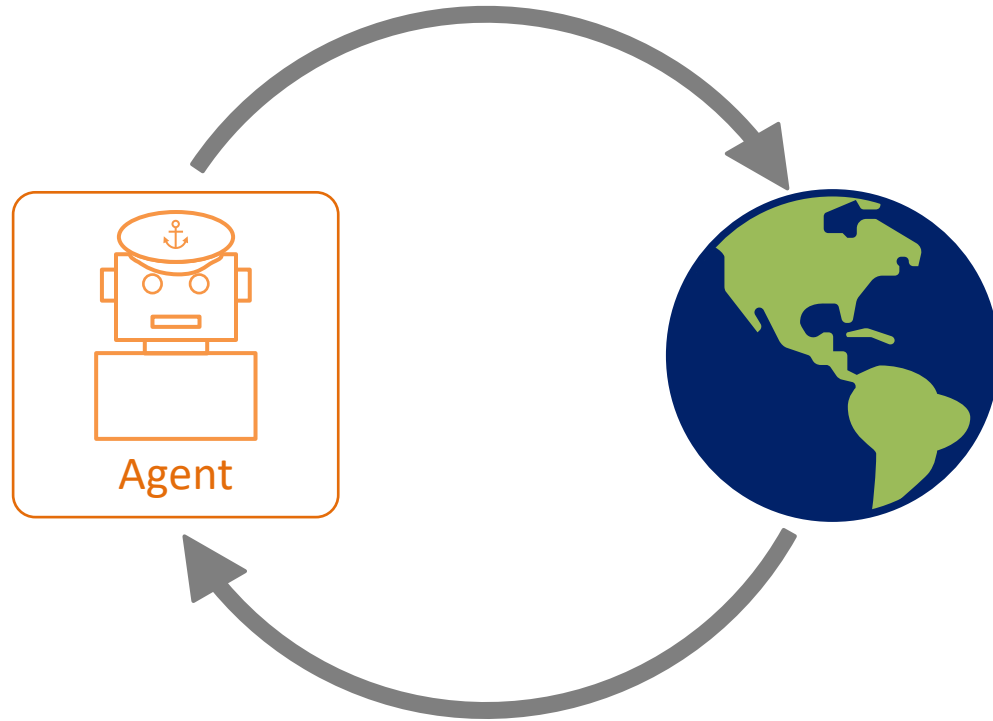


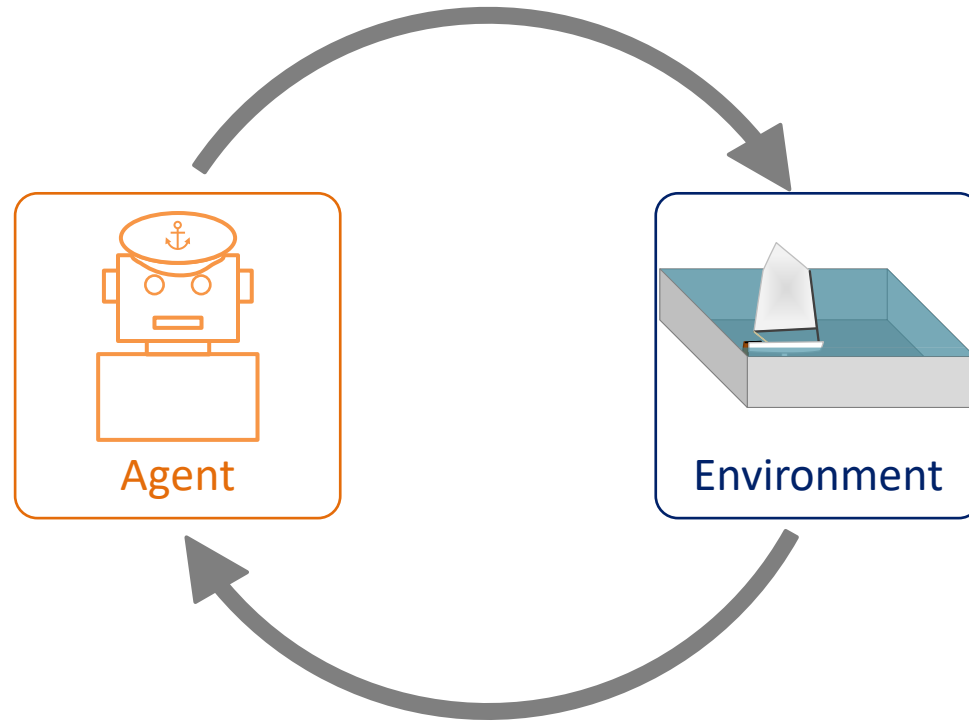


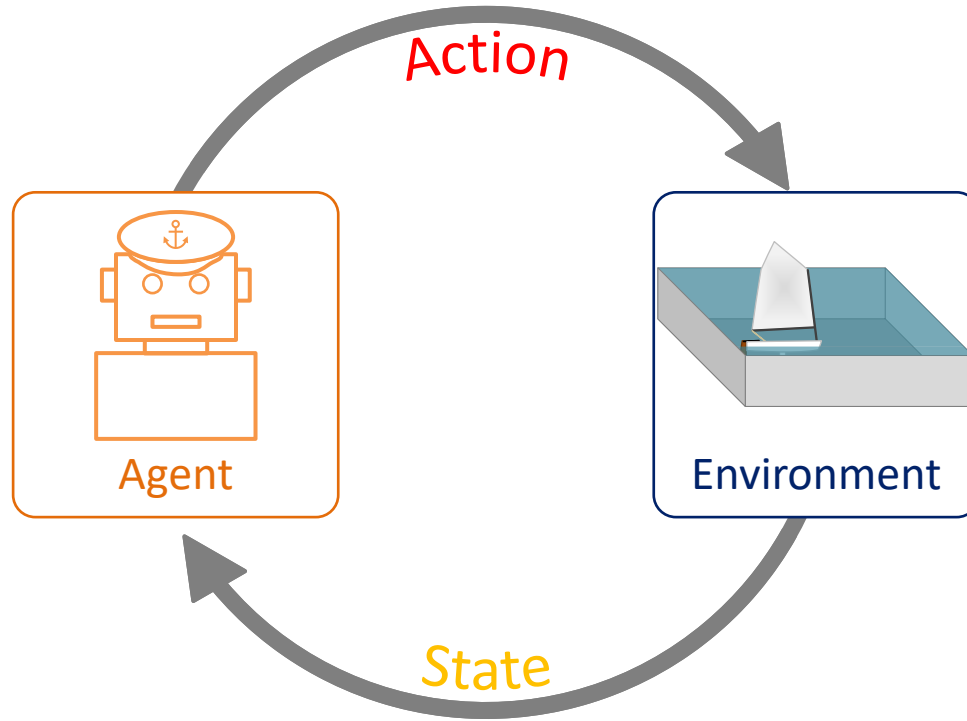
# Success stories

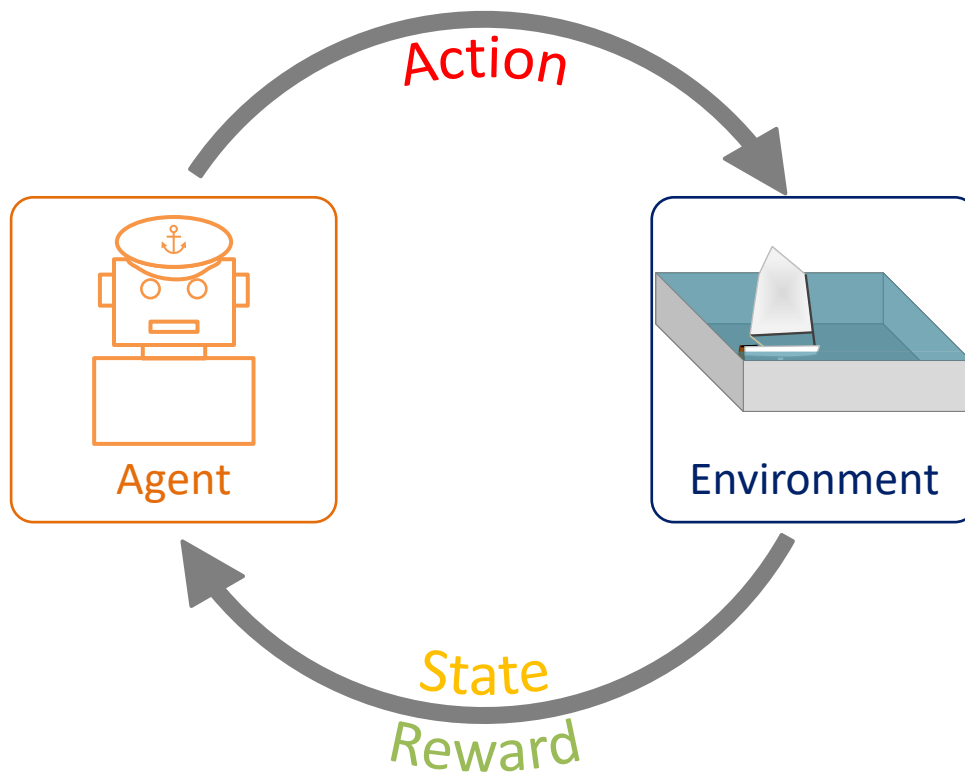




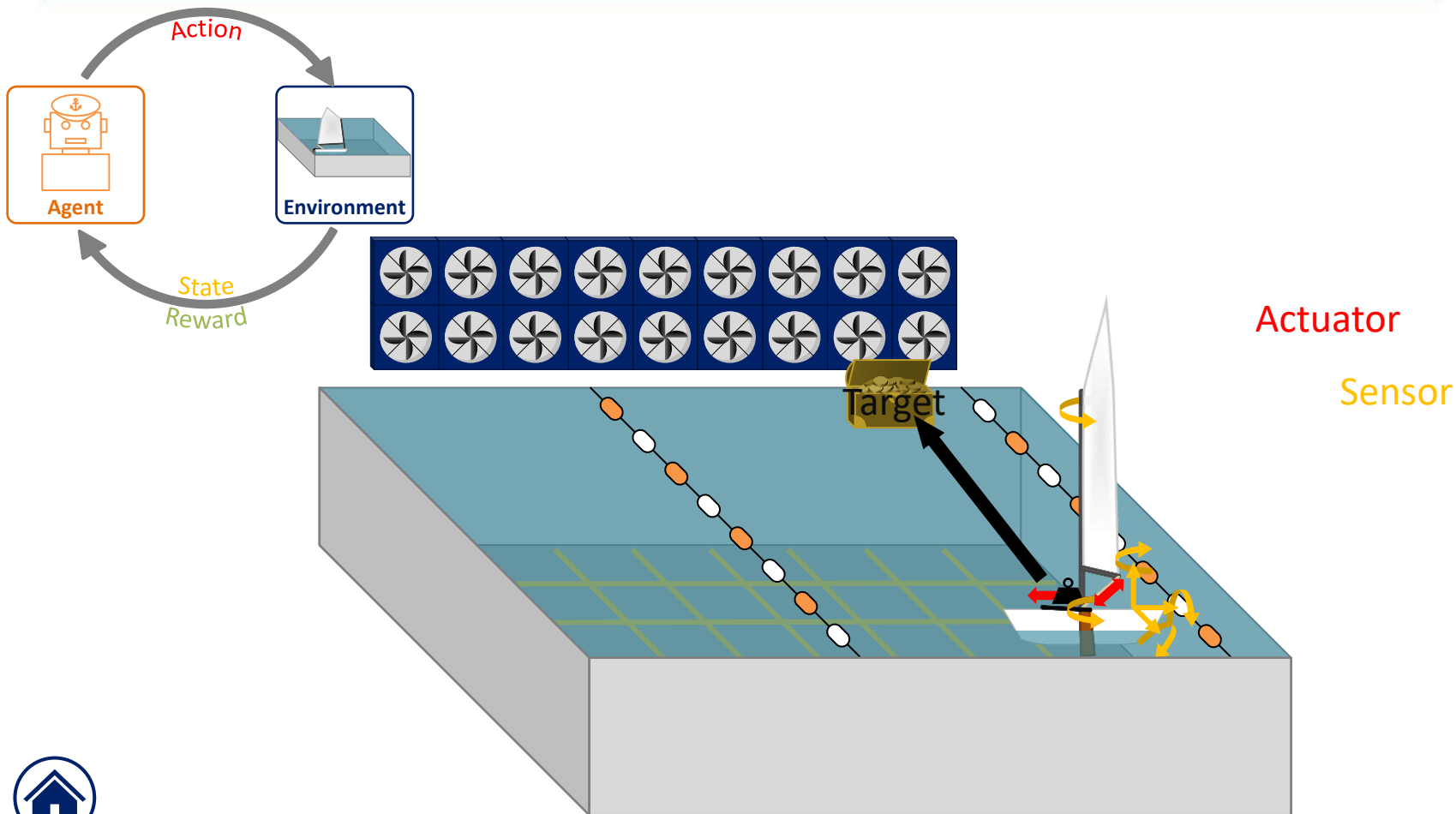




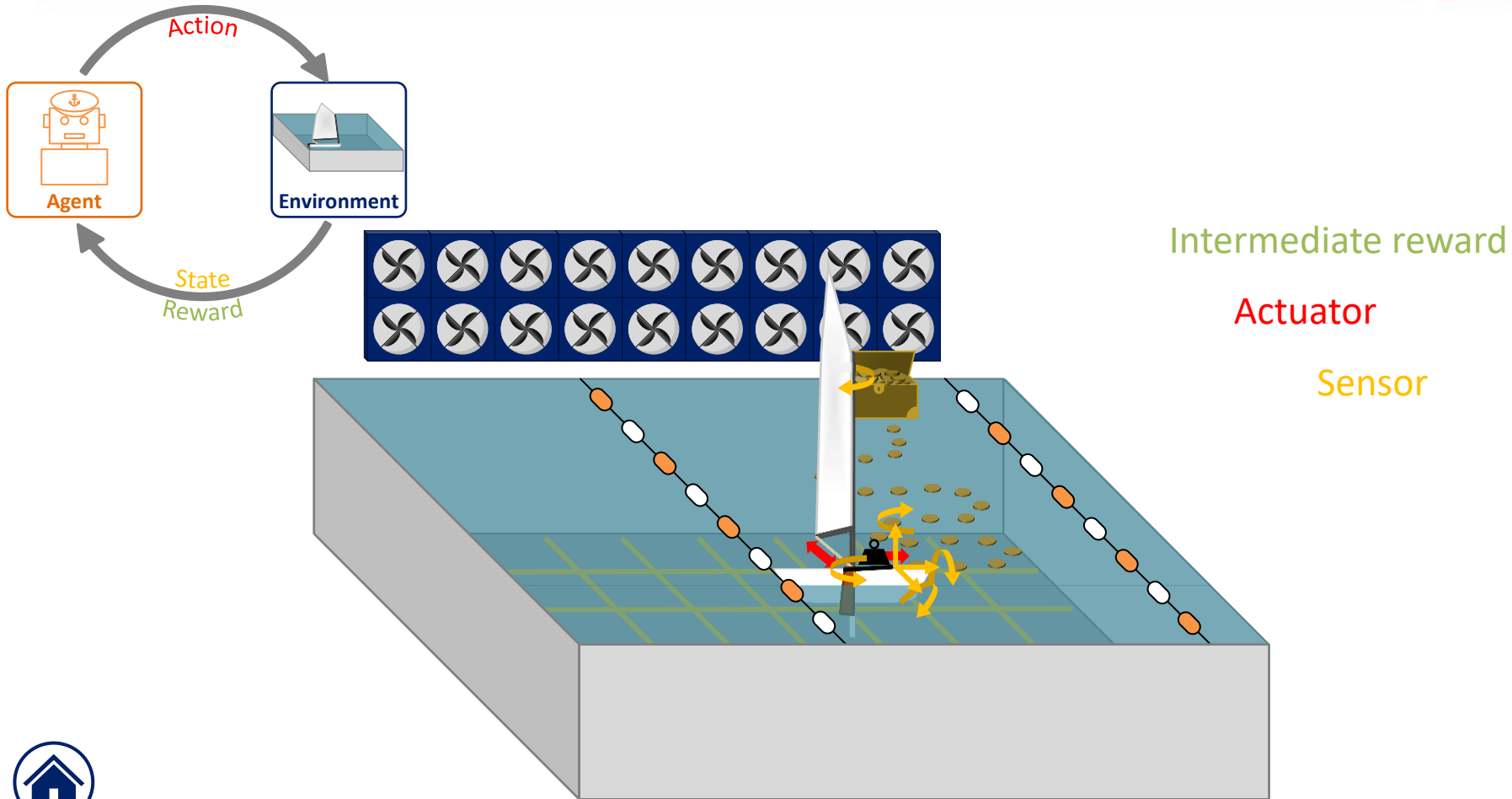


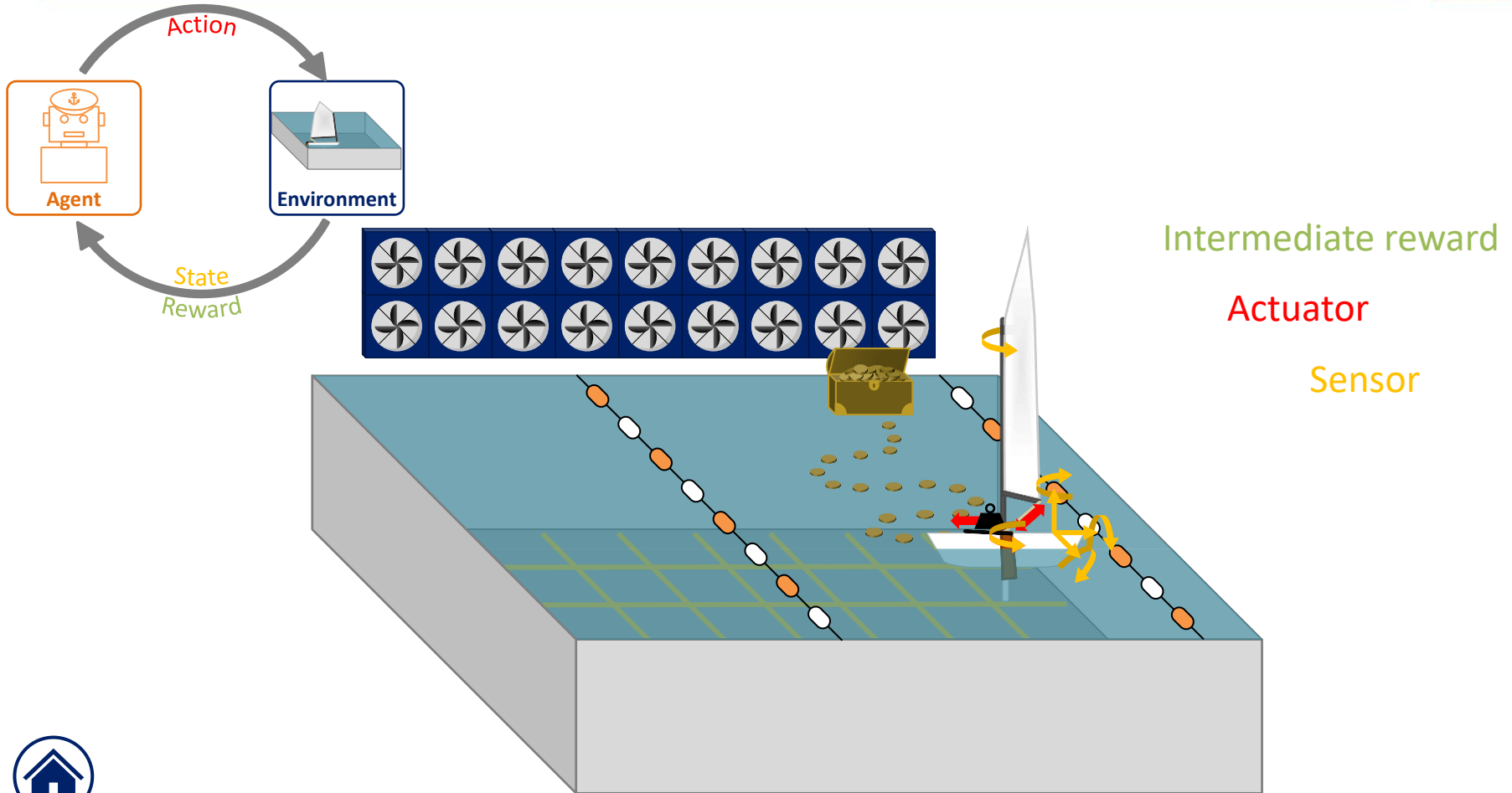


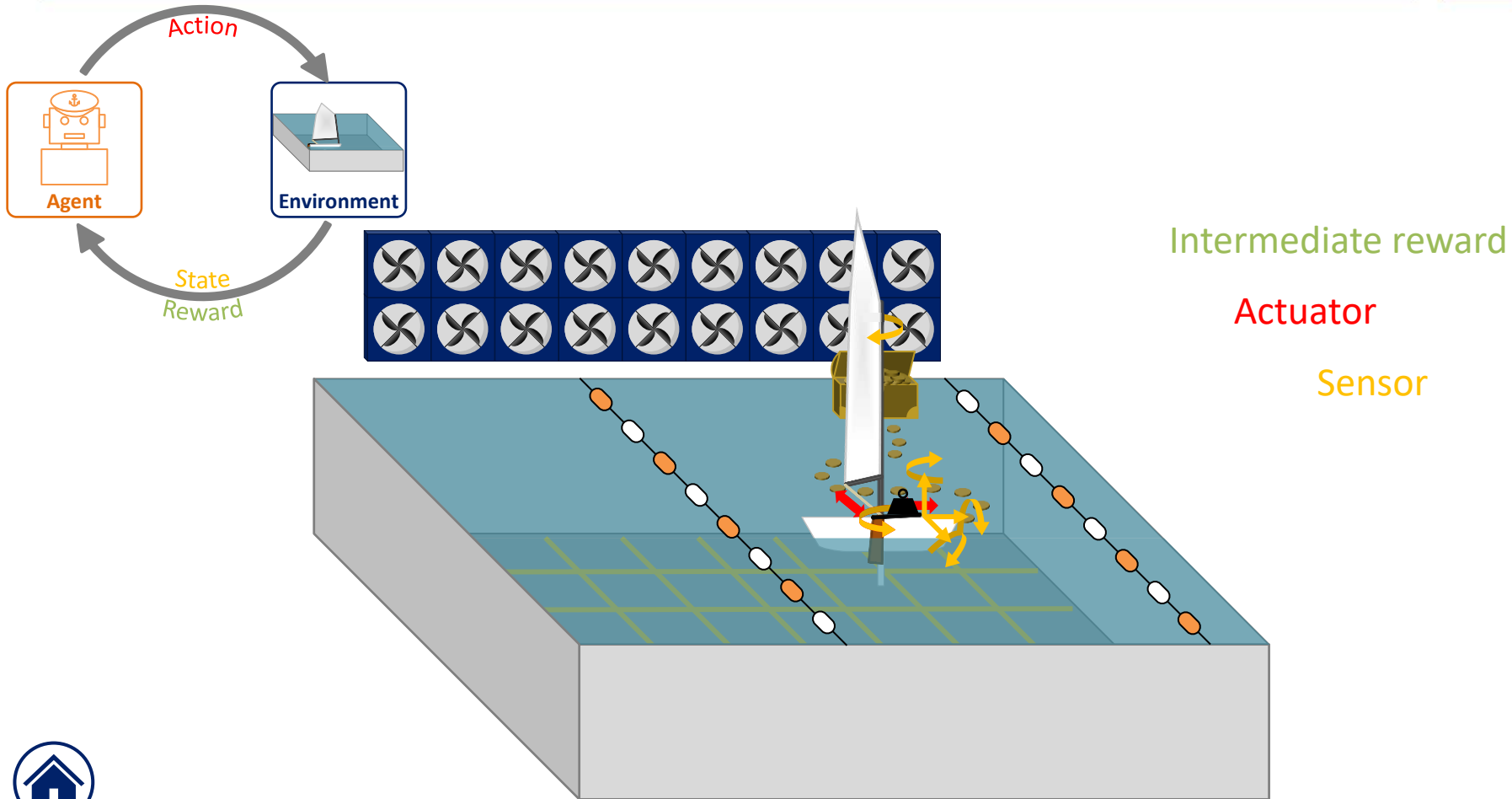
# Interactions

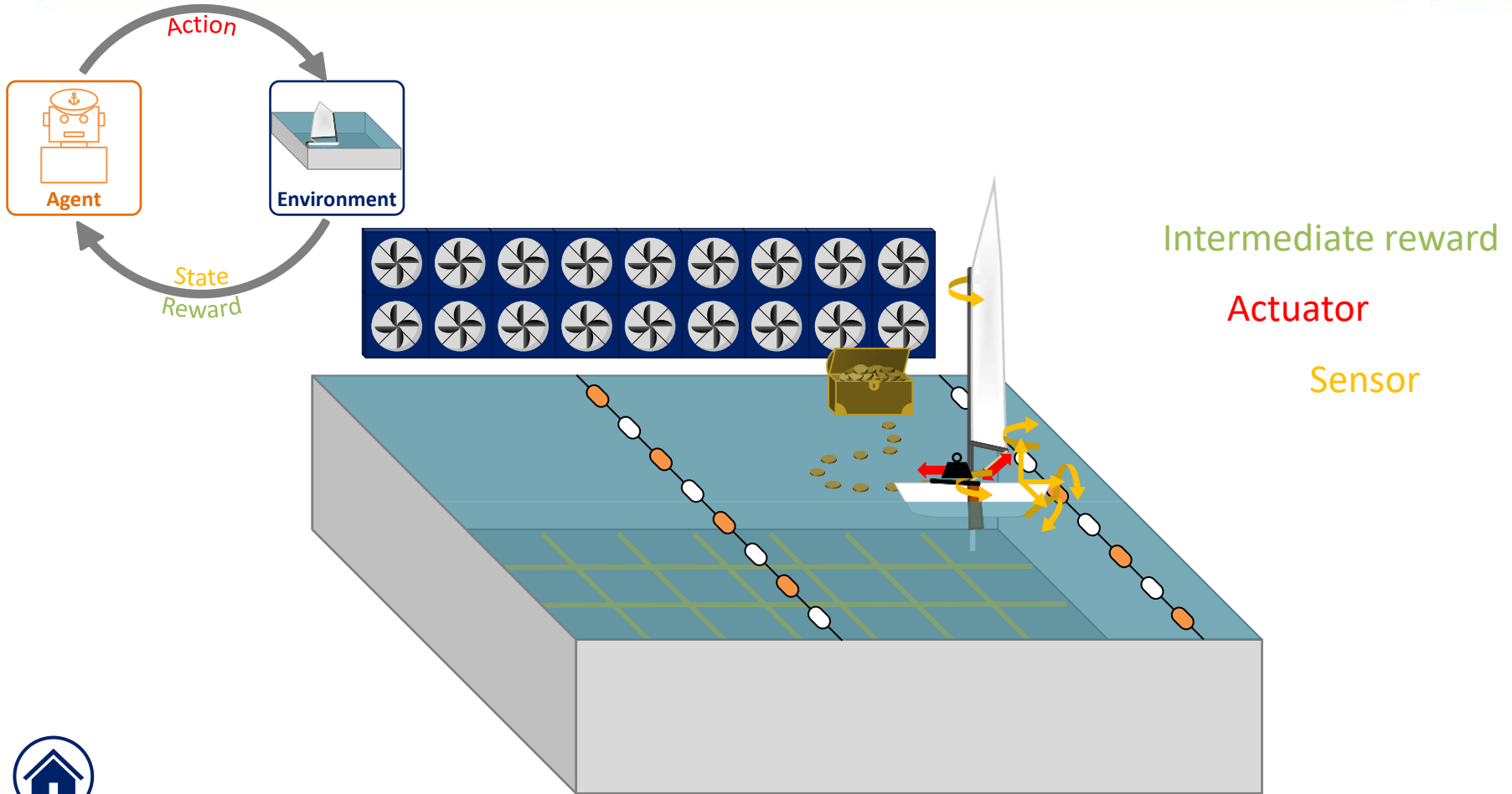




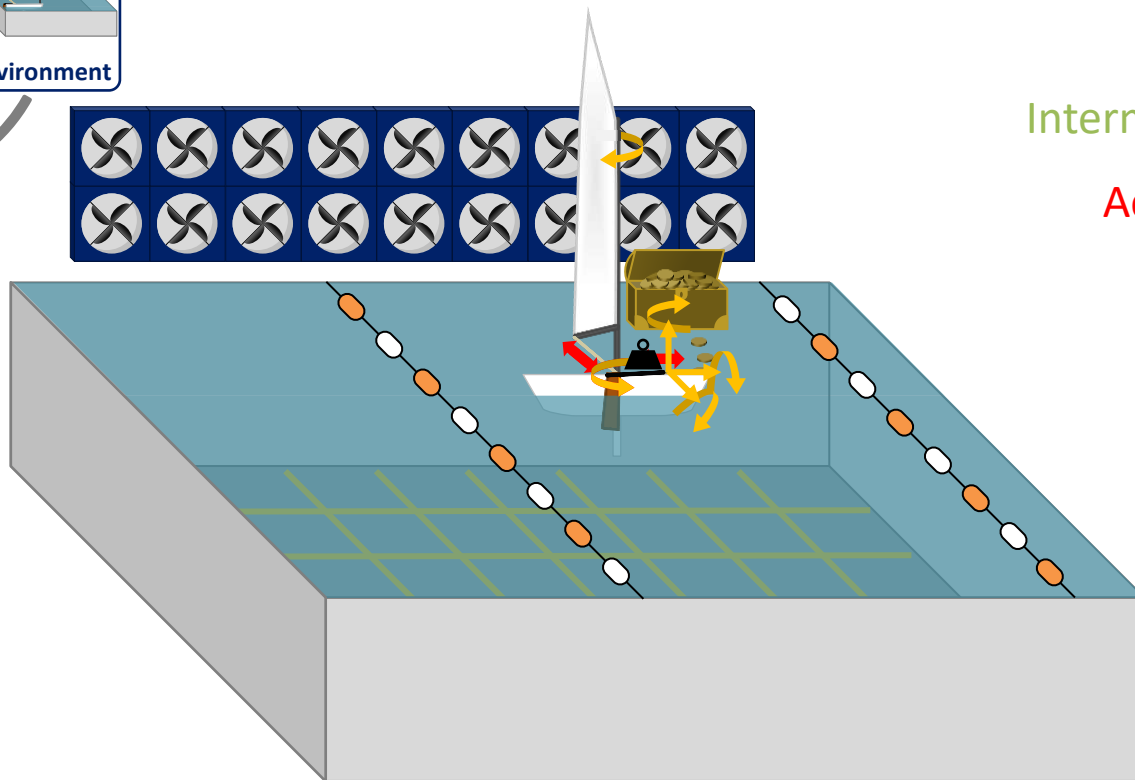
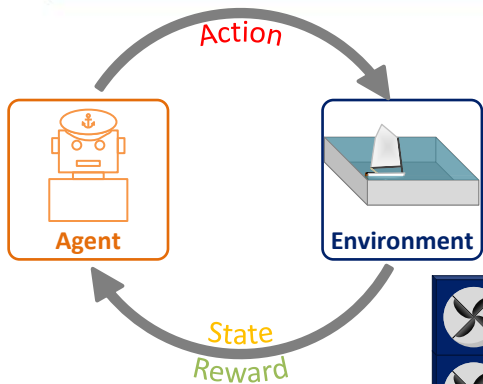








# Interactions

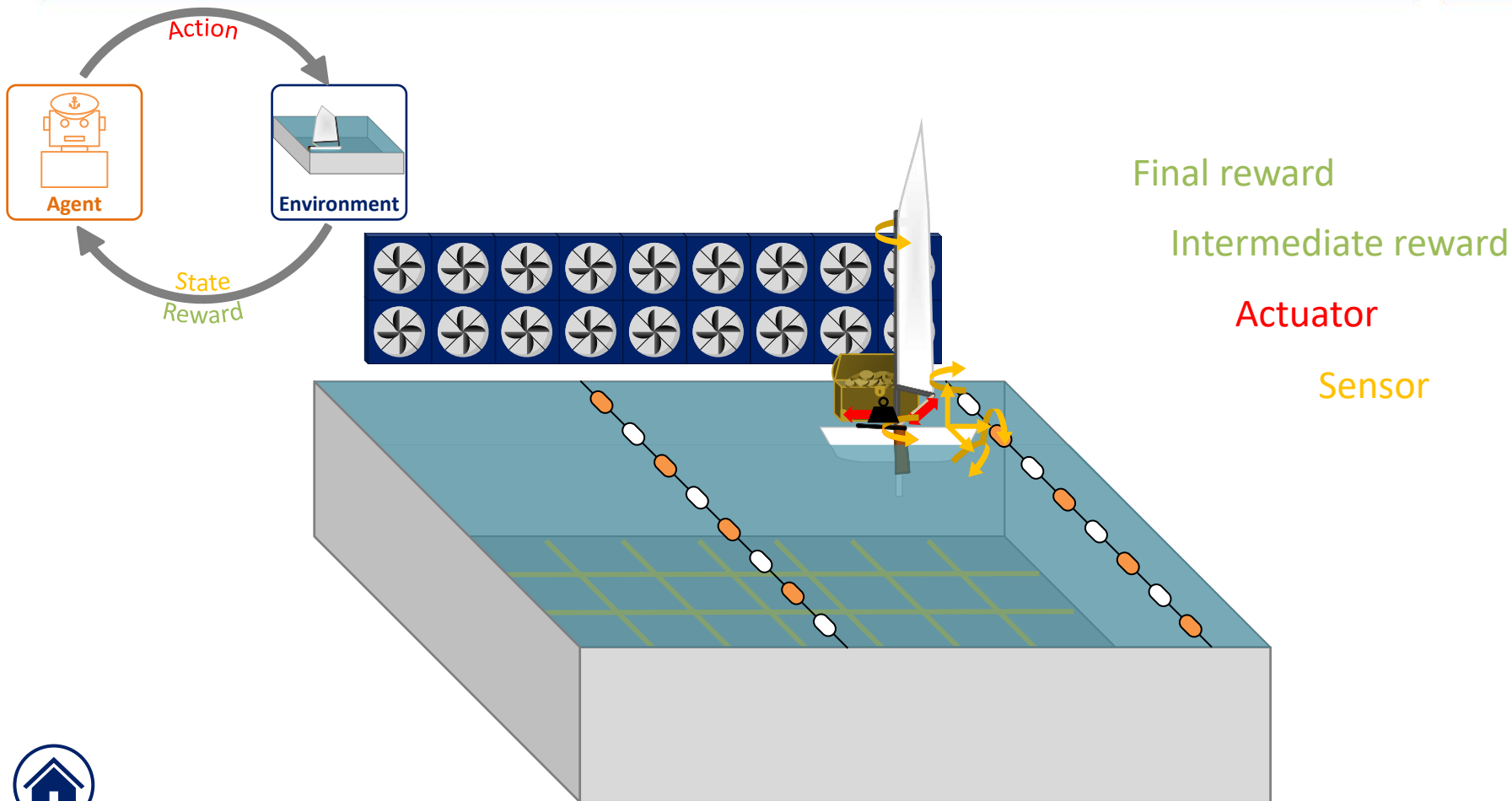


Intermediate reward

Actuator

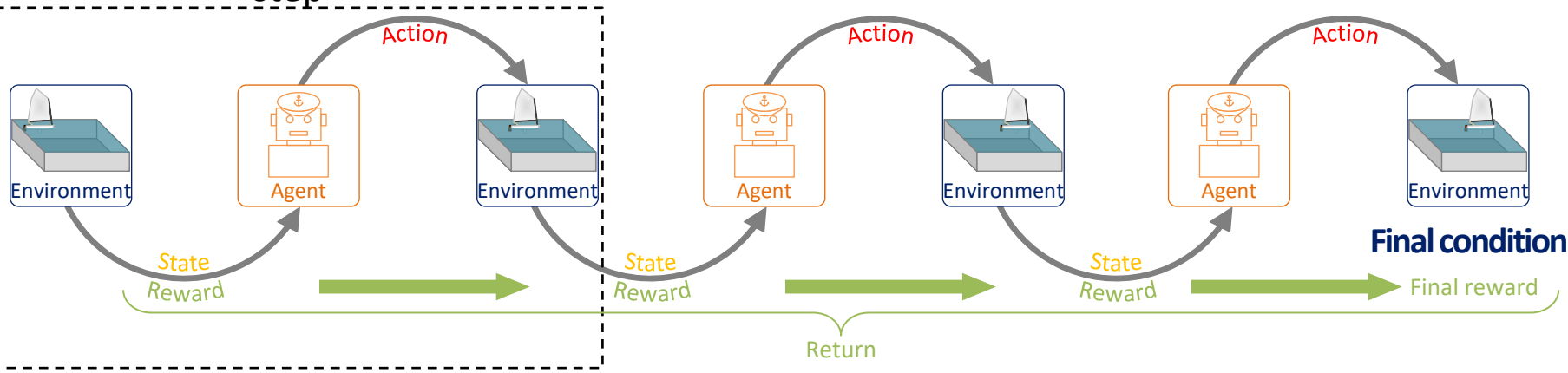
Sensor

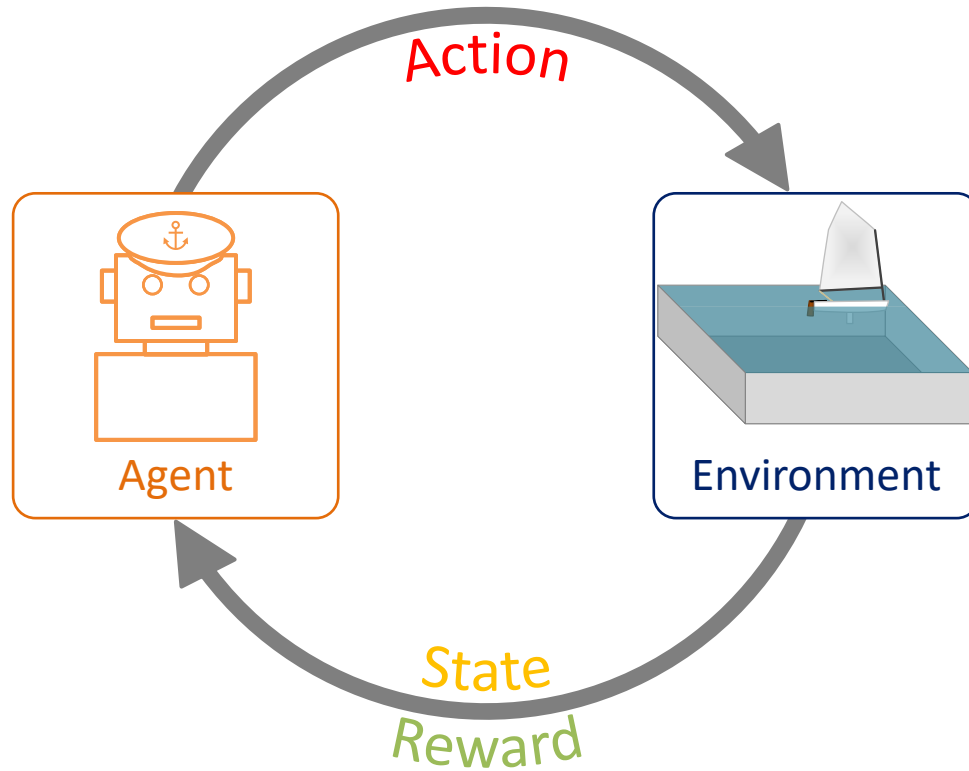




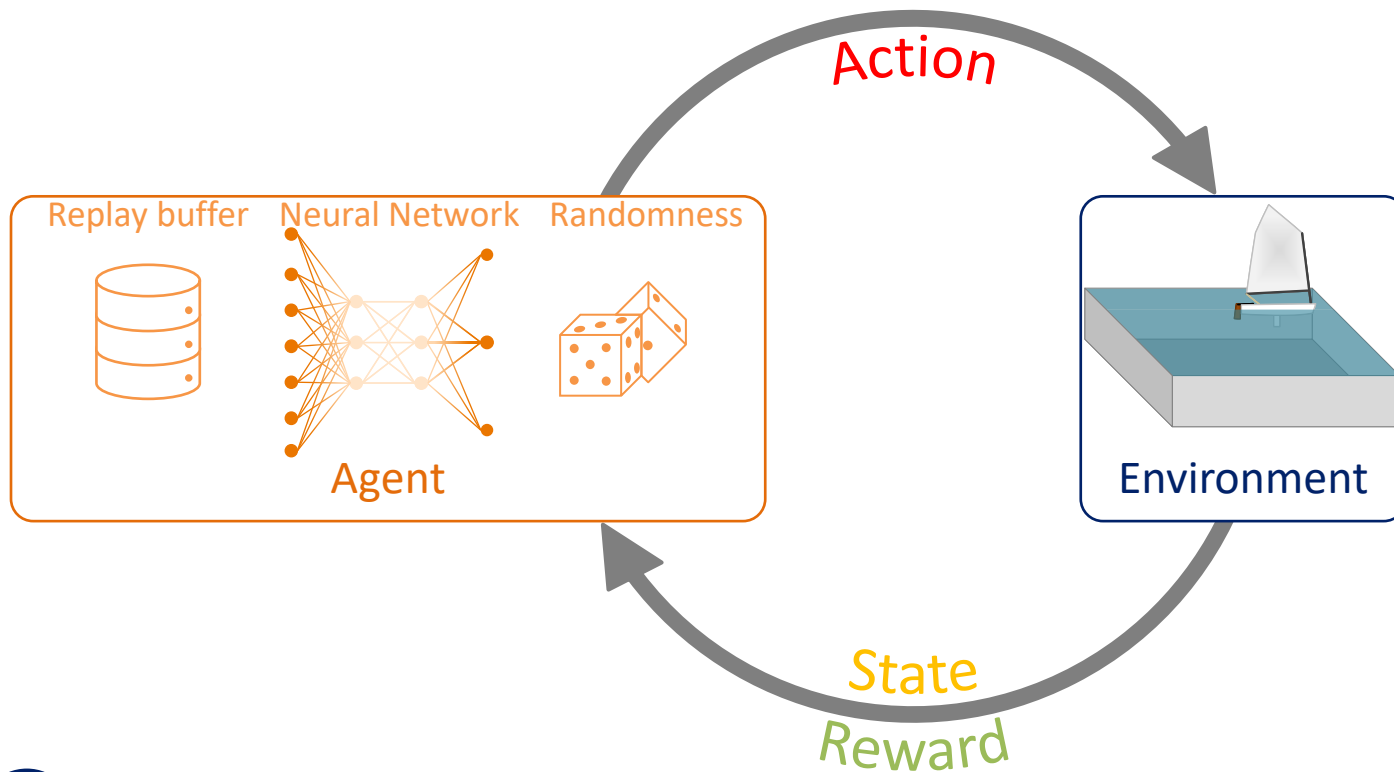
episode

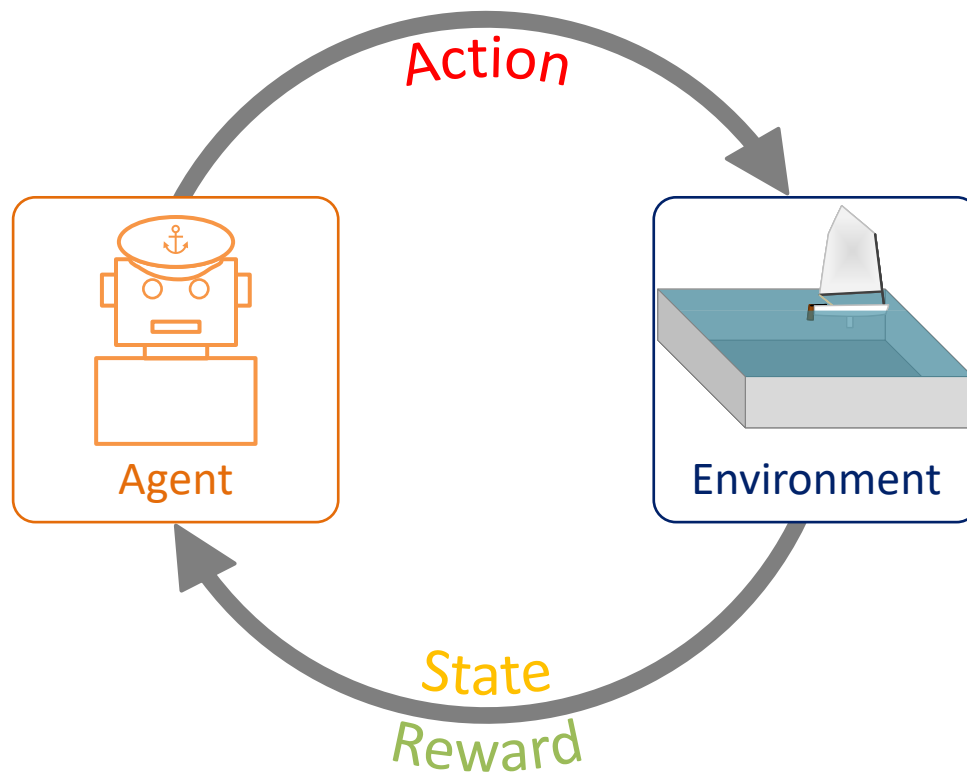
step

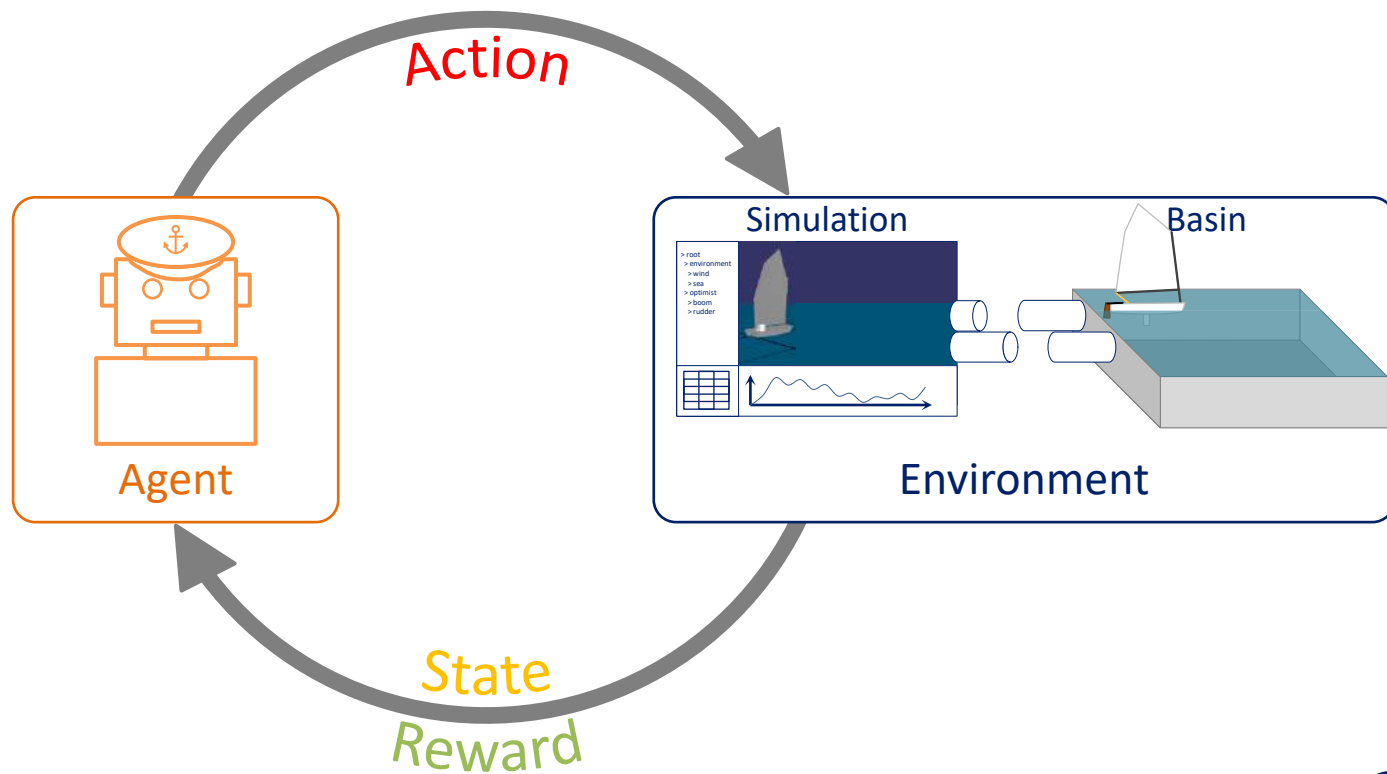


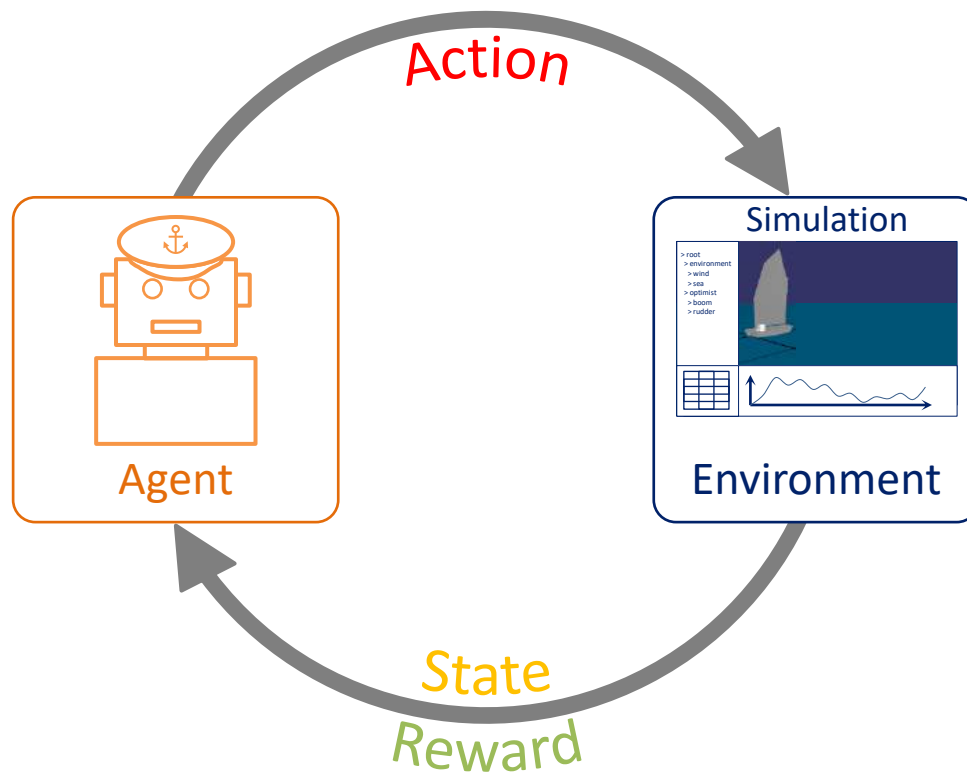


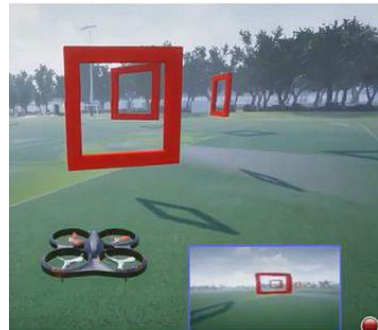


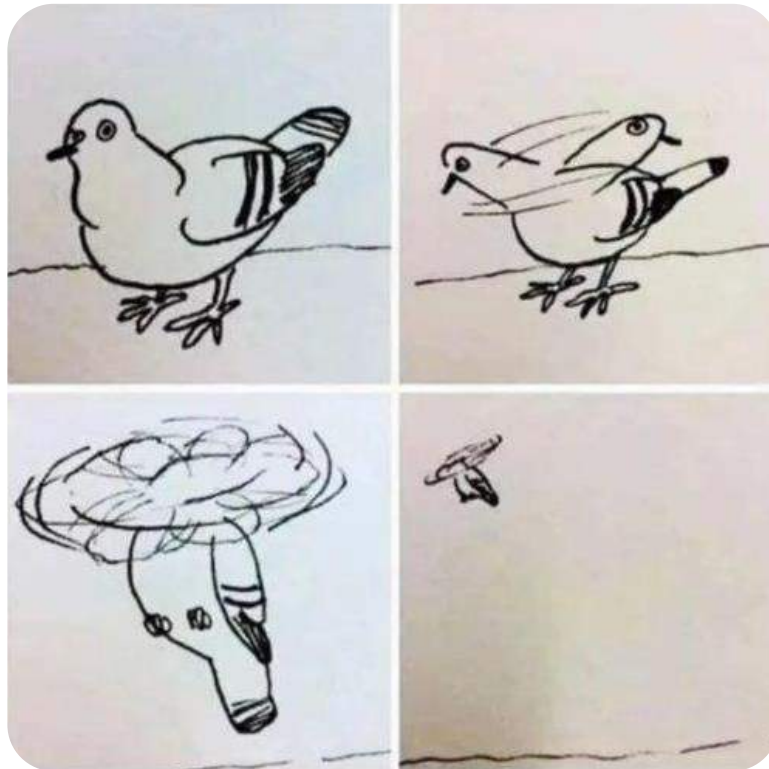


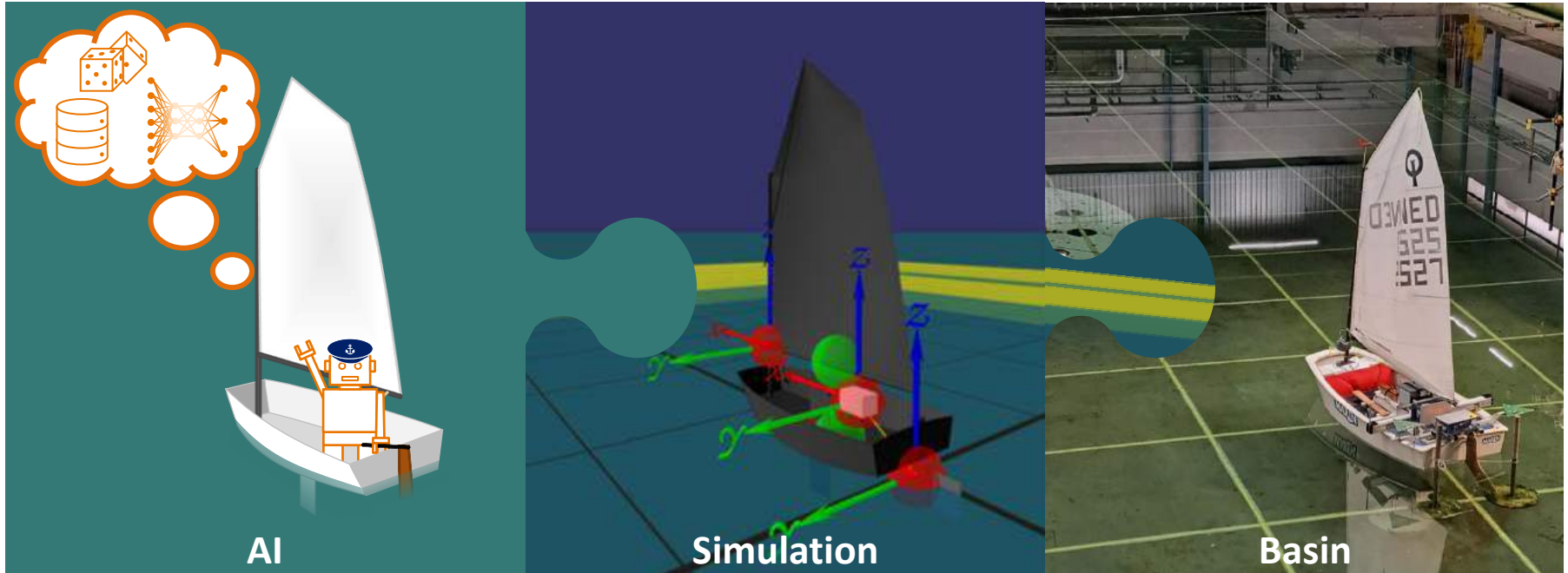












# AI sail team

**Project**



**Sailing  
advise**



**Media**



**marinRL**

**xsimulation**

**offshore basin**





# AI sail milestones

November 2022  
Optimist instrumentation

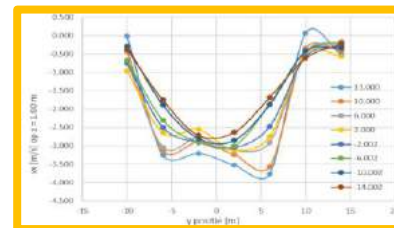


October 2022  
Optimist acquisition



November 2022  
First sailing test in OB

December 2022  
First simulation mockup

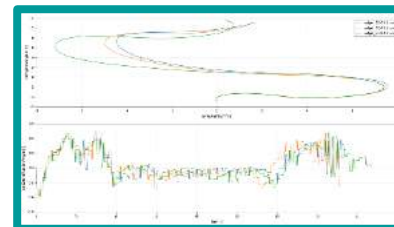


January 2023  
Wind field measurement

April 2023  
Communication test



AI training



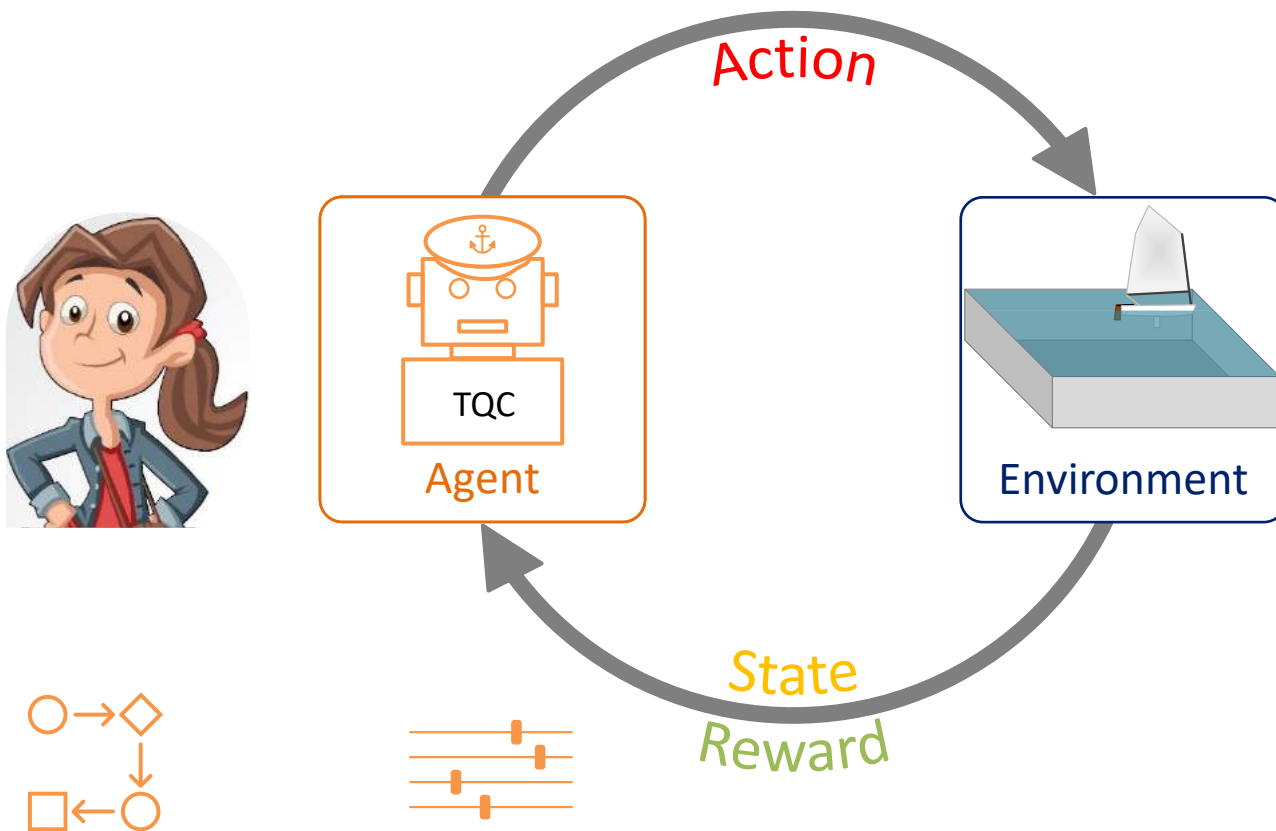
Mai 2023  
First tack in the simulation

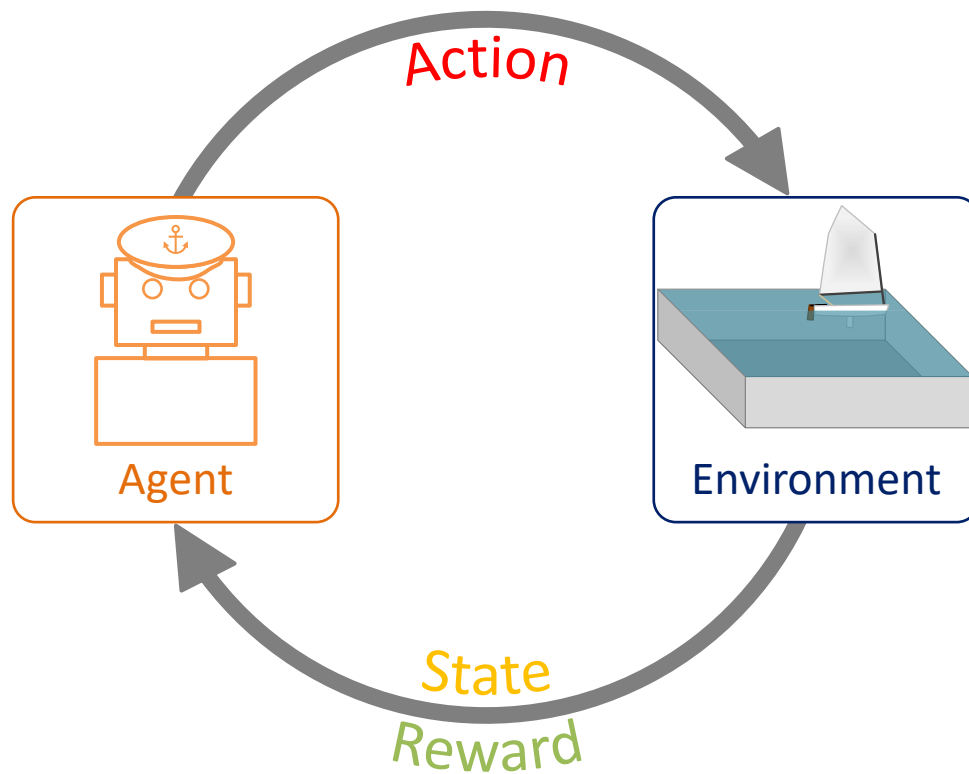
November 2023  
First time AI sailed across the basin



November 2023  
AI sail demo

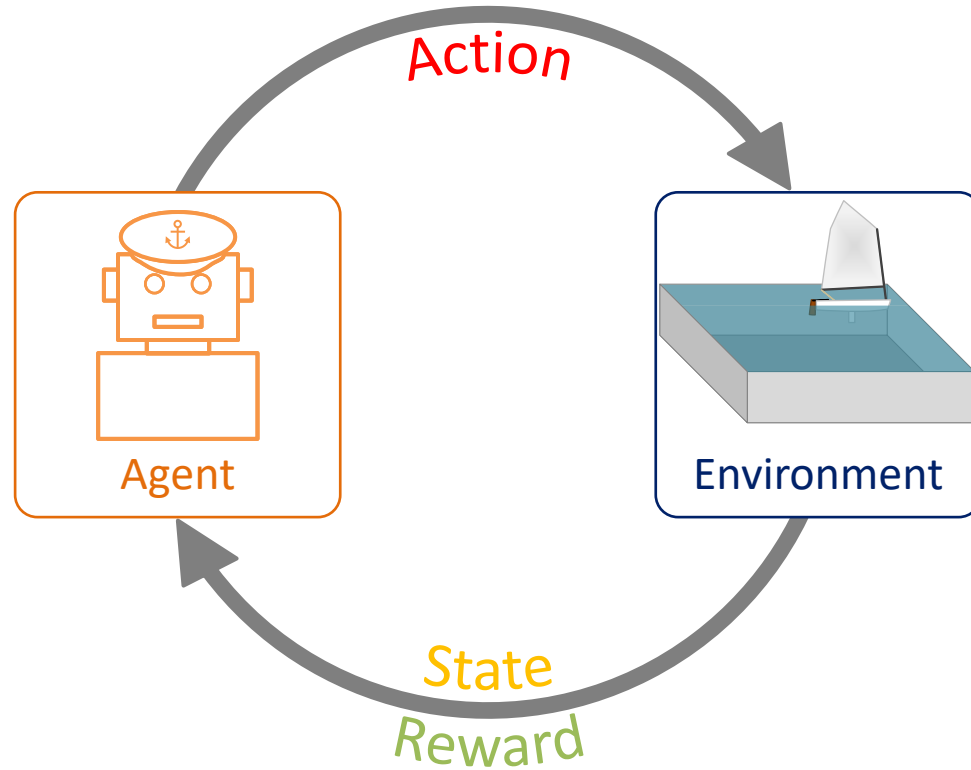






Agent & hyperparameters



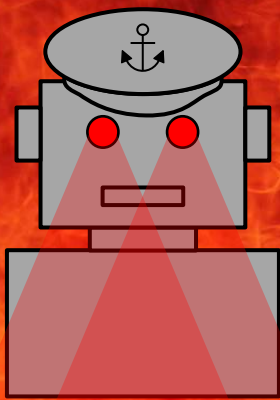


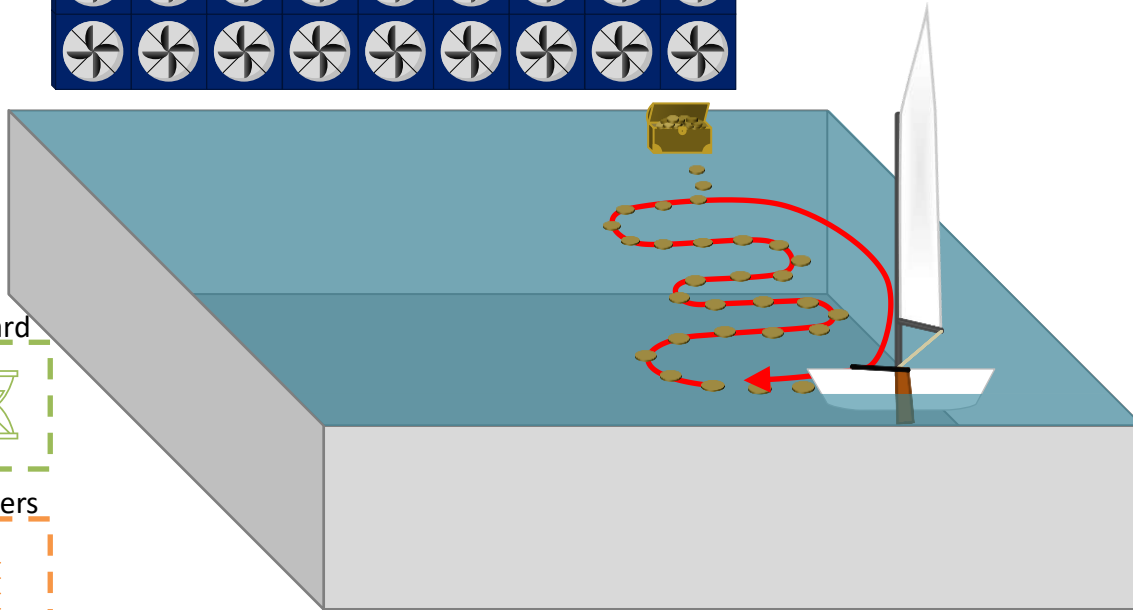
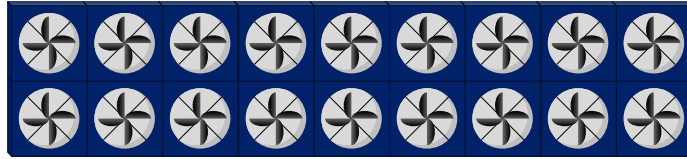
End conditions & reward



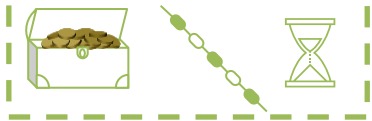
Agent & hyperparameters





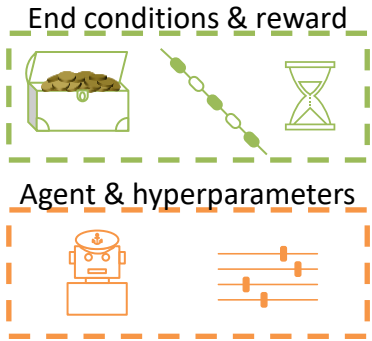
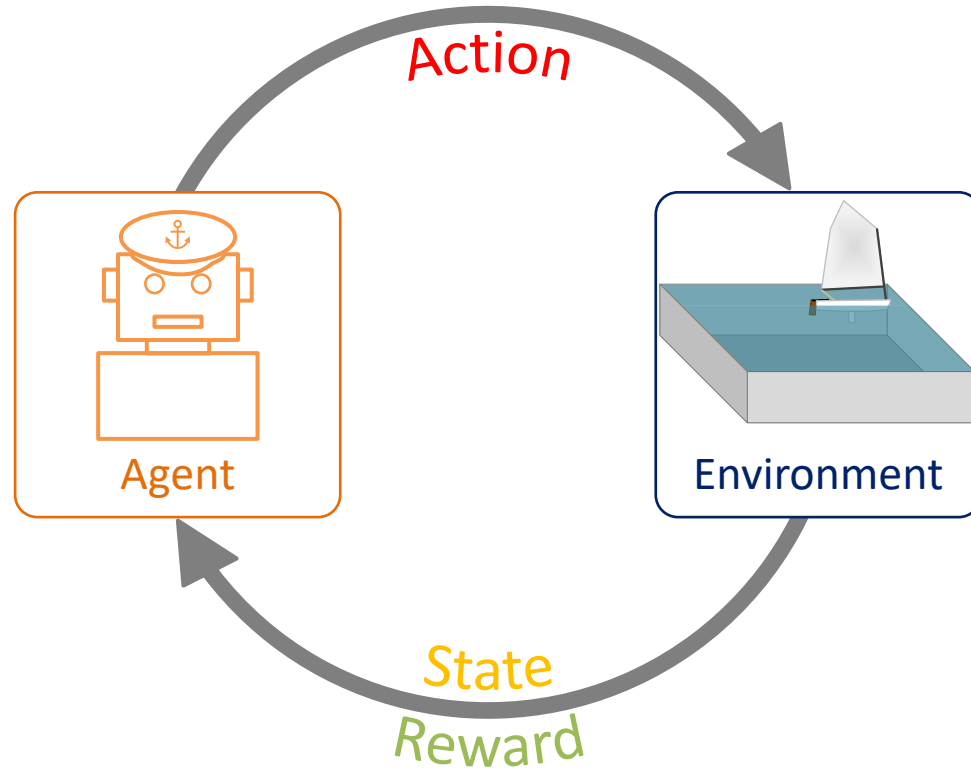


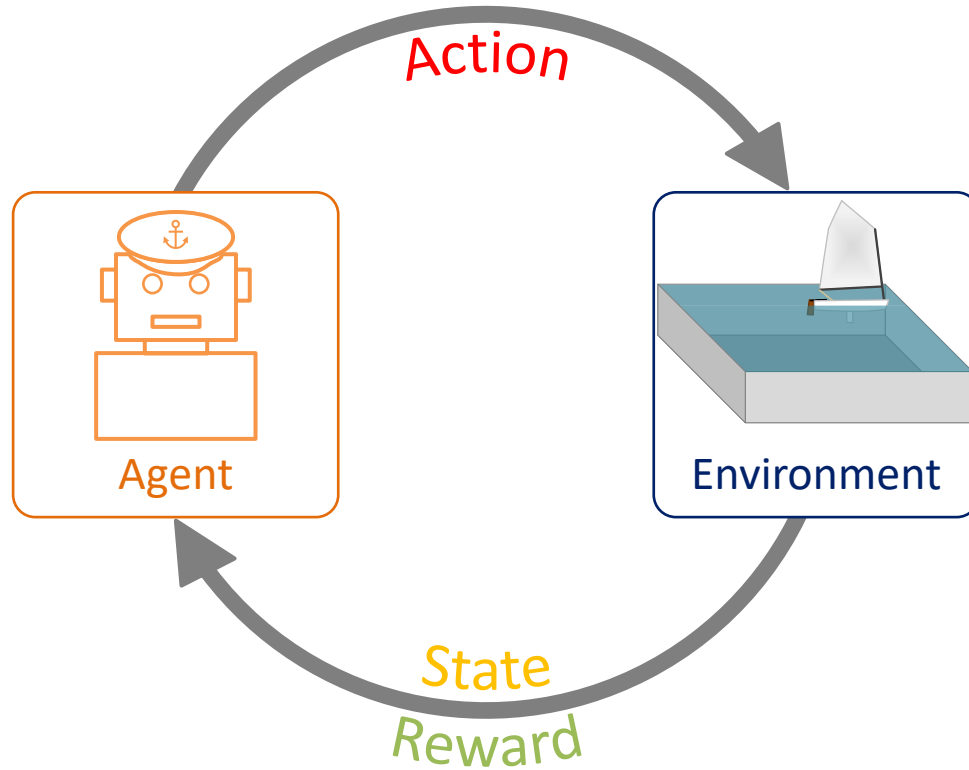
End conditions & reward




Agent & hyperparameters










**State encoding**





|   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|
| 4 | 2 | 1 | 1 | 1 | 0 | 0 | 0 | 9 | 9 |
| 4 | 2 | 1 | 1 | 1 | 9 | 9 | 0 | 0 | 9 |
| 3 | 2 | 1 | 1 | 1 | 9 | 0 | 0 | 0 | 0 |
| 2 | 2 | 2 | 2 | 2 | 1 | 9 | 1 | 0 | 0 |
| 2 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 1 |
| 2 | 2 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 |

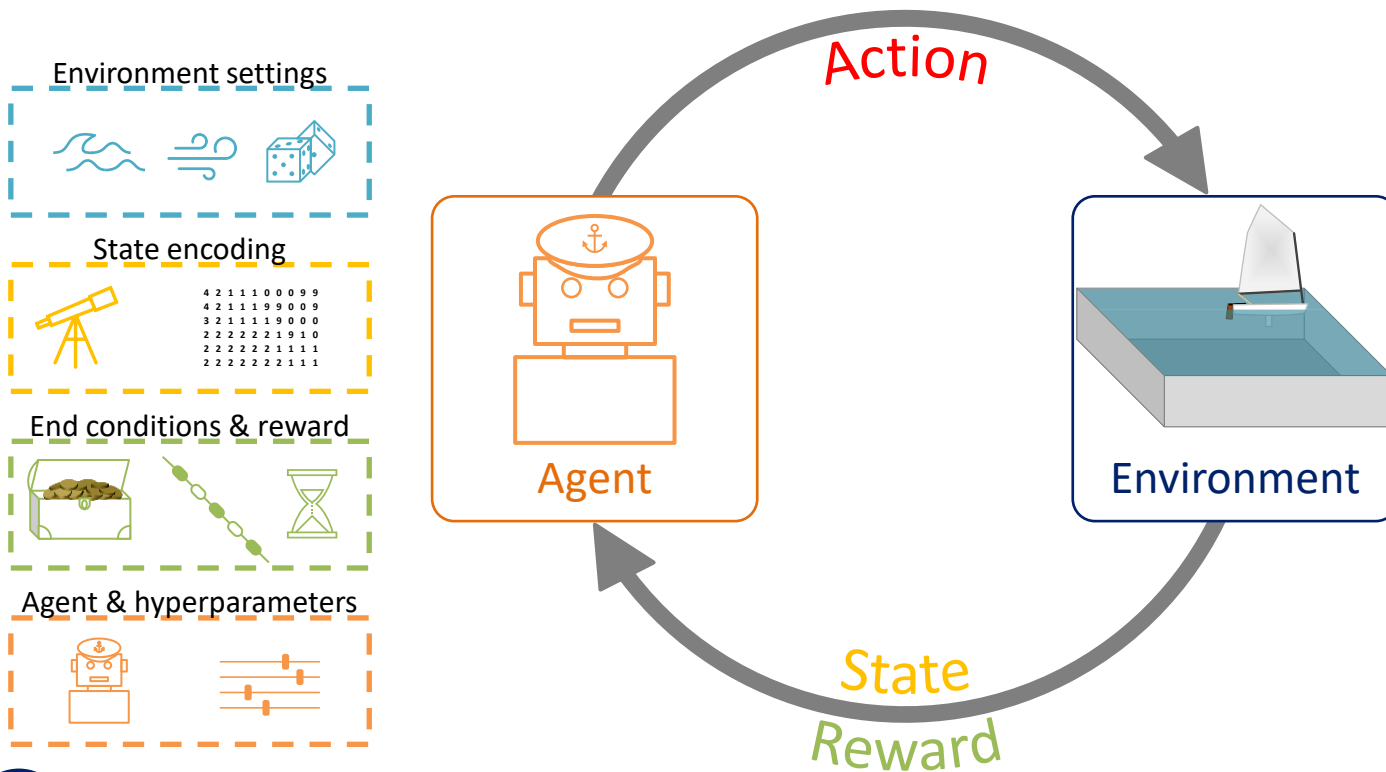
**End conditions & reward**



**Agent & hyperparameters**









+ Adaptability

+ Autonomy

+ Nonlinearity

+ Implicit knowledge

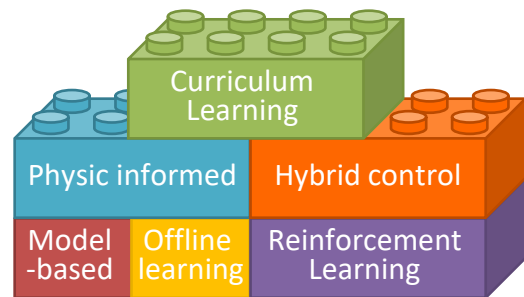
- Data efficiency

- Generalization

- Interpretability

- Complex to tune

- Offline learning  
*pretraining on other experiences (pilot, controller...)*
- Model based  
*ML model of the environment*
- Hybrid control  
*combination of RL and controller*
- Physic informed  
*providing knowledge to the agent (state encoding, reward prediction, constraint...)*
- Curriculum learning  
*task-by-task learning*
- Evolutionary strategy  
*training the actor with genetic algorithm*





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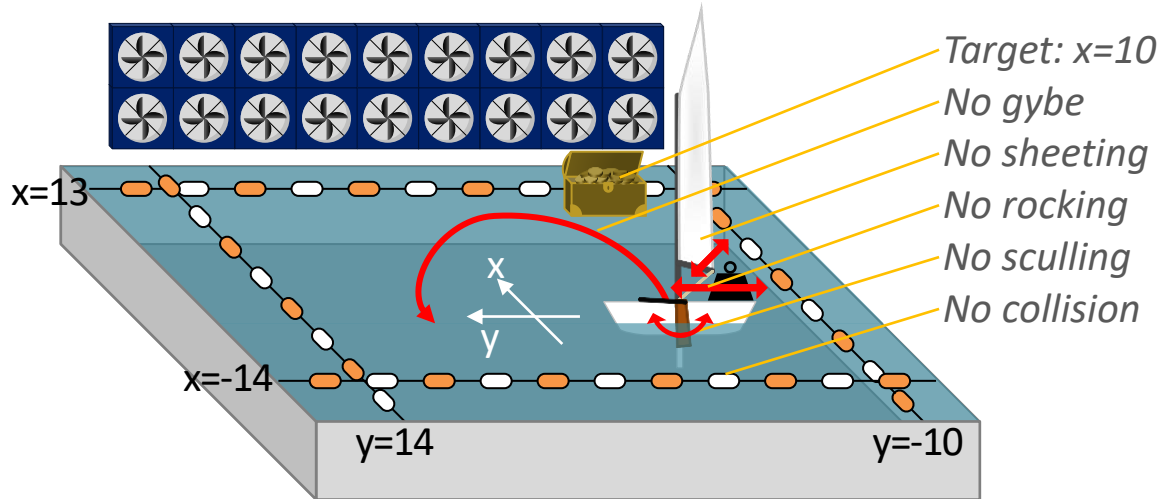
# Results

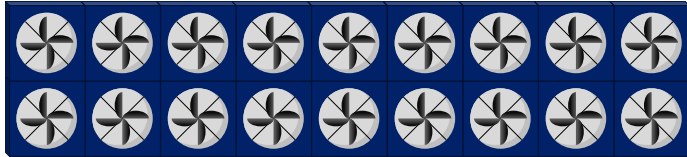
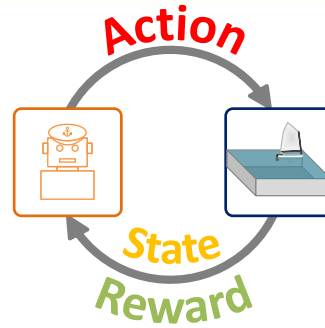
Training analysis and agent behavior

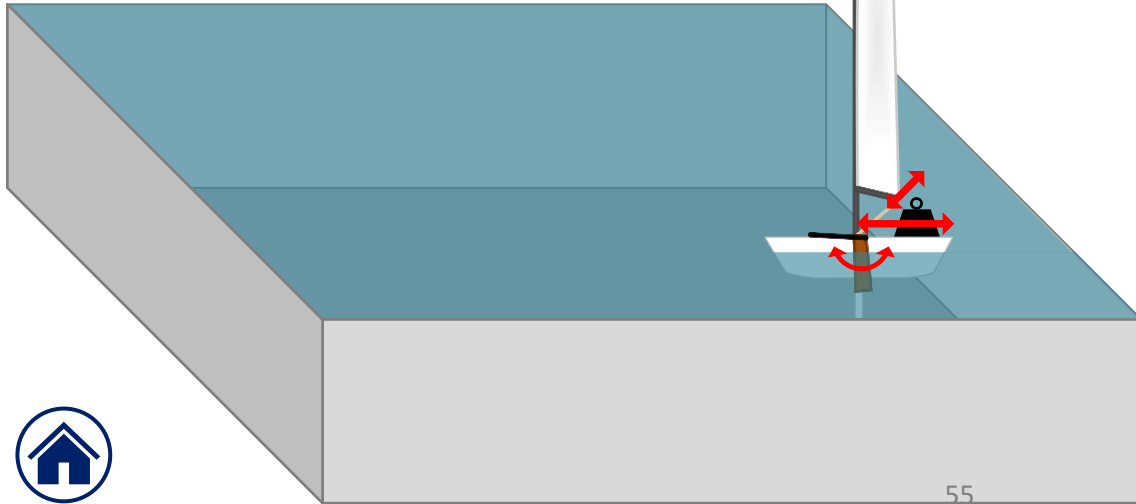
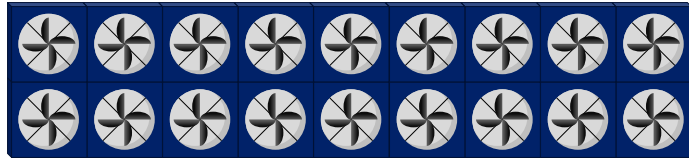
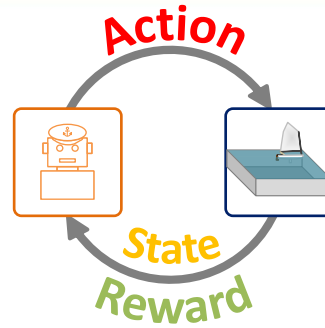


Safety

Racing rules of sailing

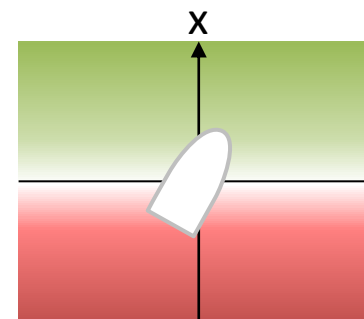
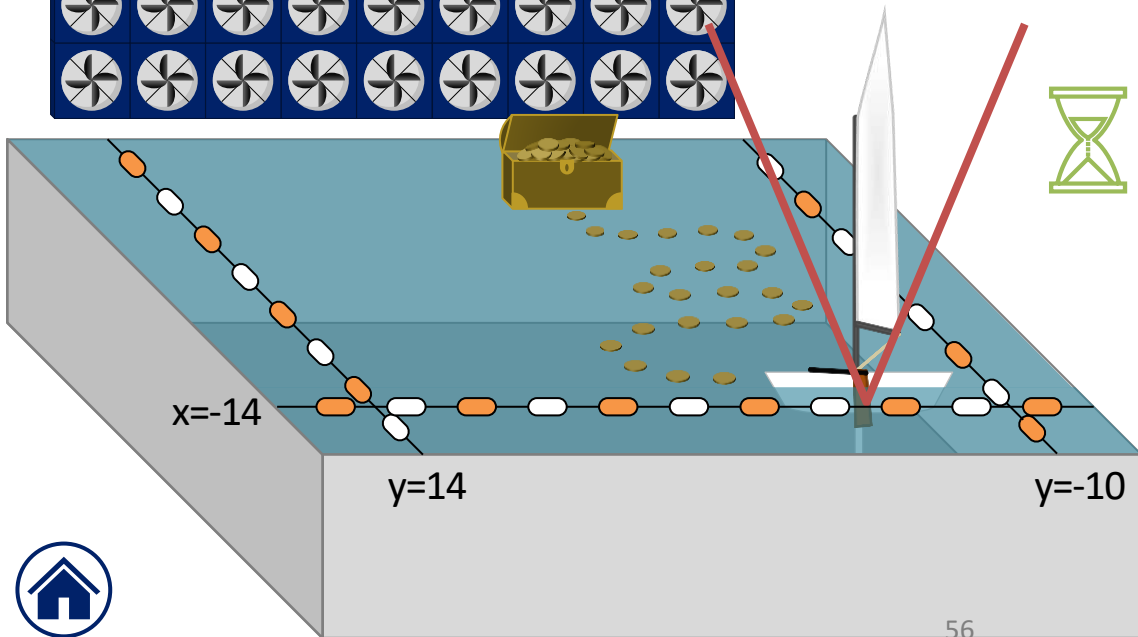
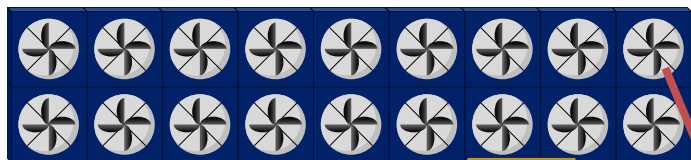
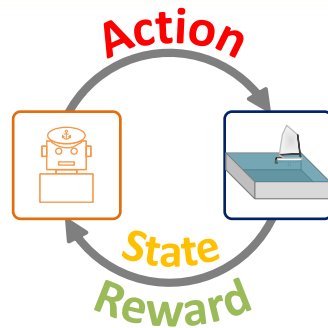




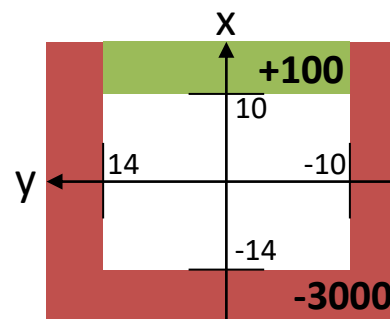




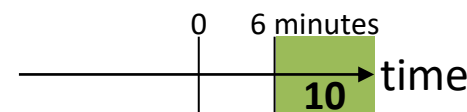
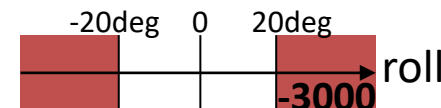
# Reward design



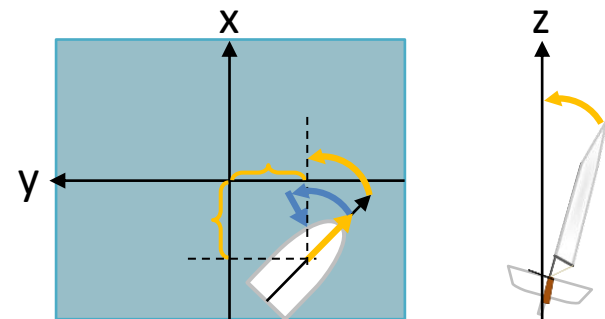
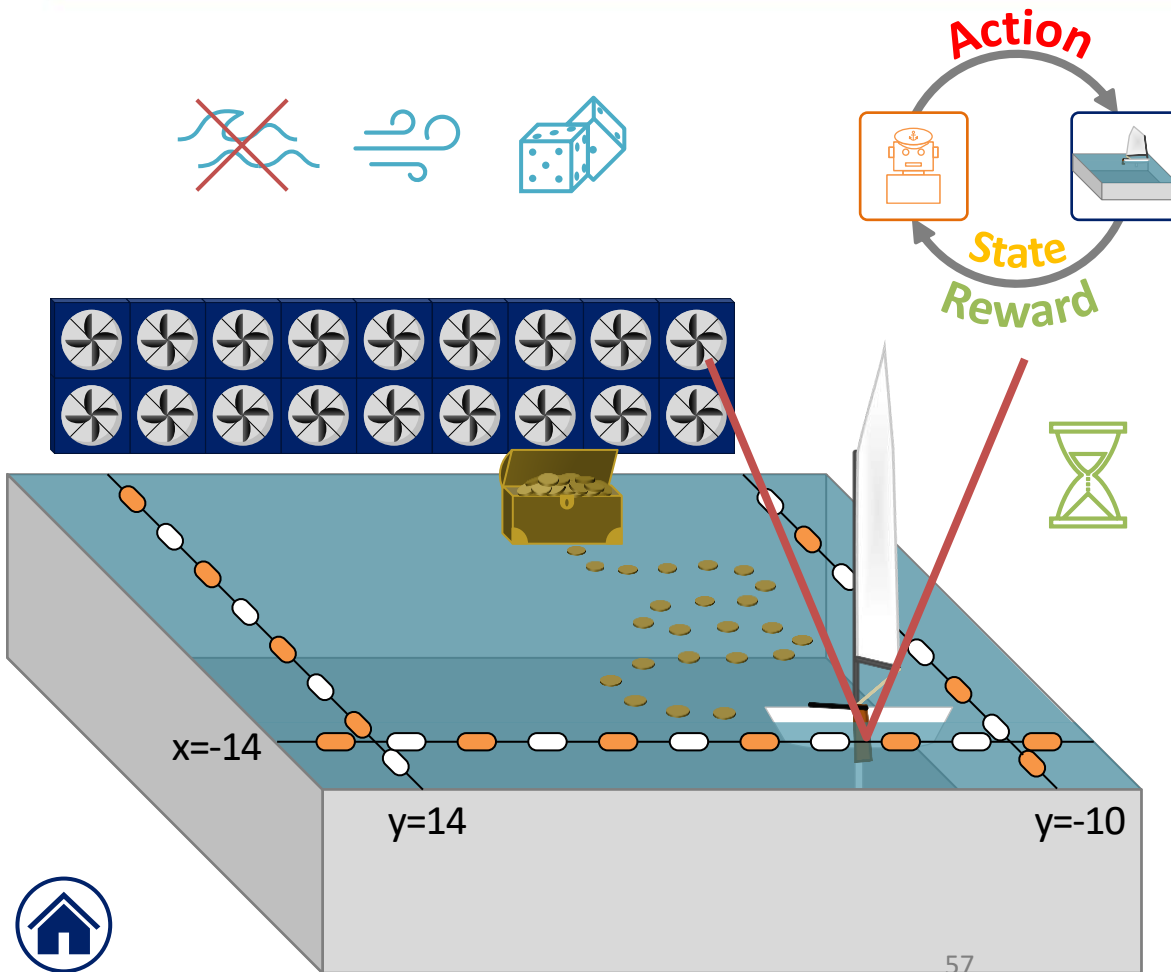
Intermediate  
reward



Final  
reward



# State design



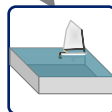
- $x$
- $y$
- yaw
- forward speed
- acceleration
- roll
- relative wind speed
- relative wind heading



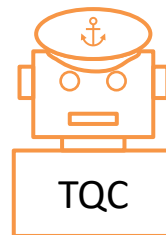
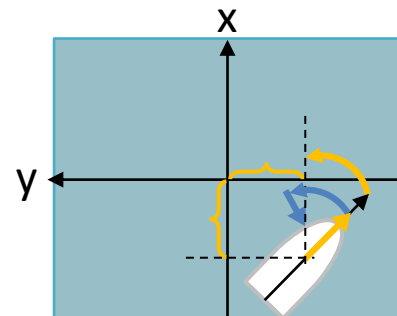
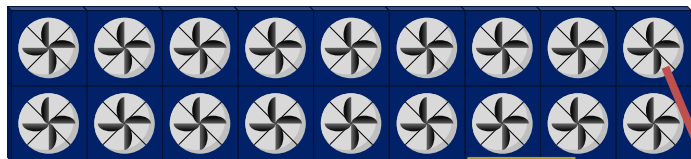
# Selected agent



Action



State  
Reward



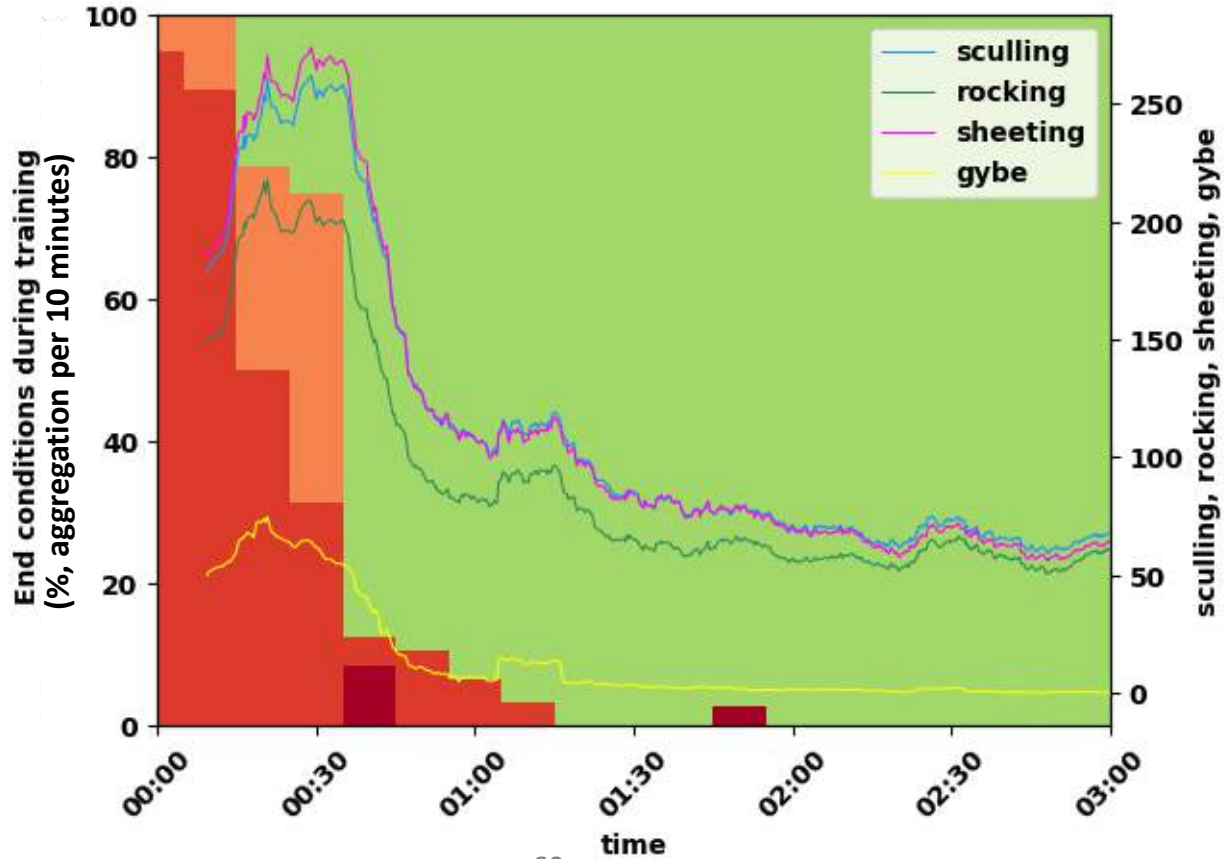
$x=-14$

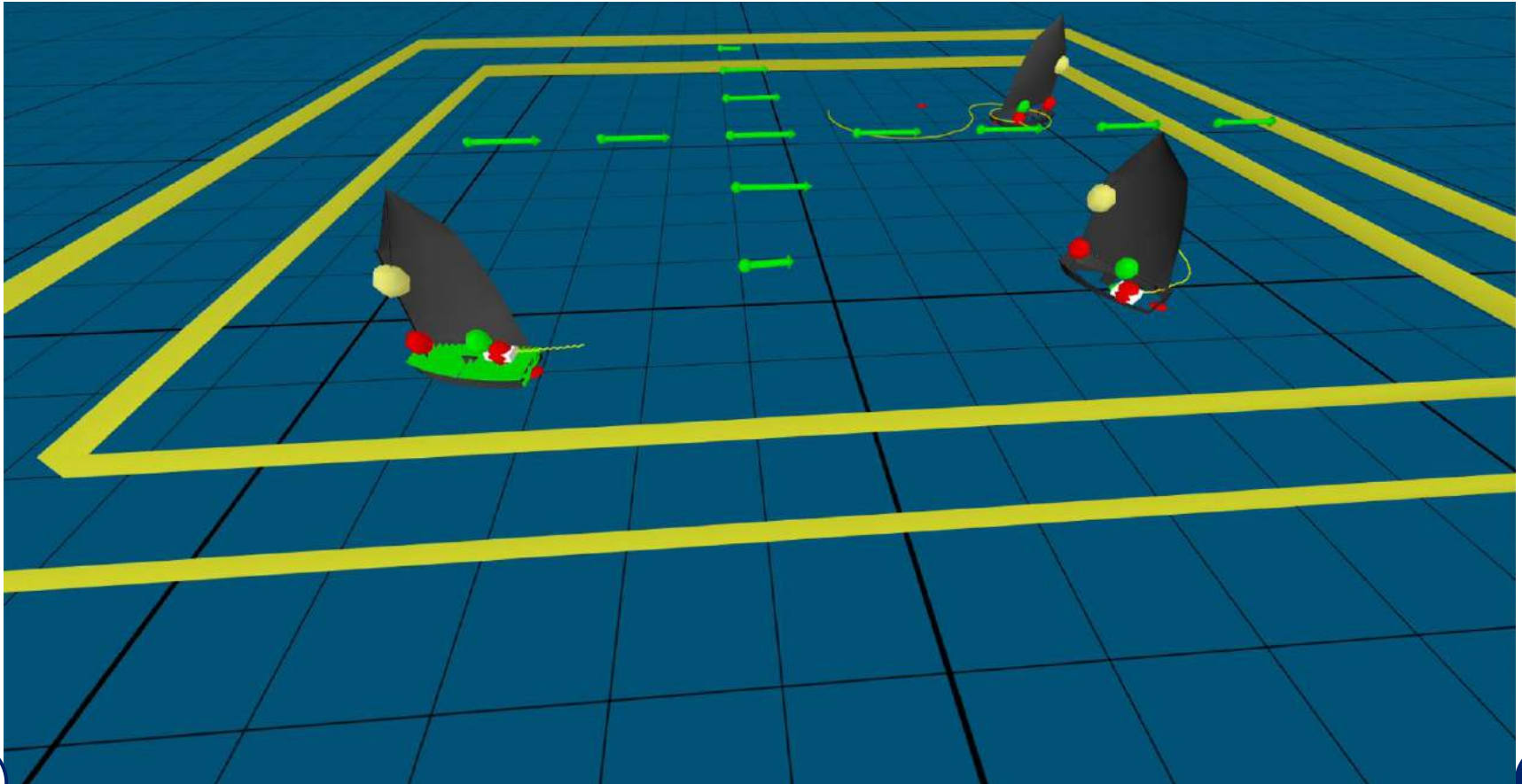
$y=14$

$y=-10$

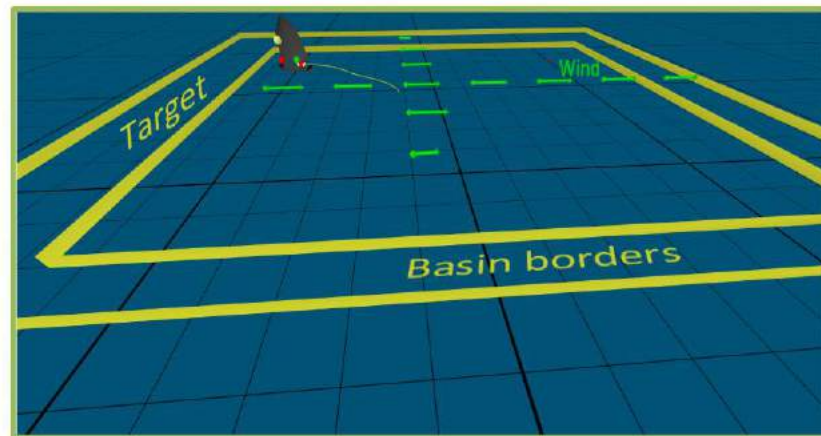
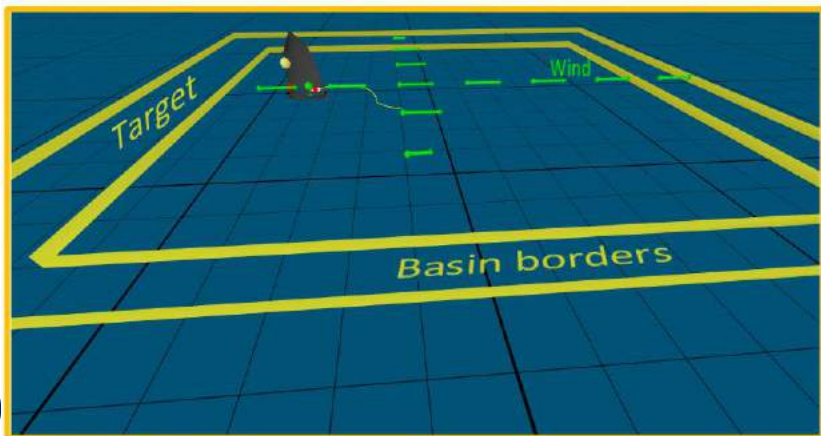
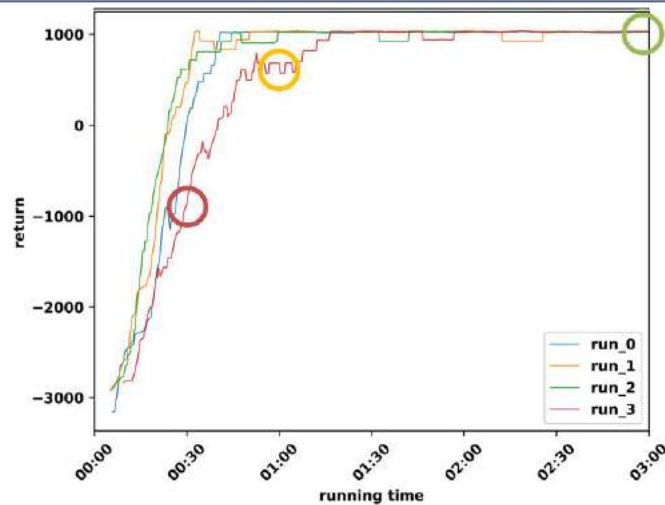
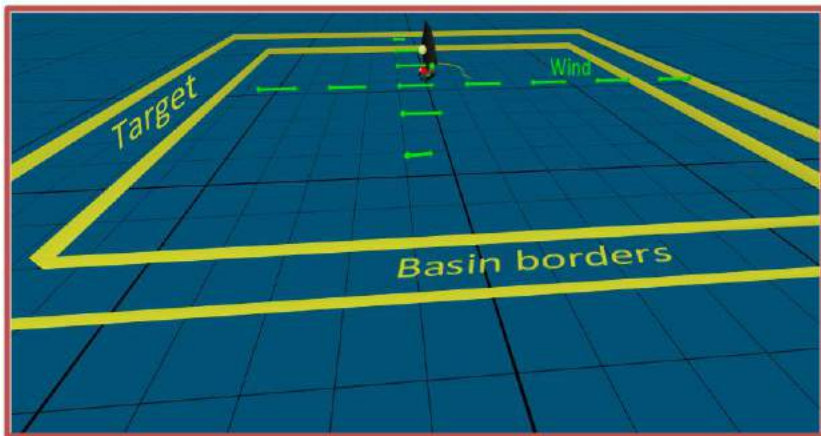


# Results – Learning curve





# Results – Intermediate attempts





# Agent sailing the real optimist





## Challenges:

- From academic methods to maritime applications
- From simulation to reality

