

Imitation Learning & Dagger

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**CS/Stat 184: Introduction to Reinforcement Learning
Fall 2022**

Today

The B:Her Lesson (-19)

- Recap++
Examples + Videos
- Today:
 1. Imitation Learning ~~with~~
 2. DAgger

Recap++

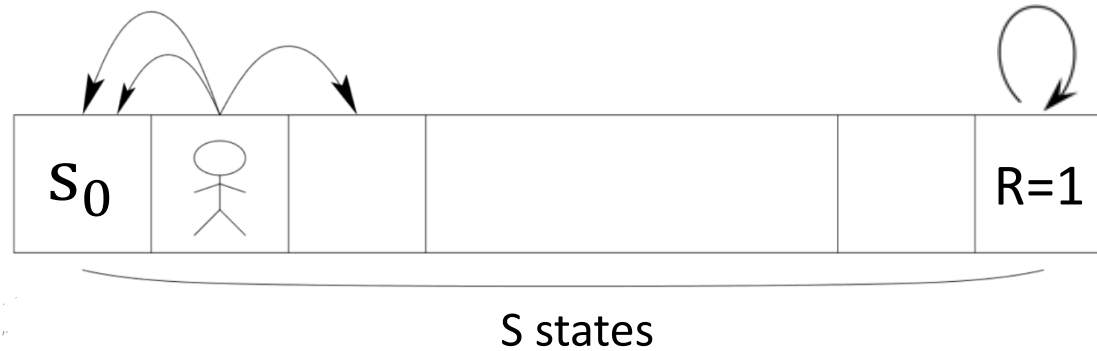
Some Helpful Notation: Visitation Measures

- Visitation probability at time h : $\mathbb{P}_h(s_h, a_h | \mu, \pi)$
- Average Visitation Measure:

$$d_\mu^\pi(s, a) = \frac{1}{H} \sum_{h=0}^{H-1} \mathbb{P}_h(s, a | \mu, \pi)$$

$$d_\mu^{\tau}(s)$$

“Lack of Exploration” leads to Optimization and Statistical Challenges



Thrun '92

- Suppose $|S| \approx H$ or $|S| \approx 1/(1 - \gamma)$ & $\mu(s_0) = 1$ (i.e. we start at s_0).
- A randomly initialized policy has prob. $O(1/3^{|S|})$ of hitting the goal state in a single trajectory.
- Implications:
 - Any sample based policy iteration approach (starting with this policy) requires $O(3^{|S|})$ trajectories to make progress at the very first step.
 - Same for any sample based PG method.
 - Related: even if we had exact gradients, the “landscape” is such that these gradients are exponentially small, at randomly initialized policy (see [AJKS Ch 11](#)).

Implications/Comments/Remainder of Course



Thrun '92

- Sometimes exploration is (or can be made) “easier” in practice
 - Random strategies can reach “rewarding milestones”
 - We can design/“shape” the reward function to help us out.
- We can try to make the distribution μ to have better coverage.
 - For small problems, μ being uniform would make all these issues go away. (for large problems, μ being uniform may not help at all. Why?)
 - Ideally, μ having support on where a good policy tends to visit is helpful (sometimes we can't design μ)
- Course:
 - A little theory with regards to μ and PG. (today)
PG has better guarantees than approx DP methods (in terms of μ).
 - Imitation learning (starting today).
An expert gives us samples from a “good” μ .
 - Explicit Exploration: for the “tabular case” (we will mix UCB with VI!)

Fitted Policy Improvement Guarantees (optional)

- Let $s_0, a_0 \sim \mu$ now be the starting “state-action” distribution. $J(\pi) = E_{s_0, a_0 \sim \mu}[Q^\pi(s, a)]$ (the theory is better suited to this. See AJKS).
- Approximation error: For all policies, suppose that for all π ,

$$\min_{\theta} E_{s, a \sim \mu} \left[(Q^\pi(s, a) - \theta^\top \phi(s, a))^2 \right] \leq \delta, \text{ and } \min_{\theta} \|Q^\pi - \theta^\top \phi\|_\infty \leq \delta_\infty$$
 - δ : the average case supervised learning error (reasonable to expect this can be made small)
 - δ_∞ : the worse case error (often unreasonable to expect to be small)

[Theorem:] (informal, see AJKS Ch 4+13)

- Suppose that we use a # samples that is poly in d & $1/\epsilon_{stat}$ for both fittedPI and NPG.
- FittedPI will return a policy π^{FPI} with the performance guarantee:

$$J(\pi^{FPI}) \geq J(\pi^\star) - \epsilon_{stat} - 2H^2\delta_\infty$$
- NPG has the same guarantee.
- NPG also has a stronger guarantee: Suppose μ has “reasonable support” on where π^\star tends to visit, i.e. suppose:

$$\max_{s, a} \left(\frac{d_{\mu}^{\pi^\star}(s, a)}{\mu(s, a)} \right) \leq C$$

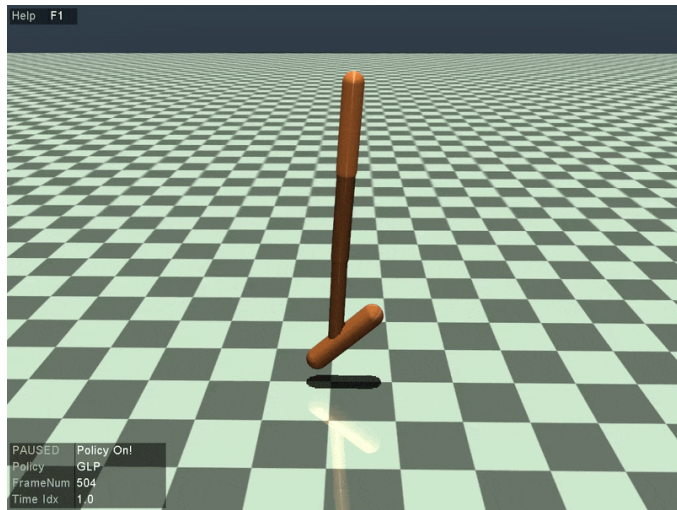
then NPG will return a policy with sub-optimality determined by C and the average case error δ :

$$J(\pi^{NPG}) \geq J(\pi^\star) - \epsilon_{stat} - 2H^2C\delta$$

Aside: Brittle policies if we train starting from only from one configuration!

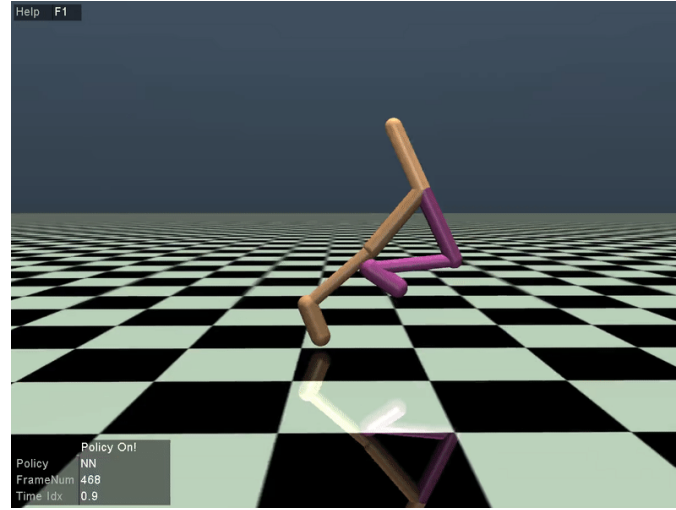
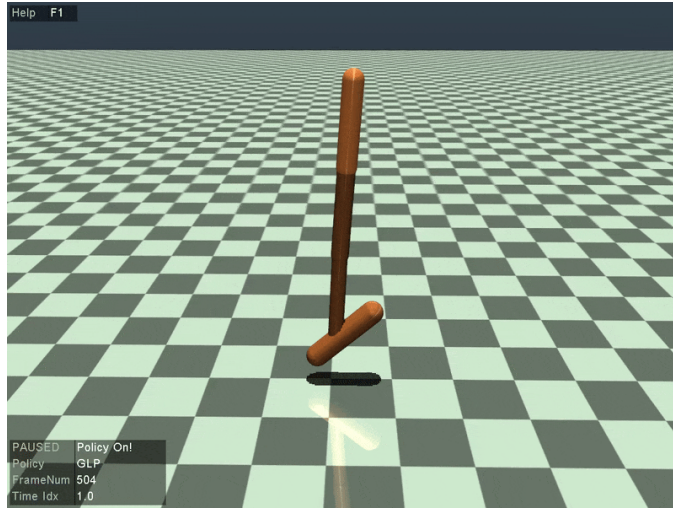
- [Rajeswaran, Lowrey, Todorov, K. 2017]: showed policies optimized for a single starting configuration s_0 are not robust!

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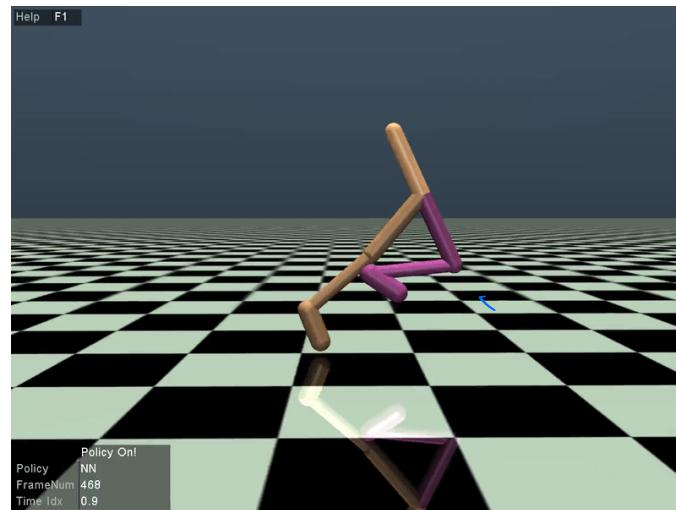
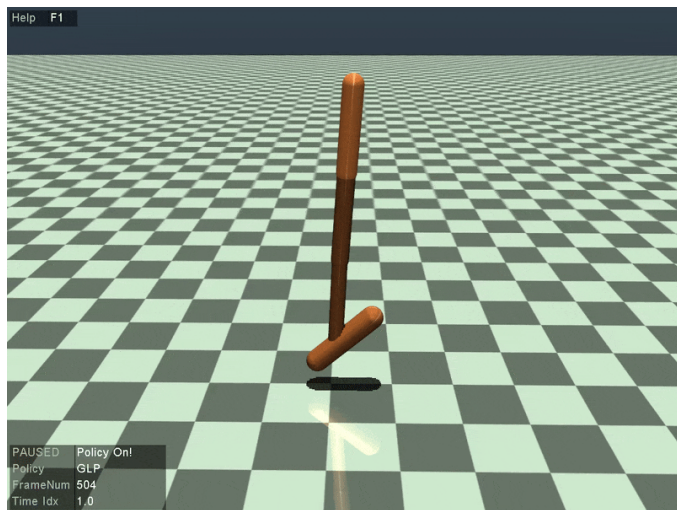
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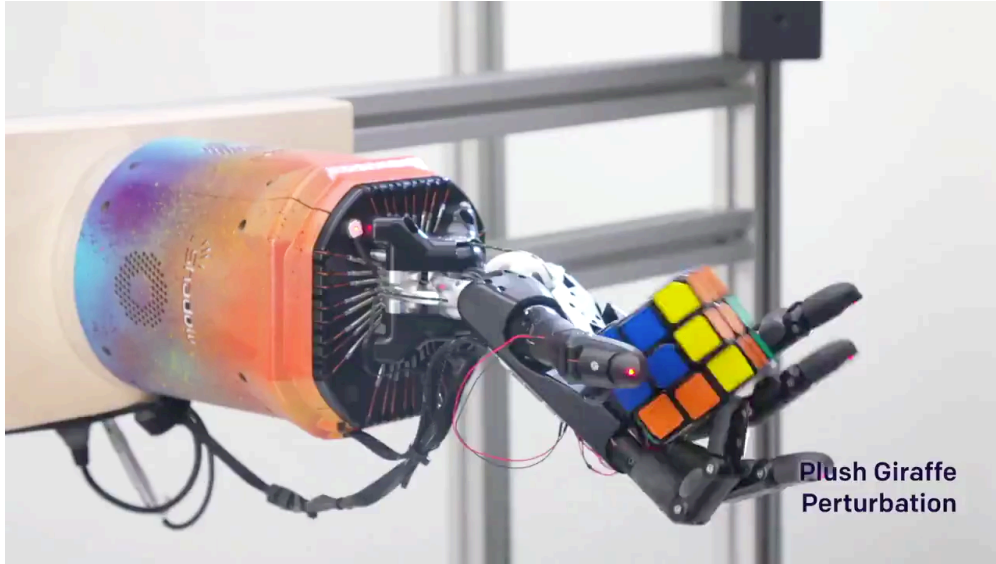
- [Rajeswaran, Lowrey, Todorov, K. 2017]: showed policies optimized for a single starting configuration s_0 are not robust!
- How to fix this?
 - Training from different starting configurations sampled from $s_0 \sim \mu$ fixes this.

$$\max_{\theta} E_{s_0 \sim \mu}[V^{\theta}(s_0)]$$

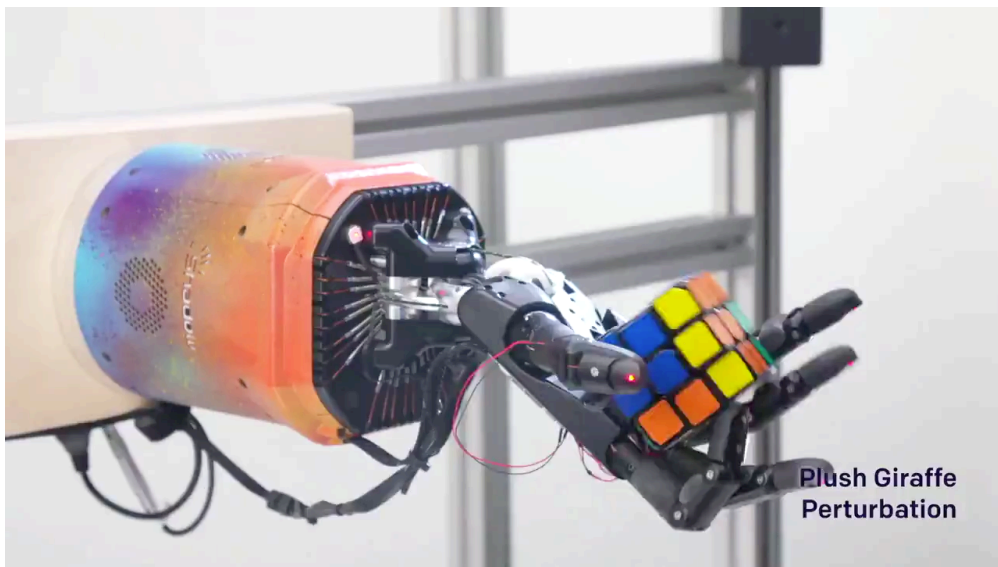
- The measure μ is also relevant for robustness.

OpenAI: progress on dexterous hand manipulation

OpenAI: progress on dexterous hand manipulation



OpenAI: progress on dexterous hand manipulation

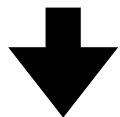
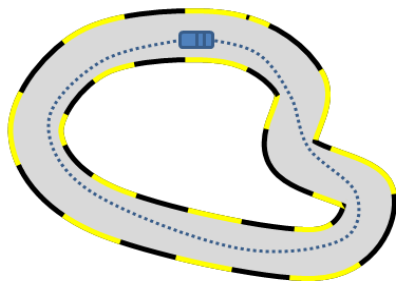


Trained with “domain randomization”

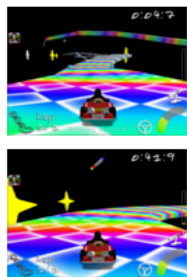
Basically, the measure $s_0 \sim \mu$ was diverse.

IL Setting and the Behavior Cloning algorithm

Expert Trajectories



Dataset



$X \vdots Y$

Discounted infinite horizon MDP $\mathcal{M} = \{S, A, \gamma, r, P, \rho, \pi^\star\}$

Ground truth reward $r(s, a) \in [0, 1]$ is unknown;
For simplicity, let's assume expert is a (nearly) optimal policy π^\star

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

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

Let's formalize the Behavior Cloning algorithm

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

BC is a Reduction to Supervised Learning:

$$\hat{\pi} = \arg \min_{\pi \in \Pi} \sum_{i=1}^M \ell(\pi, s^{\star}, a^{\star})$$

Many choices of loss functions:

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

Performance Guarantee

Assumption: we are going to assume Supervised Learning succeeded

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

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

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

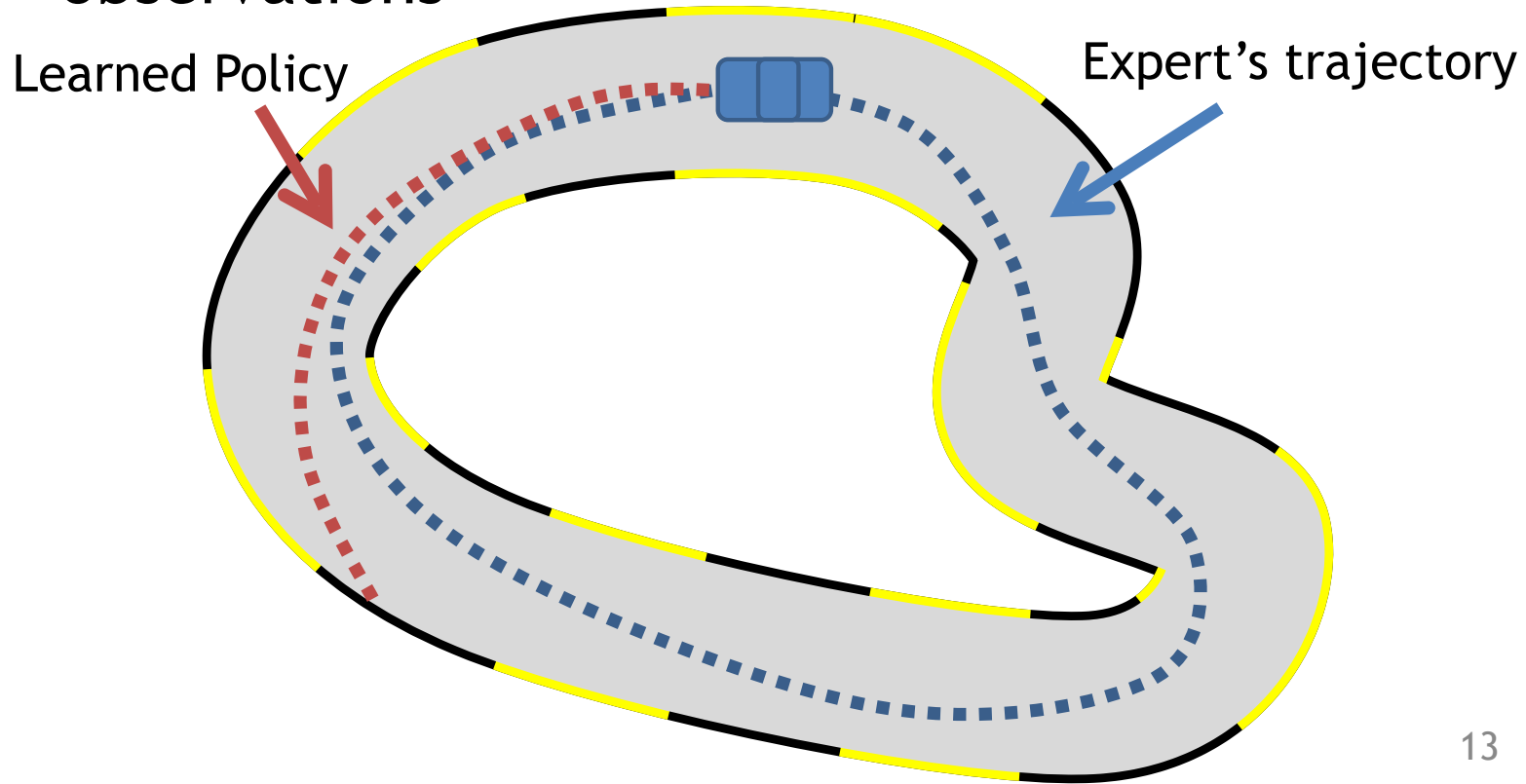
$$2H^2 \epsilon$$

$$V_{\mu}^{\hat{\pi}} \geq V_{\mu}^{\pi^*} - \frac{2}{(1-\gamma)^2} \epsilon$$

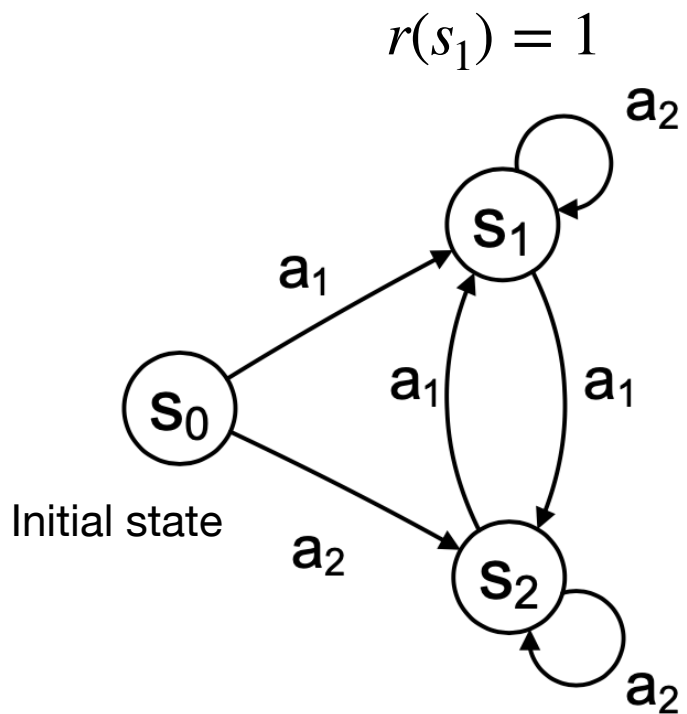
The quadratic amplification is annoying

What could go wrong?

- Predictions affect future inputs/observations

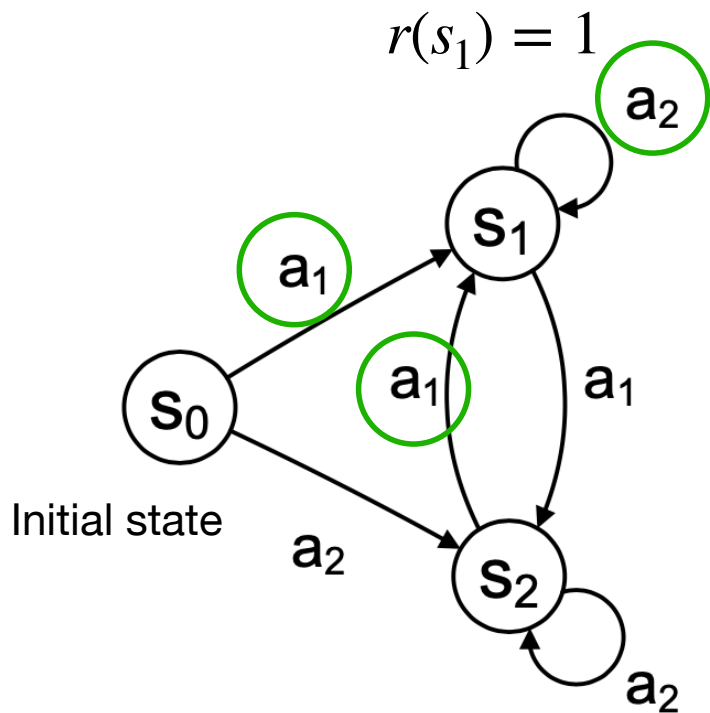


Distribution Shift: Example (finite horizon case)

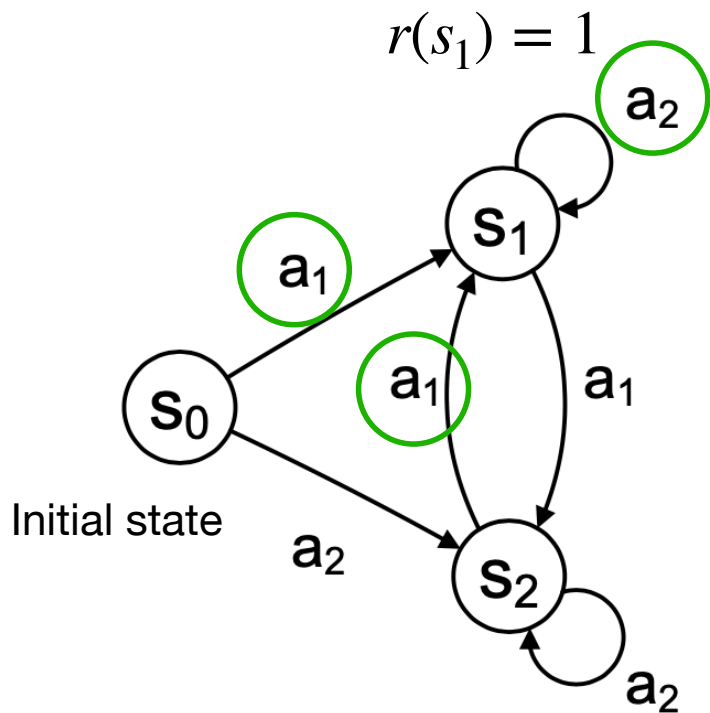


$d_{s_0}^{\pi^*}(s_0)$

Distribution Shift: Example (finite horizon case)

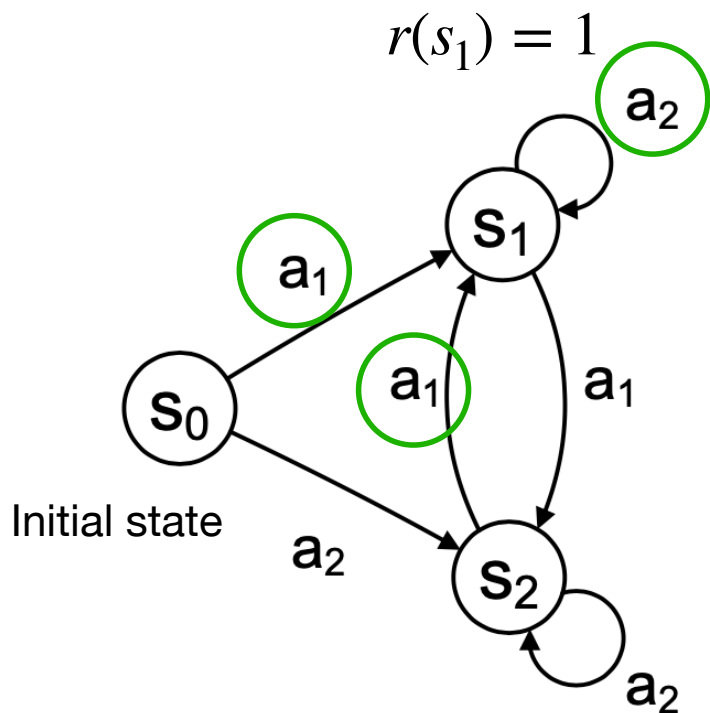


Distribution Shift: Example (finite horizon case)



$$d_{s_0}^{\pi^*}(s_0) = \frac{1}{H}, d_{s_0}^{\pi^*}(s_1) = \frac{H-1}{H}, d_{s_0}^{\pi^*}(s_2) = 0$$

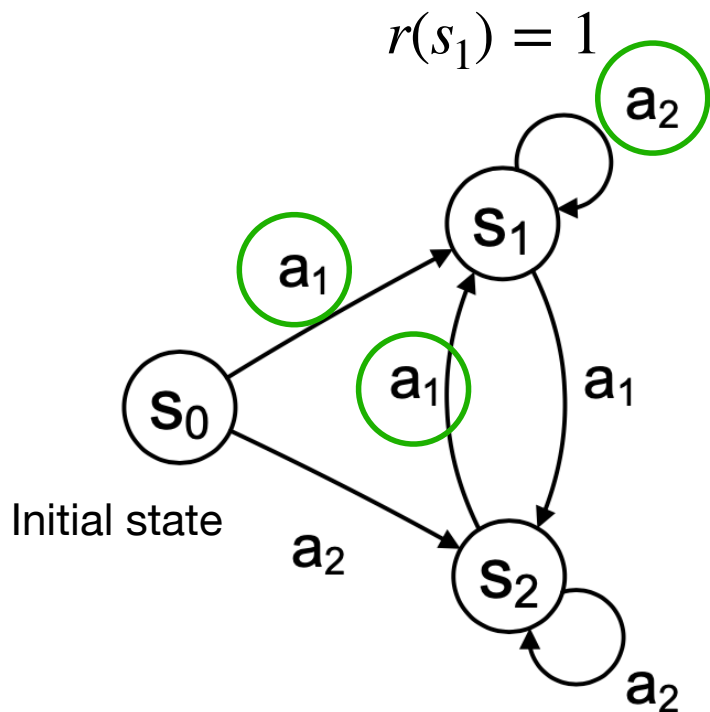
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$$V_{s_0}^{\pi^*} = H - 1$$

Distribution Shift: Example (finite horizon case)



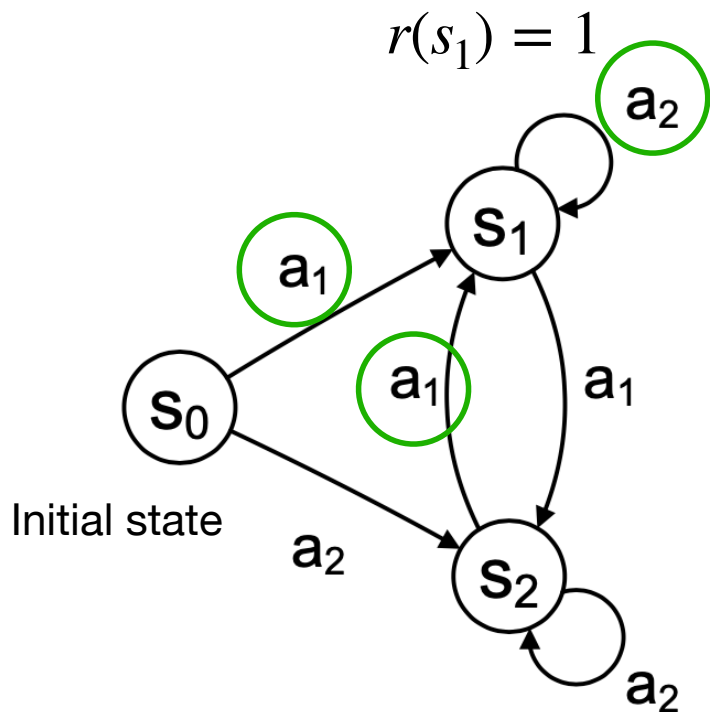
Assume SL returned such policy $\hat{\pi}$

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

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This policy has good supervised learning error:

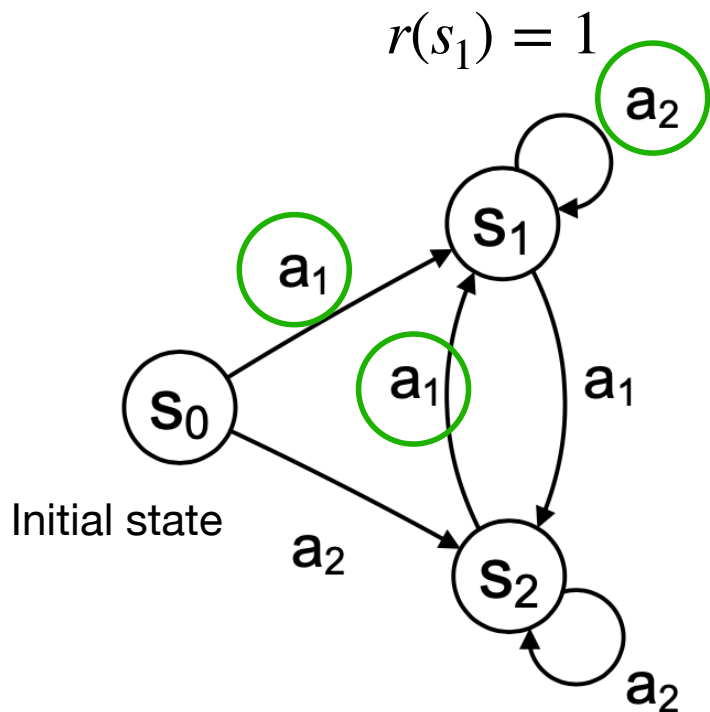
$$\mathbb{E}_{s \sim d_{s_0}^{\pi^*}} \mathbb{E}_{a \sim \hat{\pi}(\cdot|s)} \mathbf{1}(a \neq \pi^*(s)) = \epsilon$$

$$\frac{1}{H} (H\epsilon) + \frac{H-1}{H} \cdot 0 + 0 \cdot 1 = \epsilon$$

$$d_{s_0}^{\pi^*}(s_0) = \frac{1}{H}, d_{s_0}^{\pi^*}(s_1) = \frac{H-1}{H}, d_{s_0}^{\pi^*}(s_2) = 0$$

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This policy has good supervised learning error:

$$\mathbb{E}_{s \sim d_{s_0}^{\pi^*}} \mathbb{E}_{a \sim \hat{\pi}(\cdot|s)} \mathbf{1}(a \neq \pi^*(s)) = \epsilon$$

$$O(\epsilon H^2)$$

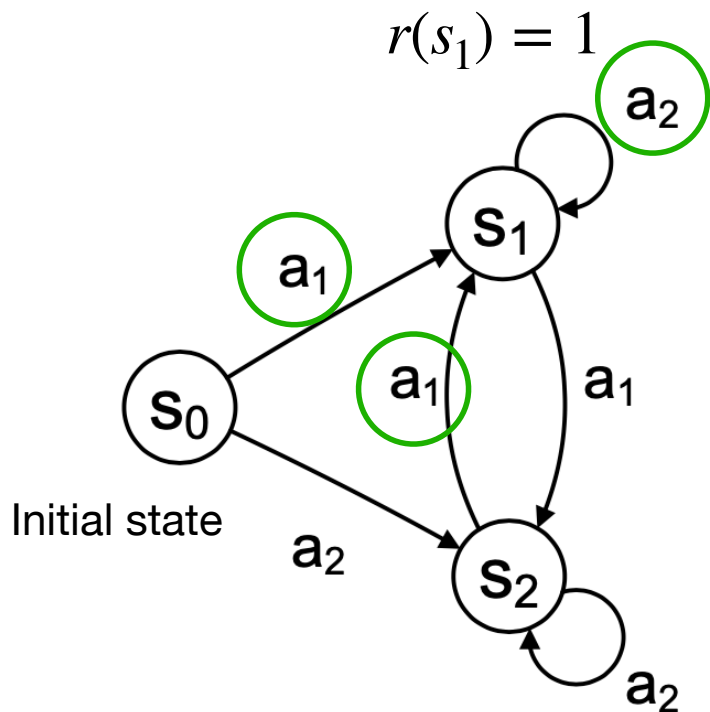
But we have quadratic error (in H) in performance:

$$V_{s_0}^{\hat{\pi}} = (1 - H\epsilon) \cdot V_{s_0}^{\pi^*} + H\epsilon \cdot 0 = V_{s_0}^{\pi^*} - \epsilon H(H - 1)$$

$$= (1 - H\epsilon) V_{s_0}^{\pi^*} + (H\epsilon) \cdot 0$$

$$= V_{s_0}^{\pi^*} - H\epsilon V_{s_0}^{\pi^*} = \dots$$

Distribution Shift: Example (finite horizon case)



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

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

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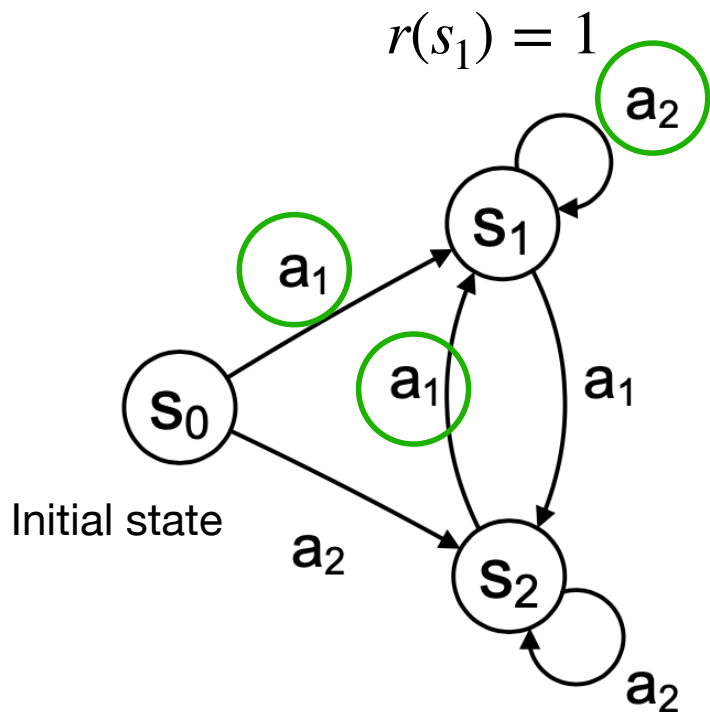
$$d_{s_0}^{\pi^*}(s_0) = \frac{1}{H}, d_{s_0}^{\pi^*}(s_1) = \frac{H-1}{H}, d_{s_0}^{\pi^*}(s_2) = 0$$

$$V_{s_0}^{\pi^*} = H - 1$$

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

Distribution Shift: Example (discounted case)

*look at
offline*



$$d_{s_0}^{\pi^*}(s_0) = 1 - \gamma, d_{s_0}^{\pi^*}(s_1) = \gamma, d_{s_0}^{\pi^*}(s_2) = 0$$

$$V_{s_0}^{\pi^*} = \frac{\gamma}{1 - \gamma}$$

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

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

We will have good supervised learning error:

$$\mathbb{E}_{s \sim d_{s_0}^{\pi^*}} \mathbb{E}_{a \sim \hat{\pi}(\cdot|s)} \mathbf{1}(a \neq \pi^*(s)) = \epsilon$$

But we have quadratic error in performance:

$$V_{s_0}^{\hat{\pi}} = \frac{\gamma}{1 - \gamma} - \frac{\epsilon\gamma}{(1 - \gamma)^2} = V_{s_0}^{\pi^*} - \frac{\epsilon\gamma}{(1 - \gamma)^2}$$

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



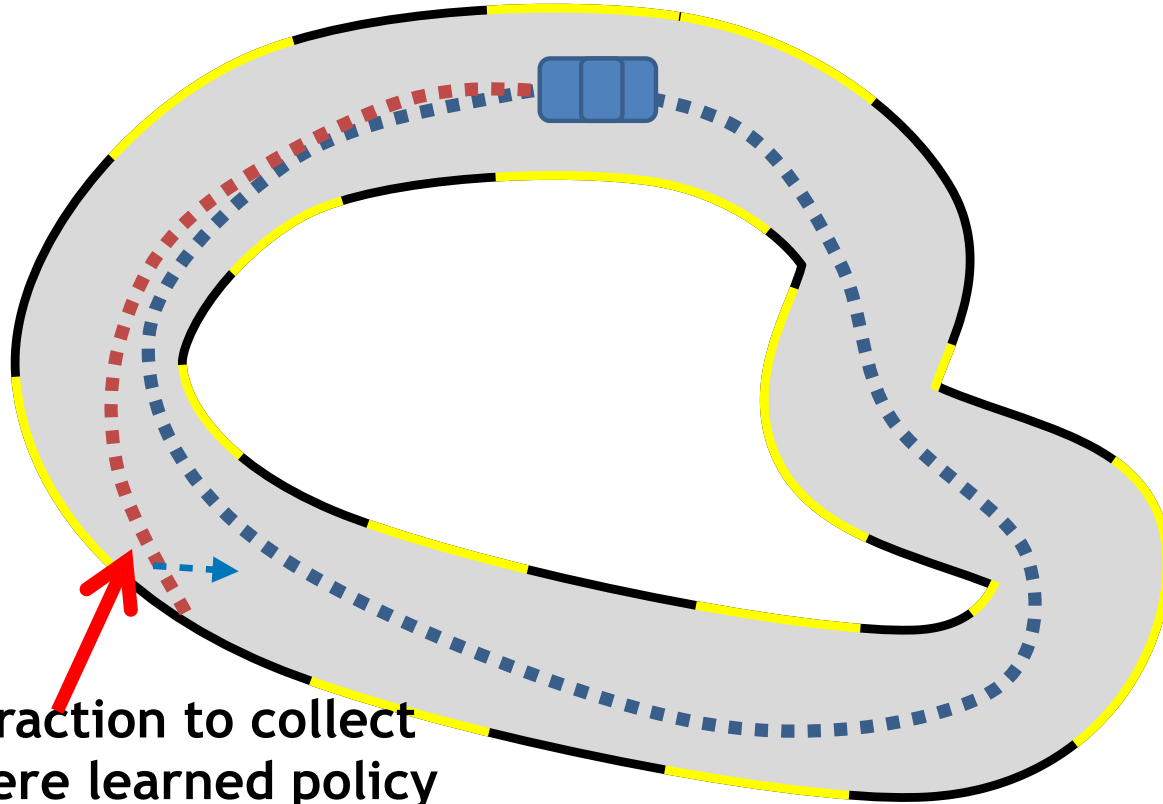




Today:

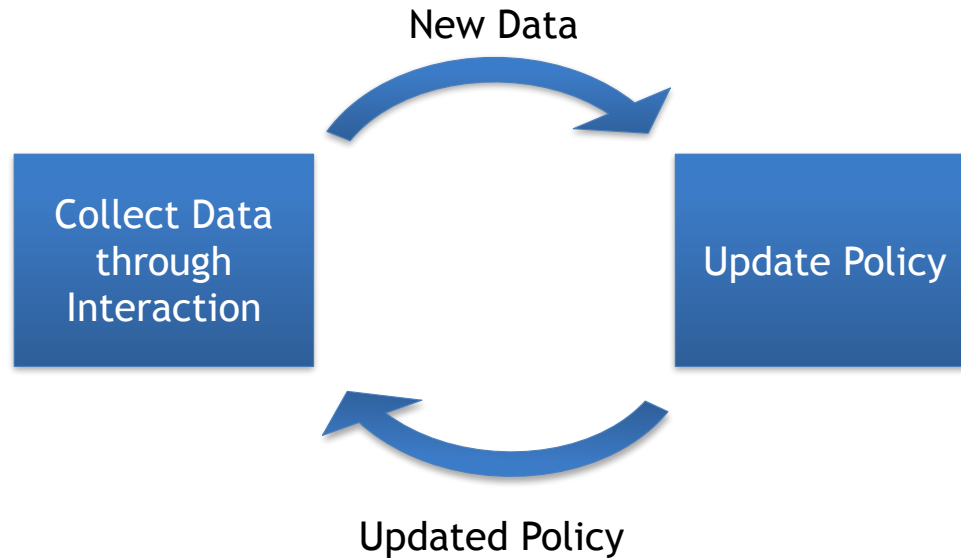
More Imitation Learning

Intuitive solution: Interaction



Use interaction to collect
data where learned policy
goes

General Idea: Iterative Interactive Approach

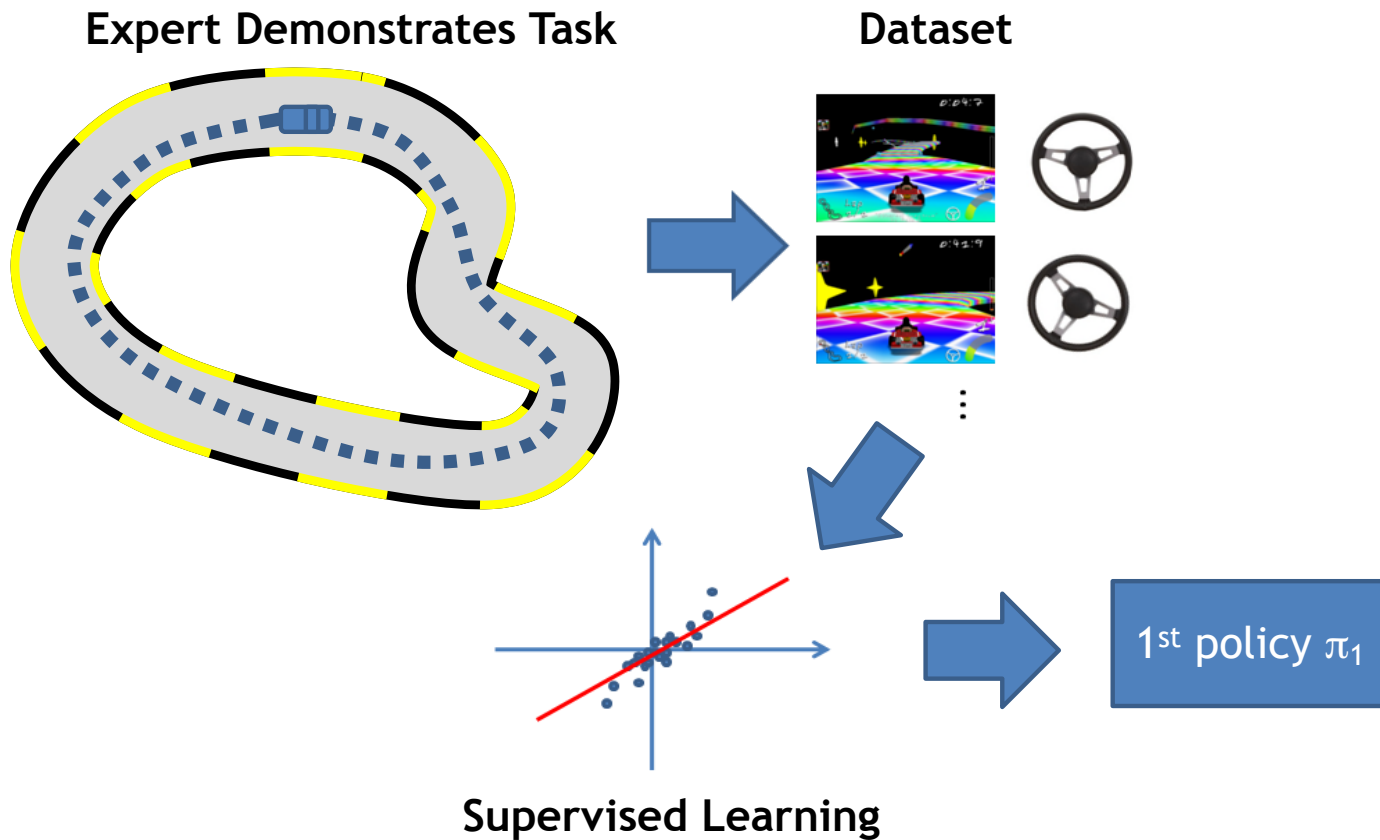


Outline for today:

1. The DAgger (Data Aggregation) Algorithm

DAgger: Dataset Aggregation ^[Ross11a]

0th iteration

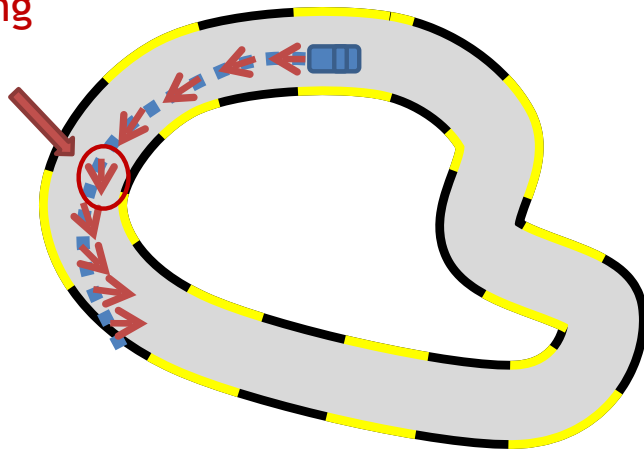


Dagger: Dataset Aggregation ^[Ross11a]

1st iteration

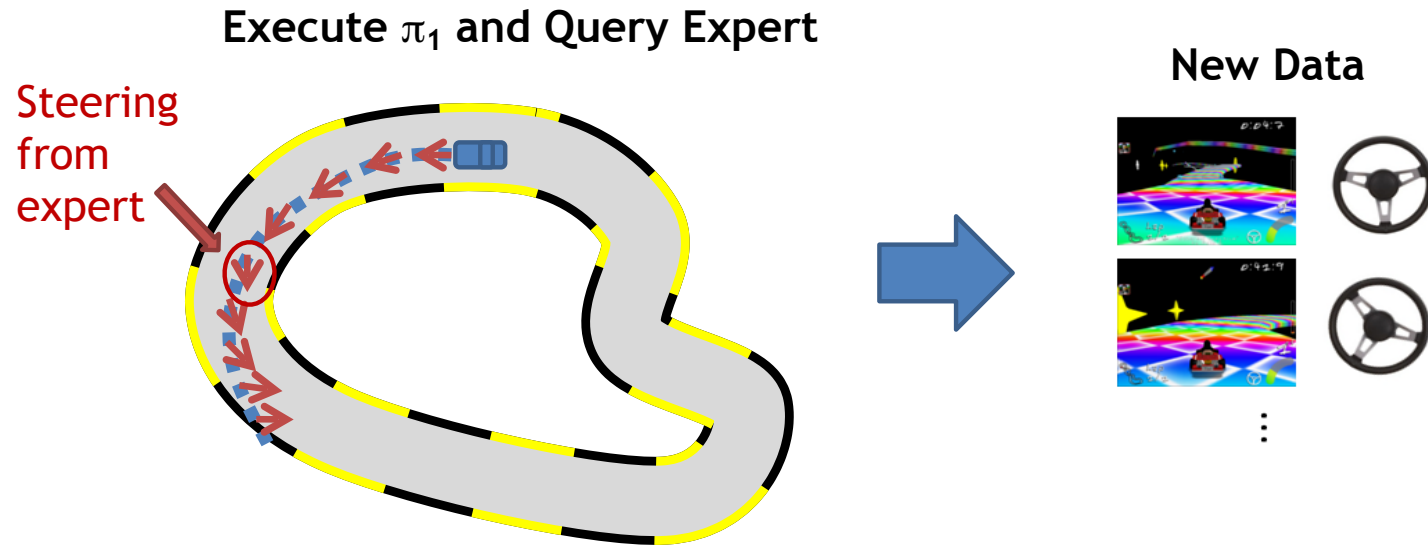
Execute π_1 and Query Expert

Steering
from
expert



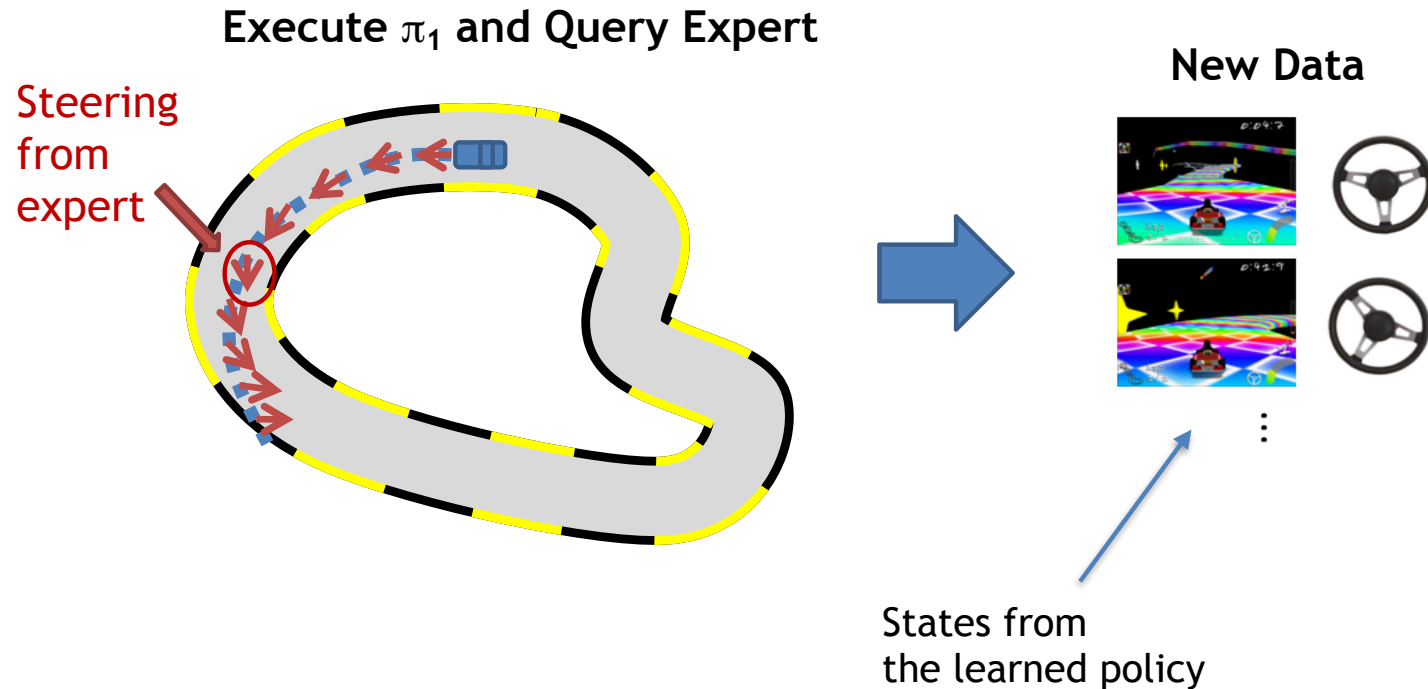
Dagger: Dataset Aggregation ^[Ross11a]

1st iteration



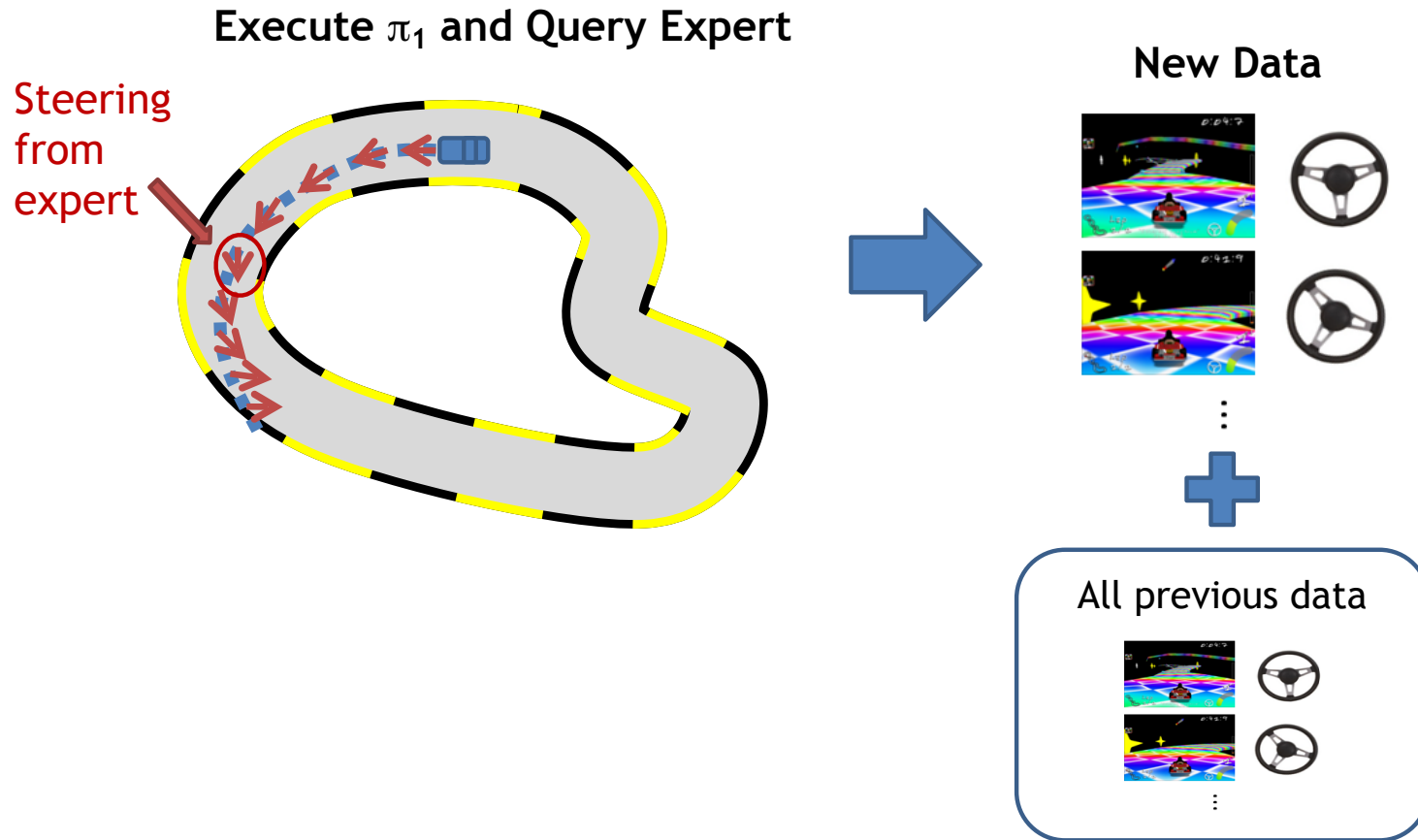
Dagger: Dataset Aggregation ^[Ross11a]

1st iteration



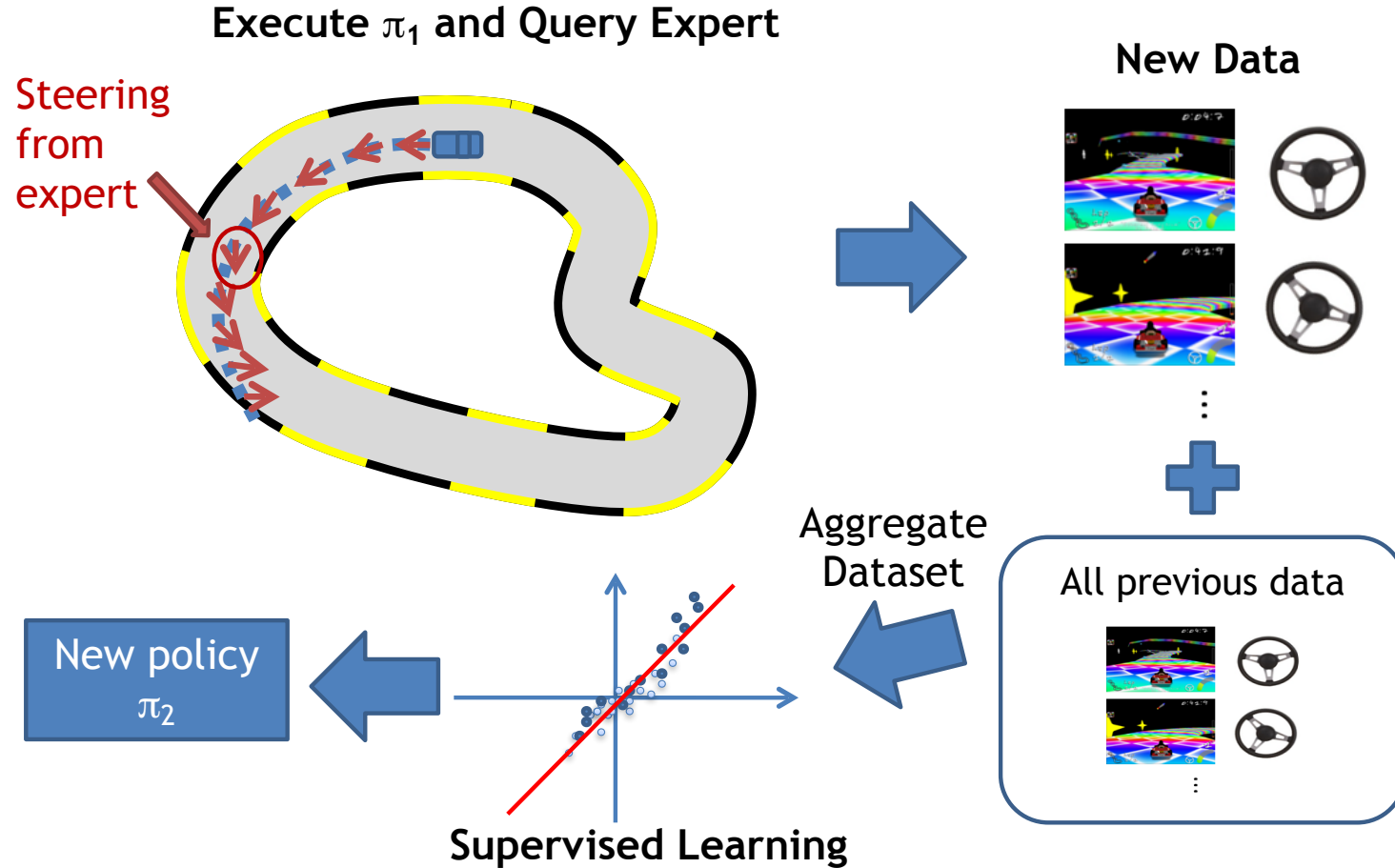
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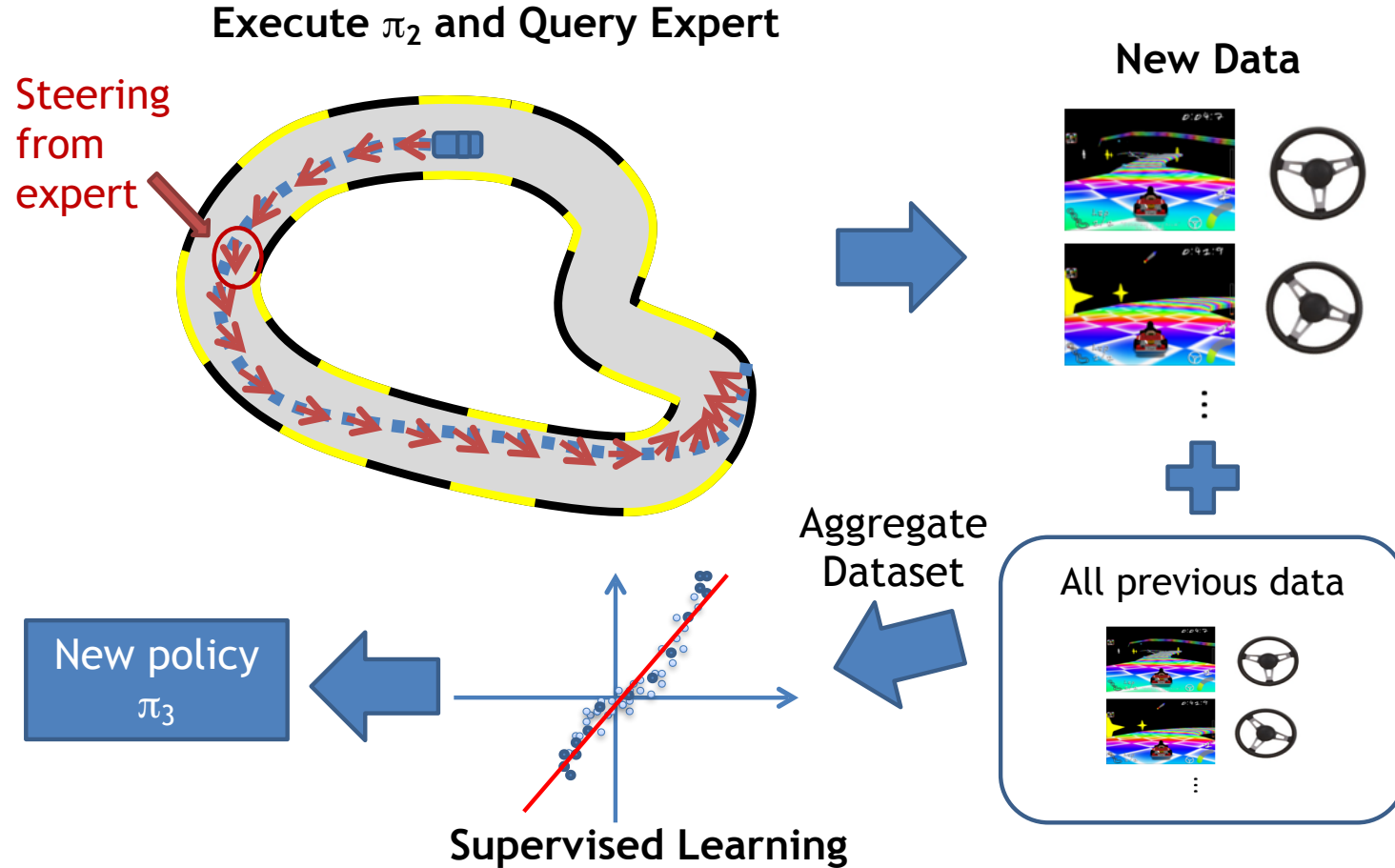
Dagger: Dataset Aggregation ^[Ross11a]

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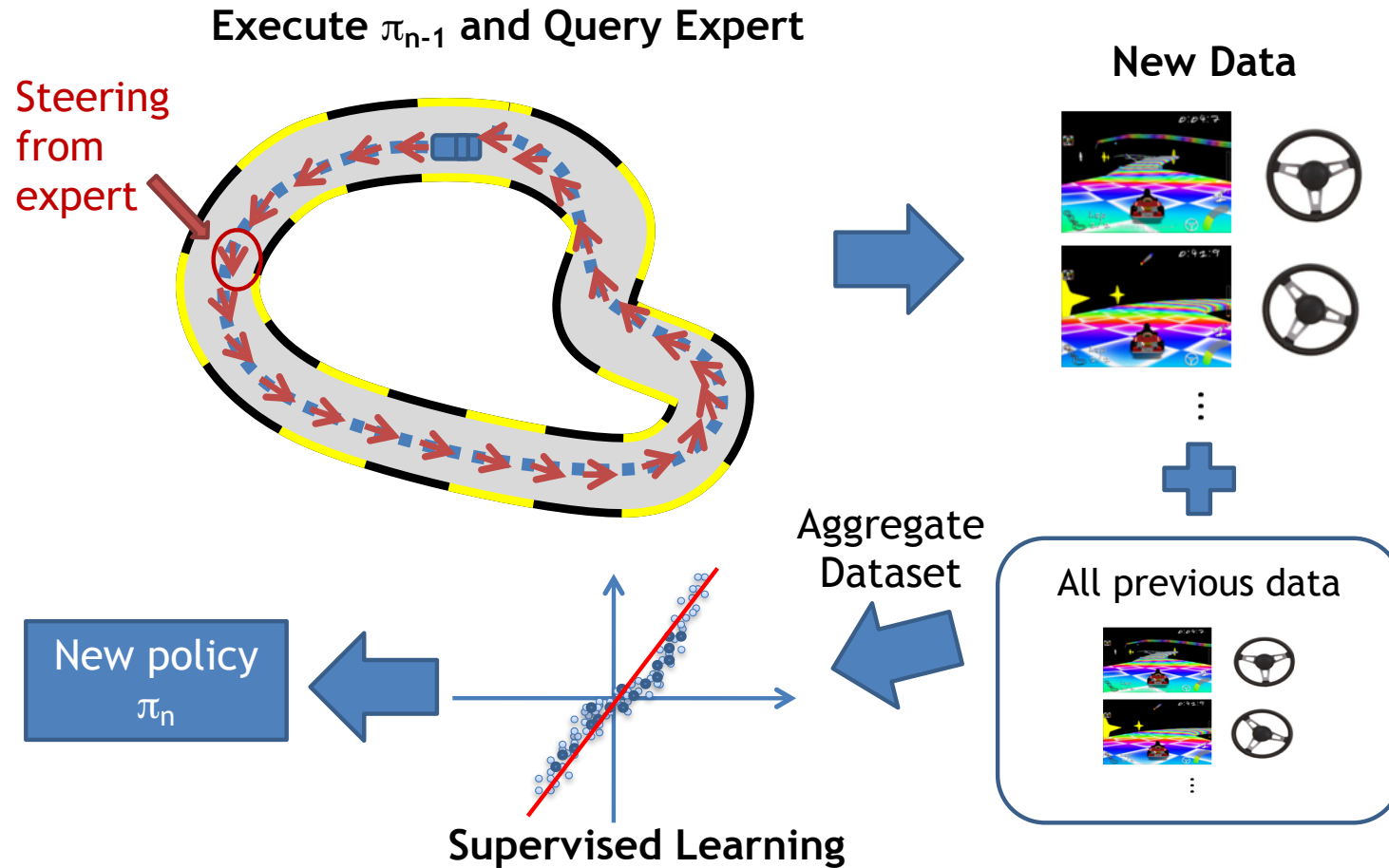
Dagger: Dataset Aggregation ^[Ross11a]

2nd iteration



DAgger: Dataset Aggregation ^[Ross11a]

n^{th} iteration



The DAgger algorithm

model

need a
stronger oracle
than in BC.



Initialize π^0 , and dataset $\mathcal{D} = \emptyset$

For $t = 0 \rightarrow T - 1$:

1. W/ π^t , generate dataset $\mathcal{D}^t = \{s_i, a_i^*\}, s_i \sim d_\mu^{\pi^t}, a_i^* = \pi^*(s_i)$
2. **Data aggregation:** $\mathcal{D} = \mathcal{D} \cup \mathcal{D}^t$
3. **Update policy via Supervised-Learning:** $\pi^{t+1} = \text{SL}(\mathcal{D})$

Success!

[Ross AISTATS 2011]



Success!

[Ross AISTATS 2011]

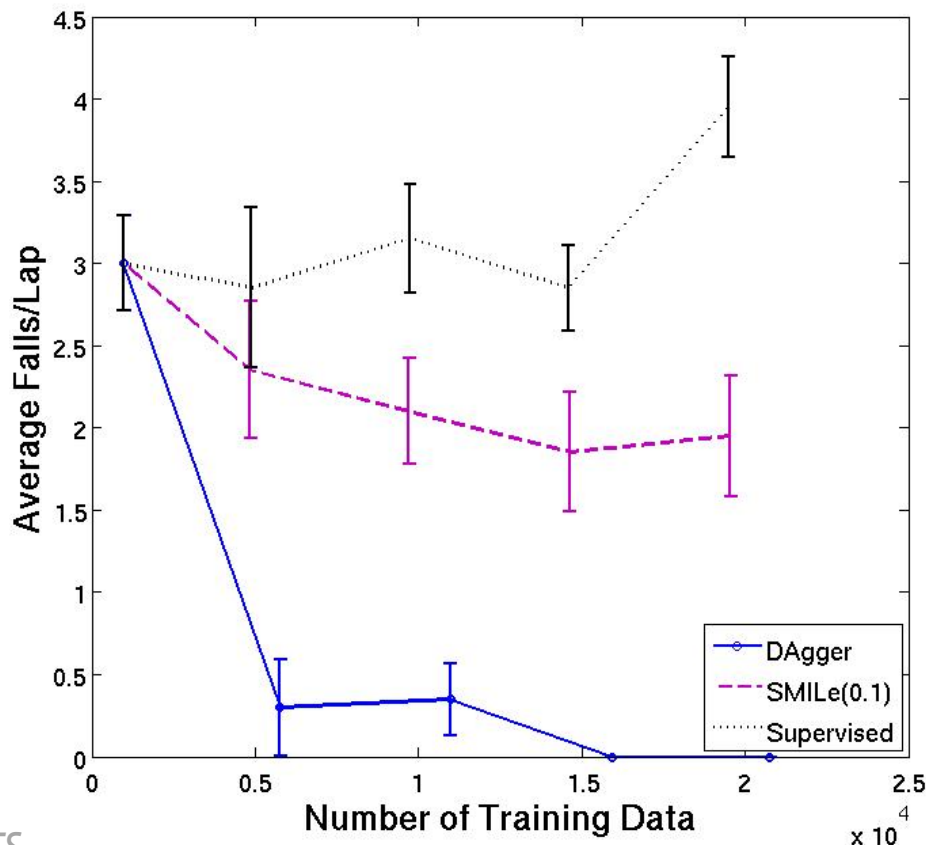
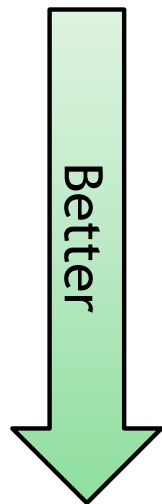


Success!

[Ross AISTATS 2011]



Average Falls/Lap



[Ross AISTATS

Roughly, the DAgger algorithm requires less human labeled data than BC.

[Informal Theorem]

Assuming ϵ SL error is achievable.

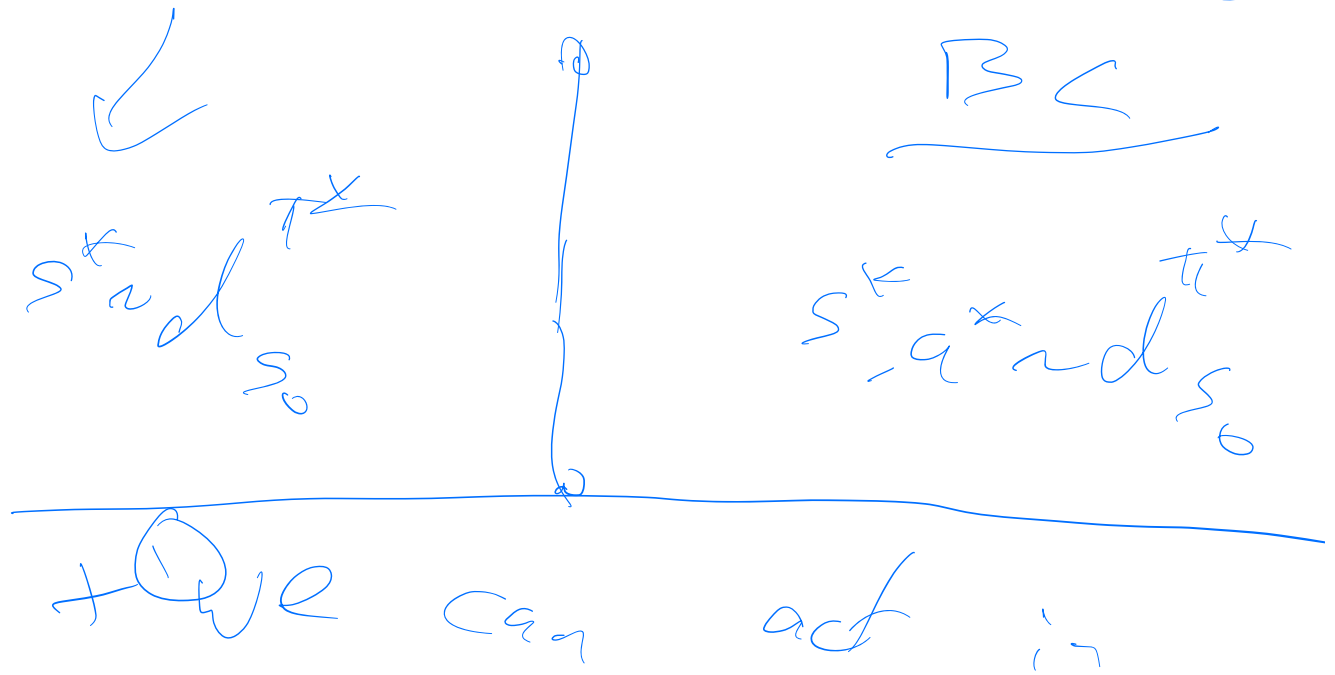
The DAgger algorithm has error:

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

while BC has error:

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

Imitation Learning from Observation Alone



the world.

+ ② suppose we don't
see any rewards.

Goal: learn π s.t.
 $d^{\pi}_{s_0} \approx d^{\pi^*}_{s_0}$

have features

$$\vec{\phi}(s)$$

consider loss

$$L(\pi) = \left| \mathbb{E}_{s \sim d_{s_0}^{\pi^*}} [\vec{\phi}(s)] - \mathbb{E}_{s \sim d_{s_0}^{\pi}} [\vec{\phi}(s)] \right|$$

so we want to "match" expected feature with that seen in the data. [where $|\vec{x}| = \sum_i |x_i|$]

for $\mathbb{E}_{s \sim d_{s_0}^{\pi^*}} [\vec{\phi}(s)] \leftarrow$ can estimate from observed expert state trajectory

optimization: use $\{\pi_{\theta} | \theta \in \mathbb{R}^d\}$ and REINFORCE

$$\theta \in \Theta \rightarrow \nabla L(\theta)$$

(REINFORCE can be used to compute this gradient).

example features for "small"

problem 5.

$$\vec{\phi} \in \mathbb{R}^{157}$$

and $\vec{\phi}(s) = e_s = \begin{pmatrix} 0 \\ 0 \\ 0 \\ 1 \end{pmatrix}$

donehof

✓ Encoding
with 1
in the
 s th
position.

$$\mathbb{E}_{s \sim d_{S_0}^{\pi}} [\vec{\Phi}] = d_{S_0}^{\pi}$$

do you

see why?

so if $L(\pi) = 0$

$$d_{\pi} s_0$$

$$d_{s_0}^{\pi}(s) = d_{s_0}^{\pi^*}(s) \quad \forall s$$

how do we learn $\vec{\phi}$?

- GAN approach to ILO

① Learner $\xleftrightarrow{\text{generator}}$

make $L(\pi)$ to

be small

② feature update

by adversary,
update ϕ to make

$\left| \mathbb{E}_{s \sim d_{s_0}^{\pi^*}} [\vec{\phi}(s)] - \mathbb{E}_{s \sim d_{s_0}^{\pi}} [\vec{\phi}(s)] \right|$ to be large.

Summary:

1. Example of error amplification
2. The DAgger algorithm

1-minute feedback form: <https://bit.ly/3RHtlxy>

