

Interactive Imitation Learning (continue)

Recap

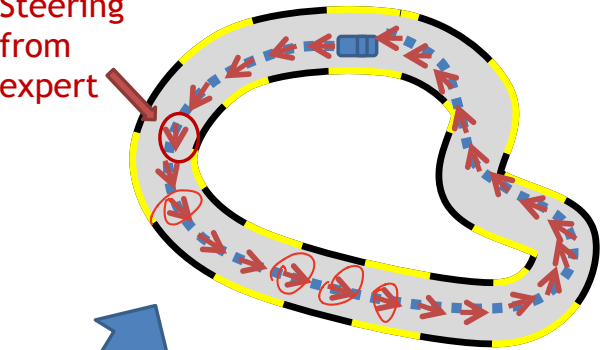
Interactive Imitation Learning Setting

Key assumption:

we can query expert π^\star at any time and any state during training

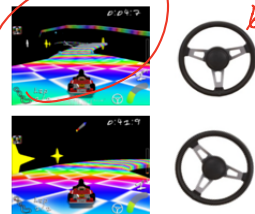
Dagger Revisit

Steering from expert



At iteration t , given π^t

New Data

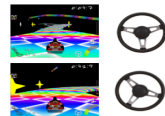


⋮



Aggregate Dataset

All previous data

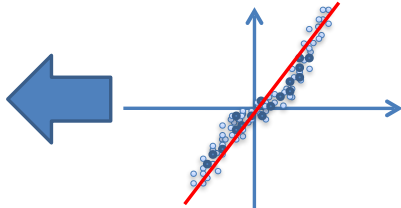


⋮

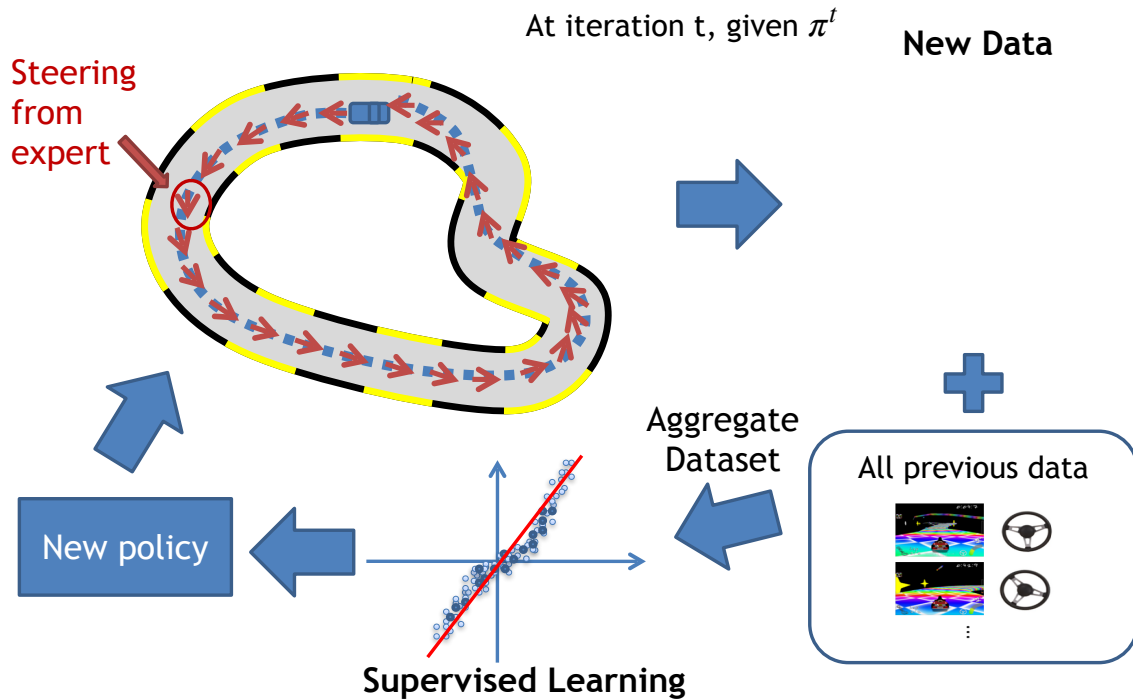
New policy

π^{t+1}

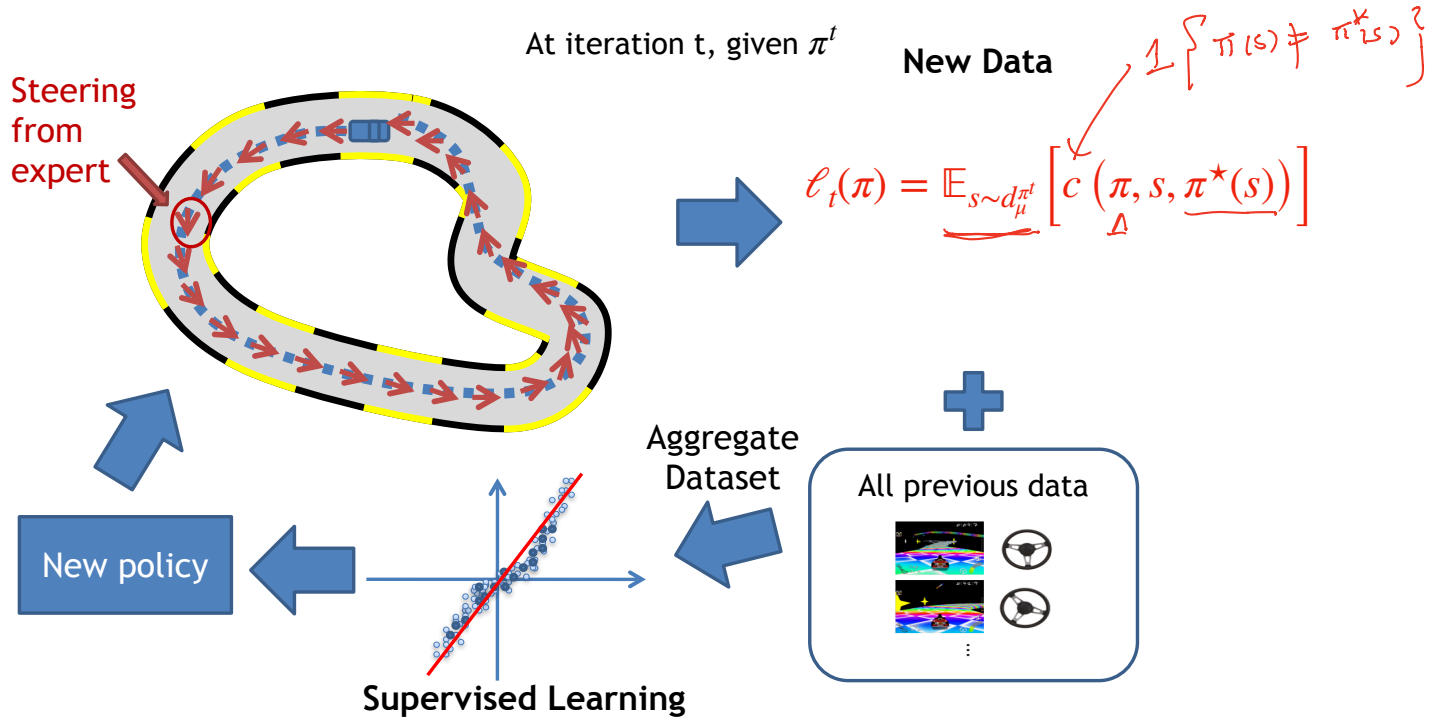
Supervised Learning



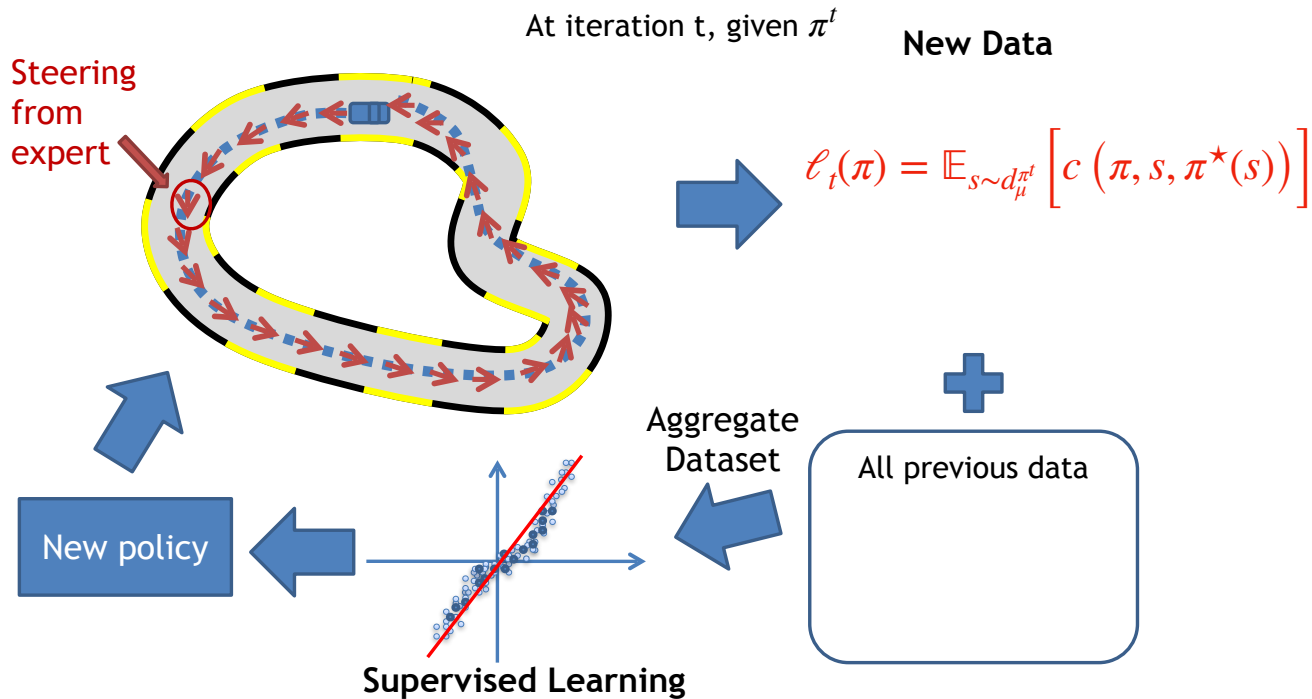
Dagger Revisit



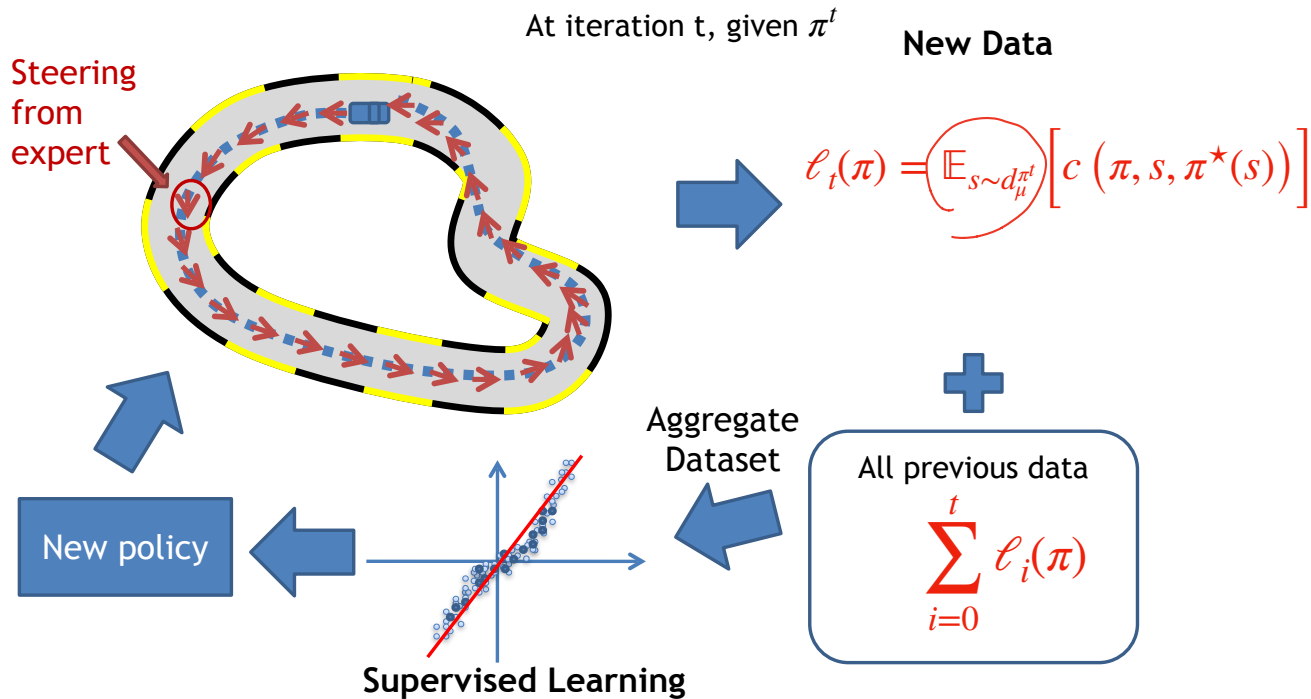
Dagger Revisit



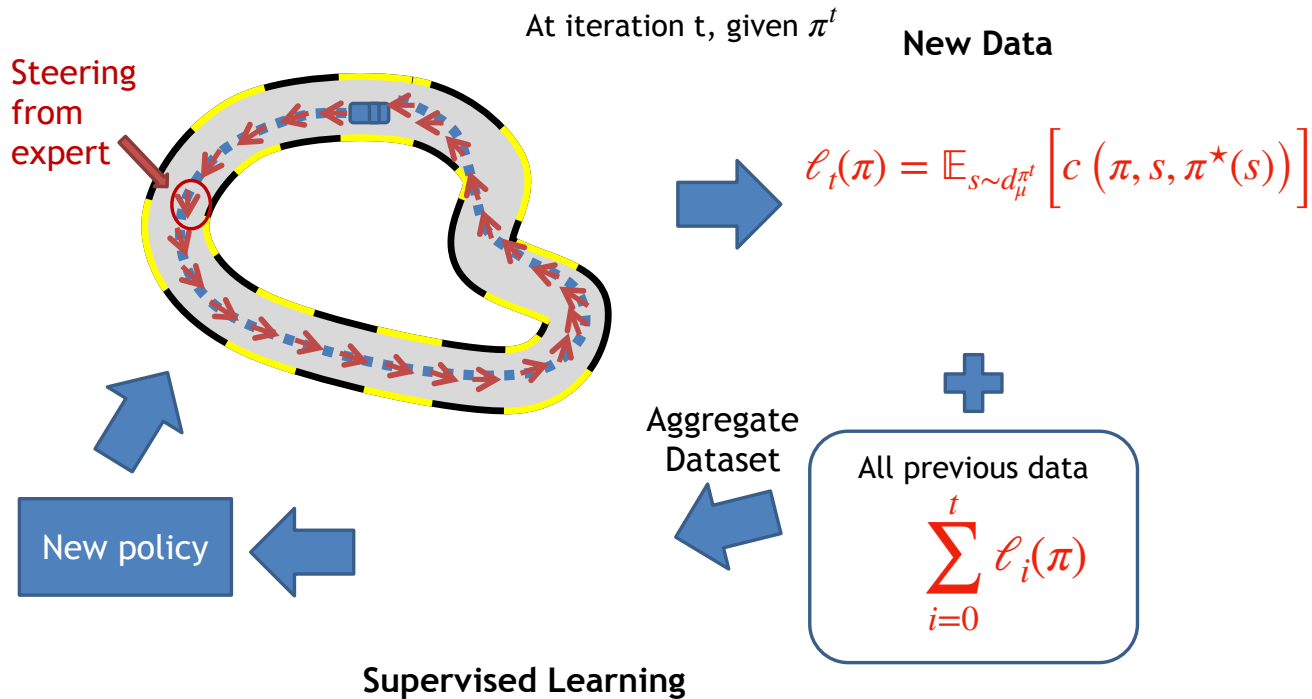
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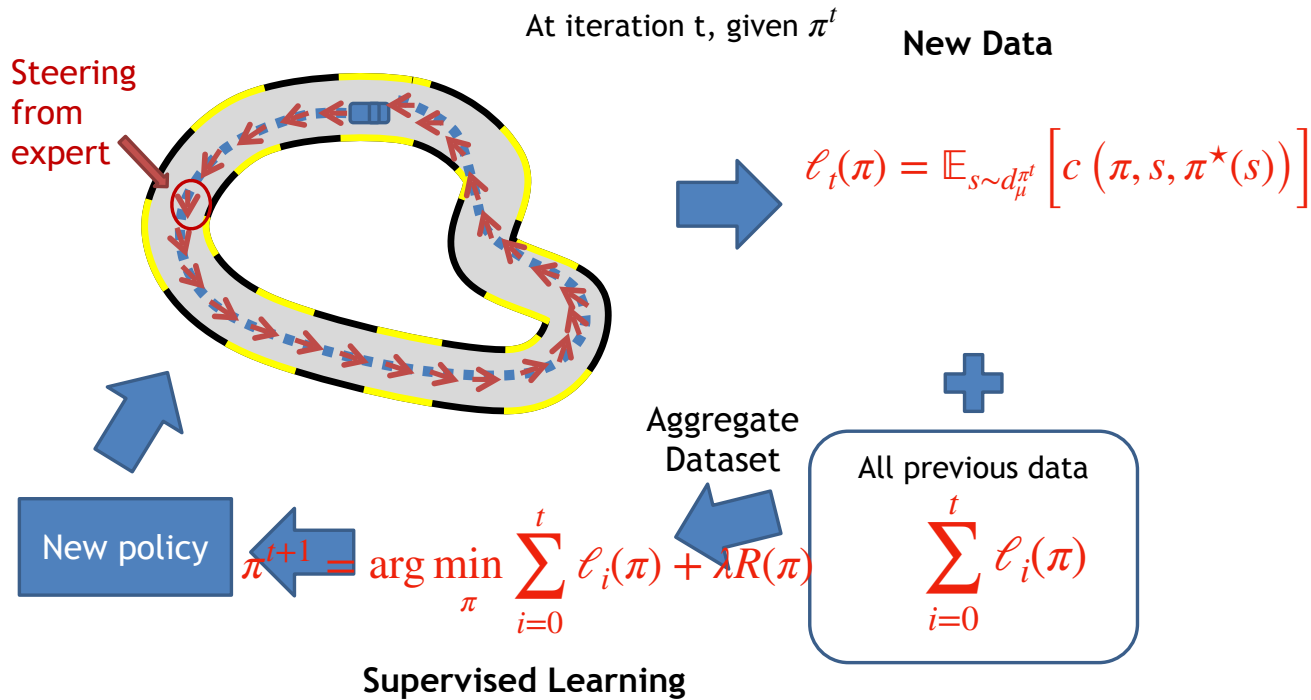
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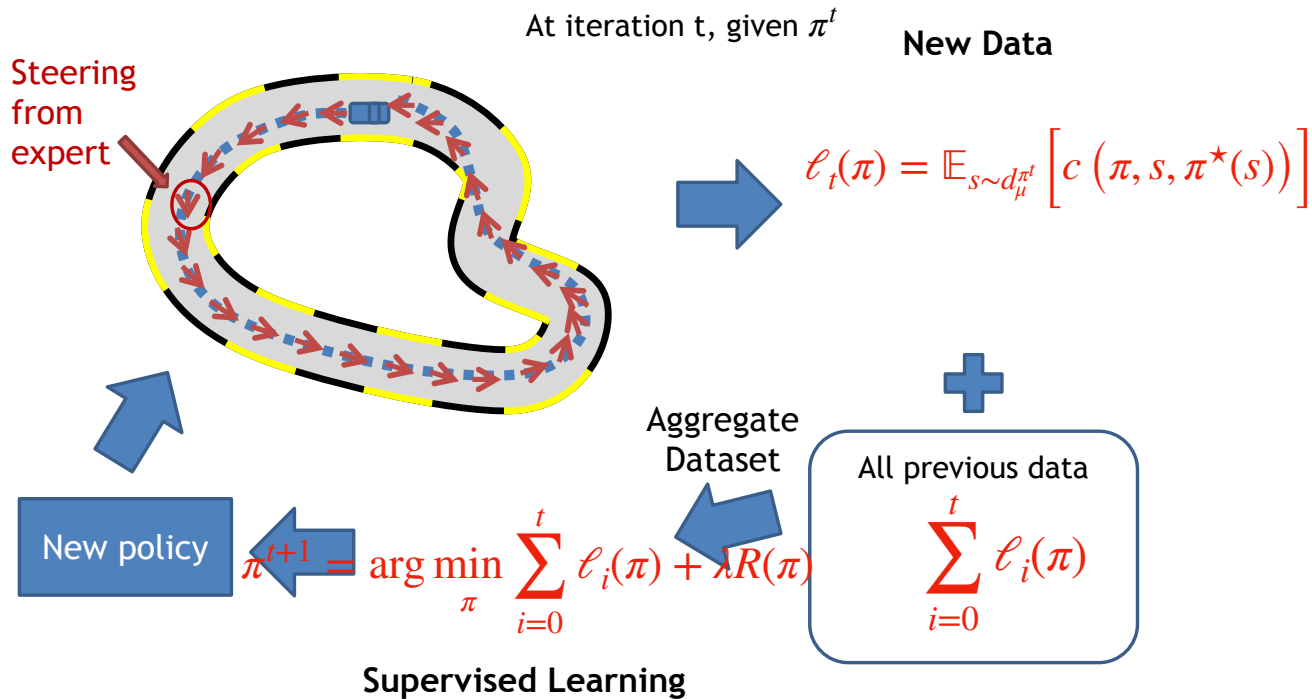
Dagger Revisit



Dagger Revisit



Dagger Revisit



Data Aggregation = Follow-the-Regularized-Leader Online Learner

Recap on the Follow-the-Regularized Leader Guarantee:

At the end of iteration t , learner has seen $\ell_0, \dots, \ell_{t-1}, \ell_t$, learner updates to a new decision:

$$\text{FTL: } \theta_{t+1} = \min_{\theta \in \Theta} \sum_{i=0}^t \ell_i(\theta) + \lambda R(\theta)$$

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\uparrow Data Aggregation

Theorem (FTL) (optional): if Θ is convex, and ℓ_t is convex for all t , and $R(\theta)$ is strongly convex, then for regret of FTL, we have:

$$\frac{1}{T} \left[\sum_{t=0}^{T-1} \ell_t(\theta_t) - \min_{\theta \in \Theta} \sum_{t=0}^{T-1} \ell_t(\theta) \right] = O\left(1/\sqrt{T}\right)$$

\uparrow
Best in hindsight

$T \rightarrow \infty$

Today's Plan

1. Finish DAgger's Analysis

2. Intro to Maximum Entropy Inverse RL

(We have offline demonstrations, but learner can interact with the environments)

Dagger Analysis: A reduction to no-regret online learning

infinite horizon MDP

(assume discrete action space—in fact let's assume 2 actions, so we do binary classification)

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

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(assume discrete action space—**in fact let's assume 2 actions**, so we do binary classification)

$$\mathcal{M} = \{S, A, \gamma, r, P, \mu\} \quad A = \{-1, +1\}$$

Function approximation:

Decision set $\Pi := \{\pi : S \mapsto A\}$ (assume $\pi^* \in \Pi$)

$A \rightarrow$ Binary classifier

← Realizability

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Classification algorithm (oracle) \mathcal{A} :

Given a binary-class data distribution ρ , where $\{x, y\} \sim \rho, y \in \{-1, 1\}$

$$\hat{\pi} = \mathcal{A}(\Pi, \rho) := \arg \min_{\pi \in \Pi} \mathbb{E}_{x, y \sim \rho} \left[\underbrace{c(\pi, x, y)}_{\substack{\text{A feature} \\ \text{label}}} \right]$$

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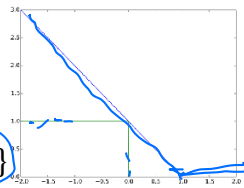
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$$c(\pi, x, y) = \max\{0, 1 - \pi(x) \cdot y\}$$



DAgger Analysis: A reduction to no-regret online learning

Decision set Π (assume $\pi^* \in \Pi$)



MDP and
Expert

Online Learner w/ \mathcal{A}
(i.e., DAgger)

...

Total loss so far:

DAgger Analysis: A reduction to no-regret online learning

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$$\pi^0 \in \Pi$$



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Expert

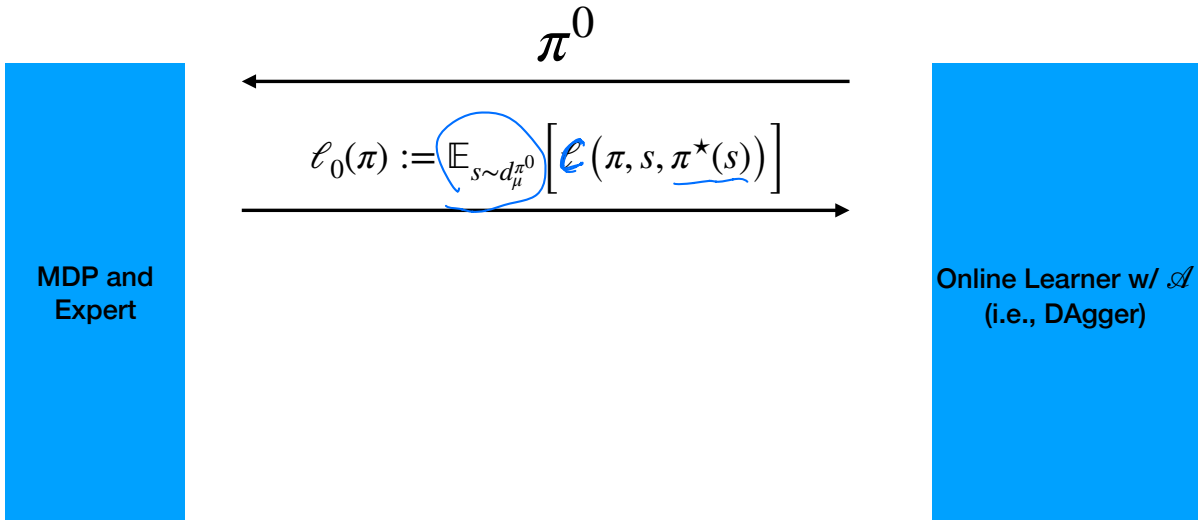
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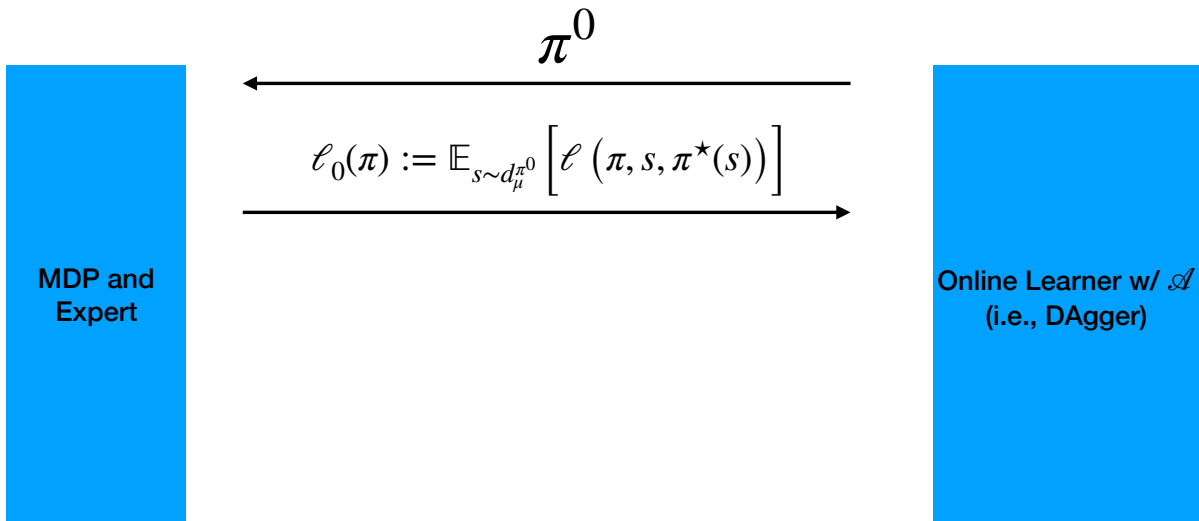


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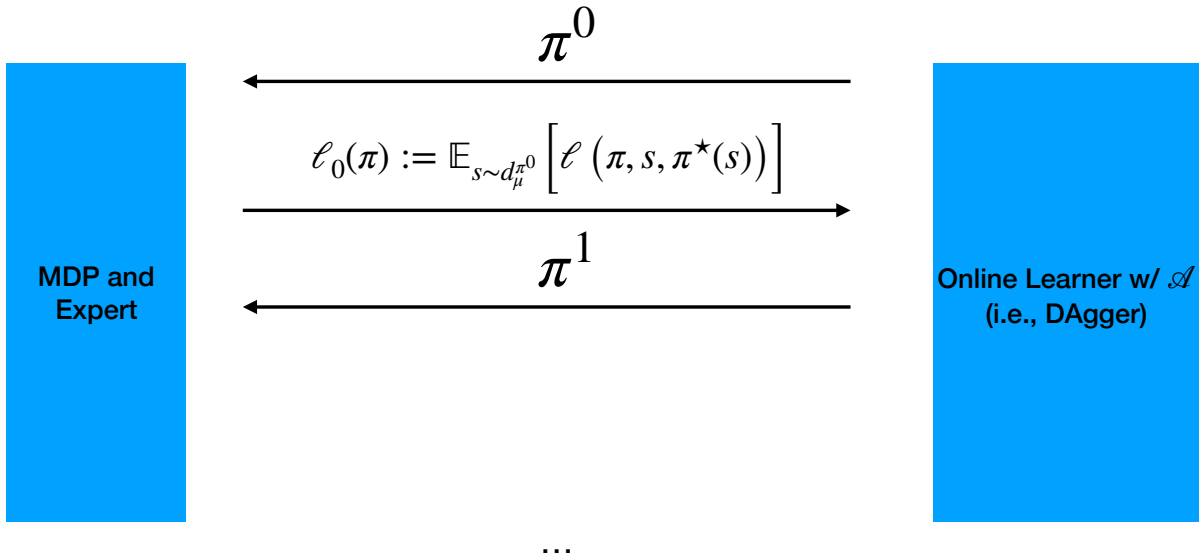
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Total loss so far: $\ell_0(\pi^0)$

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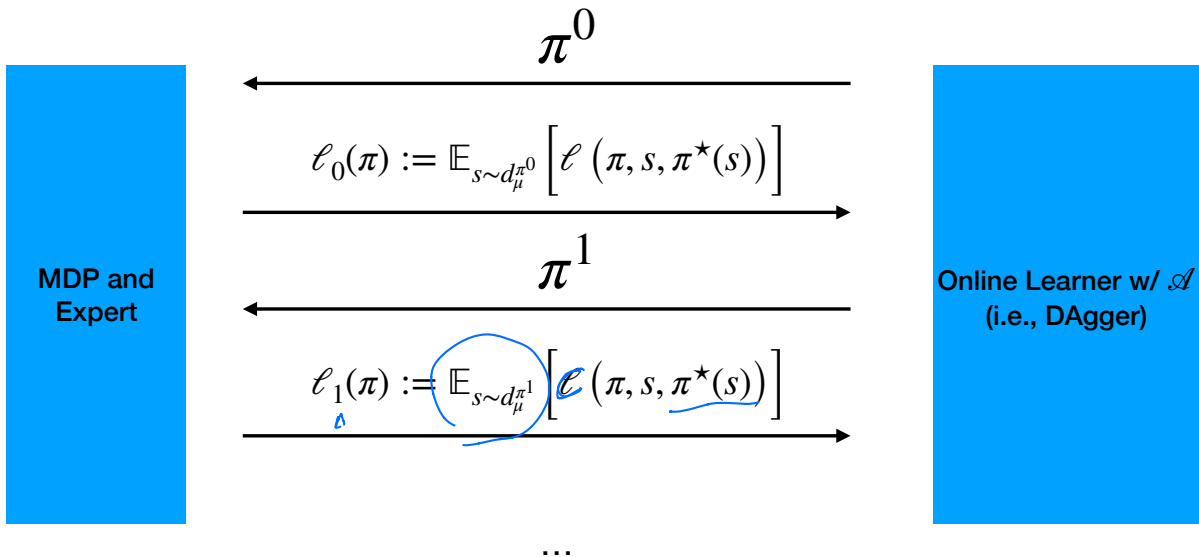
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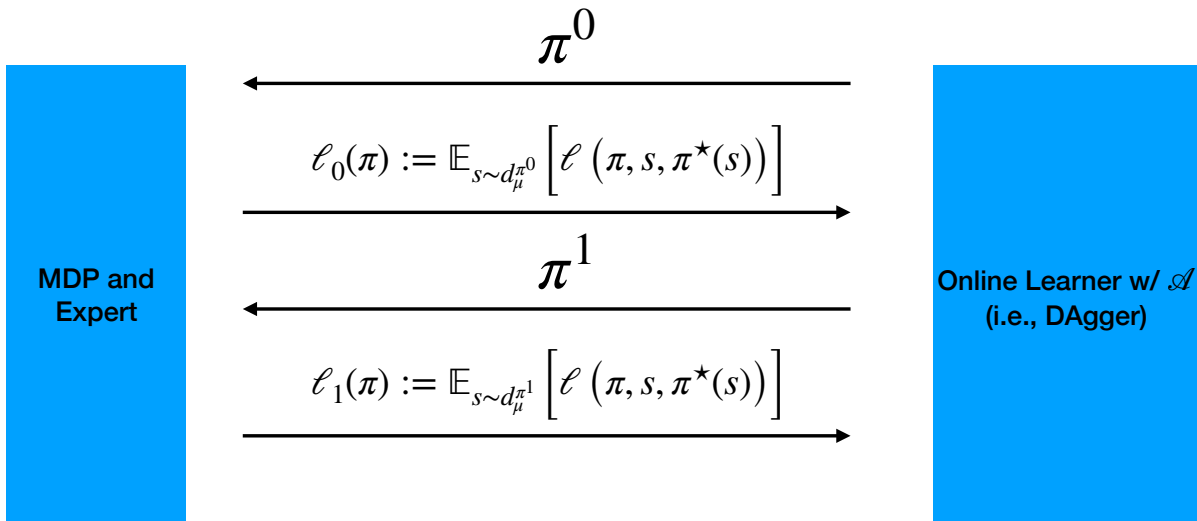
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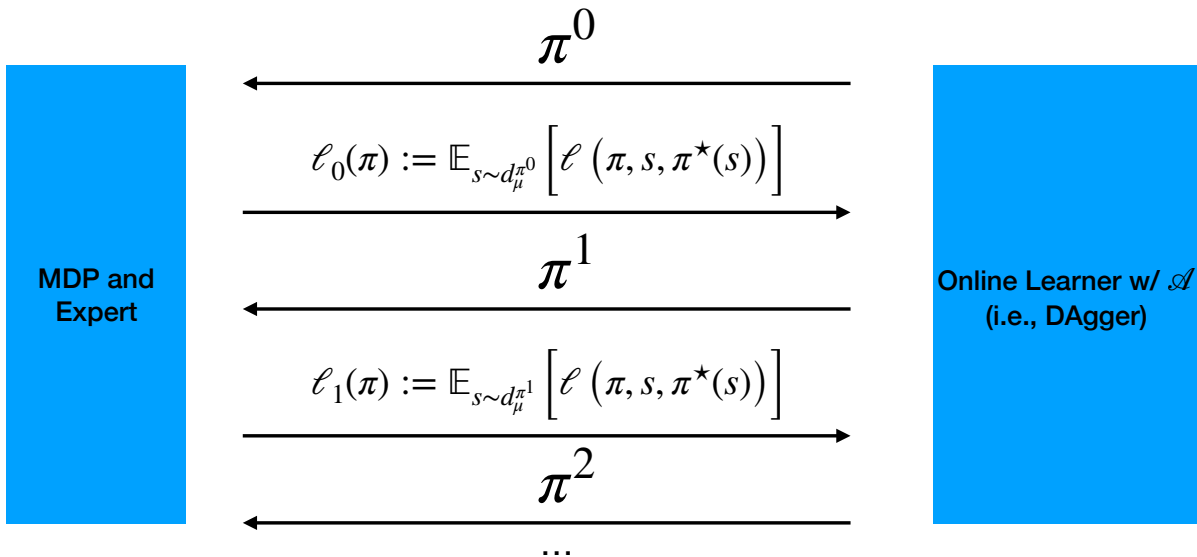
Decision set Π (assume $\pi^* \in \Pi$)



Total loss so far: $\ell_0(\pi^0) + \ell_1(\pi^1)$

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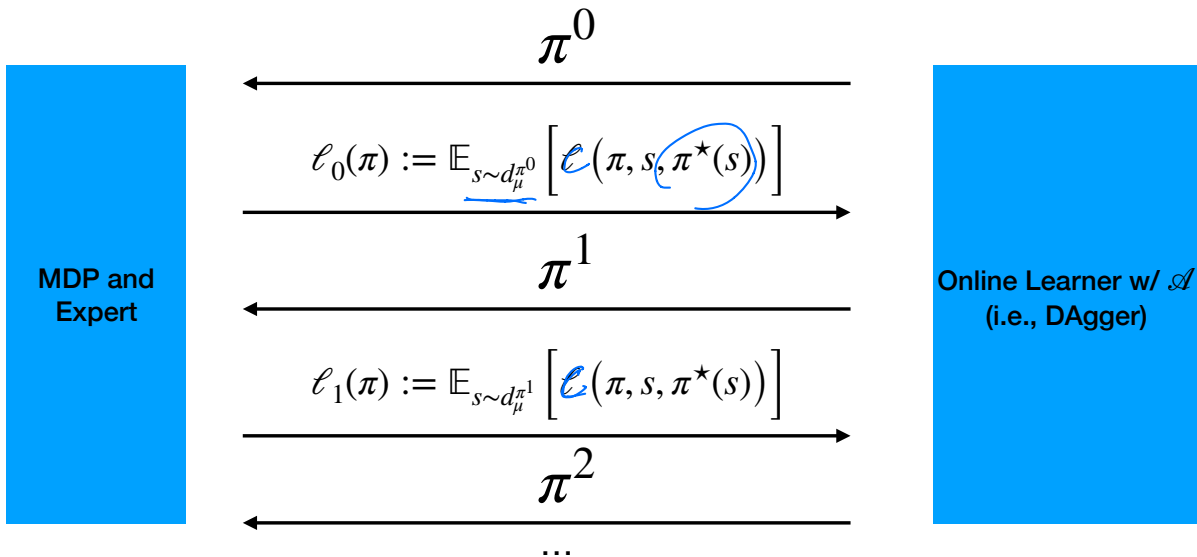


Total loss so far: $\ell_0(\pi^0) + \ell_1(\pi^1)$

Dagger Analysis: A reduction to no-regret online learning

Decision set Π (assume $\pi^* \in \Pi$)

Interactive setting



Total loss so far: $\ell_0(\pi^0) + \ell_1(\pi^1) + \ell_2(\pi^2) + \dots$

Dagger Analysis: A reduction to no-regret online learning

After in total T many iterations, we have the following regret for DAgger:

$$\text{Avg-Regret}_T = \frac{1}{T} \left[\underbrace{\sum_{t=0}^{T-1} \ell_t(\pi^t)}_{\substack{\text{Total-loss} \\ \text{Dagger suffered}}} - \min_{\pi \in \Pi} \underbrace{\sum_{t=0}^{T-1} \ell_t(\pi)}_{\substack{\text{Total-loss} \\ \text{Dagger suffered}}} \right] \leq O \left(\underbrace{\frac{1}{\sqrt{T}}}_{\epsilon_{\text{reg}}} \right)$$

Goal: Turn ϵ_{reg}
to $V^\pi - V^{\pi^*}$

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Recall we assume $\pi^* \in \Pi$, we must have:

$$\min_{\pi \in \Pi} \sum_{t=0}^{T-1} \ell_t(\pi) \leq \sum_{t=0}^{T-1} \ell_t(\pi^*) = 0$$

$$\ell_t(\pi) = \mathbb{E}_{S \sim d_M^{\pi,t}} [c(\pi, S, \pi^*(S))] \quad \left\{ \pi(S) \neq \pi^*(S) \right\}$$
$$\ell_t(\pi^*) = 0$$

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$$\frac{1}{T} \sum \ell_t(\pi^t) \leq \min_{\pi \in \Pi} \sum \ell_t(\pi) + \epsilon_{\text{reg}} \leq 0 + \epsilon_{\text{reg}}$$

$$\{\pi, \pi^*\}$$

$$\min_{\pi \in \Pi} \ell(\pi) \leq \ell(\pi^*)$$

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$$\frac{1}{T} \sum_{t=0}^{T-1} \ell_t(\pi^t) \leq 0 + \epsilon_{\text{reg}}$$

min \leq Avg

Which implies that:

$$\min_{t \in \{0 \dots T-1\}} \ell_t(\pi^t) \leq \frac{1}{T} \sum_{t=0}^{T-1} \ell_t(\pi^t) \leq \epsilon_{\text{reg}}$$

DAgger Analysis: A reduction to no-regret online learning

Summary so far: we know that there must exist $t \in \{0, \dots, T-1\}$, such that:

$$\mathcal{L}_t(\pi^t) \leq \epsilon_{reg} \quad \left(\min_{t \in \{0, \dots, T-1\}} \mathcal{L}_t(\pi^t) \leq \epsilon_{reg} \right)$$

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Recall the definition of $\ell_t(\pi^t)$

$$\ell_t(\pi^t) = \mathbb{E}_{s \sim d_{\mu}^{\pi^t}} \left[c(\pi^t, s, \pi^*(s)) \right] \leq \epsilon_{reg}$$

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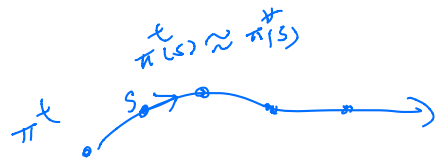
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π^t matches to π^* under its own state distribution!



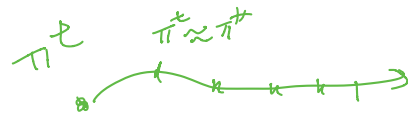
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Behavior-cloning



Recall BC, we had:

$$\mathbb{E}_{s \sim d^{\pi^*}} [c(\hat{\pi}, s, \pi^*(s))] \leq \epsilon, \text{ i.e., we matched to } \pi^* \text{ under } \pi^* \text{'s distribution}$$

Q

Finally, turn things into the performance bound using PDL:

Theorem: There exists a iteration t , such that:

$$V^{\pi^*} - V^{\pi^t} \leq \frac{\max_{s,a} |A^{\pi^*}(s,a)|}{1-\gamma} \cdot \epsilon_{reg} \leftarrow \frac{1}{\sqrt{t}}$$

This bound indicates that:

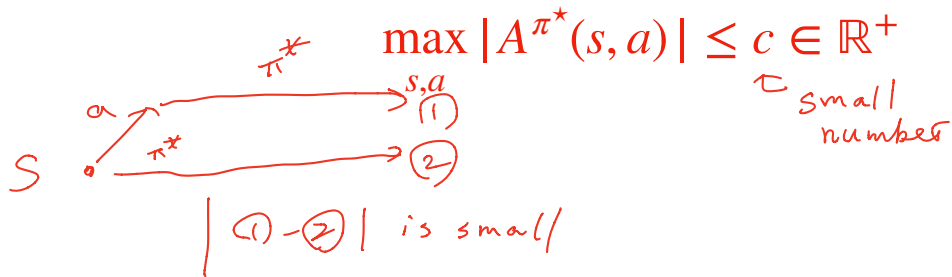
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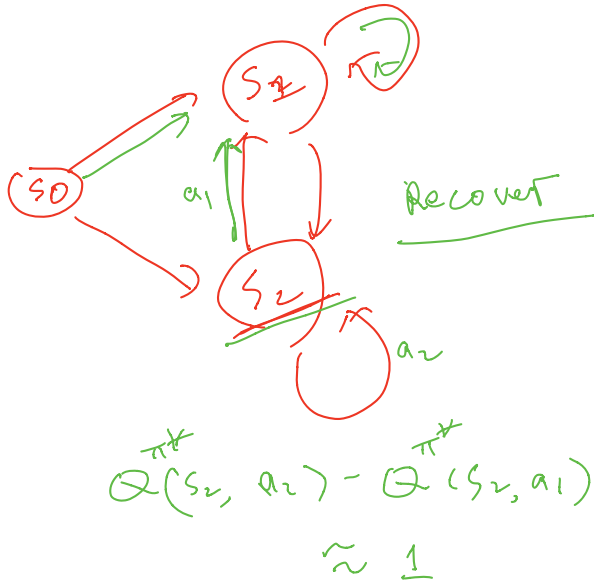
We **avoid quadratic error** if expert π^* can quickly recover from a mistake



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$$\max_{s,a} |A^{\pi^*}(s,a)| \leq c \in \mathbb{R}^+$$

i.e., at s , taking a then following π^* is almost as good as following π^* directly

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PDL

$$V^{\pi^t} - V^{\pi^*} = \frac{1}{1-\gamma} \mathbb{E}_{s \sim d_{\pi^t}} [A^{\pi^*}(s, \pi^t(s))]$$

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$$\begin{aligned} f: \\ |f(x) - f(y)| \\ \leq \max_z |f(z)| \mathbb{1}(x \neq y) \end{aligned}$$

$$\begin{aligned} V^{\pi^t} - V^{\pi^*} &= \frac{1}{1-\gamma} \mathbb{E}_{s \sim d^{\pi}} [A^{\pi^*}(s, \pi^t(s))] \\ &= \frac{1}{1-\gamma} \mathbb{E}_{s \sim d^{\pi}} [A^{\pi^*}(s, \pi^t(s)) - \underbrace{A^{\pi^*}(s, \pi^*(s))}_{=0}] \\ &= \frac{1}{1-\gamma} \mathbb{E}_{s \sim d^{\pi}} [A^{\pi^*}(s, \pi^t(s)) - V^{\pi^*}(s)] \end{aligned}$$

$$\begin{aligned} &= \frac{1}{1-\gamma} \mathbb{E}_{s \sim d^{\pi}} [A^{\pi^*}(s, \pi^t(s)) - A^{\pi^*}(s, \pi^*(s))] \\ &\leq \max_{s,a} |A^{\pi^*}(s,a)| \mathbb{1}\{\pi^t(s) \neq \pi^*(s)\} \end{aligned}$$

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$$= \frac{1}{1-\gamma} \mathbb{E}_{s \sim d^{\pi^*}} [A^{\pi^*}(s, \pi^t(s)) - A^{\pi^*}(s, \pi^*(s))]$$

$$\geq \frac{-1}{1-\gamma} \mathbb{E}_{s \sim d^{\pi^*}} \left[\max_{s,a} |A^{\pi^*}(s,a)| \mathbb{1}\{\pi^t(s) \neq \pi^*(s)\} \right]$$

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from Dagger: $\mathcal{L}_t(\pi^t) \leq \epsilon_{reg}$

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$$\geq \frac{-1}{1-\gamma} \mathbb{E}_{s \sim d^{\pi^t}} \left[\max_{s,a} |A^{\pi^*}(s,a)| \mathbf{1}\{\pi^t(s) \neq \pi^*(s)\} \right] \geq -\frac{\epsilon_{reg}}{1-\gamma} \cdot \max_{s,a} |A^{\pi^*}(s,a)| \leq c \in \mathbb{R}^+$$

$$V^{\pi^*} - V^{\pi^t} \leq \frac{\max_{s,a} |A^{\pi^*}(s,a)|}{1-\gamma} \cdot \epsilon_{reg} \quad \checkmark$$

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Summary of DAgger

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DAgger finds a policy $\hat{\pi}$ such that it matches to π^* under $d_{\mu}^{\hat{\pi}}$

$$\mathbb{E}_{s \sim d_{\mu}^{\hat{\pi}}} [\mathbf{1}\{\hat{\pi}(s) \neq \pi^*(s)\}] \leq \epsilon_{reg} = O(1/\sqrt{T})$$

↪ No-Regret
Argument
(CFTRL)

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$$\mathbb{E}_{s \sim d_{\mu}^{\hat{\pi}}} [\mathbf{1}\{\hat{\pi}(s) \neq \pi^*(s)\}] \leq \epsilon_{reg} = O(1/\sqrt{T})$$

If expert herself can quickly recover from a deviation, i.e., $|Q^{\pi^*}(s, a) - V^{\pi^*}(s)|$ is small for all s ,

$$V^{\pi^*} - V^{\pi^t} \leq O\left(\frac{1}{1-\gamma} \cdot \epsilon_{reg}\right) \quad \underbrace{A^{\pi^*}(s, a)}$$

$$\mathbb{E}_{s \sim d_{\mu}^{\pi^*}} [\mathbf{1}\{\hat{\pi}(s) \neq \pi^*(s)\}] = \epsilon$$

$$\mathbb{E}_{s \sim d_{\mu}^{\pi^*}} [A^{\hat{\pi}}(s, \pi^*(s))]$$

Today's Plan



1. Finish DAgger's Analysis

2. Intro to Maximum Entropy Inverse RL

(We have offline demonstrations, but learner can interact with the environments)

Review of the IL settings that we covered so far

1. Offline IL Setting:

We have a dataset $\mathcal{D} = (s_i^*, a_i^*)_{i=1}^M \sim d^{\pi^*}$

No expert interaction, no real world interaction

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2. Interactive IL setting:

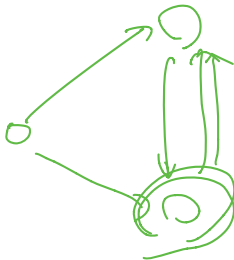
We have access to π^* during training

Interaction w/ expert and interaction w/ the world (i.e., we can try out our policies)

A new setting (more realistic maybe??)

Hybrid:

1. We have an offline dataset $\mathcal{D} = (s_i^\star, a_i^\star)_{i=1}^M \sim d^{\pi^\star}$ (e.g., a pre-collected demonstrations)
2. And we can interact with the world (e.g., try out our policy and see what happens)



Running Example: Human trajectory forecasting

[Kitani, et al, ECCV 12]

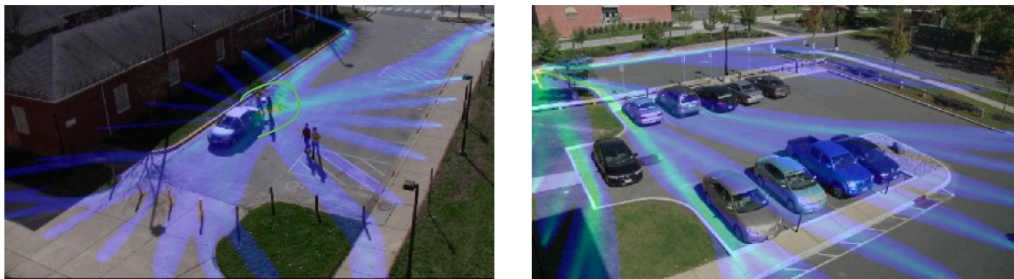


Fig. 1. Given a single pedestrian detection, our proposed approach forecasts plausible paths and destinations from noisy vision-input

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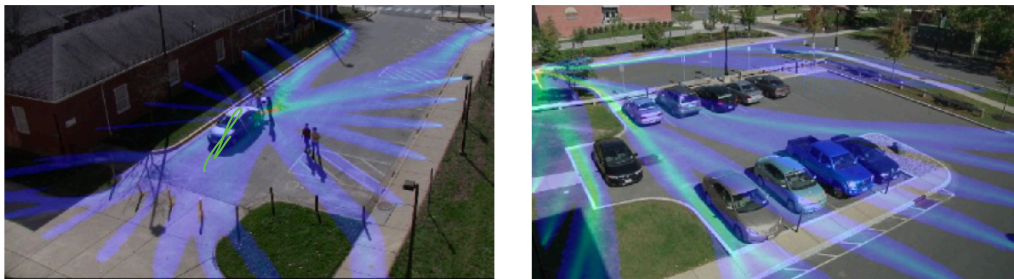


Fig. 1. Given a single pedestrian detection, our proposed approach forecasts plausible paths and destinations from noisy vision-input

High-level assumptions:

- (1) Experts may have some cost function regarding walking in their mind
- (2) Experts are (approximately) optimizing the cost function

Setting

Finite horizon MDP $\mathcal{M} = \{S, A, H, c, P, \mu, \pi^\star\}$

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- (1) Ground truth cost $c(s, a)$ is unknown;
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Key Assumption on cost:

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Δ

Running Example: Define feature map

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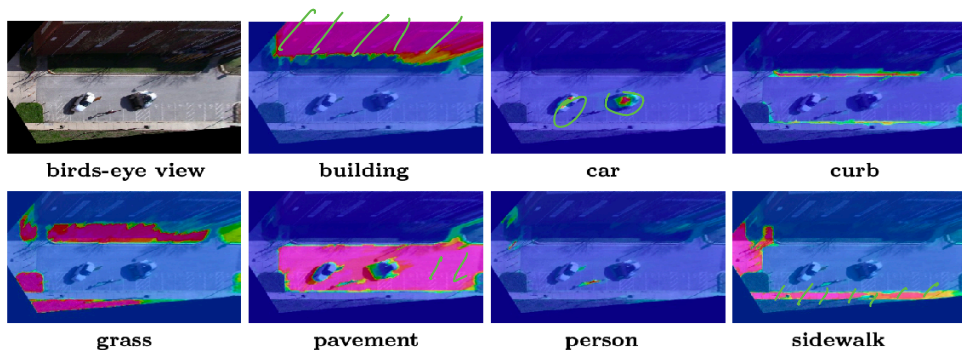


Fig. 4. Classifier feature response maps. Top left is the original image.

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✓ pixel

State s : pixel or a group of neighboring pixels in image)

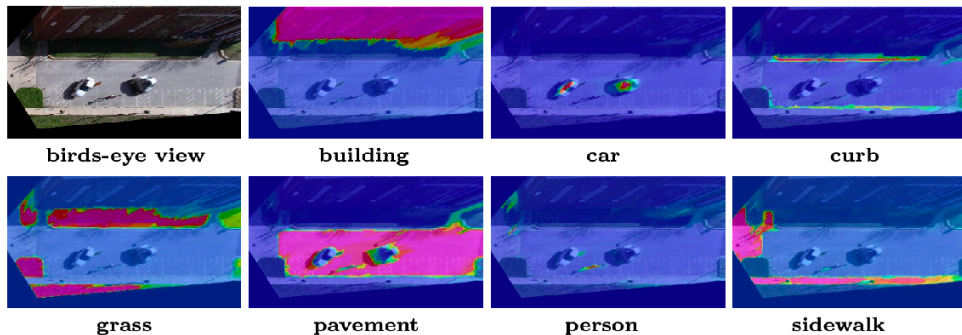


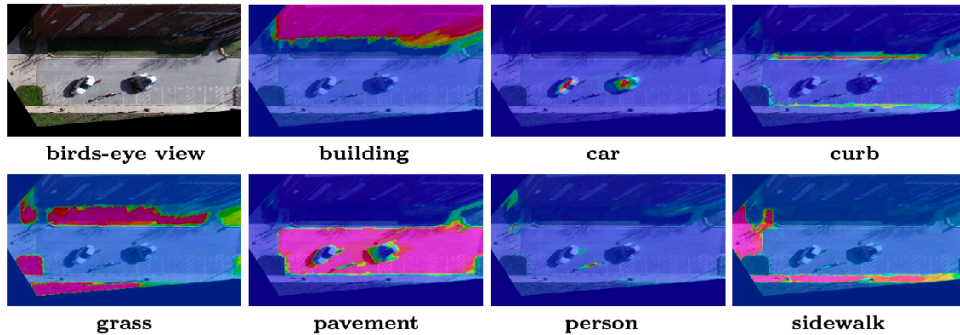
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$$\phi(s, a) = \begin{bmatrix} \mathbb{P}(\text{pixels being building}) \\ \mathbb{P}(\text{pixels being grass}) \\ \mathbb{P}(\text{pixels being sidewalk}) \\ \mathbb{P}(\text{pixels being car}) \\ \dots \end{bmatrix}$$

A pixel

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Maybe colliding with cars or buildings has **high** cost, but walking on sidewalk or grass has **low** cost

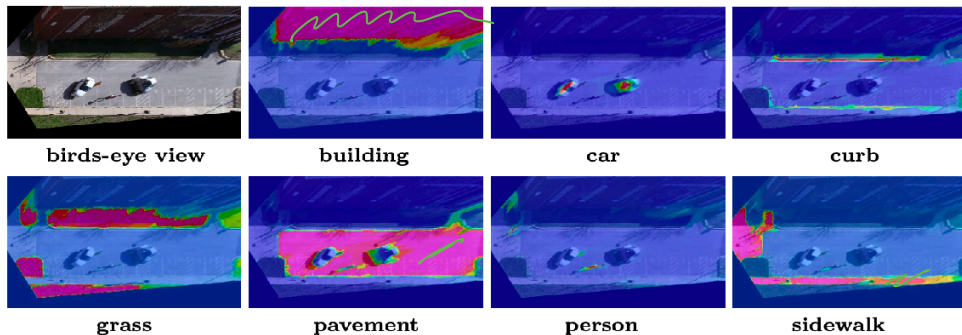
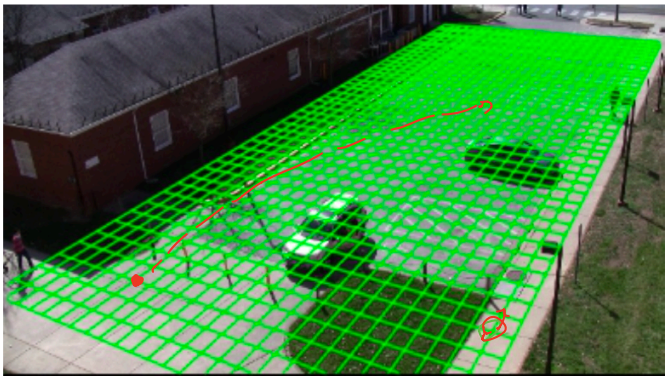


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Running Example: Human Trajectory Forecasting



State space: grid,
action space: 4 actions



We predict that we are more likely to use
sidewalk

We will talk about the algorithm (MaxEnt-IRL) behind it next week