Imitation Learning: Behavior Cloning, Distribution Shift, & Distribution Matching

Sham Kakade and Wen Sun

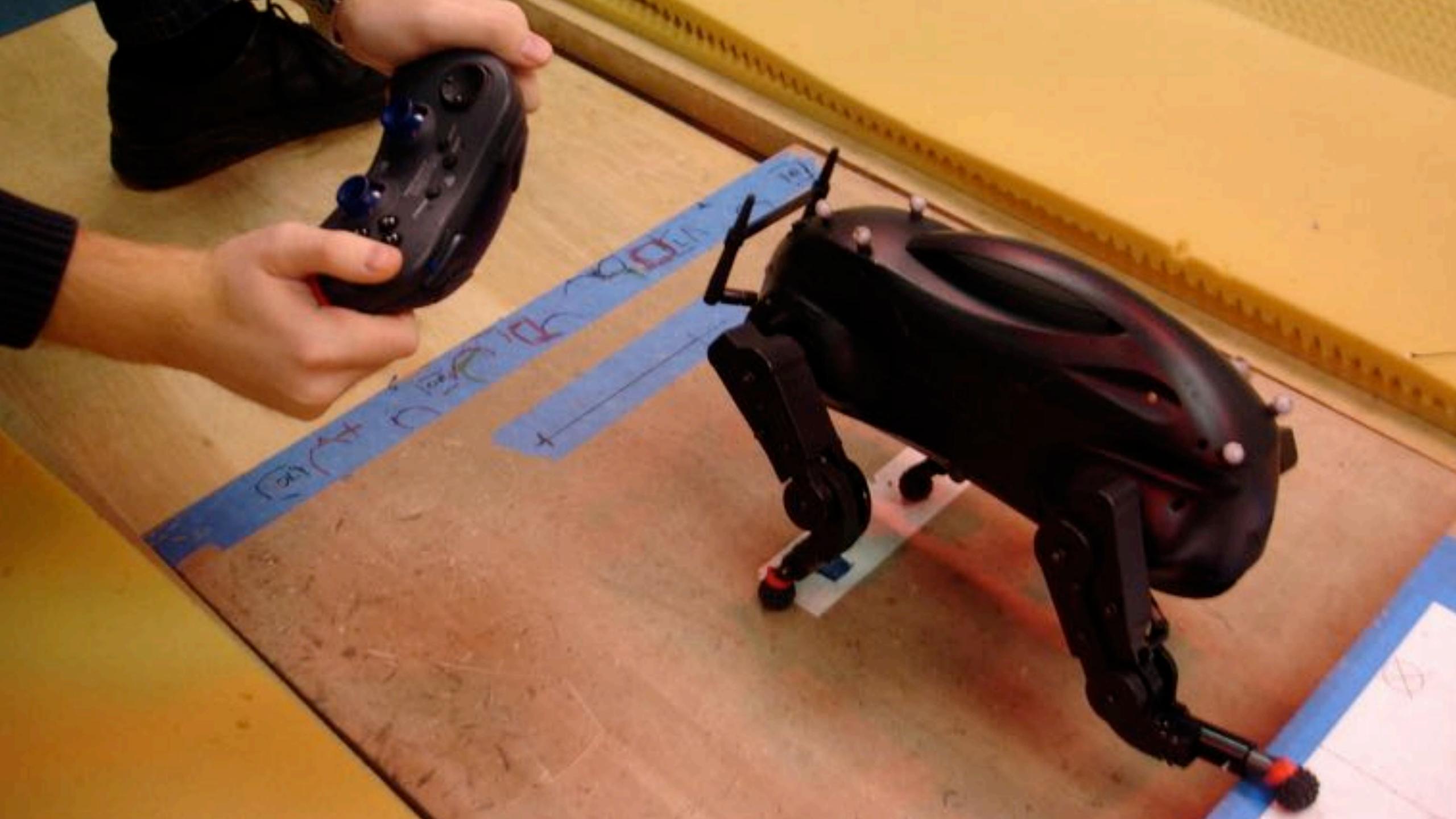
CS 6789: Foundations of Reinforcement Learning

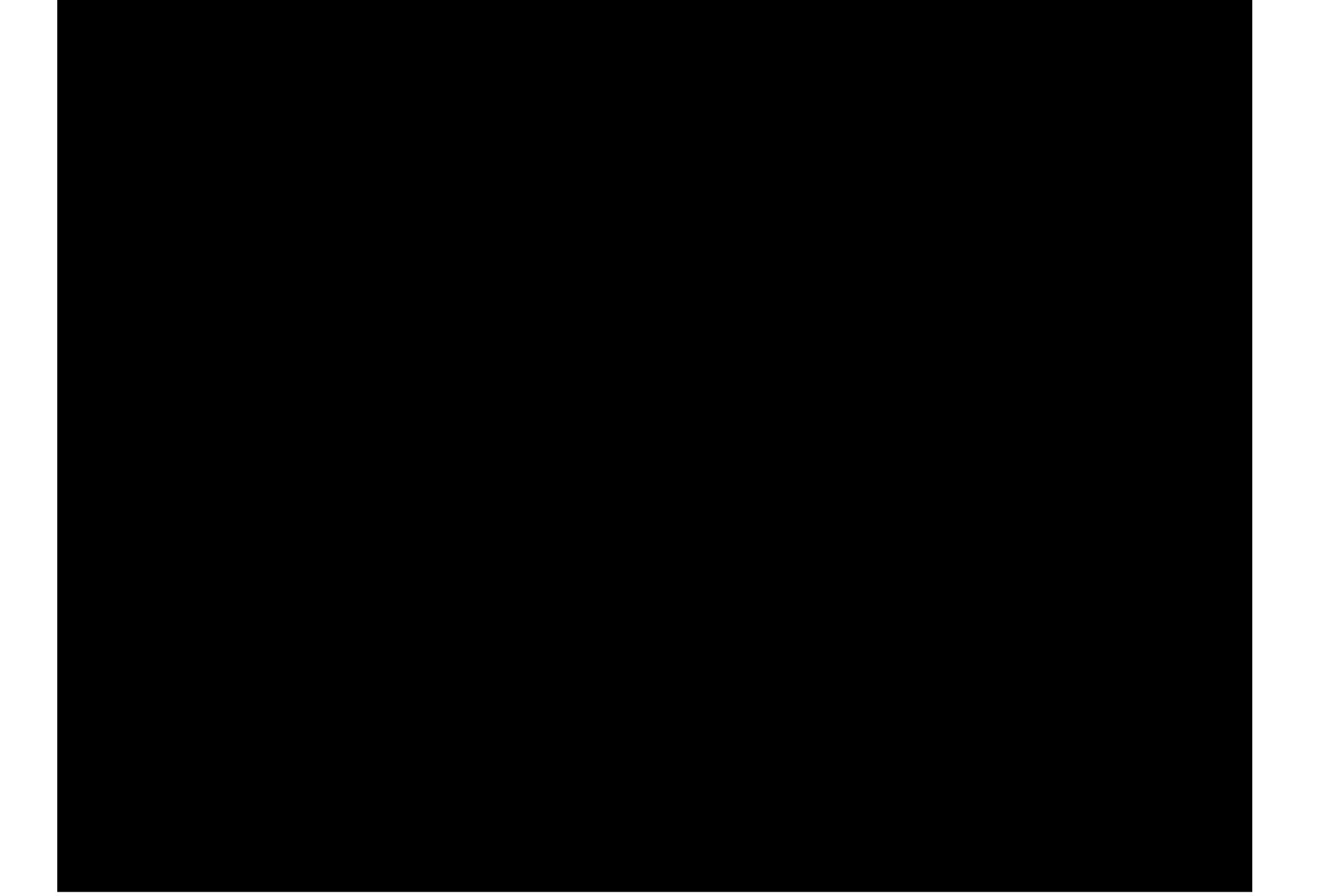
Today: Imitation Learning

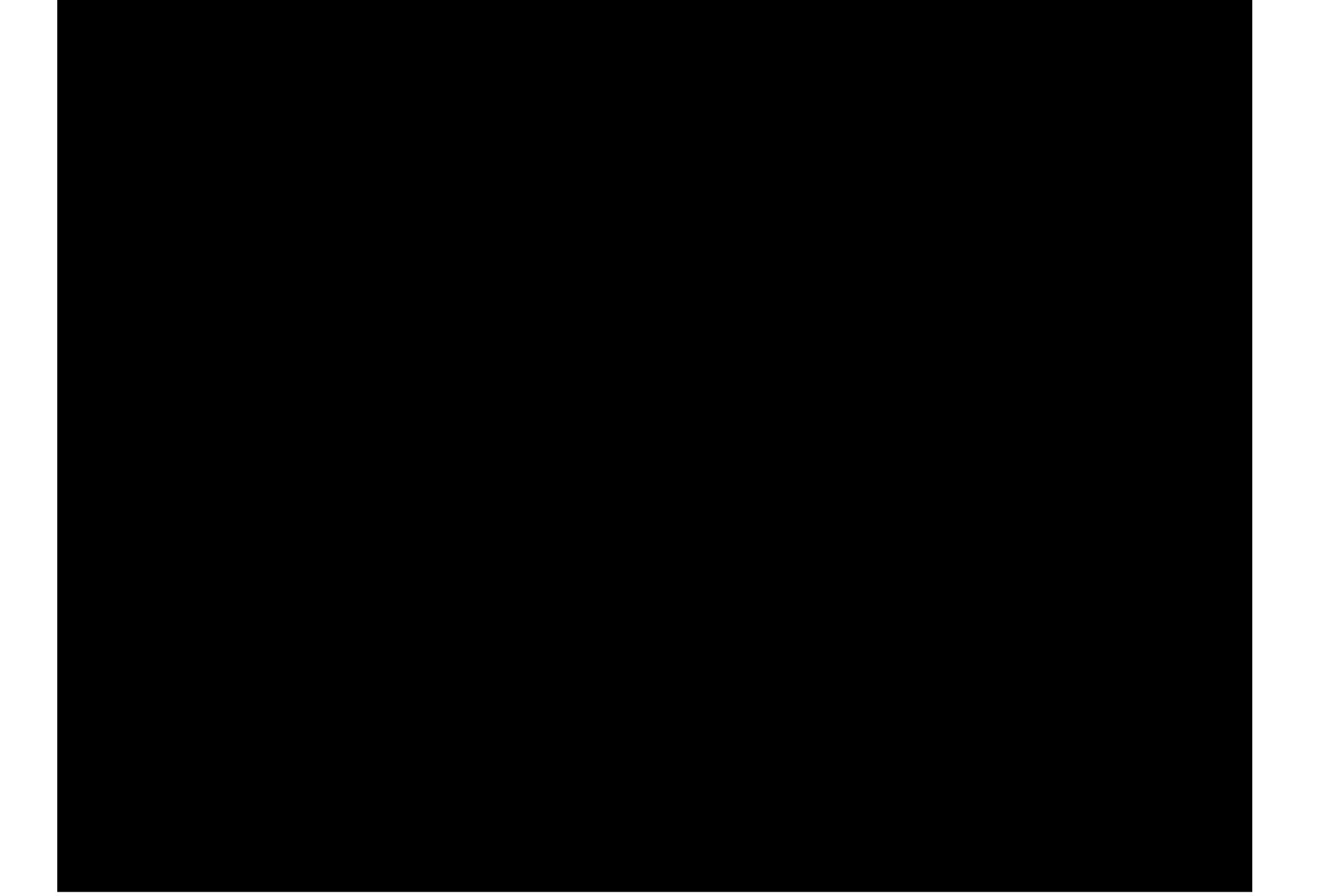
1. Introduction of Imitation Learning

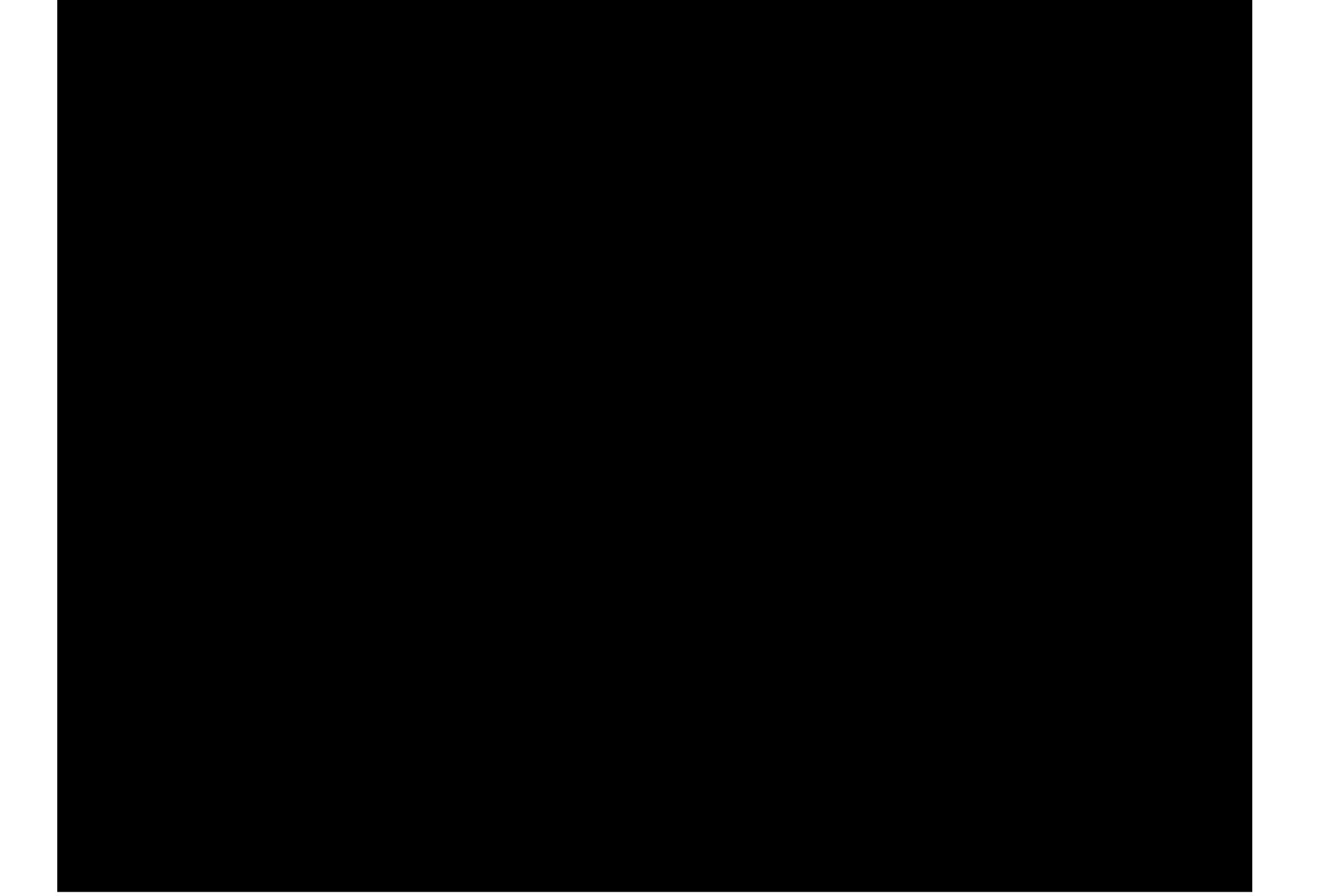
2. Offline Imitation Learning: Behavior Cloning

3. The hybrid Setting: Statistical Benefit and Distribution Matching









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



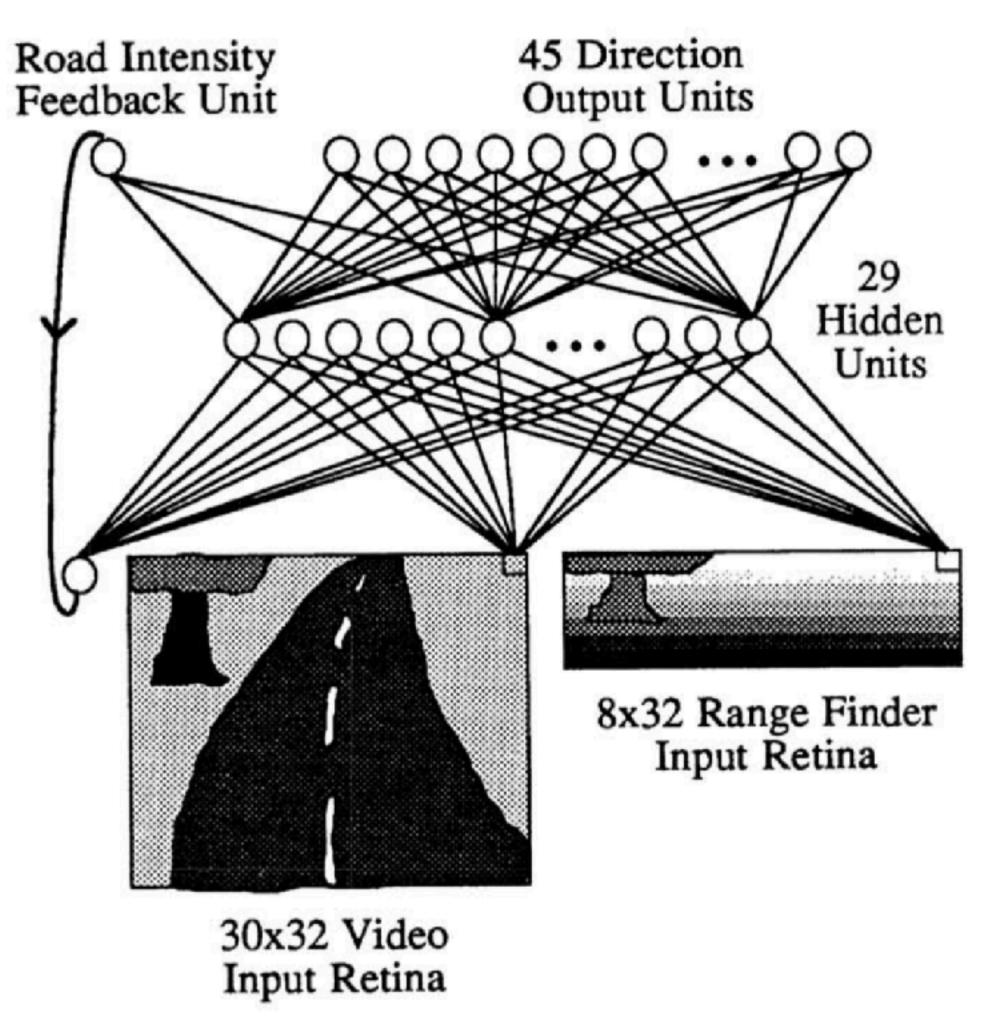
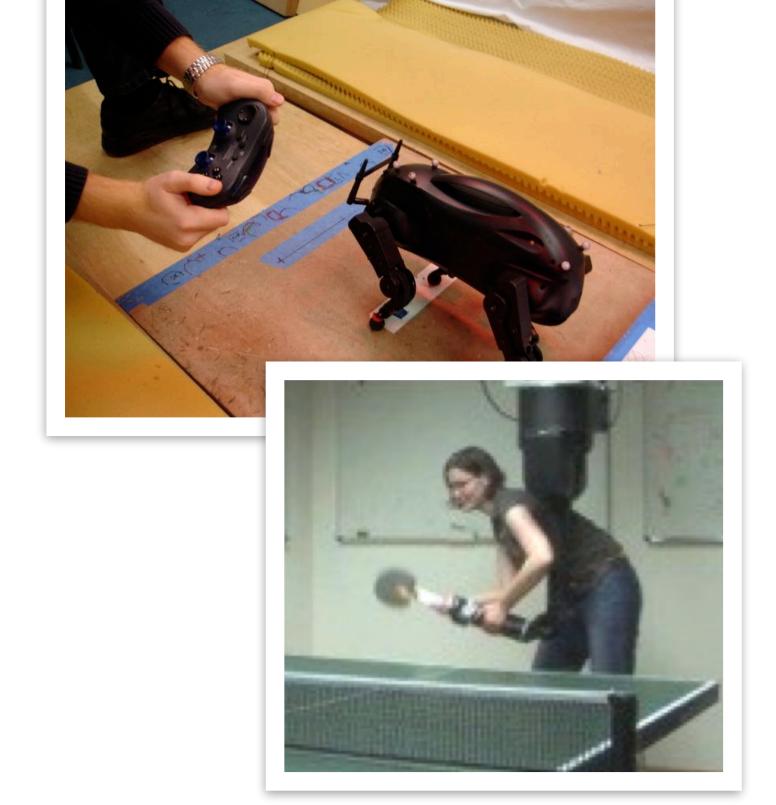


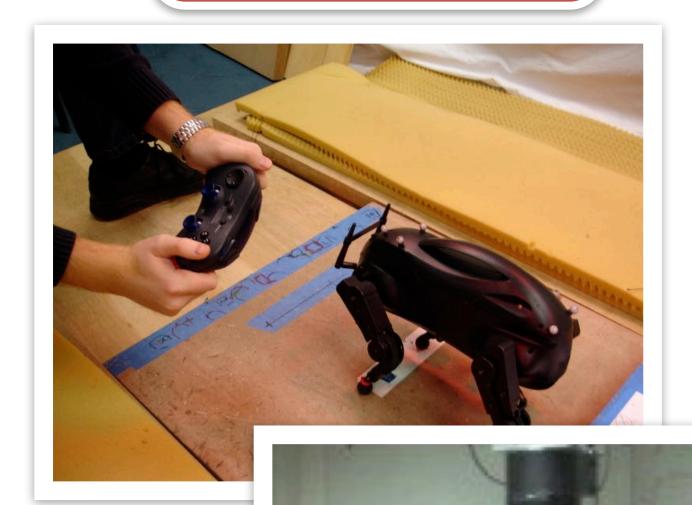
Figure 1: ALVINN Architecture



Expert Demonstrations



Expert Demonstrations



Machine Learning Algorithm

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

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Maps states to actions

Learning to Drive by Imitation

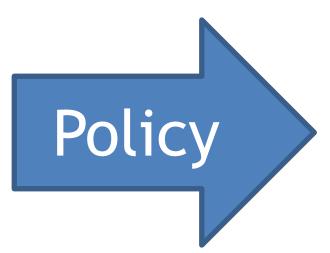
[Pomerleau89, Saxena05, Ross11a]

Output:

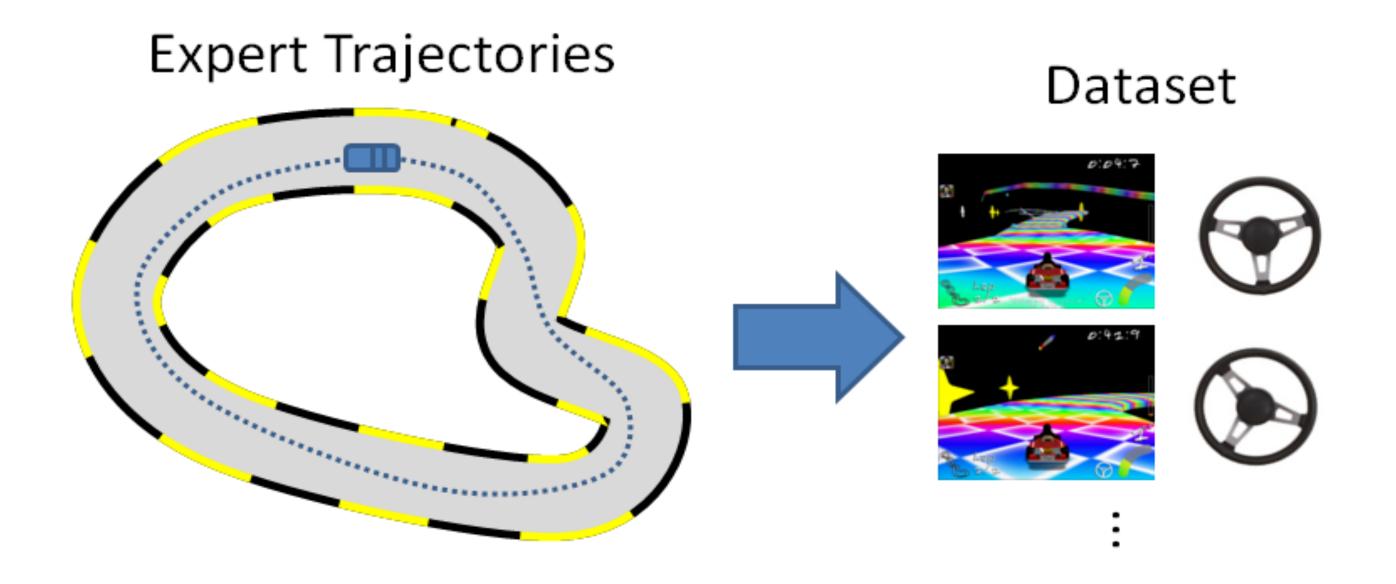
Input:

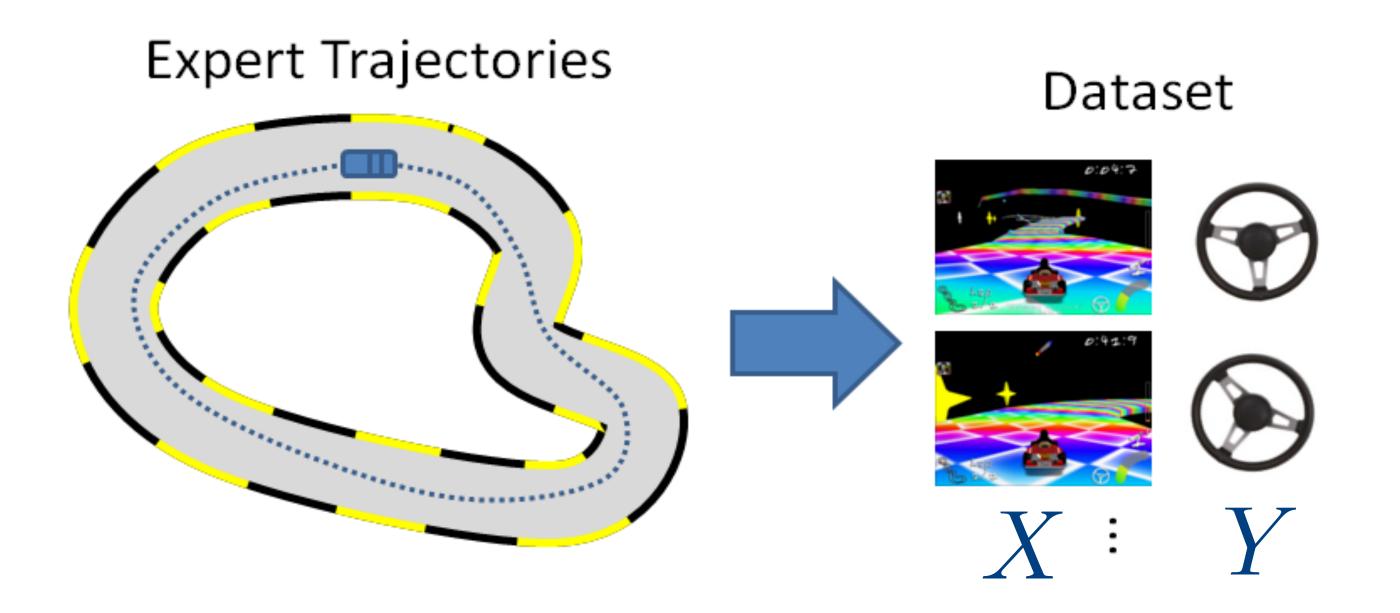


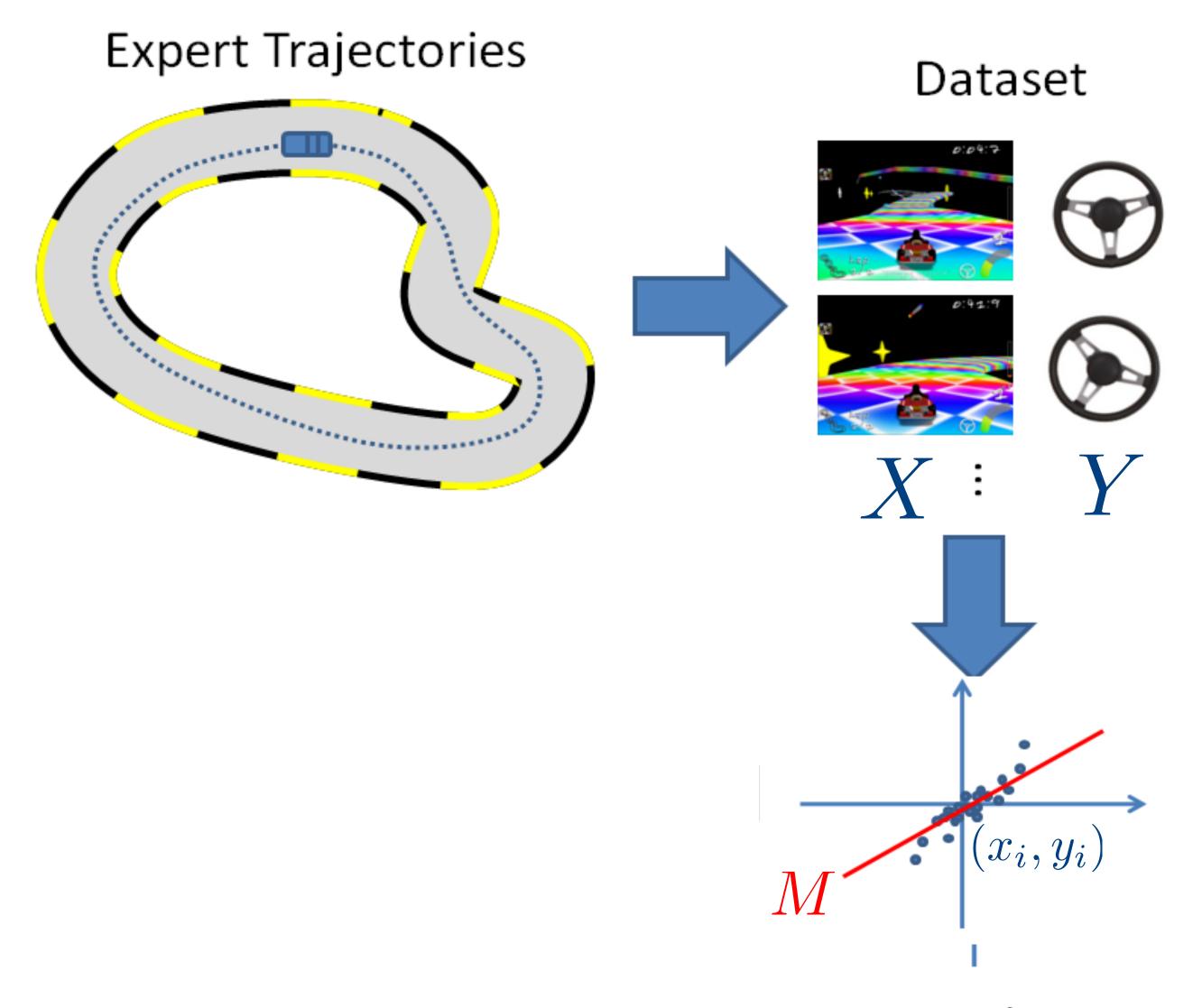
Camera Image

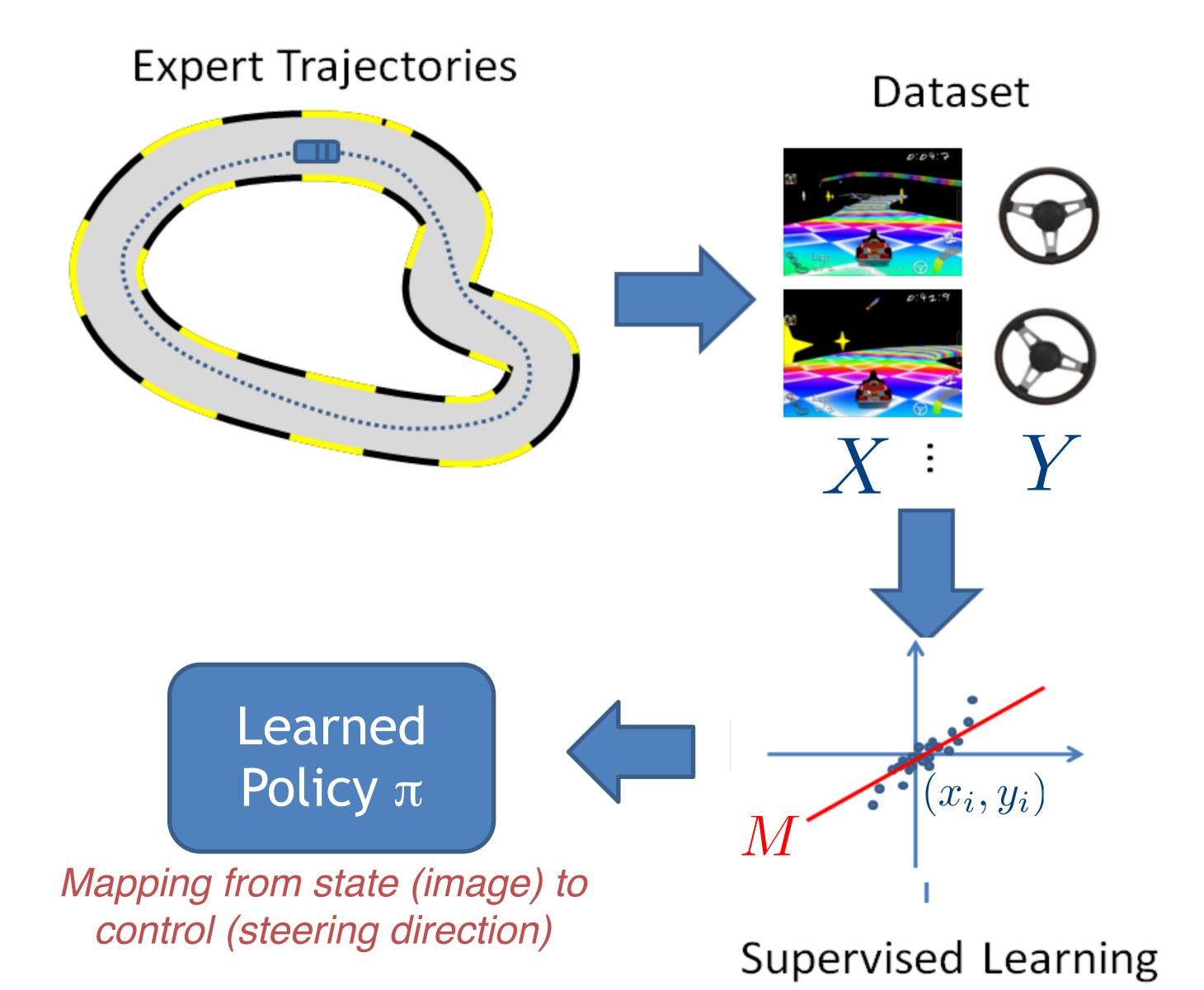


Steering Angle in [-1, 1]















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

Let's formalize the Behavior Cloning algorithm

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

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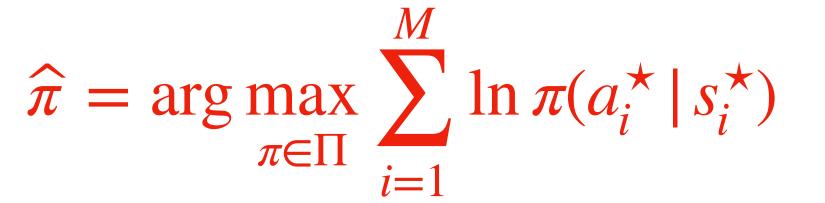
BC with Maximum Likelihood Estimation (MLE):

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(We can reduce it to other supervised learning oracles such as classification, regression)

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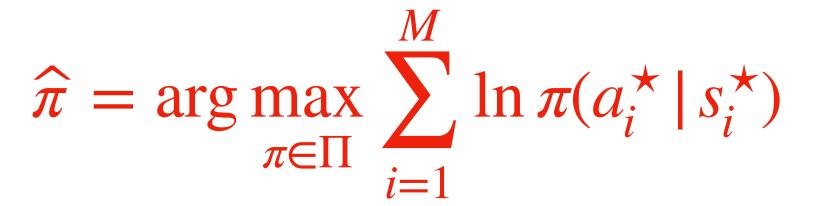
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This $1/\sqrt{M}$ rate should be expected: no training and testing mismatch at this stage!

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Note that $1/(1-\gamma)^2$ quadratic dependency on effective horizon

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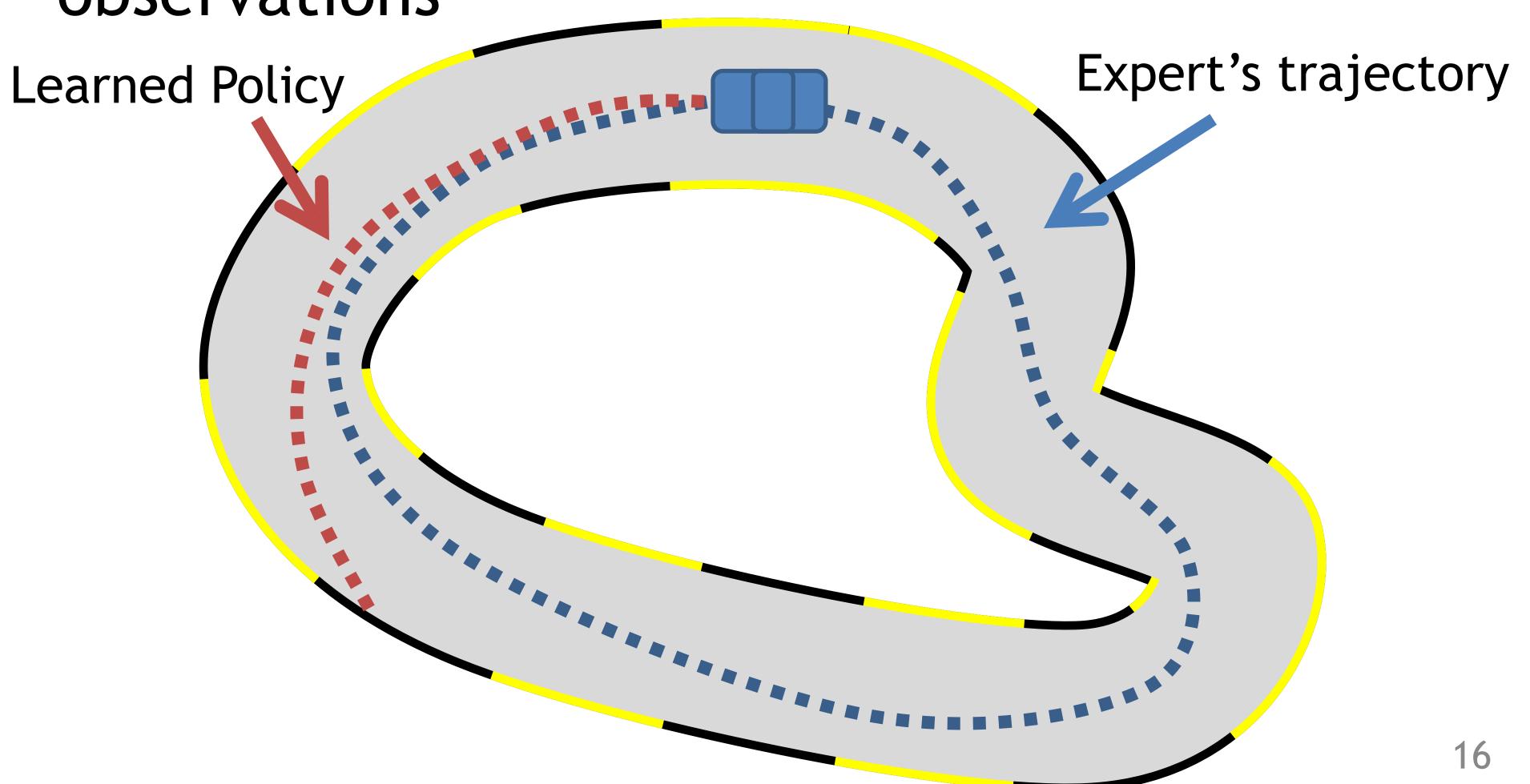
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$$\leq \frac{2}{1 - \gamma} \mathbb{E}_{s \sim d^{\pi^{\star}}} \|\pi^{\star}(\cdot \mid s) - \widehat{\pi}(\cdot \mid s)\|_{tv}$$

What could go wrong?

[Pomerleau89, Daume09]

 Predictions affect future inputs/ observations



Distribution Shift: Intuitive Explanation

Let's just focus on finite horizon (H) and deterministic policies here:

$$\mathbb{E}_{s \sim d_h^{\pi^*}} \widehat{\pi}(s) \neq \pi^*(s) \leq \epsilon, \forall h$$

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"If the network is not presented with sufficient variability in its training exemplars to cover the conditions it is likely to encounter...[it] will perform poorly"

A potential Fix



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Let's roll out our policy in the real world, and compare our trajectories to the expert's trajectories, and then refine our learned model.

The Hybrid Imitation Learning Setting:

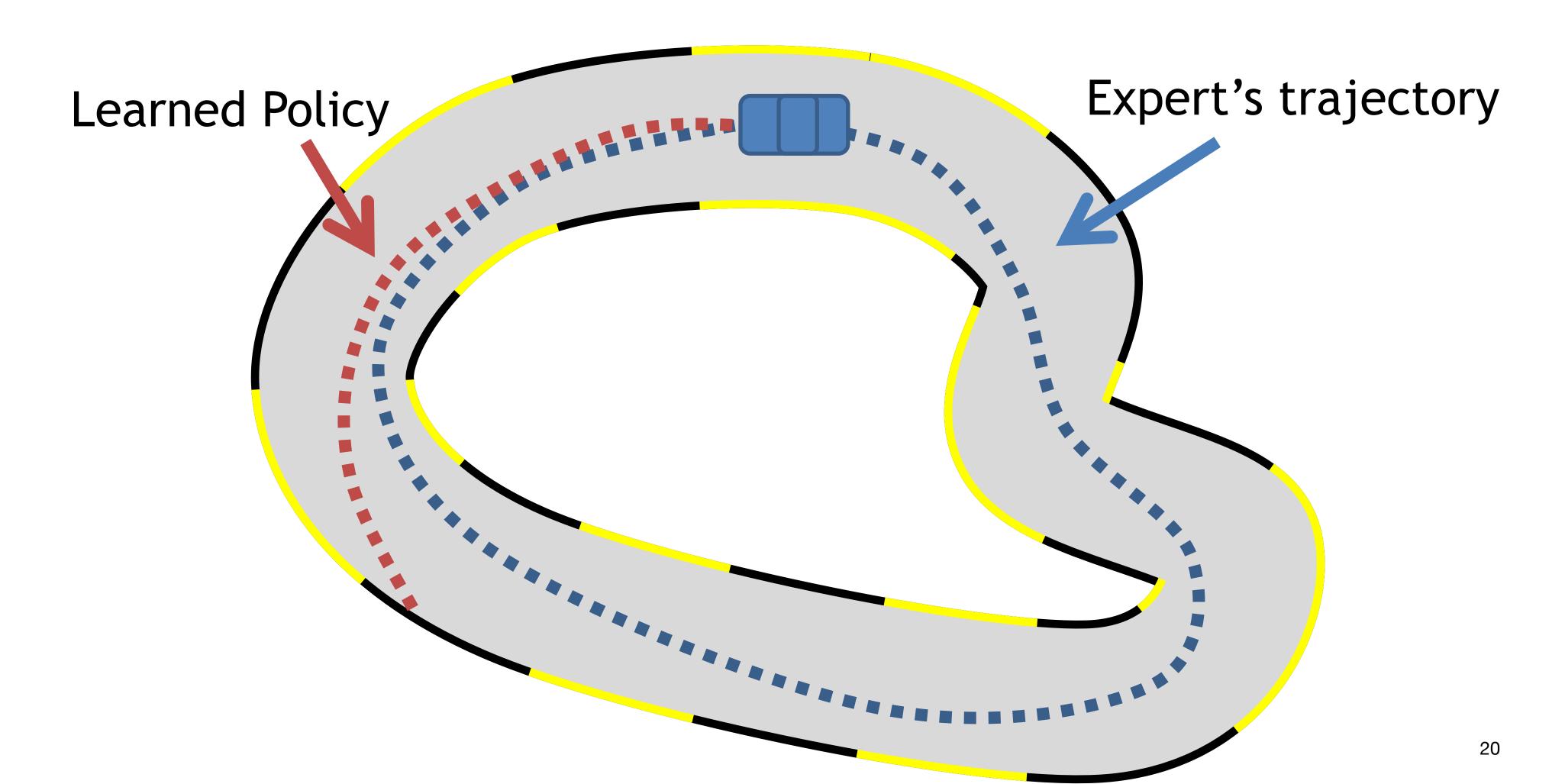
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Key Q: can we do better than offline IL Behavior Cloning (statistically at least—assuming infinite computation power)?

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 $\mathscr{F} = \{f : f \text{ is 1-Lipschitz}\} \Rightarrow \mathsf{IPM}_{\mathscr{F}}(p_1, p_2) := \mathsf{wasserstein} \ \mathsf{dis}(p_1, p_2)$

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Theorem [Dis-match w/ TV dist] With probability at least $1-\delta$, our algorithm finds a policy $\hat{\pi}$, s.t.,

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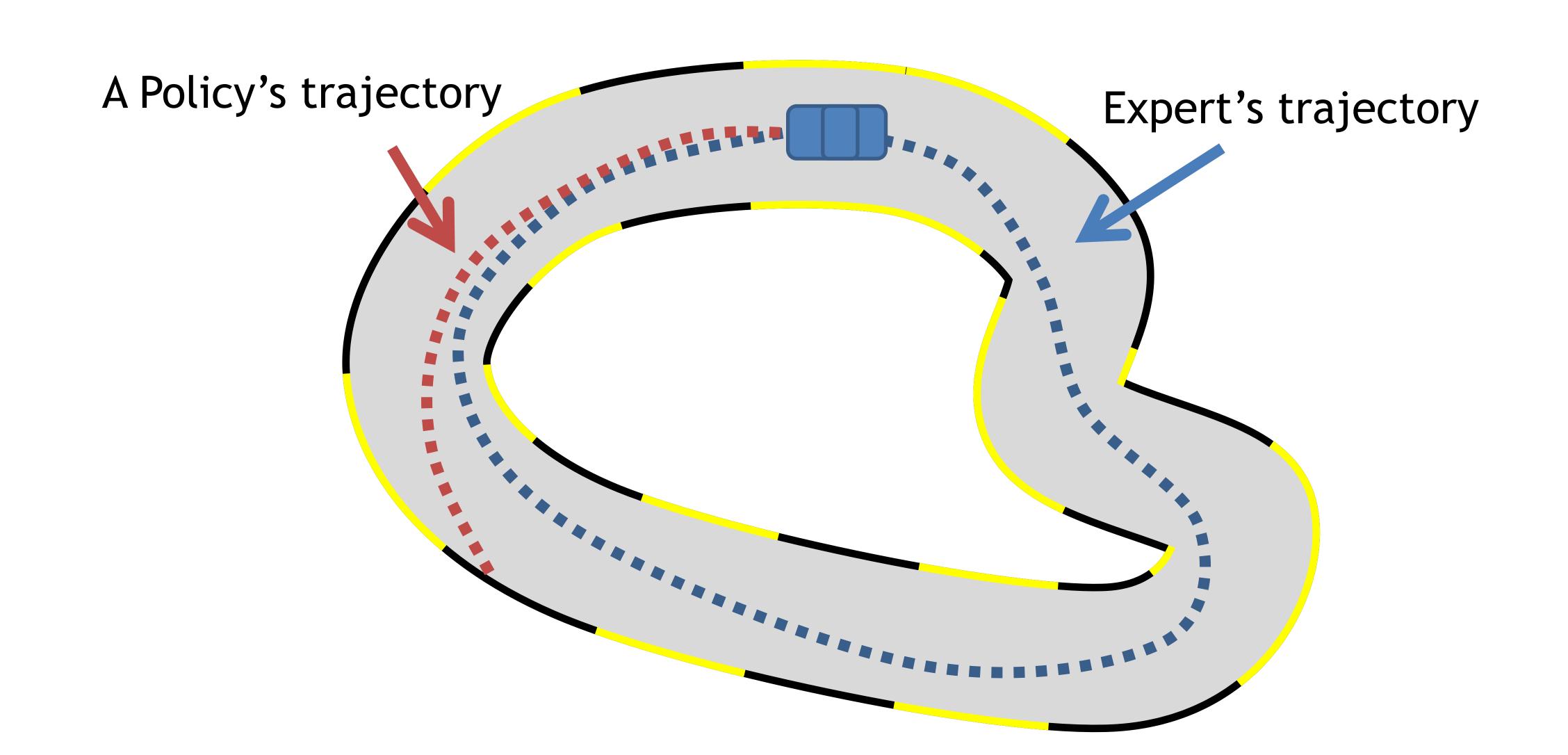
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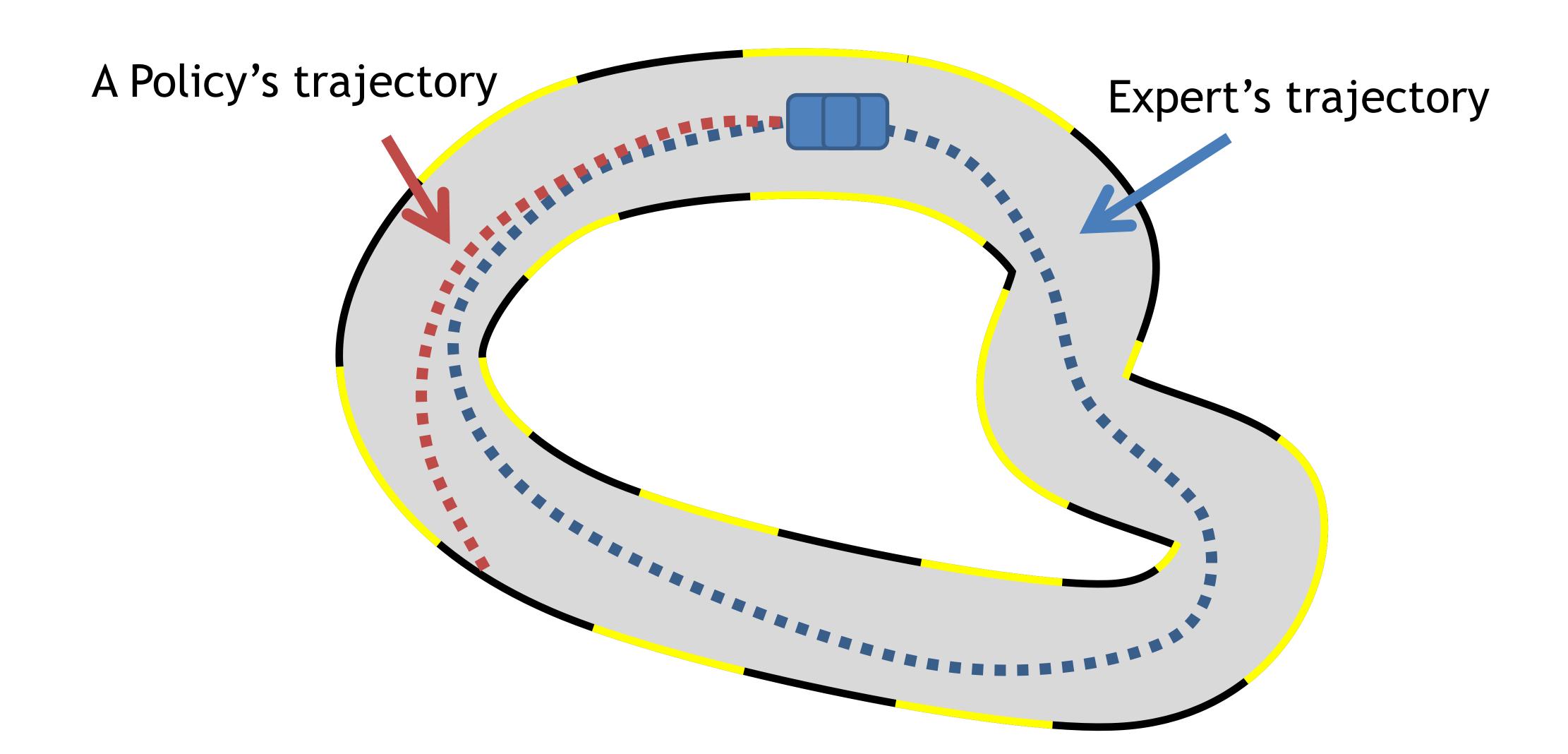
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$$V^{\pi^*} - V^{\pi} \leq \frac{1}{1 - \gamma} \left[\mathbb{E}_{s, a \sim d^{\pi^*}} r(s, a) - \mathbb{E}_{s, a \sim d^{\widehat{\pi}}} r(s, a) \right]$$

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

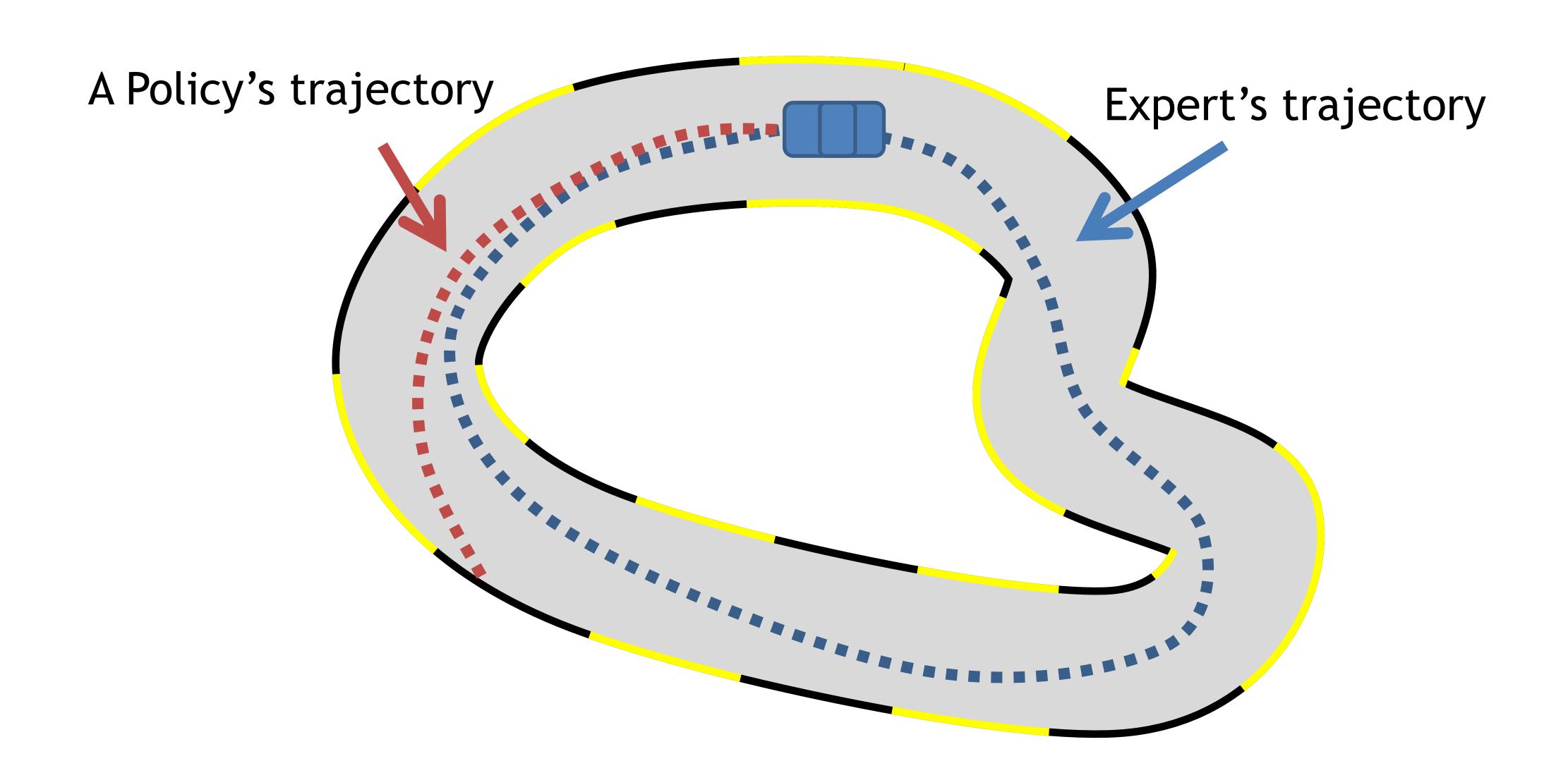
$$V^{\pi^{\star}} - V^{\widehat{\pi}} = \mathcal{O}\left(\frac{1}{(1 - \gamma)^2} \sqrt{\frac{\ln(|\Pi|/\delta)}{M}}\right)$$





 d^{π} : generator that generates state-action pairs

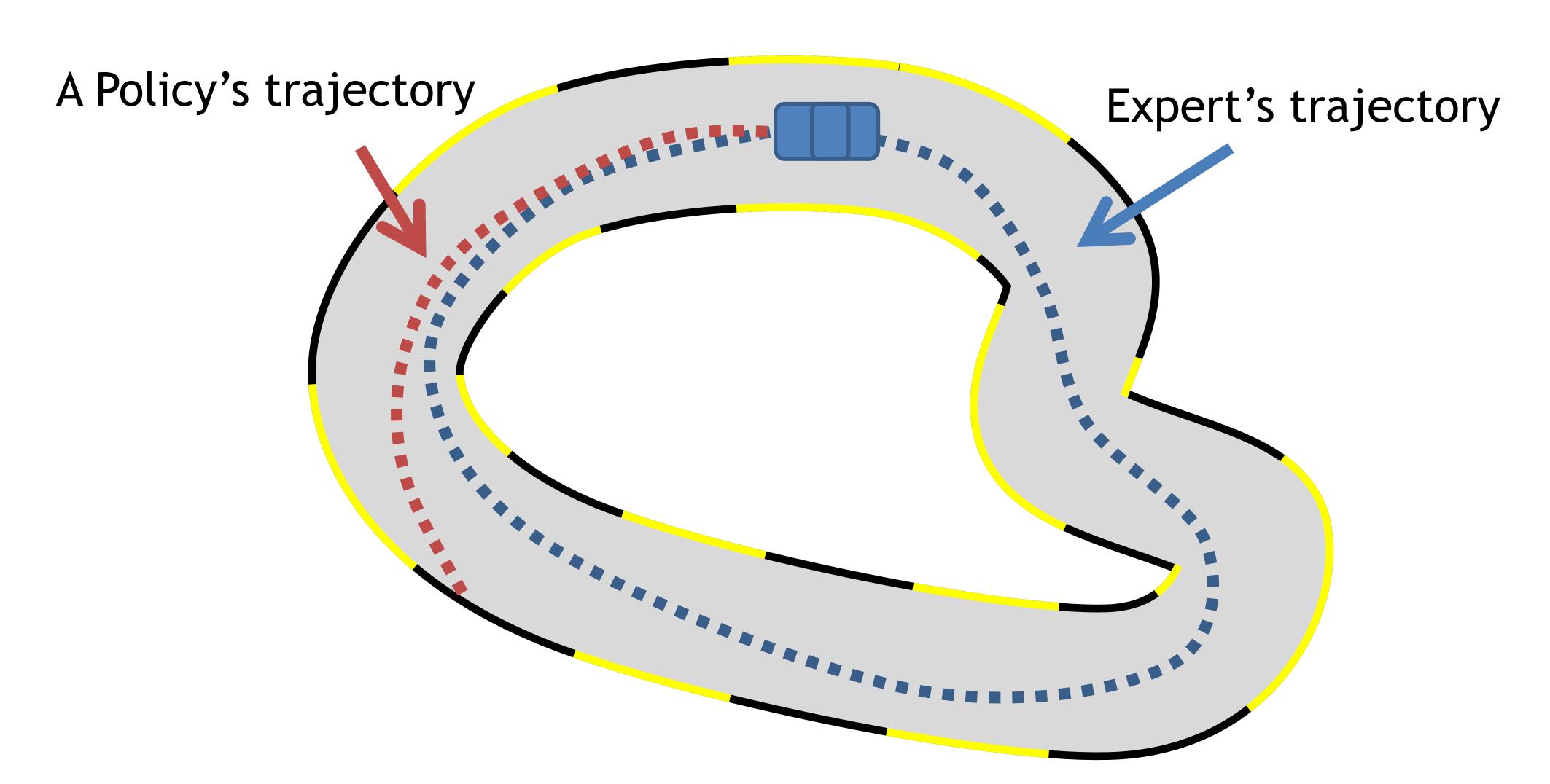
 $d^{\pi^{\star}}$: Ground truth state-action distribution (we have samples from it)



 d^{π} : generator that generates state-action pairs

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 $\widetilde{\mathscr{F}}$: discriminators which distinguish red and blue



Conclusion:

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Take home message:

There is a provable statistical benefit from the hybrid setting!

Ps: the distribution matching algorithm is very new (it was discovered when I was writing the book chapter...)