

Introduction to Imitation Learning & the Behavior Cloning Algorithm

Recap

Infinite horizon Discounted MDPs

$$\mathcal{M} = \{S, A, \gamma, r, P, \mu\}$$

State visitation: $d_{\mu}^{\pi}(s) = (1 - \gamma) \sum_{h=0}^{\infty} \gamma^h \mathbb{P}_h^{\pi}(s; s_0)$

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The adv against π' averaged over the state distribution of π

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$$\mathcal{M} = \{S, A, \gamma, r, P, \mu\} \quad \text{What if } r \text{ is unknown}$$

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Performance Difference Lemma:

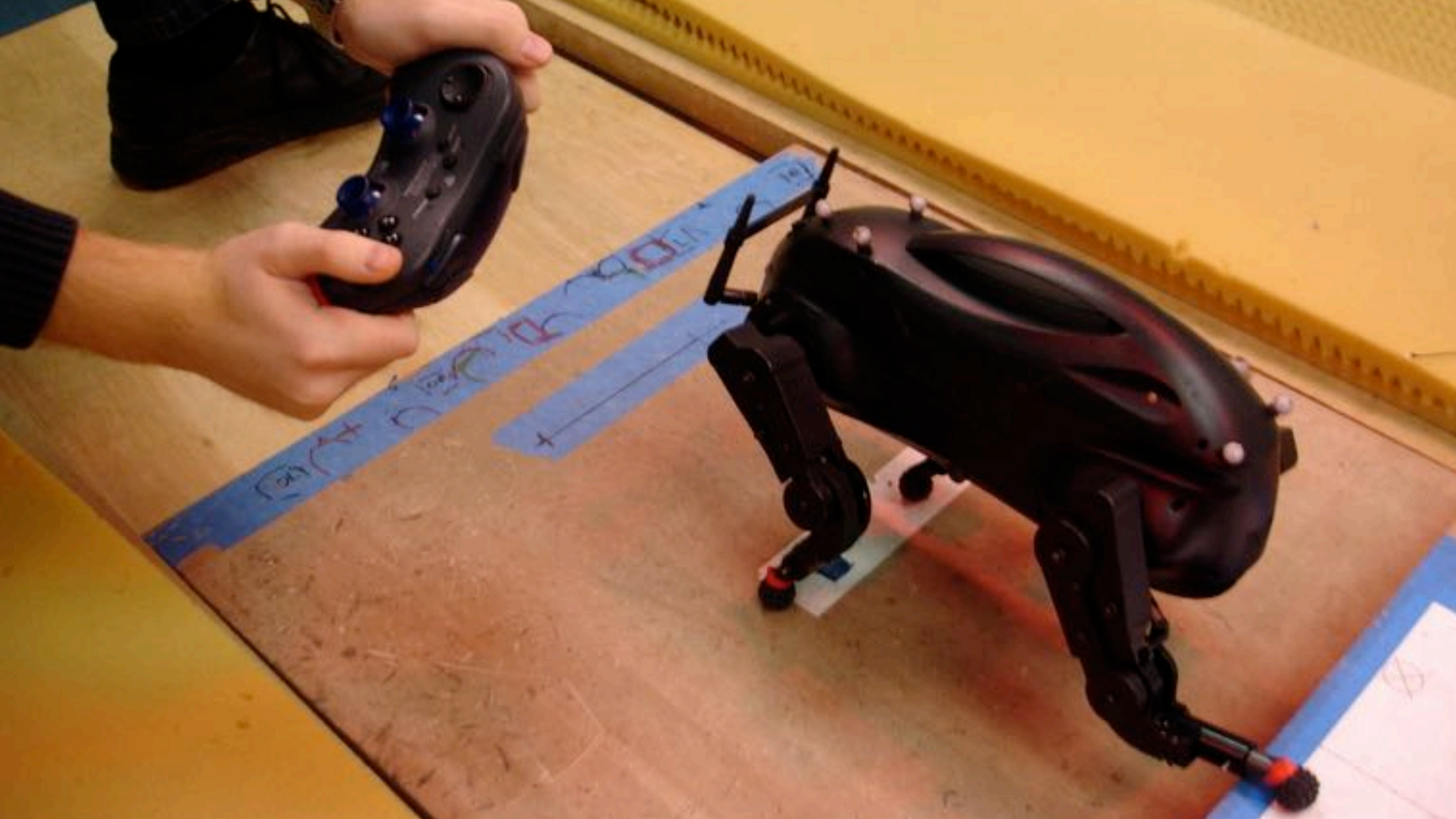
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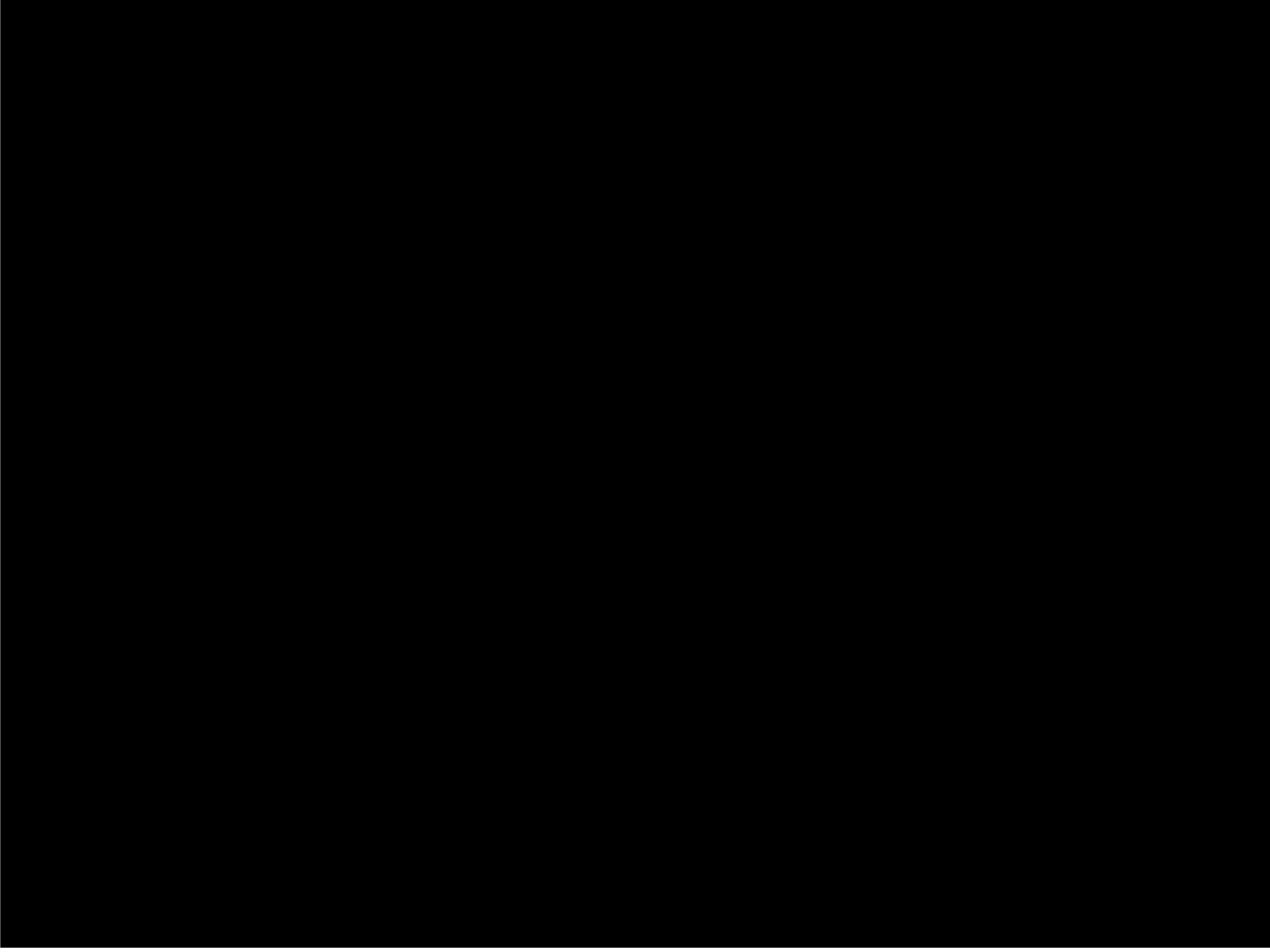
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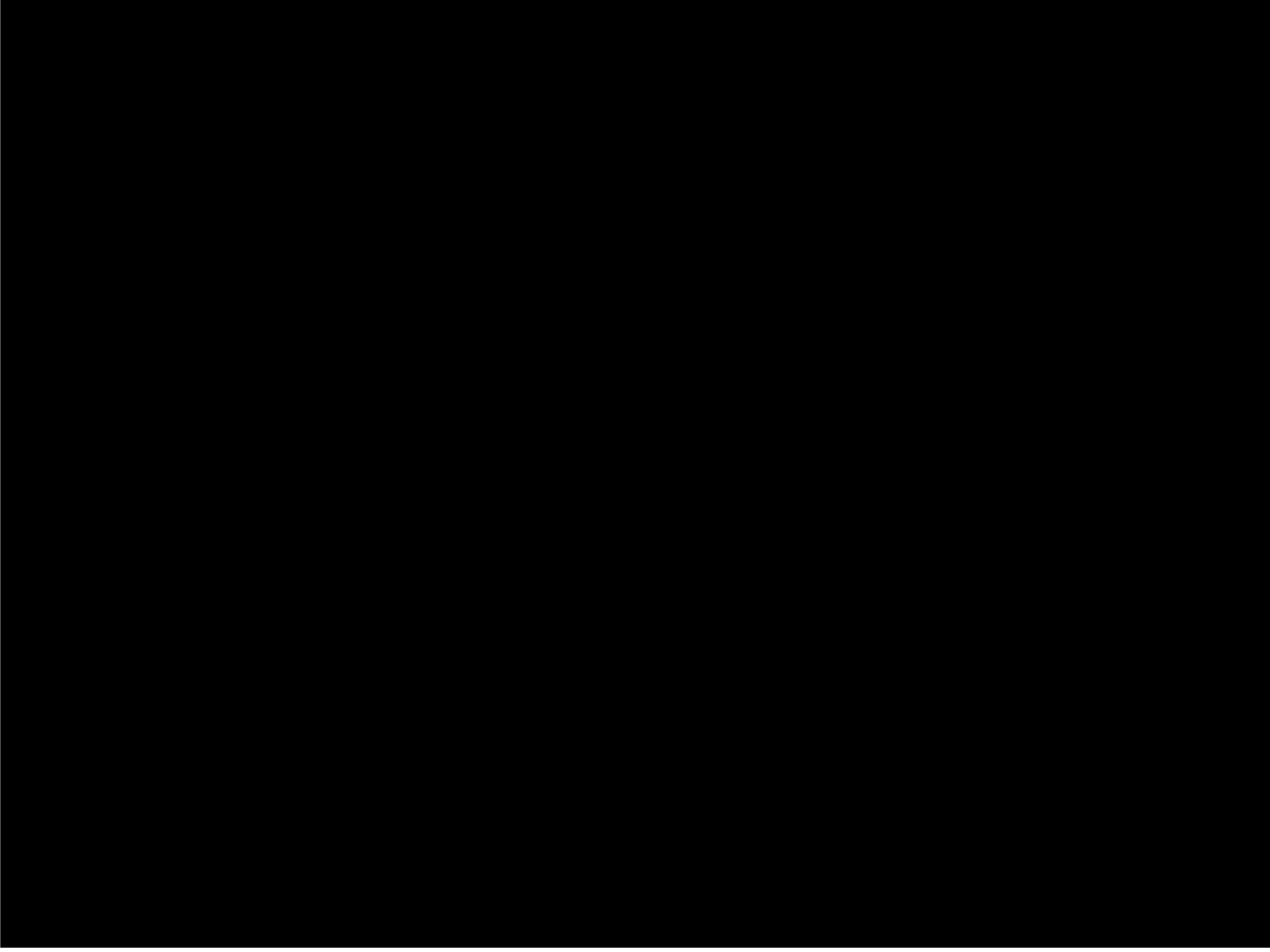
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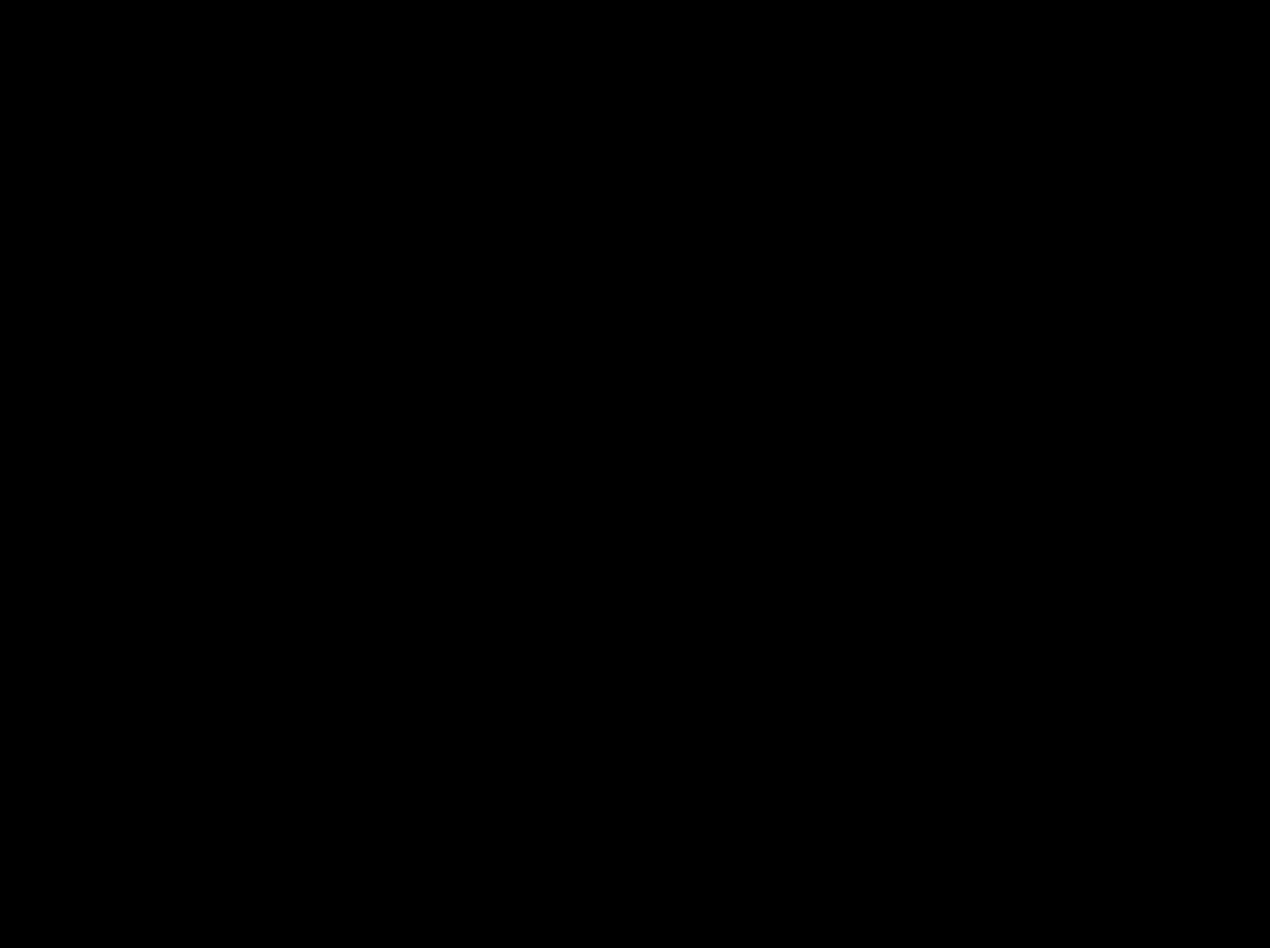
Outline for today:

1. Introduction of Imitation Learning
2. Offline Imitation Learning: Behavior Cloning
3. The distribution shift issue in BC









An Autonomous Land Vehicle In A Neural Network [Pomerleau, NIPS '88]

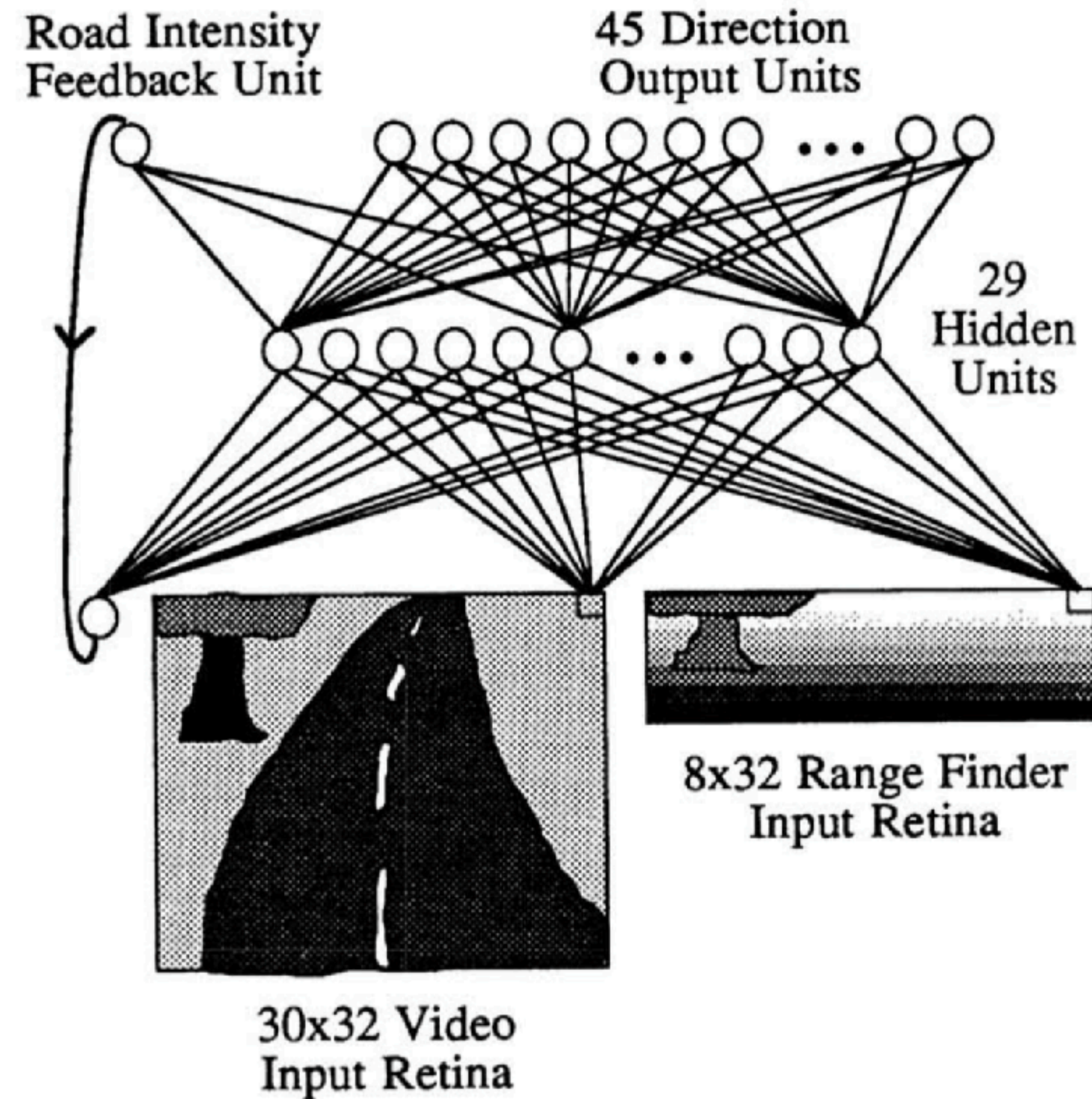
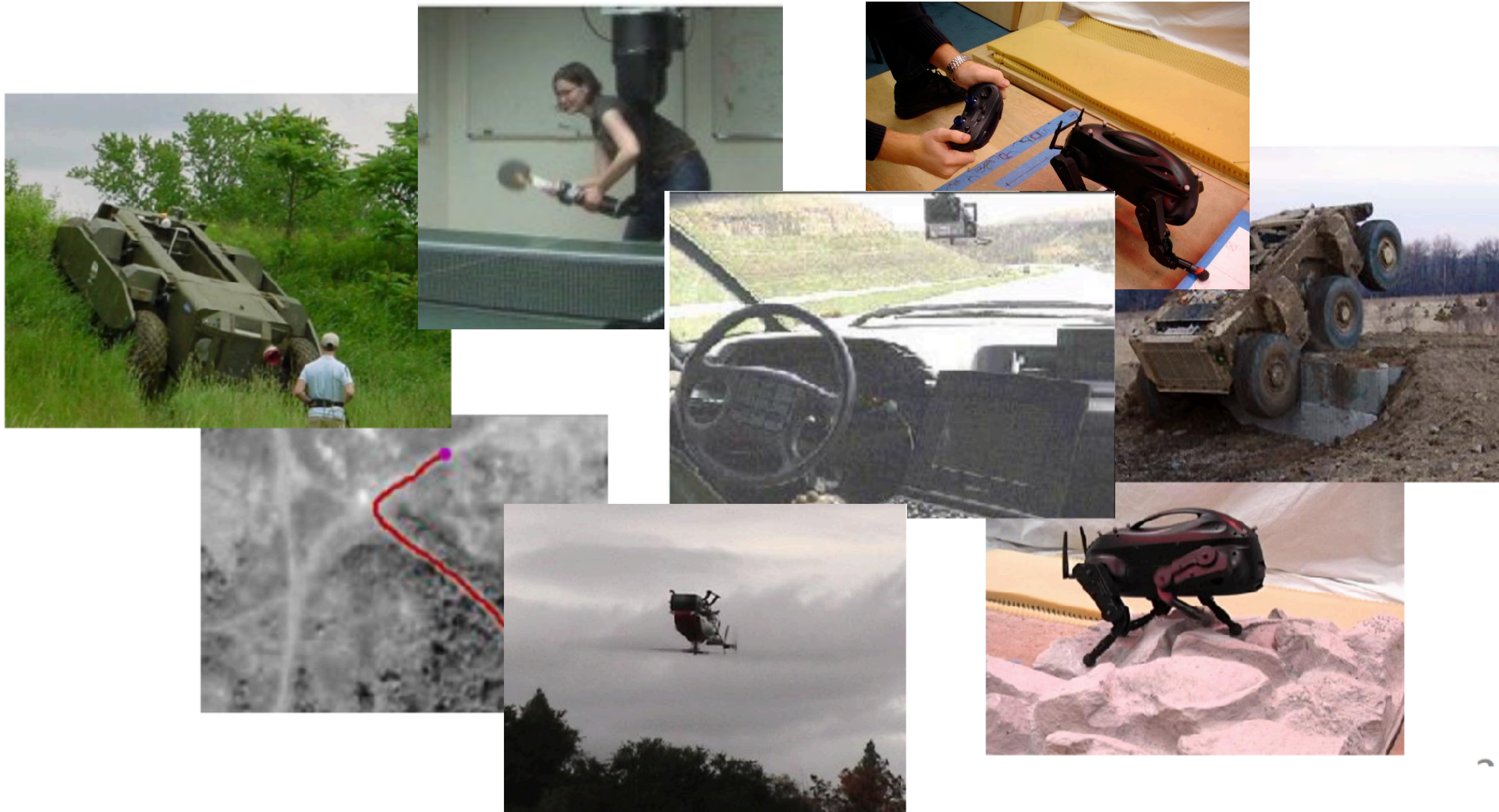


Figure 1: ALVINN Architecture

Imitation Learning



Imitation Learning

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Imitation Learning

Expert
Demonstrations



Imitation Learning

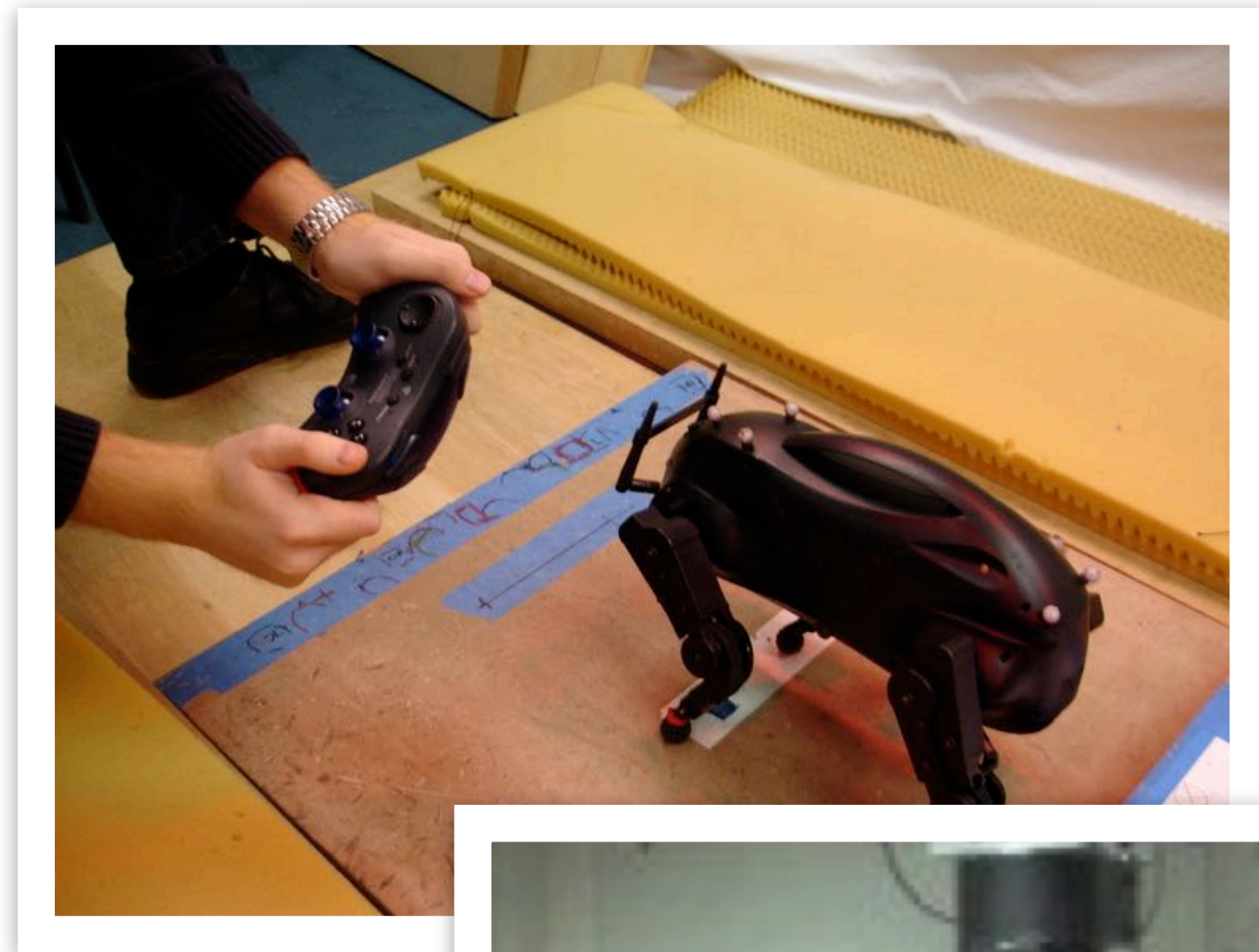
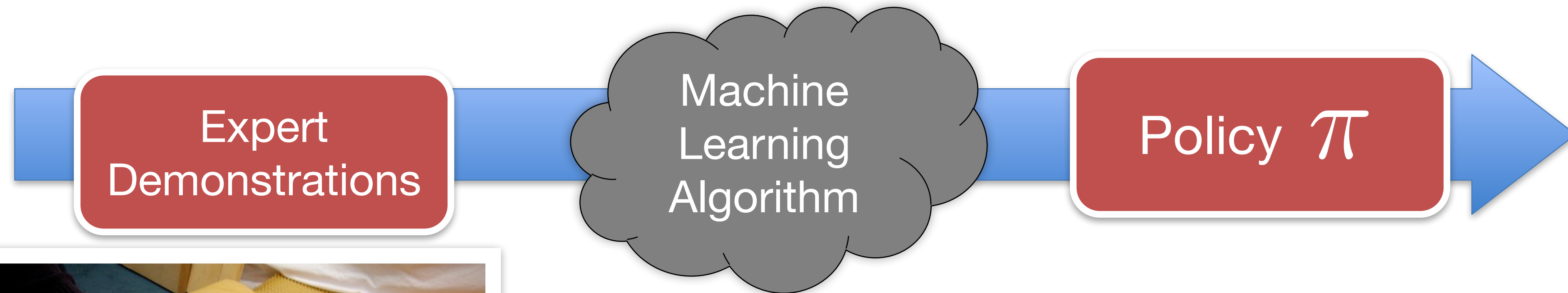
Expert
Demonstrations

Machine
Learning
Algorithm



- SVM
- Gaussian Process
- Kernel Estimator
- Deep Networks
- Random Forests
- LWR
- ...

Imitation Learning



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Maps *states* to actions

Learning to Drive by Imitation

[Pomerleau89, Saxena05, Ross11a]

Input:



Camera Image

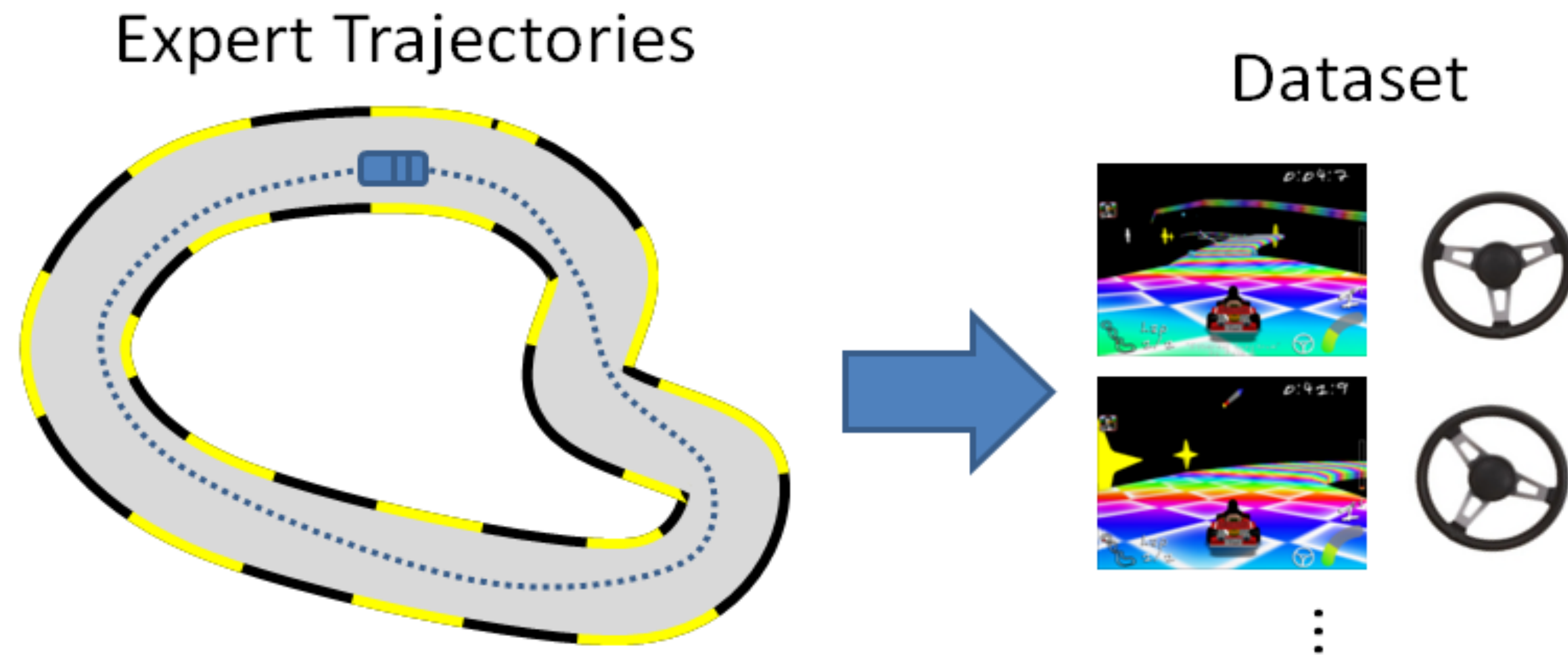


Output:

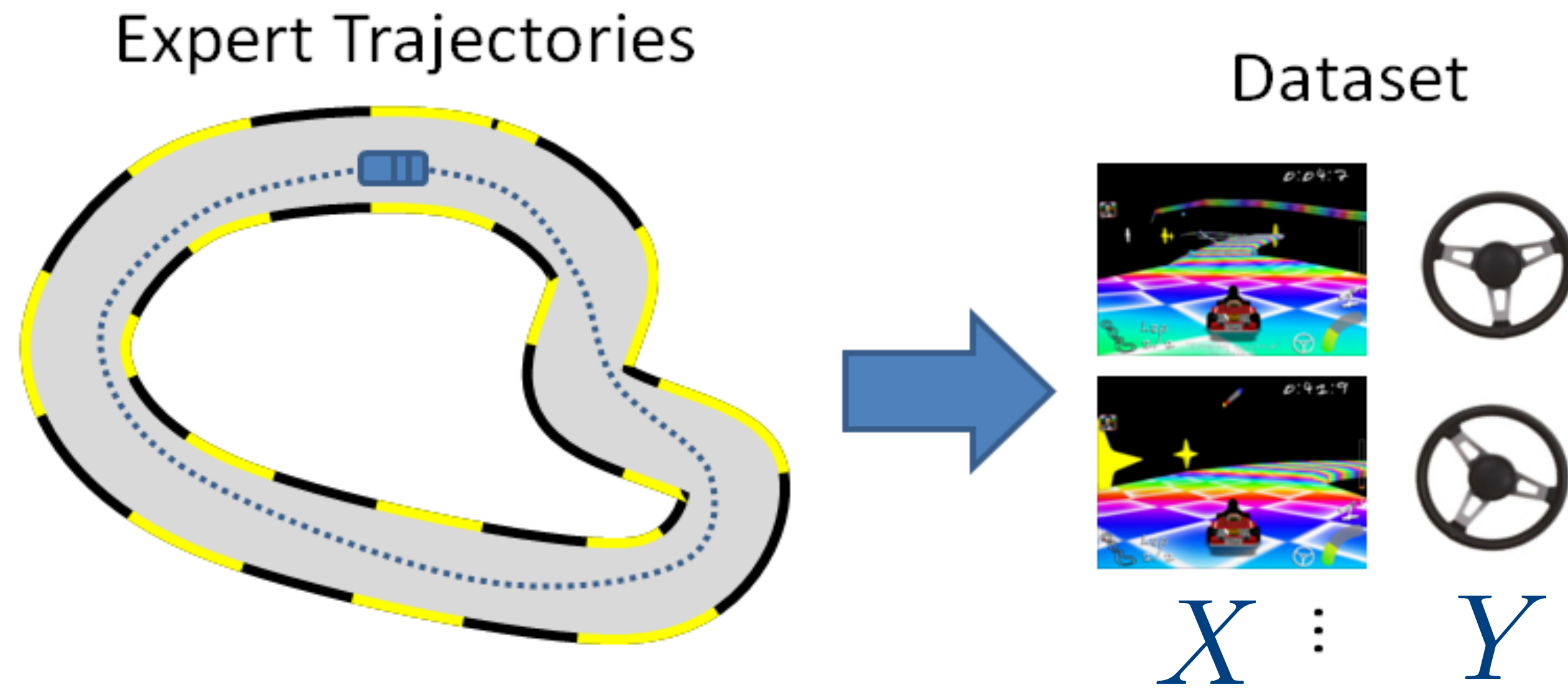


Steering Angle
in $[-1, 1]$

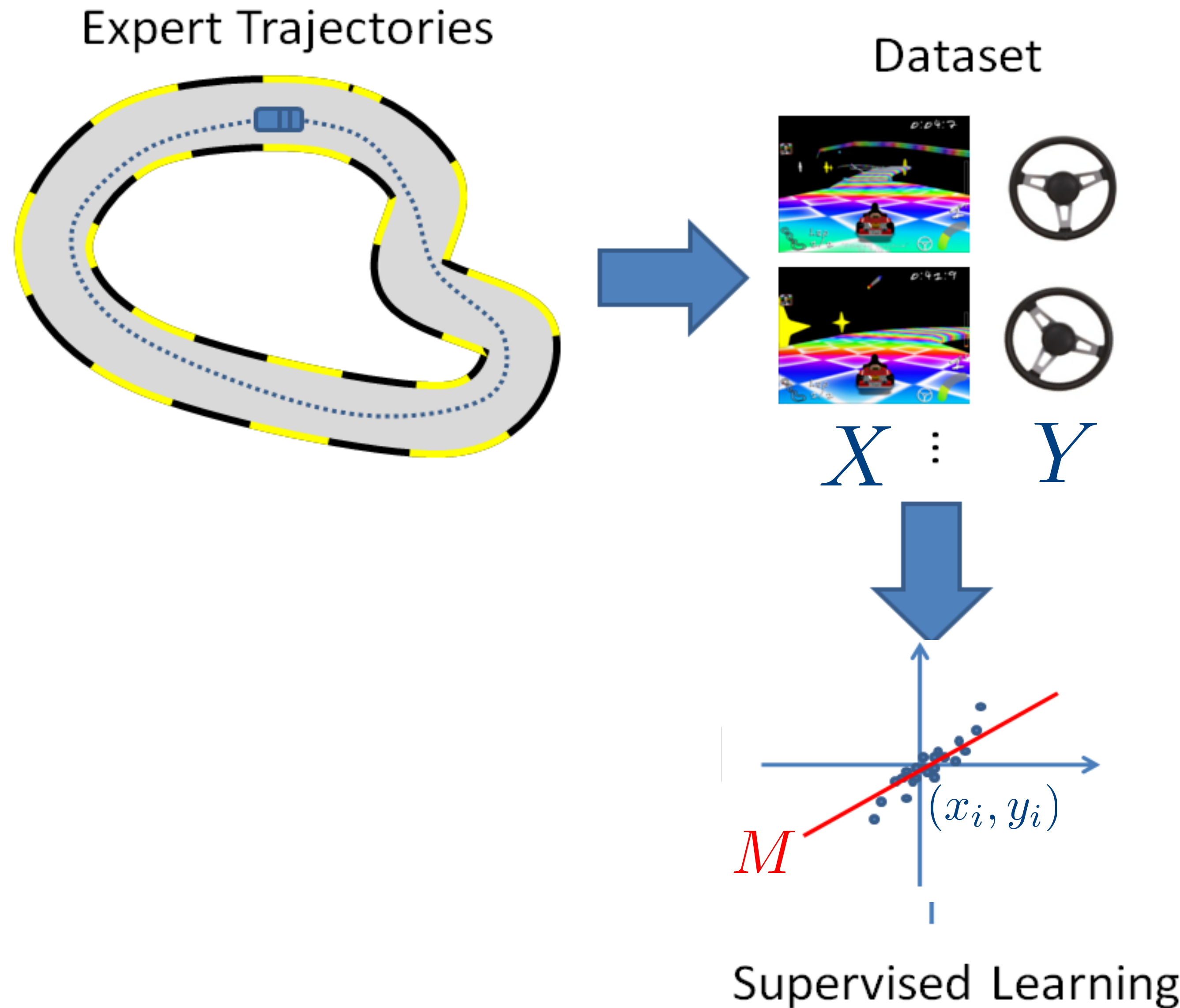
Supervised Learning Approach: Behavior Cloning



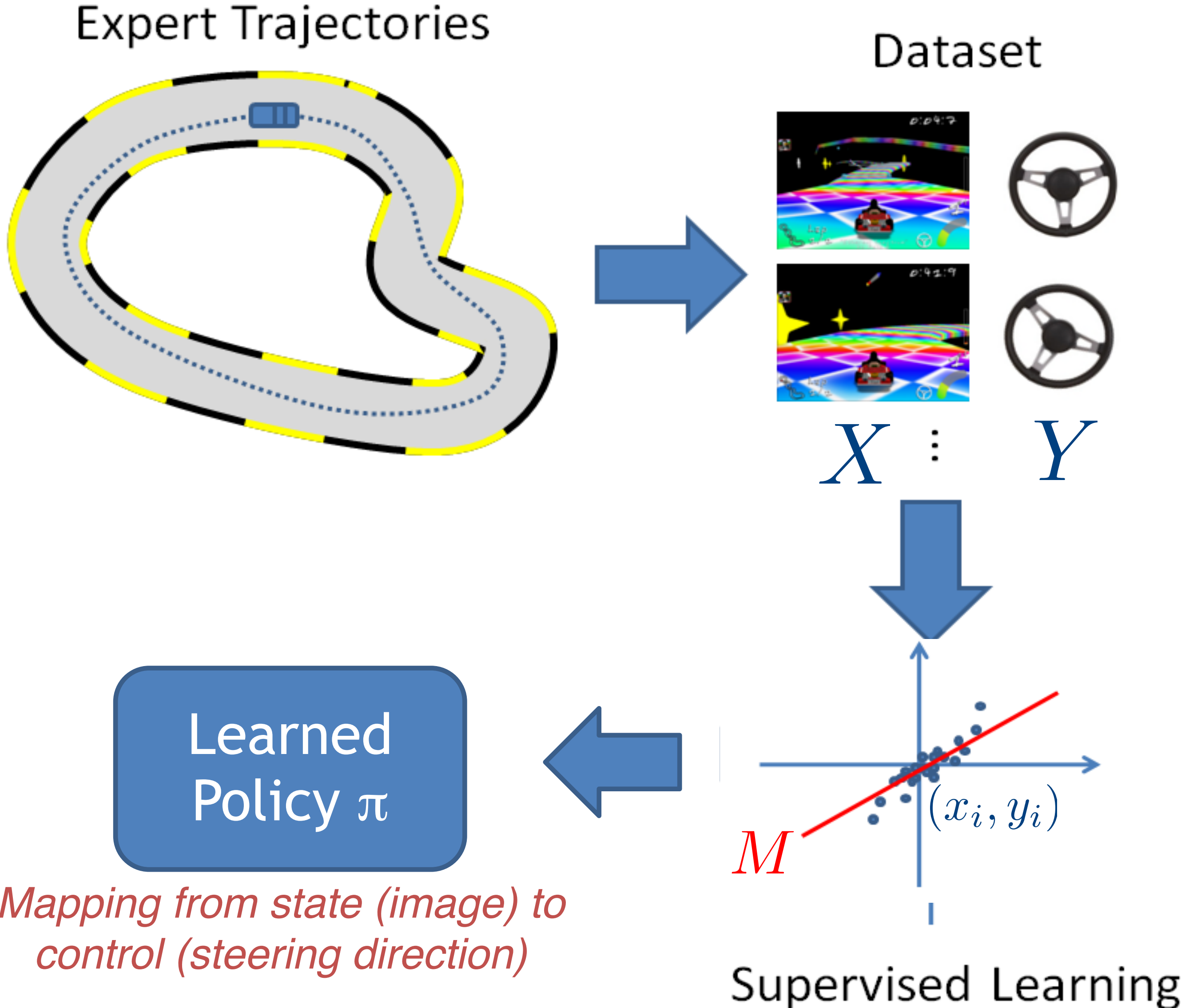
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Outline



1. Introduction of Imitation Learning

2. Offline Imitation Learning: Behavior Cloning

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Let's formalize the offline IL Setting and the Behavior Cloning algorithm

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Goal: learn a policy from \mathcal{D} that is as good as the expert π^\star

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BC Algorithm input: a restricted policy class $\Pi = \{\pi : S \mapsto \Delta(A)\}$

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2. square loss (i.e., regression for continuous action): $\ell(\pi, s, a^{\star}) = \|\pi(s) - a^{\star}\|_2^2$

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Assumption: we are going to assume Supervised Learning succeeded

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Note that here training and testing mismatch at this stage!

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Theorem [BC Performance] With probability at least $1 - \delta$, BC returns a policy $\hat{\pi}$:

$$V^{\pi^*} - V^{\hat{\pi}} \leq \frac{2}{(1 - \gamma)^2} \epsilon$$

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The quadratic amplification is annoying

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Outline



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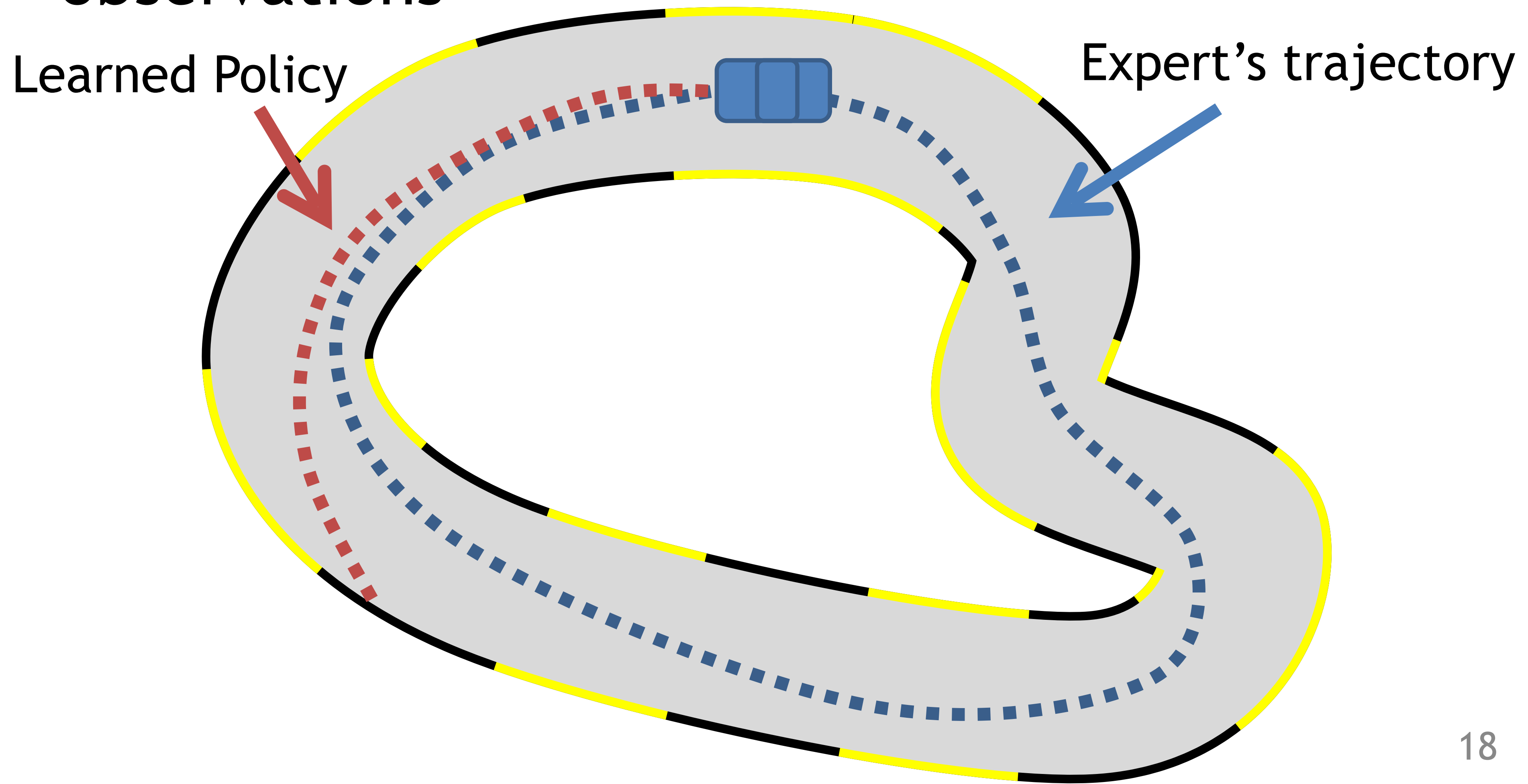
2. Offline Imitation Learning: Behavior Cloning

3. The distribution shift issue in BC

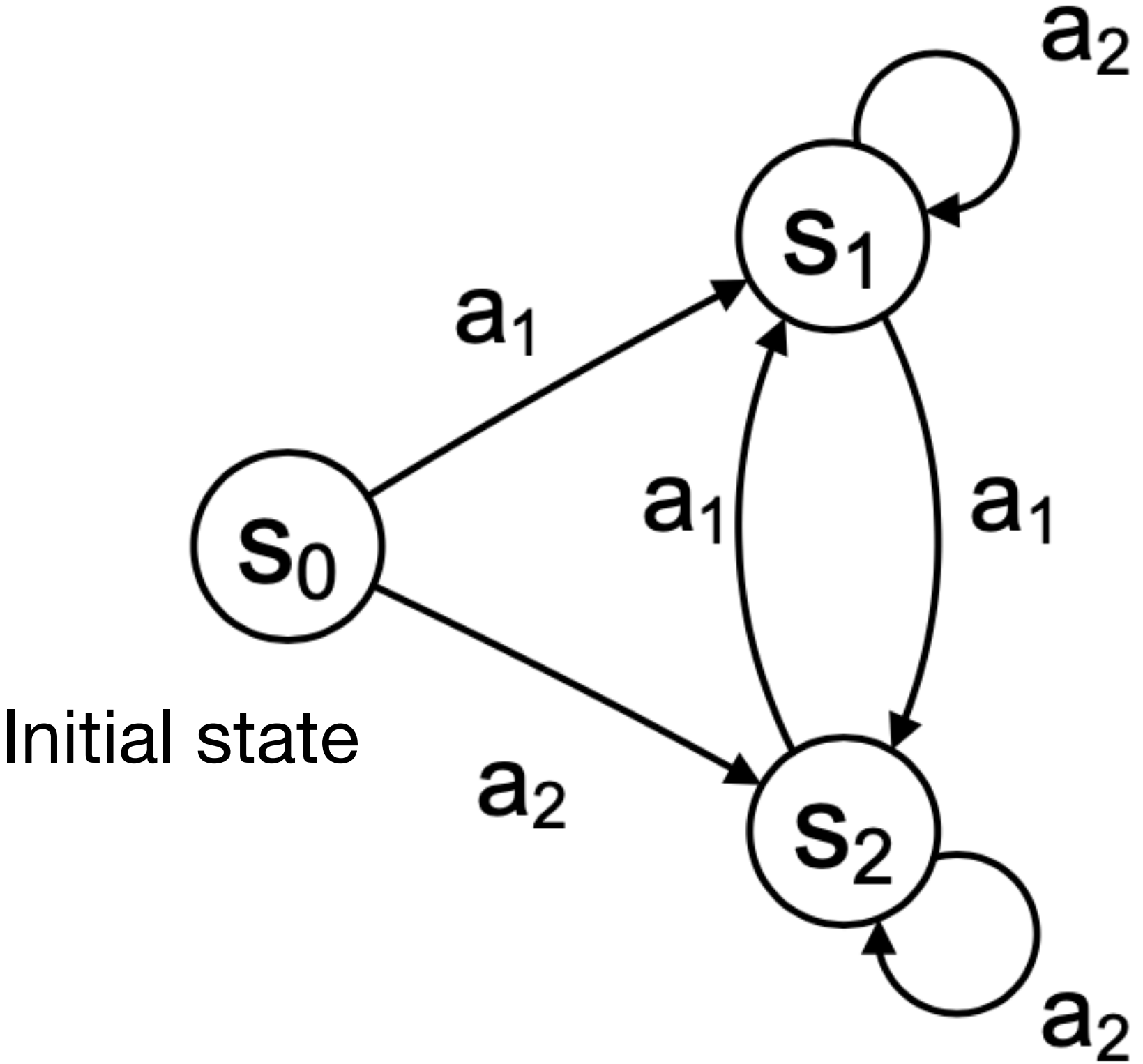
What could go wrong?

[Pomerleau89, Daume09]

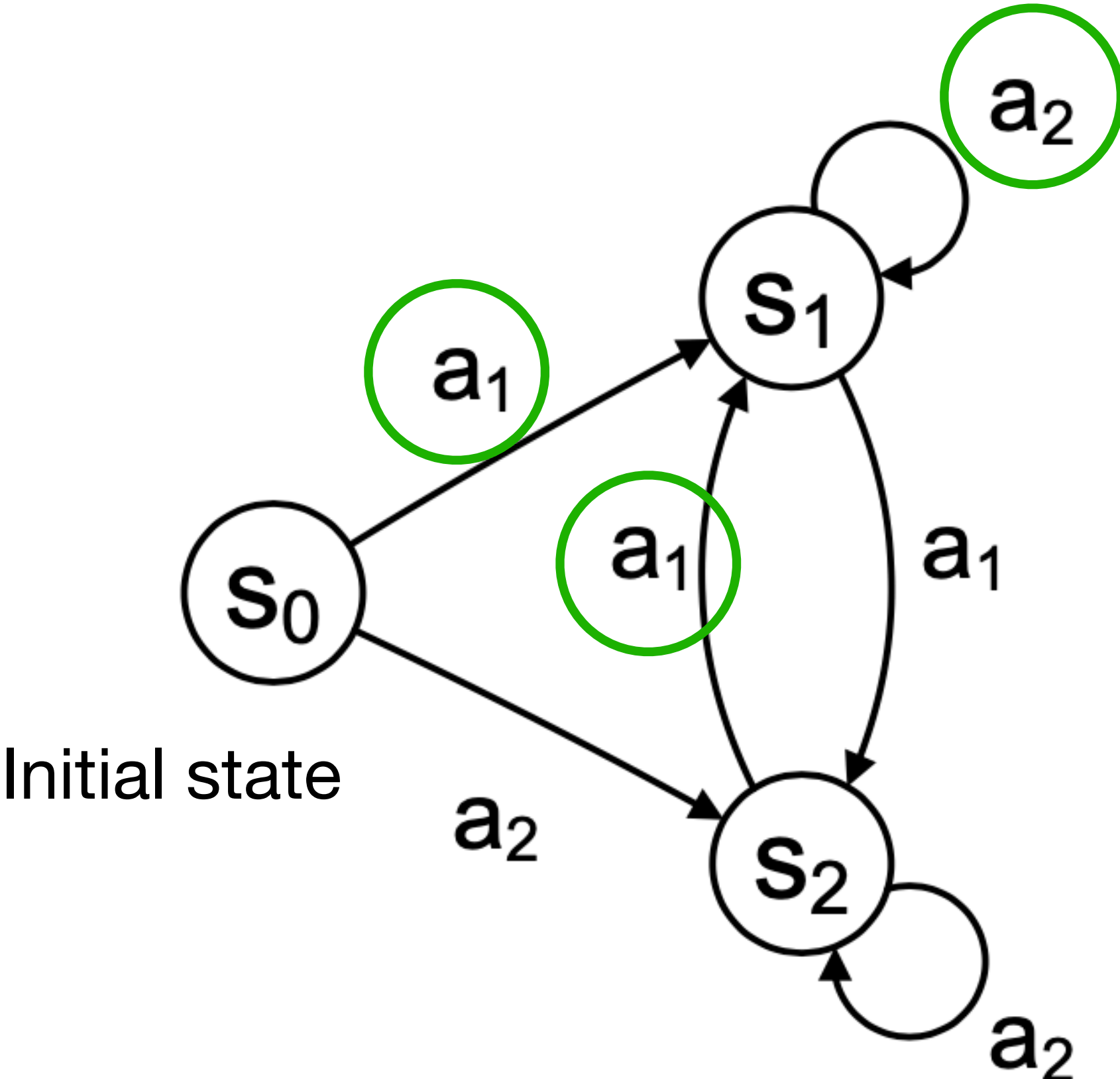
- Predictions affect future inputs/ observations



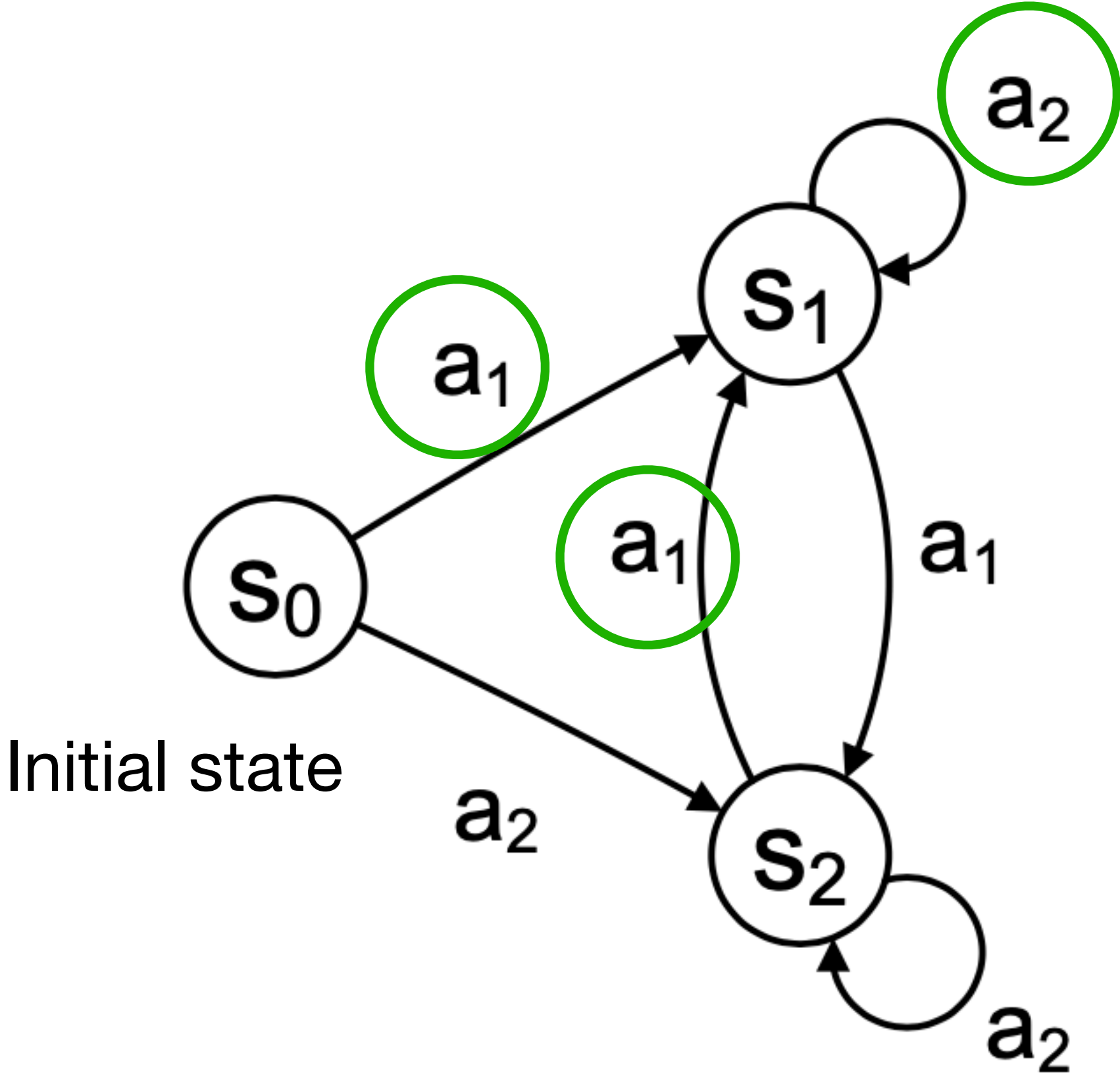
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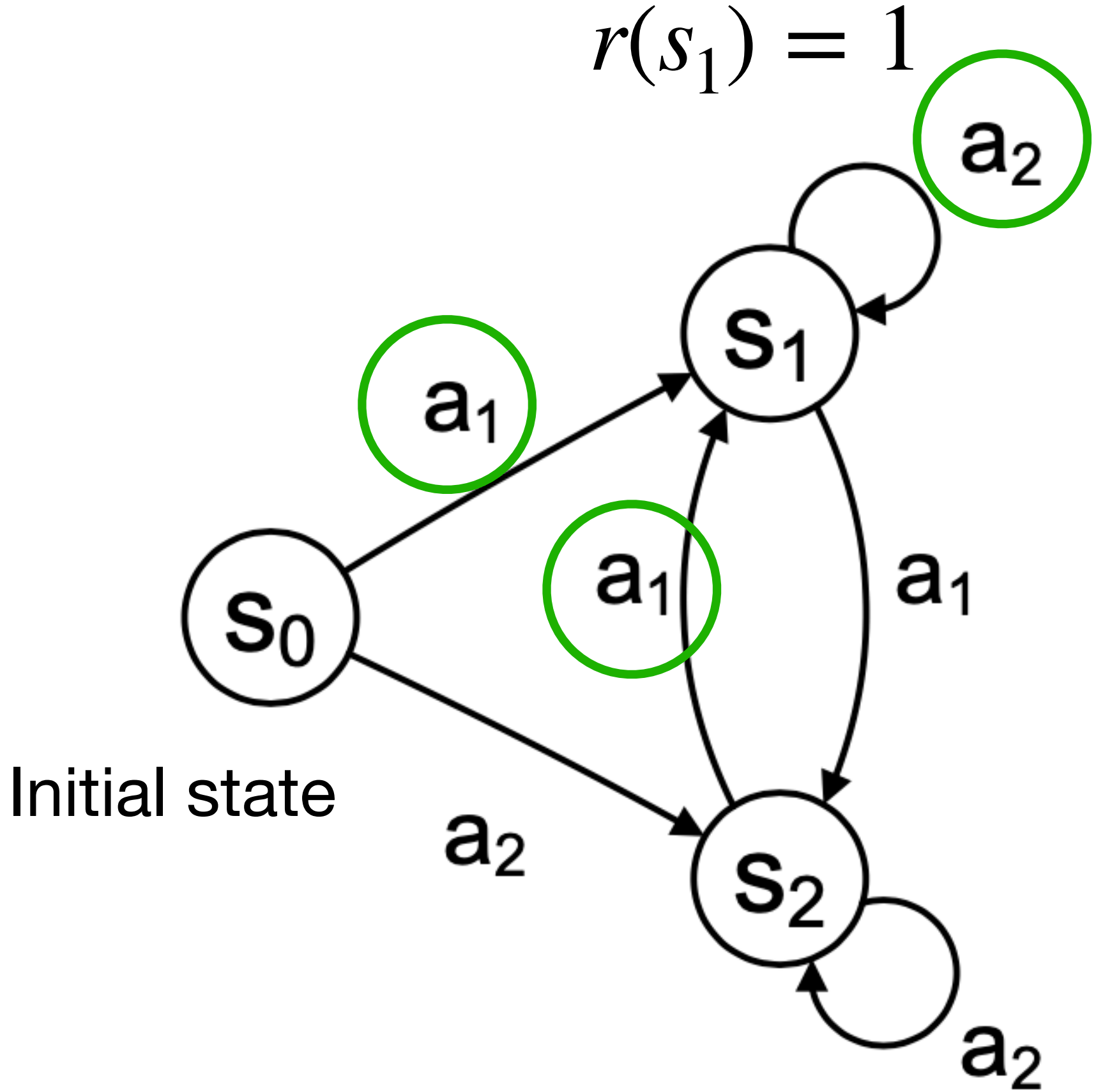


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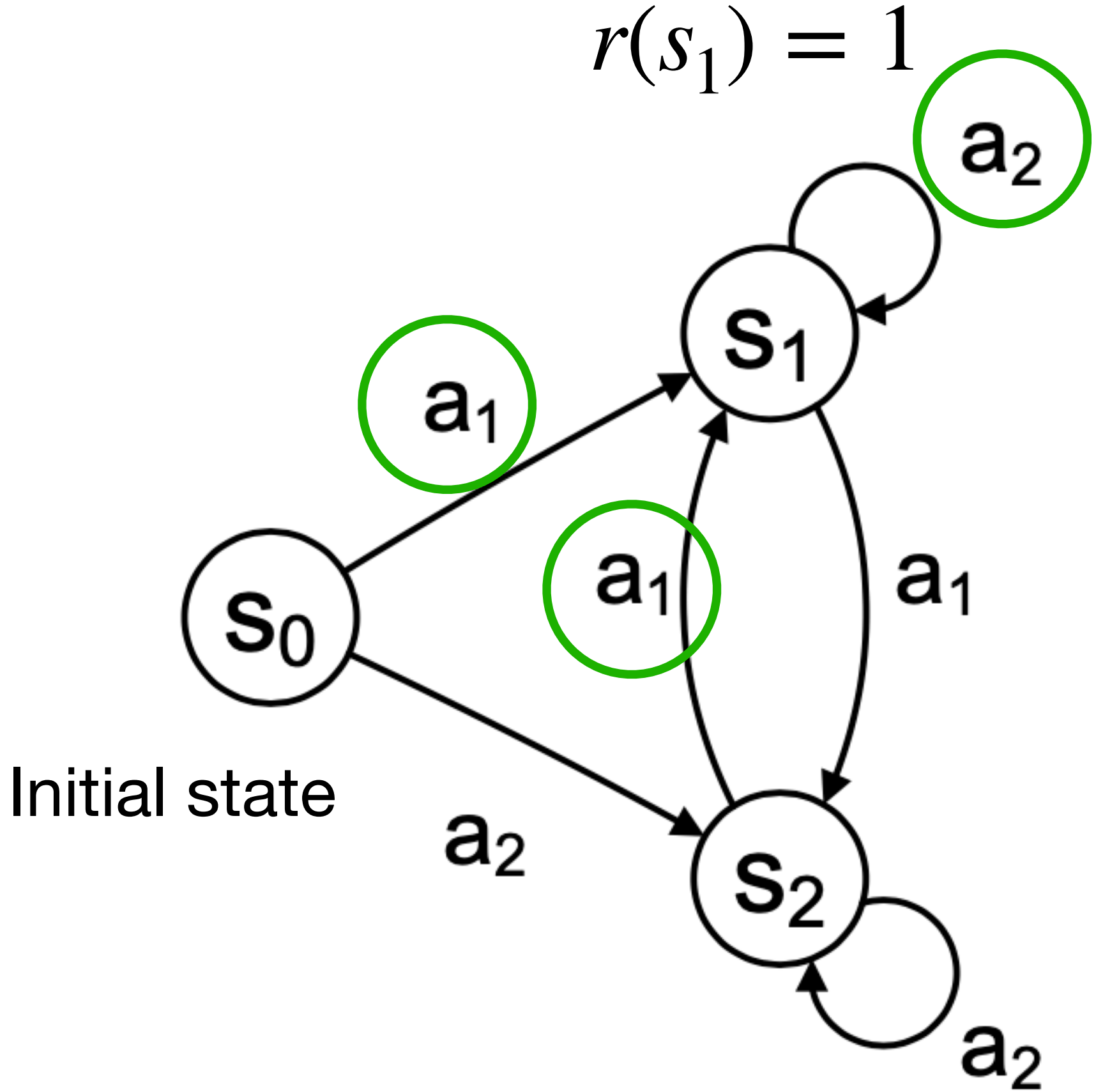
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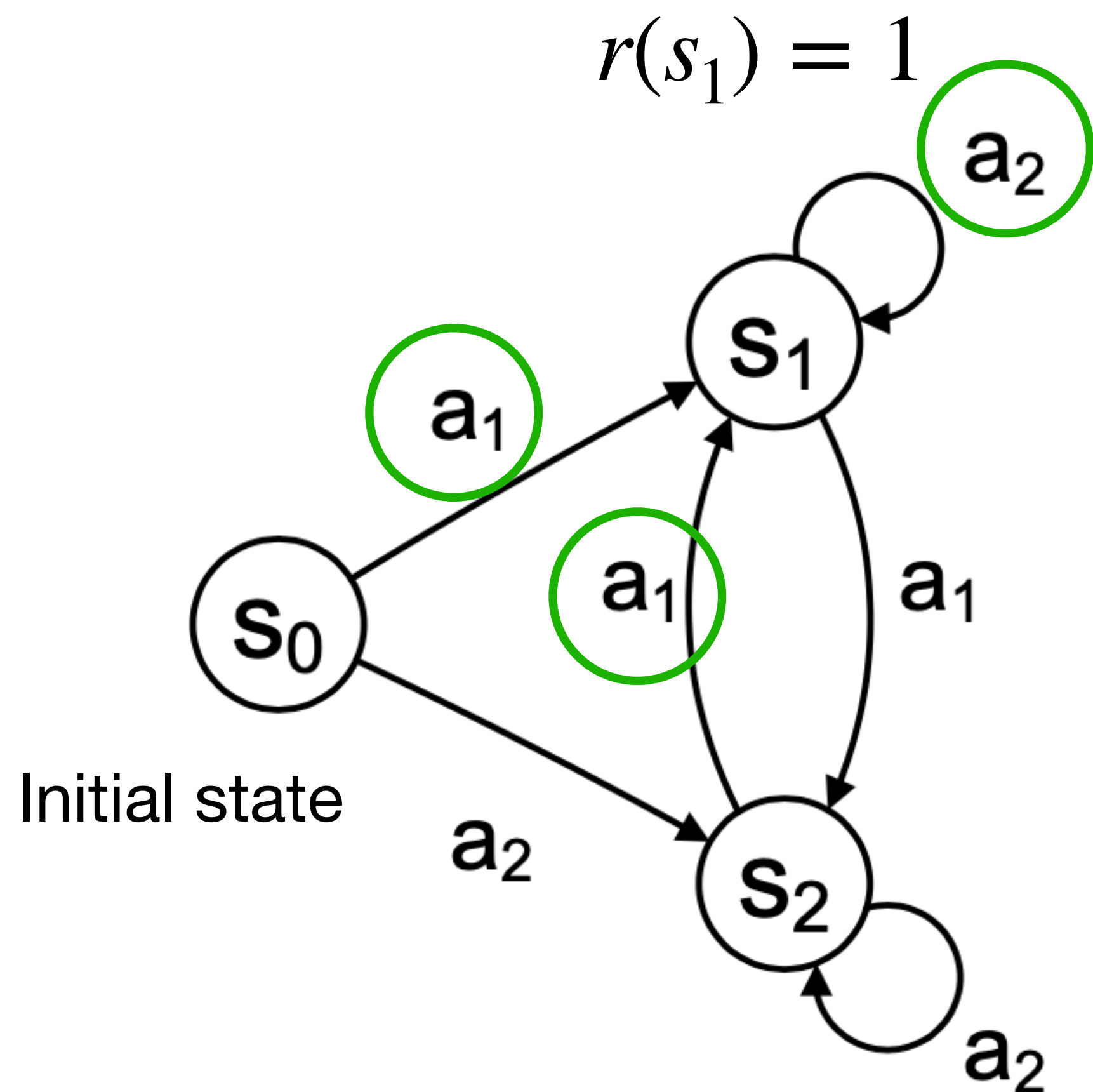
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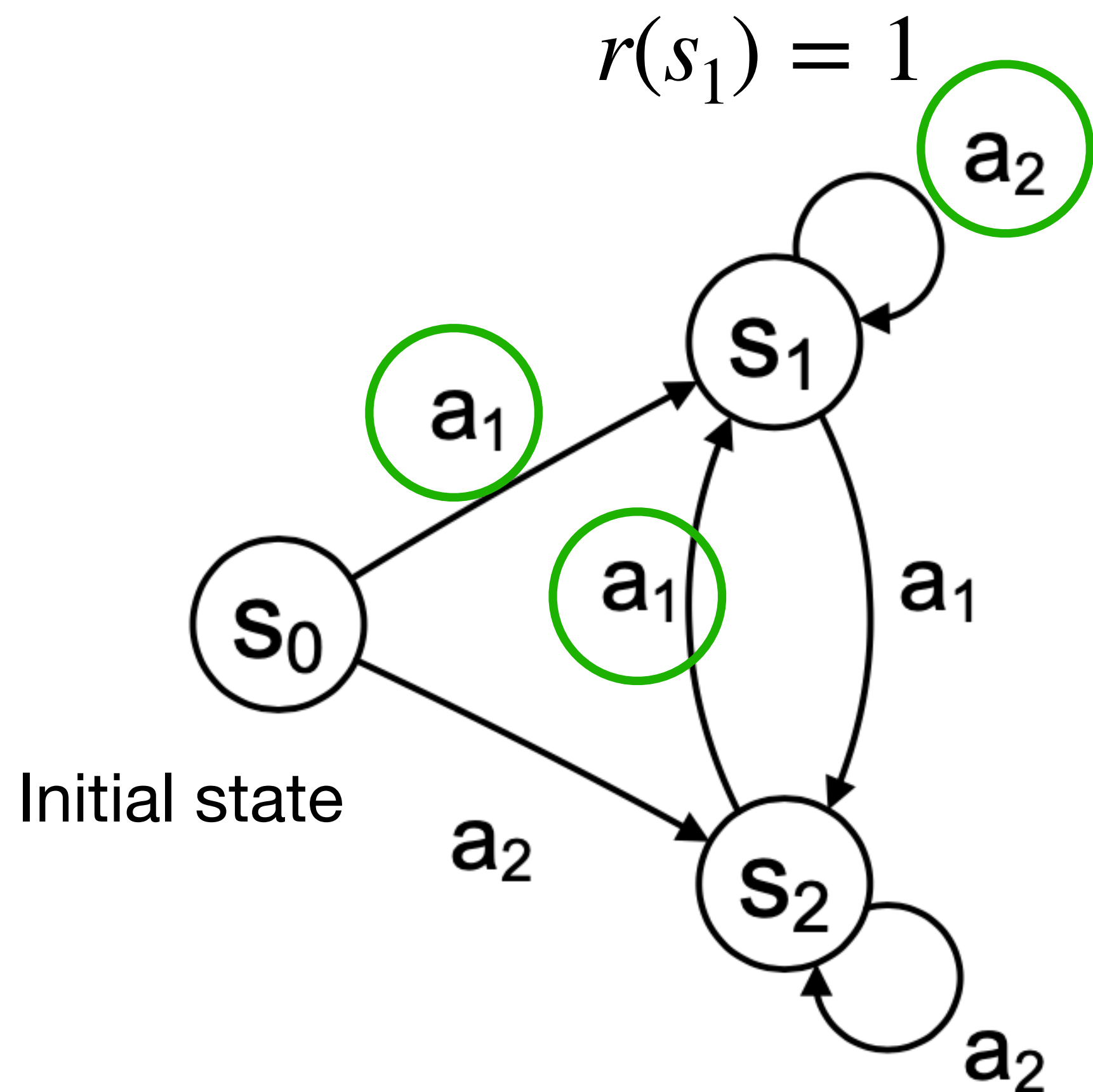
Assume SL returned such policy $\hat{\pi}$

$$\hat{\pi}(s_0) = \begin{cases} a_1 & \text{w/ prob } 1 - \epsilon/(1 - \gamma) \\ a_2 & \text{w/ prob } \epsilon/(1 - \gamma) \end{cases}, \quad \hat{\pi}(s_1) = a_2, \hat{\pi}(s_2) = a_2$$

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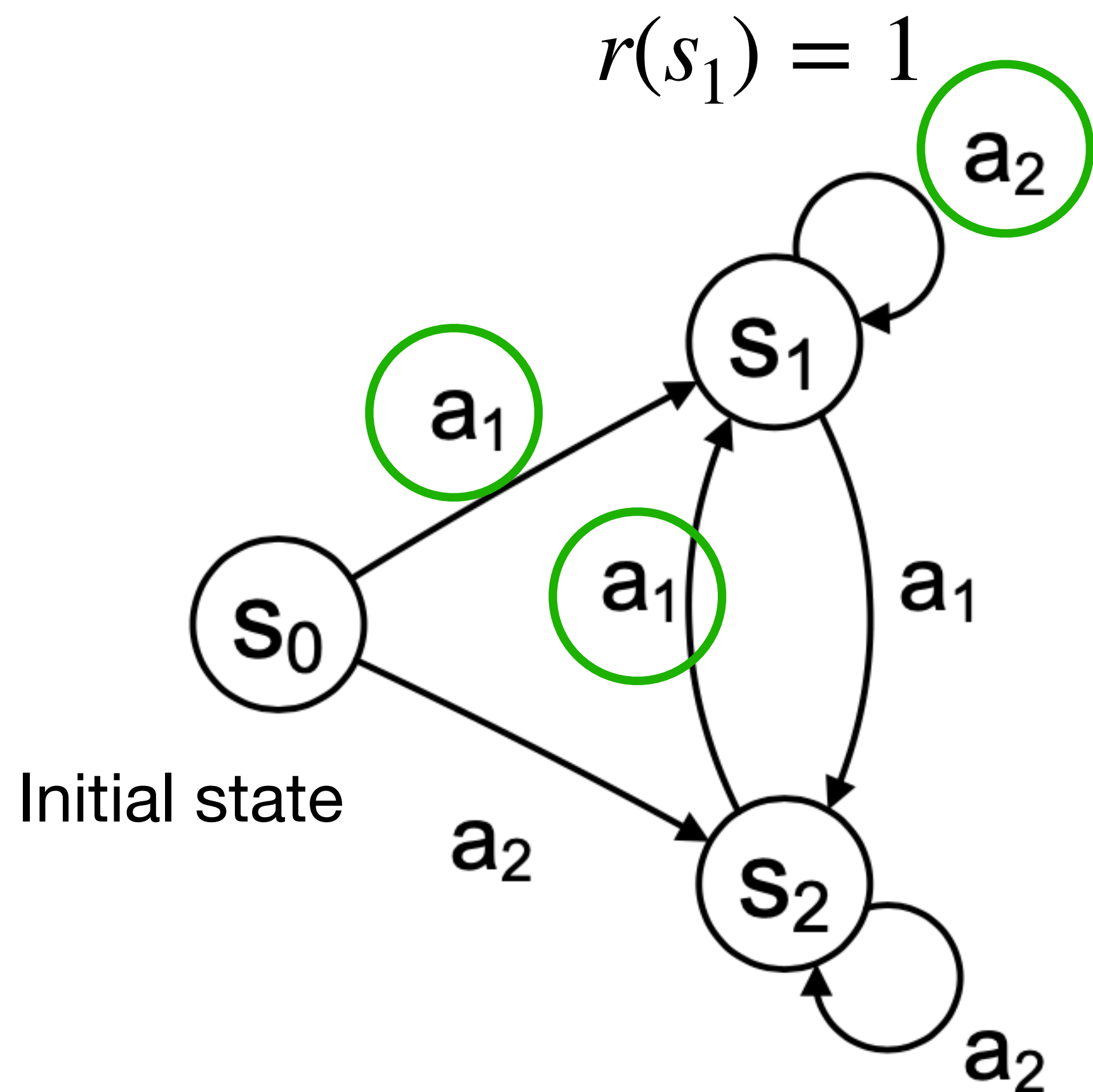
We will have good supervised learning error:

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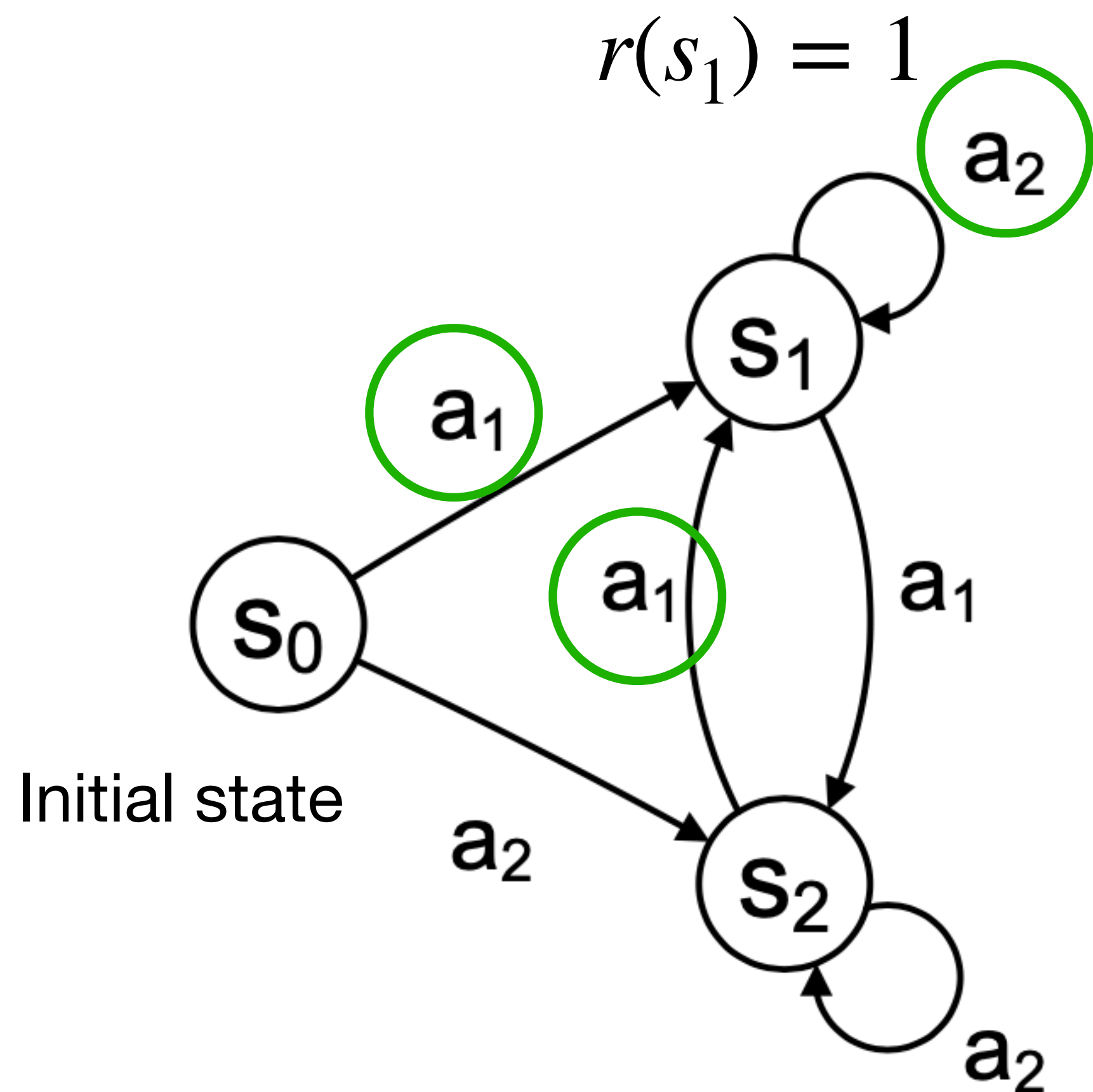
But we have quadratic error in performance:

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Issue: once we make a mistake at s_0 , we end up in s_2 which is not in the training data!

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A **reduction to supervised Learning**, e.g., training classifier from $s^\star \sim d_\mu^{\pi^\star}$, $a^\star = \pi^\star(s^\star)$

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3. **Again this demonstrates why RL/IL is harder than SL:**
we need to test our model on new data generated by our model