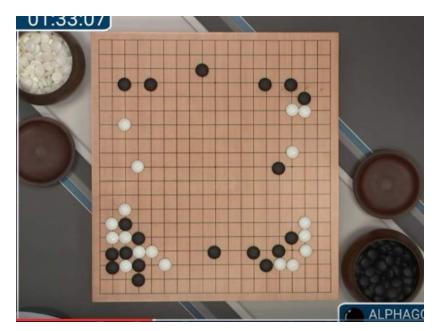


# Reinforcement Learning Autumn 2024

Abhishek Gupta

TA: Jacob Berg



### Lecture outline

Recap: Imitation Learning + Why it is hard

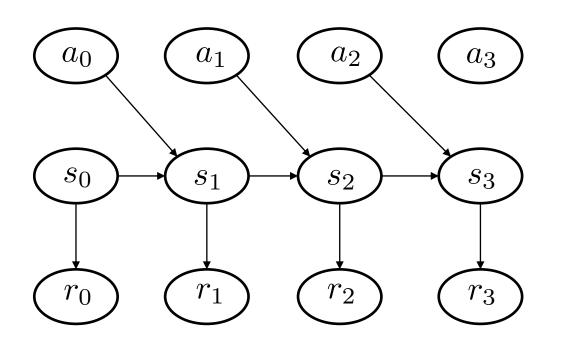
Multimodality and Underfitting in Imitation

Compounding Error in Imitation

Frontiers in Imitation

### Framework for RL - Markov Decision Process

#### Augment Markov chain with rewards and actions



States:  $\mathcal{S}$  Initial state dist:  $ho_0(s)$ 

Actions:  $\mathcal{A}$  Discount:  $\gamma$ 

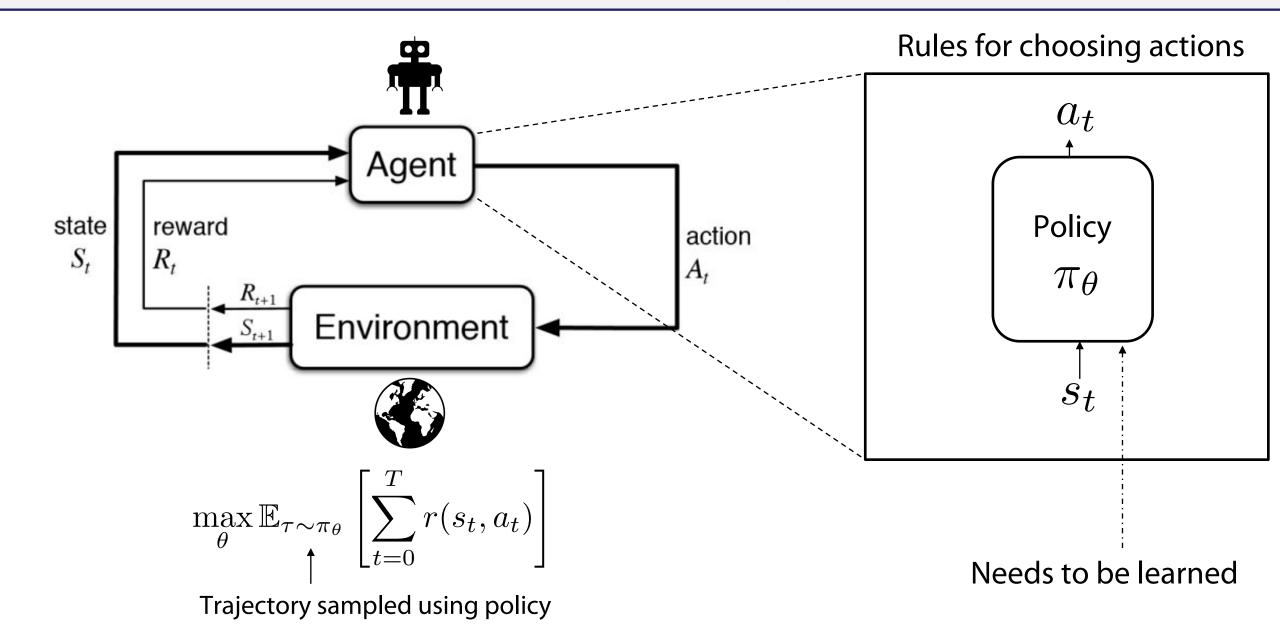
Rewards:  $\mathcal{R}$ 

Transition Dynamics -  $p(s_{t+1}|s_t, a_t)$ 

Markov property  $p(s_0, s_1, s_2, a_0, a_1, a_2) = p(s_0)p(a_0|s_0)p(s_1|s_0, a_0)p(a_1|s_1)p(s_2|s_1, a_1)p(a_2|s_2)$ 

Trajectory 
$$au = (s_0, a_0, r_0, s_1, a_1, r_1, \dots, s_T, a_T, r_T)$$

## Reinforcement Learning Formalism



### Idea 1: Imitation Learning via Supervised Learning

Given: Demonstrations of optimal behavior

 $\arg \max_{\theta} \mathbb{E}_{(s^*, a^*) \sim \mathcal{D}} \left[ \log \pi_{\theta}(a^* | s^*) \right]$ 

**Behavior Cloning** 

Goal: Train a policy to mimic the demonstrator

Idea: Treat imitation learning as a supervised learning problem!

 $\mathbf{o}_{t} \qquad \mathbf{a}_{t} \qquad \mathbf{a}_{t}$ 

### Idea 1: Imitation Learning via Supervised Learning

Given: Demonstrations of optimal behavior

Goal: Train a policy to mimic the demonstrator

 $\arg \max_{\theta} \mathbb{E}_{(s^*, a^*) \sim \mathcal{D}} \left[ \log \pi_{\theta}(a^* | s^*) \right]$ 

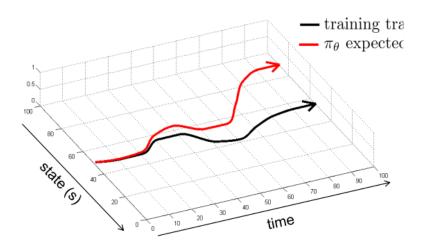
Discrete vs continuous

Maximum likelihood

```
if isinstance(env.action_space, gym.spaces.Box):
    criterion = nn.MSELoss()
else:
    criterion = nn.CrossEntropyLoss()
# Extract initial policy
model = student.policy.to(device)
def train(model, device, train_loader, optimizer):
  model.train()
  for batch idx, (data, target) in enumerate(train loader):
      data, target = data.to(device), target.to(device)
      optimizer.zero_grad()
     if isinstance(env.action_space, gym.spaces.Box):
         if isinstance(student, (A2C, PPO)):
            action, _, _ = model(data)
         else:
            action = model(data)
         action_prediction = action.double()
      else:
         dist = model.get_distribution(data)
         action_prediction = dist.distribution.logits
         target = target.long()
      loss = criterion(action_prediction, target)
      loss.backward()
      optimizer.step()
```

### So does behavior cloning really work?

Imitation Learning ≠ Supervised Learning

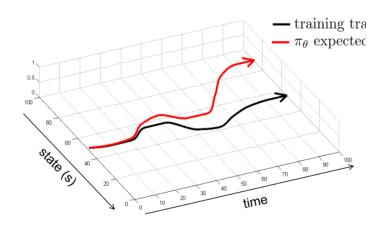


Compounding error!

$$\arg\max_{\theta} \mathbb{E}_{(s^*,a^*)\sim\mathcal{D}} \left[\log \pi_{\theta}(a^*|s^*)\right] \qquad \qquad \mathbb{E}_{(s,a)\sim\rho(\pi)} \left[1(a=a^*)\right]$$
Not the same!

### How well does BC do?: Intuition

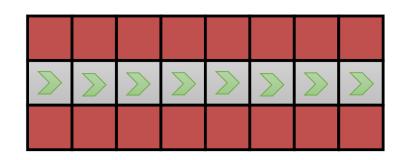
#### Behavior cloning has quadratically compounding error





$$\pi_{\theta}(a \neq \pi^*(s_t)|s_t) \leq \epsilon$$
Horizon  $H$ 

If you fall off, assume the worst

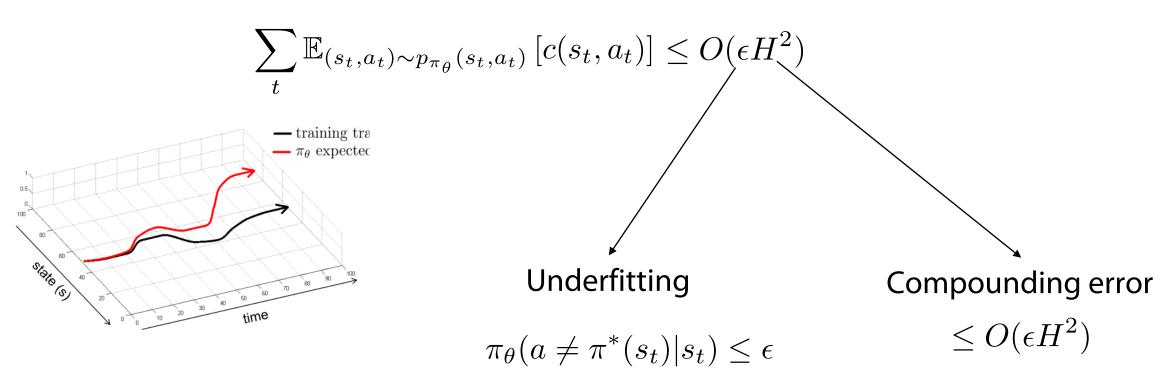


$$\mathbb{E}\left[\sum_{t} c(s_{t}, a_{t})\right] \leq \epsilon H + \dots + \dots$$

$$O(\epsilon H^{2})$$
 Union bound

## Let's try and understand where the problem lies?

#### Behavior cloning has challenges in both theory and practice



### Lecture outline

Recap: Imitation Learning + Why it is hard

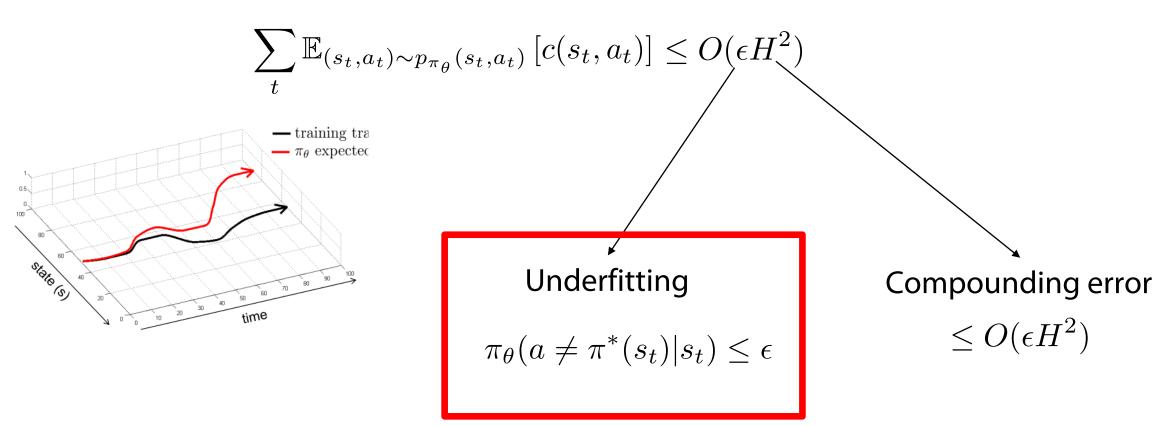
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## Let's try and understand where the problem lies?

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### But won't a bigger neural net just solve this?

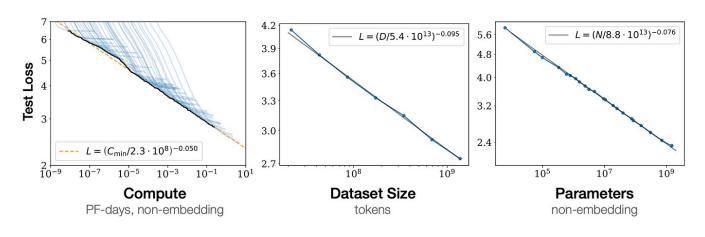
Behavior cloning can underfit the data

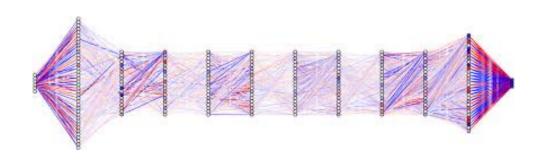
$$\sum_{t} \mathbb{E}_{(s_t, a_t) \sim p_{\pi_{\theta}}(s_t, a_t)} \left[ c(s_t, a_t) \right] \le O(\epsilon H^2)$$

$$\pi_{\theta}(a \neq \pi^*(s_t)|s_t) \leq \epsilon$$
for  $s_t \sim p_{\text{train}}(s_t)$ 

May not be able to satisfy this

Q: won't a bigger model just solve the problem?

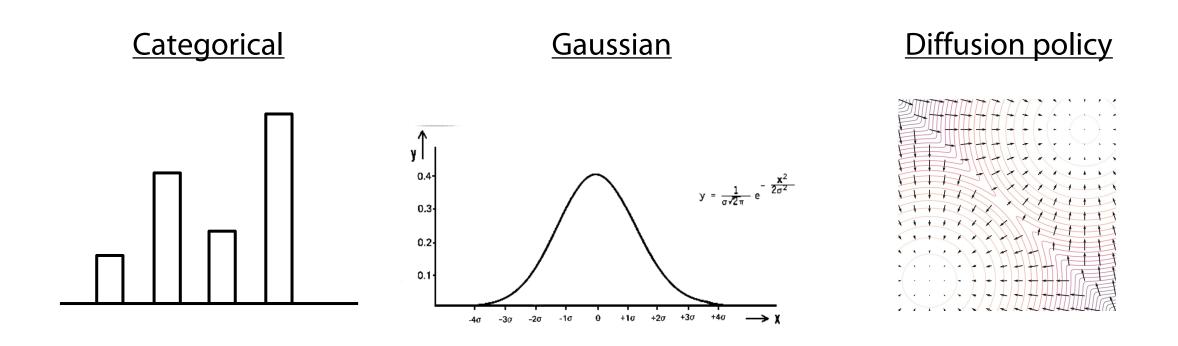




Kind of, but there's a fundamental problem!

### Distributional Expressivity

 Policy expressivity is a combination of expressivity of the function approximator and of the distribution family



Tradeoff between expressivity and tractability

### How does this reflect on imitation learning?

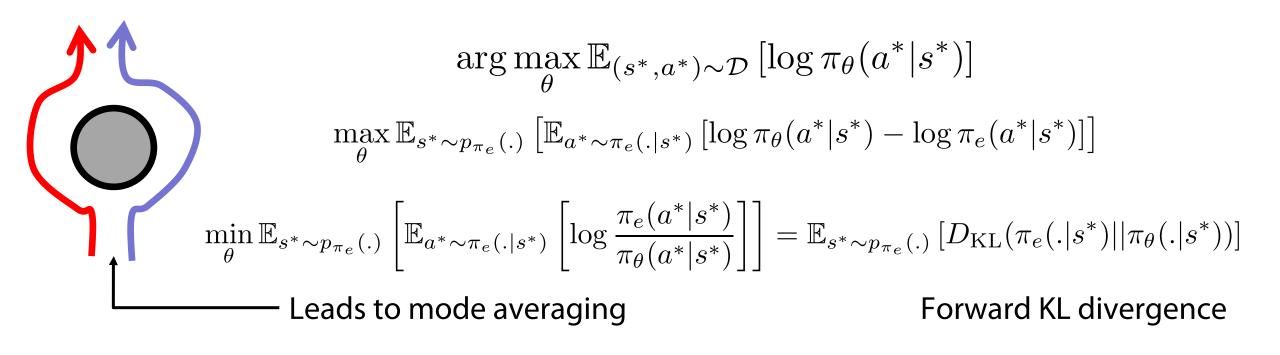
#### Let us consider a case with Gaussian policy

$$\arg \max_{\theta} \mathbb{E}_{(s^*, a^*) \sim \mathcal{D}} \left[ \log \pi_{\theta}(a^* | s^*) \right]$$



A combination of distributional expressivity and objective lead to mode averaging

## Let's take a closer look at the objective



One instance of a broader class of divergences – f divergences  $D_f(p(x),q(x)) = \mathbb{E}_{q(x)}\left[f\left(\frac{p(x)}{q(x)}\right)\right]$ 

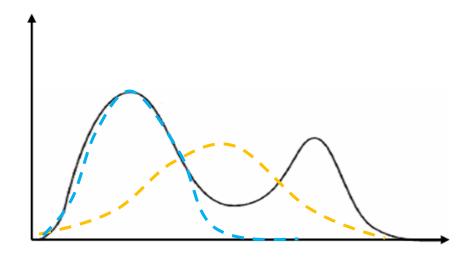
## Effects of choice of f-divergence on behavior

#### Different divergences lead to different properties

$$\mathbb{E}_{s^* \sim p_{\pi_e}(.)} \left[ D_{\text{KL}}(\pi_e(.|s^*) || \pi_{\theta}(.|s^*)) \right] \longrightarrow \mathbb{E}_{s^* \sim p_{\pi_e}(.)} \left[ D_f(\pi_e(.|s^*), \pi_{\theta}(.|s^*)) \right]$$

Forward KL (behavior cloning)

More general class of divergences



$$D_f(p(x), q(x)) = \mathbb{E}_{q(x)} \left[ f\left(\frac{p(x)}{q(x)}\right) \right]$$

– – – Forward KL (mode covering) 
$$f(x) = x \log(x)$$

$$f(x) = -1$$
 Reverse KL (mode seeking)  $f(x) = -\log(x)$ 

So how do we fix BC?

Use a different f-divergence! (Change f)

or Use a richer distribution class! (Change  $\pi_{\theta}$ )

## Using alternative f-divergences: Reverse KL

- Reverse KL helps, is mode seeking  $D_{\mathrm{RKL}}(\pi_e(.|s^*),\pi^{\theta}(.|s^*)) = \mathbb{E}_{\pi^{\theta}(.|s^*)} \left[ \log \left( \frac{\pi^{\theta}(.|s^*)}{\pi_e(.|s^*)} \right) \right]$
- Challenge requires known expert likelihood
- We need a sample based estimate!

#### Imitation Learning as f-Divergence Minimization

Liyiming Ke<sup>1</sup>, Sanjiban Choudhury<sup>1</sup>, Matt Barnes<sup>1</sup>, Wen Sun<sup>2</sup>, Gilwoo Lee<sup>1</sup>, and Siddhartha Srinivasa<sup>1</sup>

Go read this!

$$\min_{\theta} \mathbb{E}_{\pi^{\theta}(.|s^{*})} \left[ \log \left( \frac{\pi^{\theta}(.|s^{*})}{\pi_{e}(.|s^{*})} \right) \right] \qquad \qquad \min_{\theta} \max_{\phi} \mathbb{E}_{a \sim \pi^{\theta}(.|s^{*})} \left[ \phi(a) \right] - \mathbb{E}_{a \sim \pi_{e}(.|s^{*})} \left[ f^{*}(\phi(a)) \right]$$
(Intractable) (Tractable – GAN style optimization)

## Effects of choice of f-divergence on behavior

#### Different divergences lead to different properties

$$\mathbb{E}_{s^* \sim p_{\pi_e}(.)} \left[ D_{\text{KL}}(\pi_e(.|s^*) || \pi_{\theta}(.|s^*)) \right] \longrightarrow \mathbb{E}_{s^* \sim p_{\pi_e}(.)} \left[ D_f(\pi_e(.|s^*), \pi_{\theta}(.|s^*)) \right]$$

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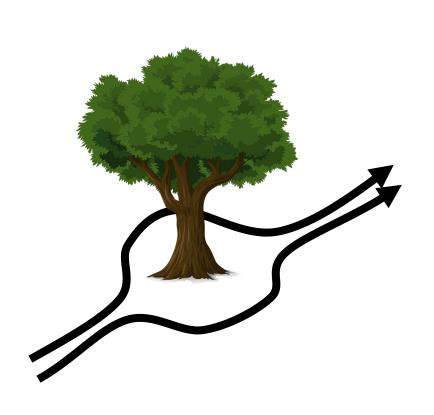
Use a different f-divergence! (Change f)

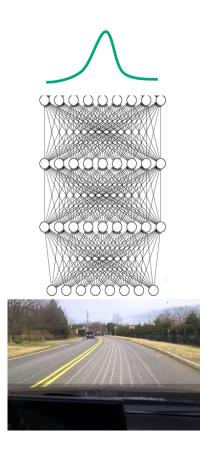
<u>or</u>

Use a richer distribution class! (Change  $\pi_{\theta}$ )

### Using Richer Policy Distribution Classes

Multimodal behavior  $\rightarrow$  use more <u>expressive</u> probability distributions, no mode averaging issues





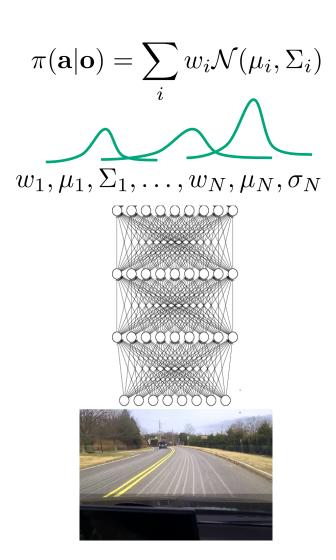
- 1. Output mixture of Gaussians
- Latent variable models
- 3. Autoregressive discretization
- 4. Diffusion models
- 5. ...



## Why might we fail to fit the expert?



- 1. Output mixture of Gaussians
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## Why might we fail to fit the expert?

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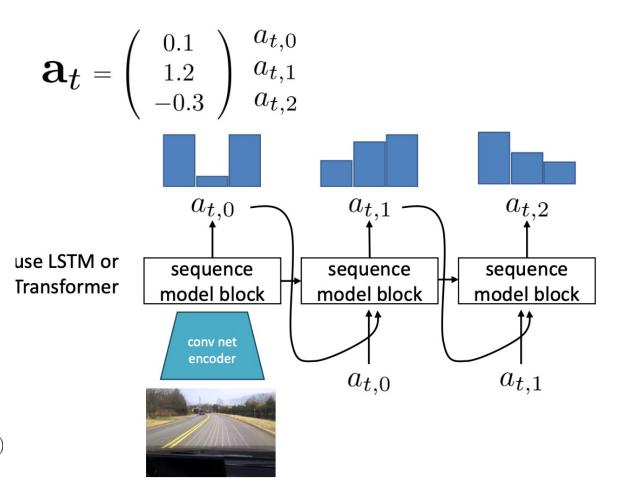
Why does this work?

first step: 
$$p(a_{t,0}|\mathbf{s}_t)$$
  
second step:  $p(a_{t,1}|\mathbf{s}_t, a_{t,0})$   
third step:  $p(a_{t,2}|\mathbf{s}_t, a_{t,0}, a_{t,1})$   

$$p(a_{t,2}|\mathbf{s}_t, a_{t,0}, a_{t,1})p(a_{t,1}|\mathbf{s}_t, a_{t,0})p(a_{t,0}|\mathbf{s}_t)$$

$$= p(a_{t,0}, a_{t,1}, a_{t,2}|\mathbf{s}_t)$$

$$= p(\mathbf{a}_t|\mathbf{s}_t)$$



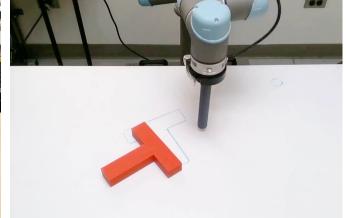
## Why might we fail to fit the expert?

- 1. Output mixture of Gaussians
- 2. Latent variable models
- 3. Autoregressive discretization

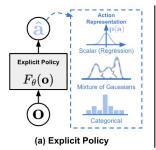


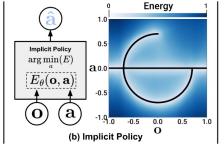
- 4. Diffusion models
- 5. ...

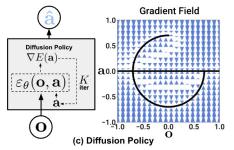






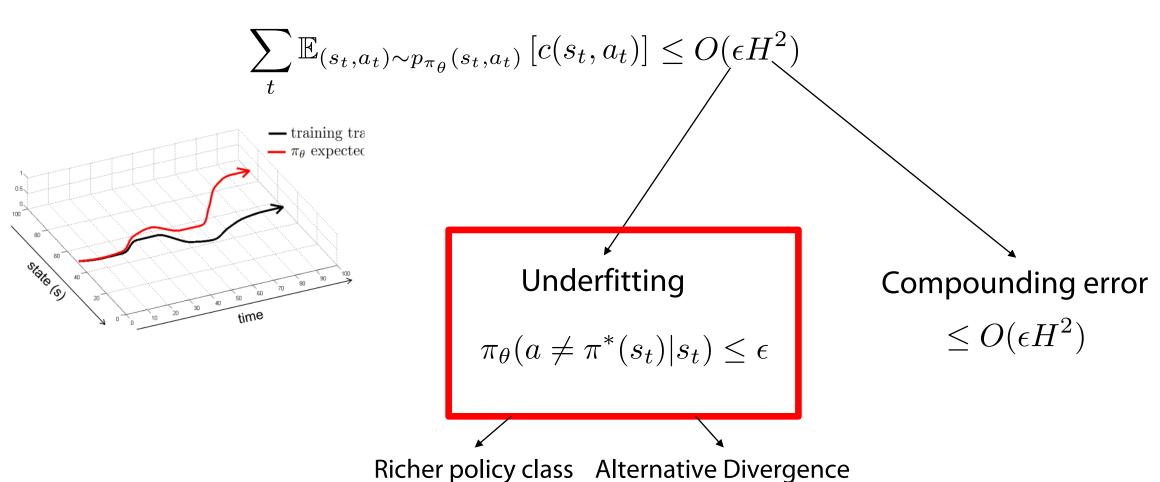






### Let's try and understand where the problem lies?

Behavior cloning has challenges in both theory and practice



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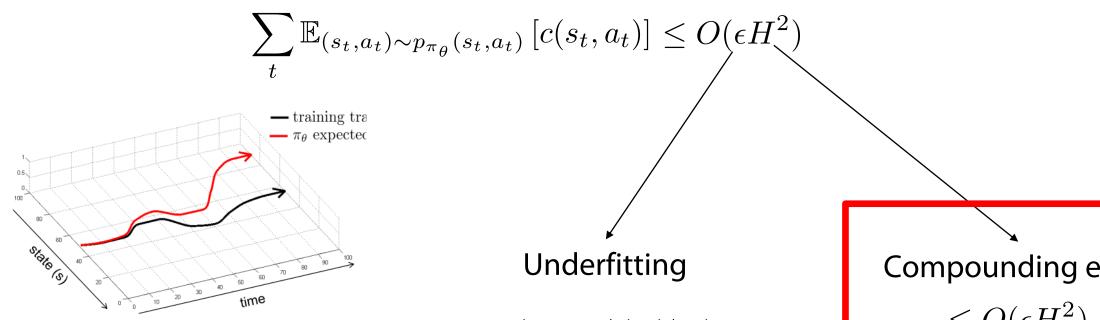
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## Let's try and understand where the problem lies?

#### Behavior cloning has challenges in both theory and practice

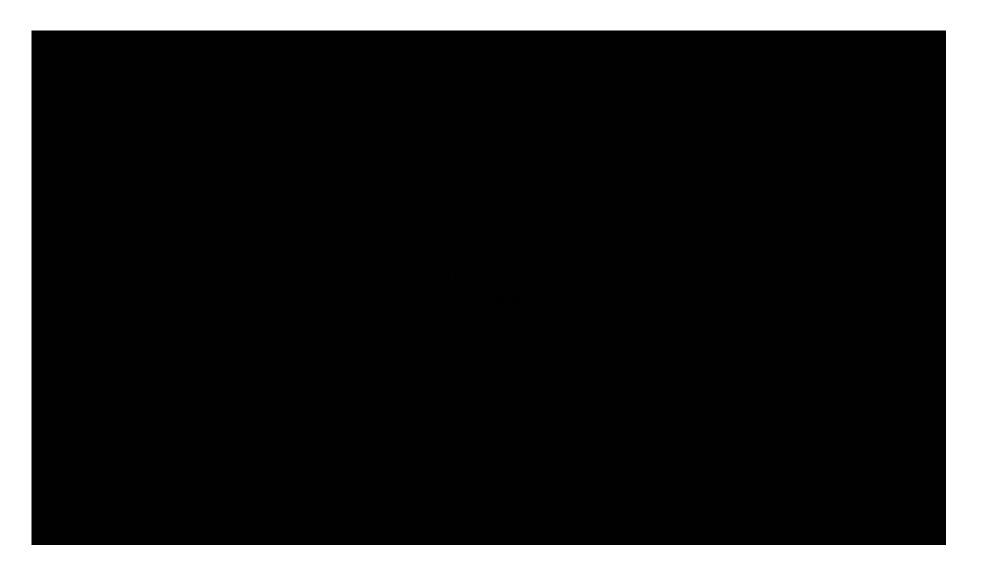


 $\pi_{\theta}(a \neq \pi^*(s_t)|s_t) \leq \epsilon$ 

Compounding error

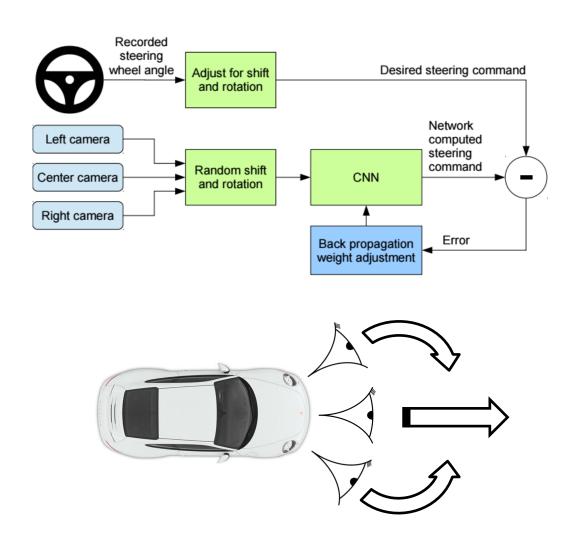
$$\leq O(\epsilon H^2)$$

### Can we avoid compounding error in special cases?

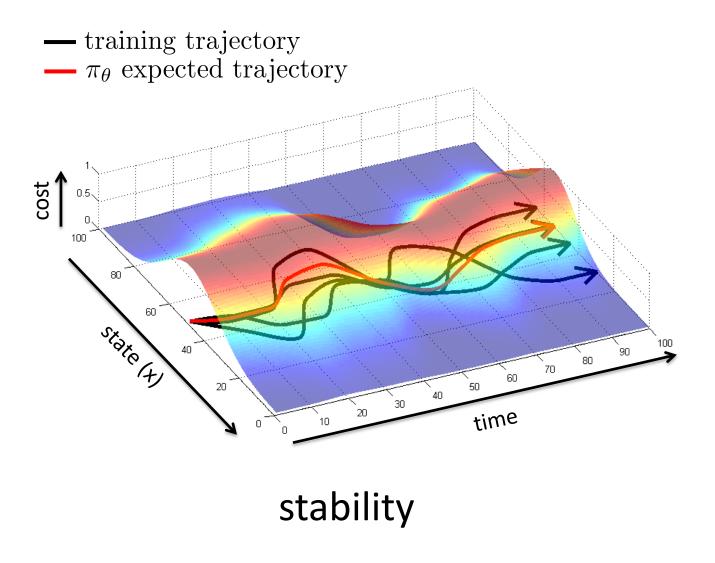


Video: Bojarski et al. '16, NVIDIA

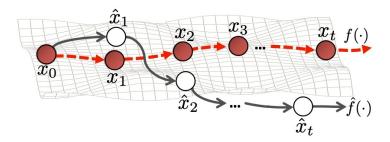
## Why did that work?

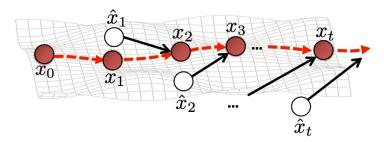


### What is the general principle?

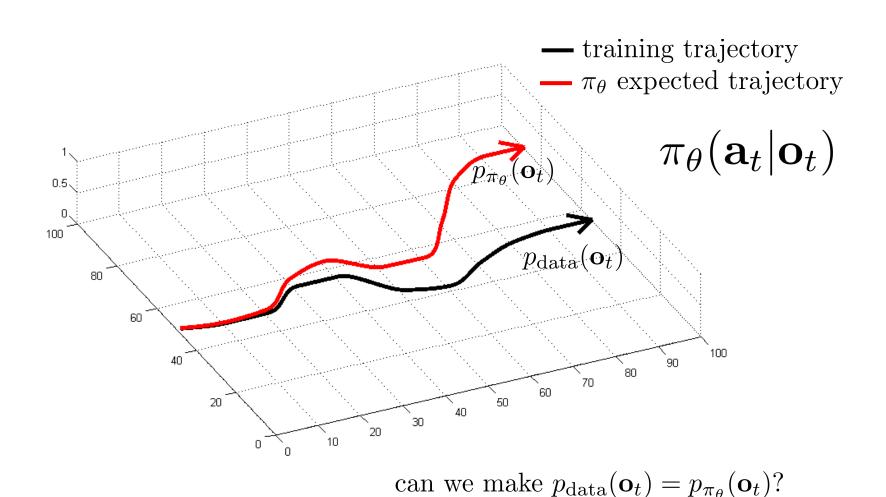


Corrective labels that bring you back to the data





### What might this mean mathematically?



### Concrete Instantation: DAgger

```
can we make p_{\text{data}}(\mathbf{o}_t) = p_{\pi_{\theta}}(\mathbf{o}_t)?
idea: instead of being clever about p_{\pi_{\theta}}(\mathbf{o}_t), be clever about p_{\text{data}}(\mathbf{o}_t)!
```

#### **DAgger:** Dataset Aggregation

goal: collect training data from  $p_{\pi_{\theta}}(\mathbf{o}_t)$  instead of  $p_{\text{data}}(\mathbf{o}_t)$ 

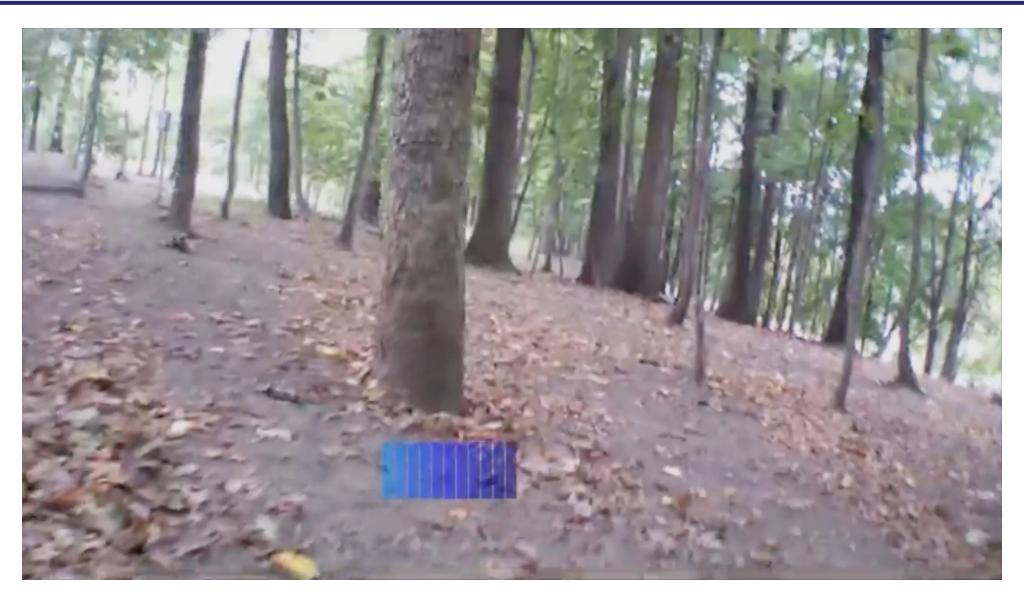
how? just run  $\pi_{\theta}(\mathbf{a}_t|\mathbf{o}_t)$ 

but need labels  $\mathbf{a}_t$ !

- 1. train  $\pi_{\theta}(\mathbf{a}_{t}|\mathbf{o}_{t})$  from human data  $\mathcal{D} = \{\mathbf{o}_{1}, \mathbf{a}_{1}, \dots, \mathbf{o}_{N}, \mathbf{a}_{N}\}$ 2. run  $\pi_{\theta}(\mathbf{a}_{t}|\mathbf{o}_{t})$  to get dataset  $\mathcal{D}_{\pi} = \{\mathbf{o}_{1}, \dots, \mathbf{o}_{M}\}$ 3. Ask human to label  $\mathcal{D}_{\pi}$  with actions  $\mathbf{a}_{t}$ 

  - 4. Aggregate:  $\mathcal{D} \leftarrow \mathcal{D} \cup \mathcal{D}_{\pi}$

## DAgger Example



Ross et al. '13

## What's the problem?

- 1. train  $\pi_{\theta}(\mathbf{a}_{t}|\mathbf{o}_{t})$  from human data  $\mathcal{D} = \{\mathbf{o}_{1}, \mathbf{a}_{1}, \dots, \mathbf{o}_{N}, \mathbf{a}_{N}\}$ 2. run  $\pi_{\theta}(\mathbf{a}_{t}|\mathbf{o}_{t})$  to get dataset  $\mathcal{D}_{\pi} = \{\mathbf{o}_{1}, \dots, \mathbf{o}_{M}\}$ 3. Ask human to label  $\mathcal{D}_{\pi}$  with actions  $\mathbf{a}_{t}$ 4. Aggregate:  $\mathcal{D} \leftarrow \mathcal{D} \cup \mathcal{D}_{\pi}$

$$\pi_{ heta}(\mathbf{a}_t|\mathbf{o}_t)$$
  $\mathbf{o}_t$   $\mathbf{a}_t$ 

## How might we fix this?

"Generate" 
$$\begin{array}{c} \text{"Generate"} \\ \text{corrective labels} \\ \text{automatically} \end{array} \begin{array}{c} 1. \ \text{train} \ \pi_{\theta}(\mathbf{a}_t|\mathbf{o}_t) \ \text{from human data} \ \mathcal{D} = \{\mathbf{o}_1, \mathbf{a}_1, \ldots, \mathbf{o}_N, \mathbf{a}_N\} \\ 2. \ \text{run} \ \pi_{\theta}(\mathbf{a}_t|\mathbf{o}_t) \ \text{to get dataset} \ \mathcal{D}_{\pi} = \{\mathbf{o}_1, \ldots, \mathbf{o}_M\} \\ \hline 3. \ \text{Ask human to label} \ \mathcal{D}_{\pi} \ \text{with actions} \ \mathbf{a}_t \\ 4. \ \text{Aggregate:} \ \mathcal{D} \leftarrow \mathcal{D} \cup \mathcal{D}_{\pi} \end{array} \end{array}$$

$$\pi_{ heta}(\mathbf{a}_t|\mathbf{o}_t)$$
 $\mathbf{o}_t$ 
 $\mathbf{a}_t$ 

## How might we fix this?

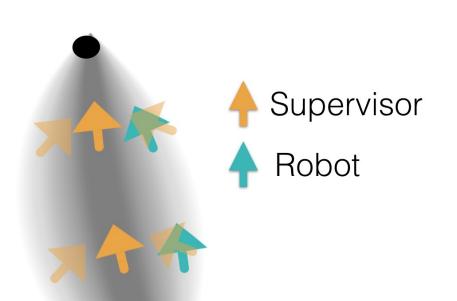
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$$\pi_{ heta}(\mathbf{a}_t|\mathbf{o}_t)$$
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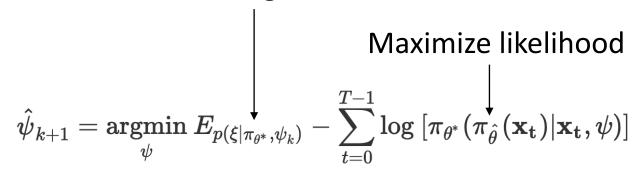
## Noising the Data Collection Process

Key idea: force the human to correct for noise during training

Under noise during data collection



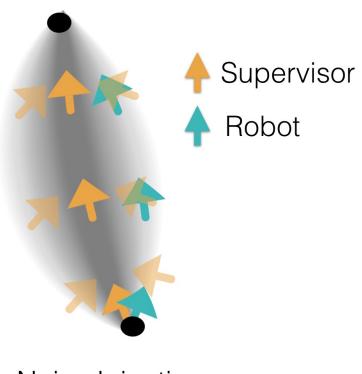
Noise Injection





## Why might this not be enough?

#### Key idea: force the human to correct for noise **during** training







Assumes that the expert <u>can</u> actually perform behaviors under noise  $\rightarrow$  Not always possible!

# How might we fix this?

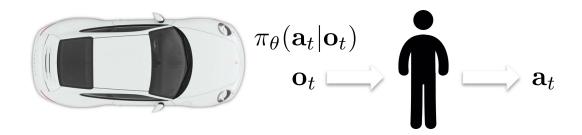
"Generate"

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$$\pi_{\theta}(\mathbf{a}_t|\mathbf{o}_t)$$
 from human data  $\mathcal{D} = \{\mathbf{o}_1, \mathbf{a}_1, \dots, \mathbf{o}_N, \mathbf{a}_N\}$ 

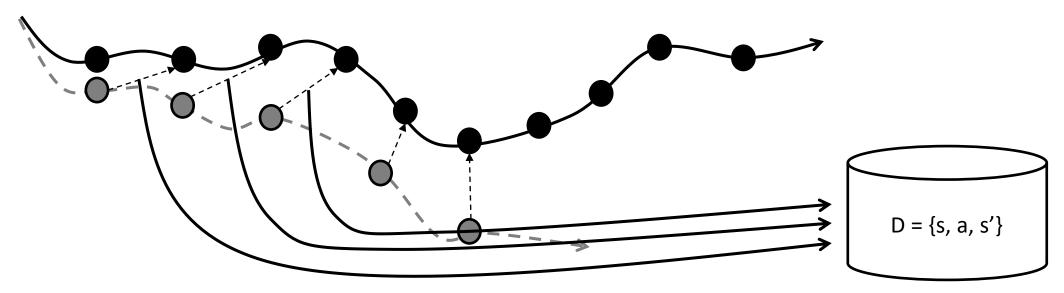
2. run  $\pi_{\theta}(\mathbf{a}_t|\mathbf{o}_t)$  to get dataset  $\mathcal{D}_{\pi} = \{\mathbf{o}_1, \dots, \mathbf{o}_M\}$ 

3. Ask human to label  $\mathcal{D}_{\pi}$  with actions  $\mathbf{a}_t$ 

4. Aggregate:  $\mathcal{D} \leftarrow \mathcal{D} \cup \mathcal{D}_{\pi}$ 



## Can we avoid expensive online data collection/labeling?





Abhay Deshpande



Yunchu Zhang

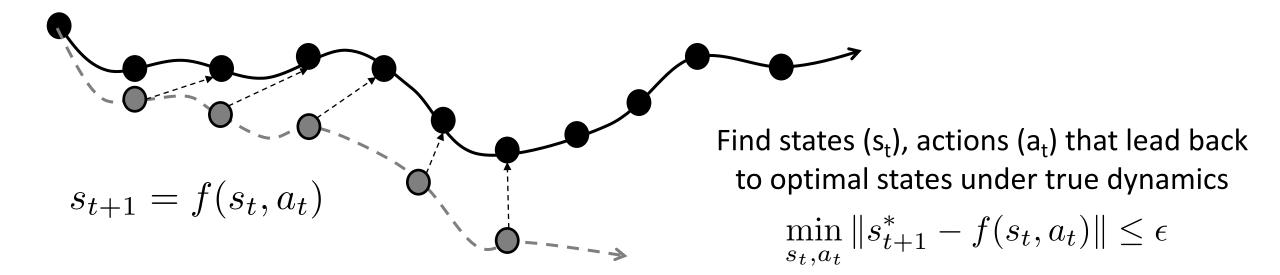


Liyiming Ke

Generate corrective labels to dataset for imitation

How can we find corrective labels without an expensive human in the loop and online data collection?

# Generating Corrective Labels From True Dynamics

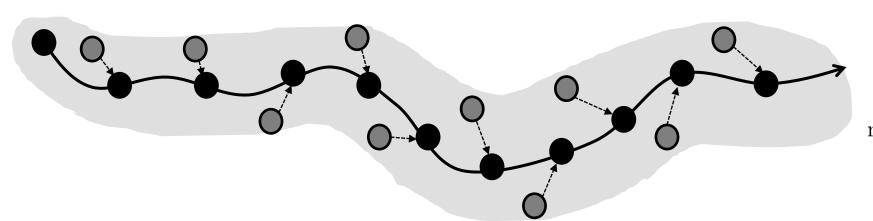


Intuition: find labels to bring OOD states back in distribution

But models are unknown!

Easy with known dynamics

## Generating Corrective Labels with **Learned** Dynamics



Ok models are unknown, let's learn them!

$$\min_{\hat{f}} \mathbb{E}_{(s_t, a_t, s_{t+1}) \sim \mathcal{D}} \left[ \|\hat{f}(s_t, a_t) - s_{t+1}\|_2 \right]$$
 $\|s_{t+1}^* - \hat{f}_{\phi}(s_t, a_t)\| \leq \epsilon$ 

But learned dynamics  $\hat{f}_\phi$  are not globally accurate?

Under approximately Lipschitz smooth models, trust models around training data

Find states (s<sub>t</sub>), actions (a<sub>t</sub>) that lead back to optimal states under <del>true</del> learned dynamics, where learned dynamics can be trusted

$$\min_{s_t, a_t} \|s_{t+1}^* - \hat{f}_{\phi}(s_t, a_t)\| \le \epsilon \longleftarrow \text{Corrective label}$$

s.t 
$$||s_t^* - s_t|| \le \epsilon_1, ||a_t^* - a_t|| \le \epsilon_2$$
 Close to data

## How well does generating corrective labels work?

#### With corrective labels



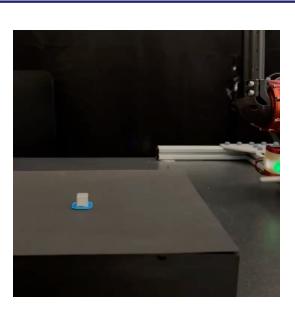
#### Without corrective labels

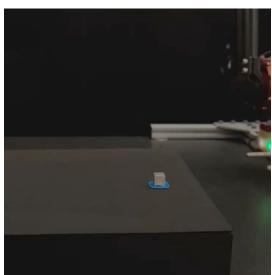


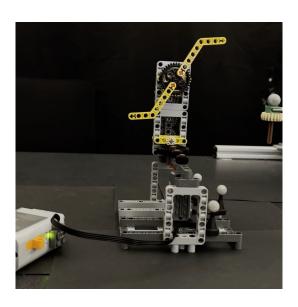
## How well does generating corrective labels work?

With corrective labels



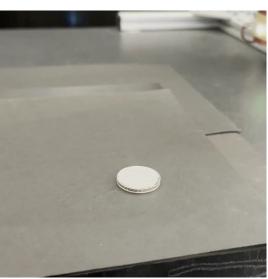












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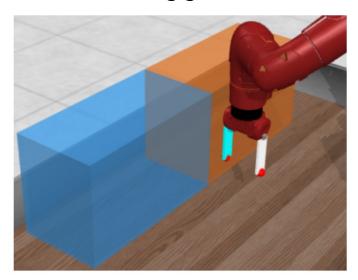


# Frontiers in Imitation Learning

#### Non-Markovian Demonstrators

# Humanoid Transformer •• •• •• •• ••

#### Characterizing generalization

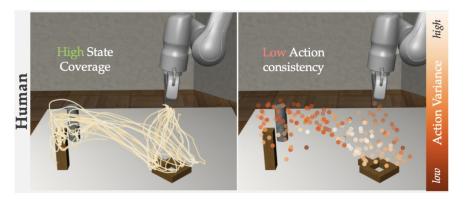


**Action-Free Data** 

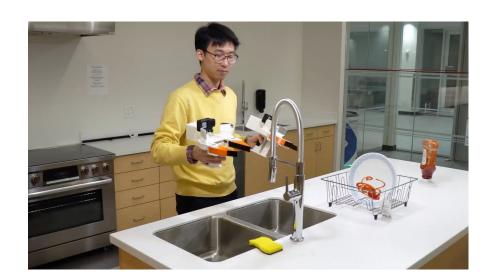


# Frontiers in Imitation Learning

#### Data Curation and Quality



Teleoperation Interfaces



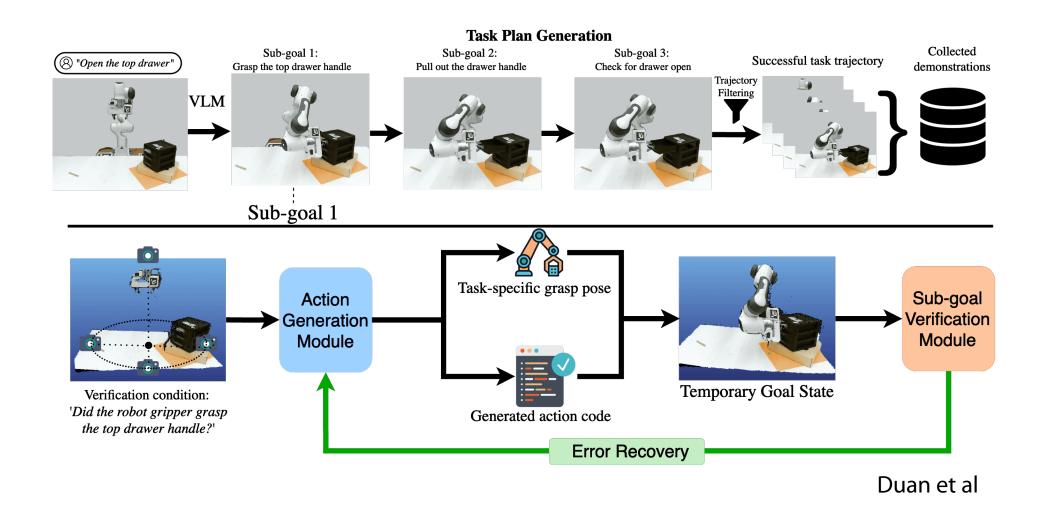
#### **Embodiment Shift**





# Frontiers in Imitation Learning

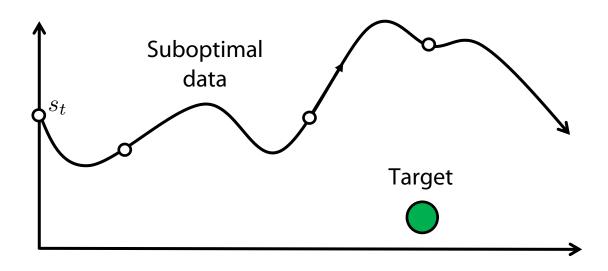
#### Learning how to retry and improve



## Let's dive into a few

# Accounting for Suboptimal Data



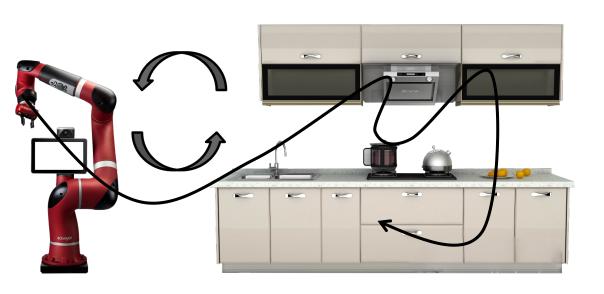


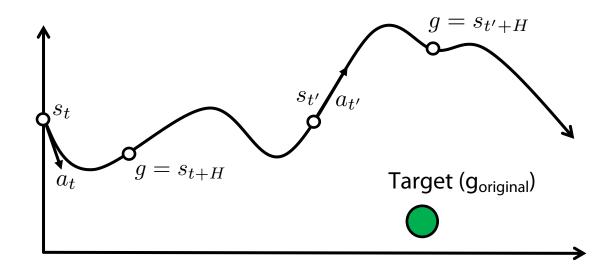




How can we use this suboptimal data, despite not reaching the target?

# Hindsight relabeling for Imitation Learning





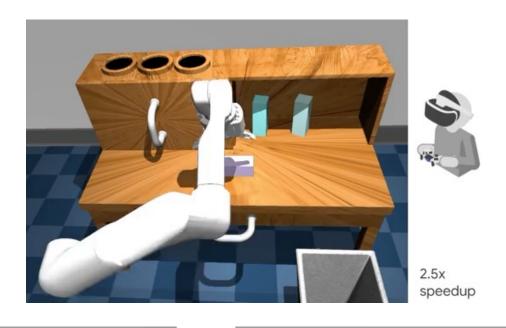
Key insight: maybe the data is not bad, it's just been labeled for the wrong problem!

Relabel the right goal in "hindsight"

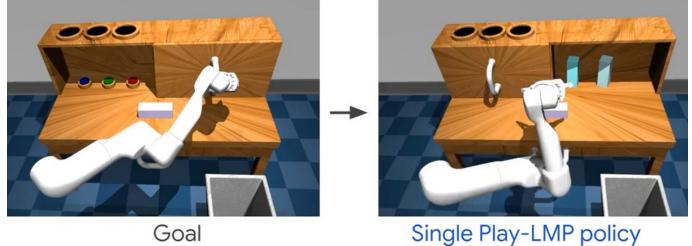
Learn a multi-goal policy  $\pi_{\theta}(a|s,g)$ 

Treat reached states as **optimal** goals

## What does this result in?



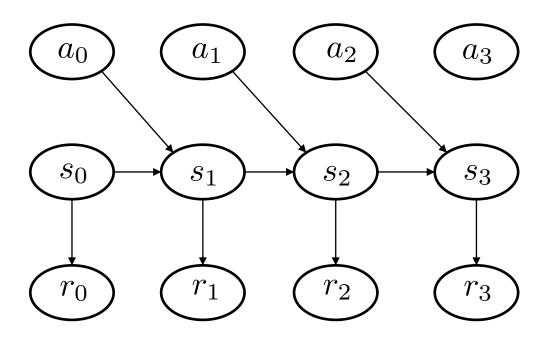
Undirected play data



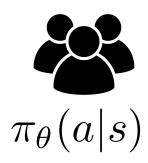
Goal-directed behavior

# Dealing with non-Markovian demonstrators

Markov property  $p(s_0, s_1, s_2, a_0, a_1, a_2) = p(s_0)p(a_0|s_0)p(s_1|s_0, a_0)p(a_1|s_1)p(s_2|s_1, a_1)p(a_2|s_2)$ 



#### Are human demonstrators Markovian?



If we see the same thing twice, we do the same thing twice, regardless of what happened before

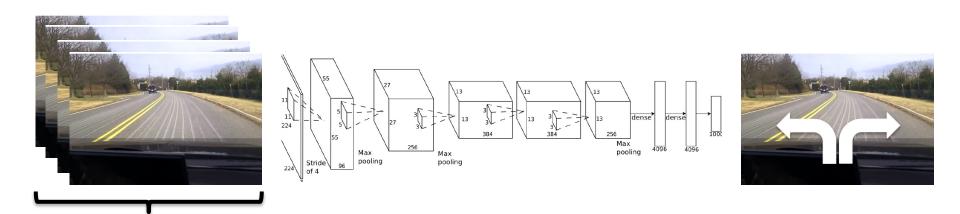
Not necessarily!

**Humans often rely on history** 

Mixtures of Markovian humans may not be Markovian

#### How can we deal with non-Markovian demonstrators?

Learn 
$$\pi_{\theta}(a_t|s_t,s_{t-1},\ldots,s_0)$$

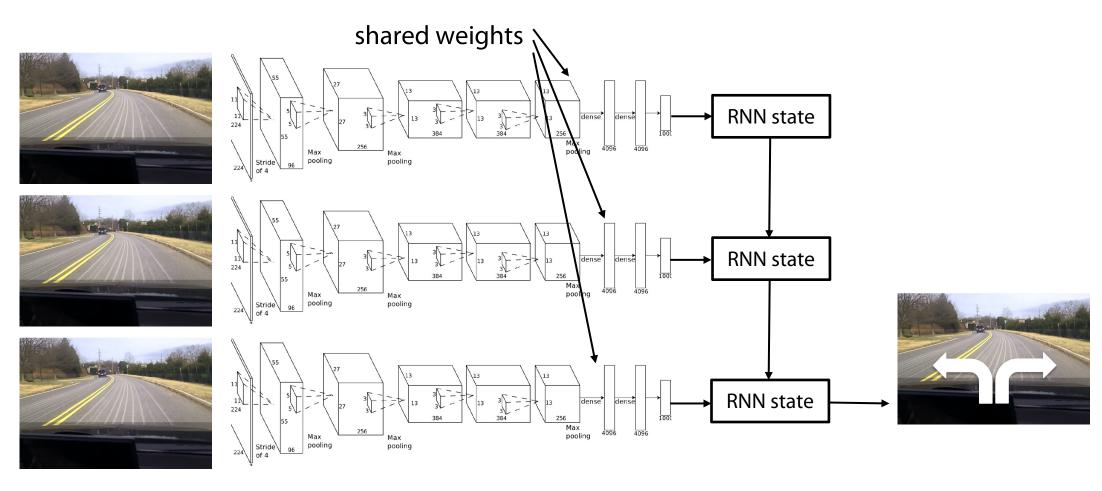


variable number of frames, too many weights

Option 1: Stack all the past frames into a feedforward NN

### How can we deal with non-Markovian demonstrators?

Learn 
$$\pi_{\theta}(a_t|s_t,s_{t-1},\ldots,s_0)$$



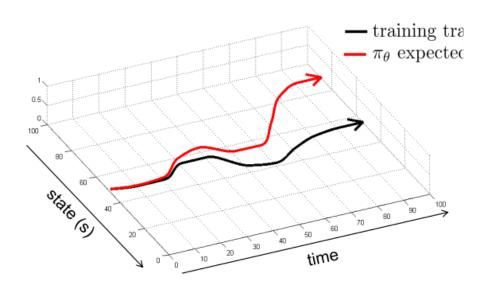
Option 2: Use a recurrent model (LSTM/transformer/RNN)

**Credit: Sergey Levine** 

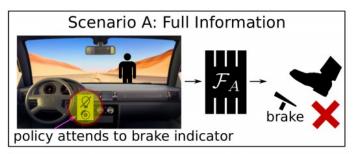
## Why might this be challenging?

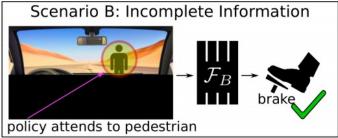
Learn 
$$\pi_{\theta}(a_t|s_t,s_{t-1},\ldots,s_0)$$

#### Easier to go OOD



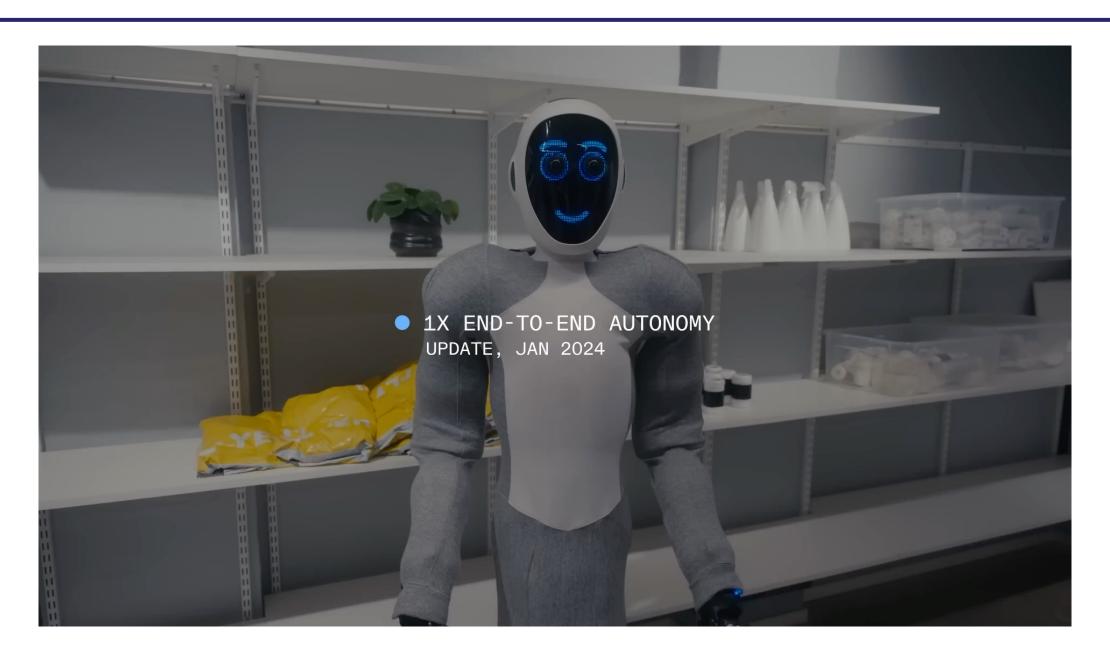
#### Learns spurious shortcut behaviors





## Some cool imitation videos

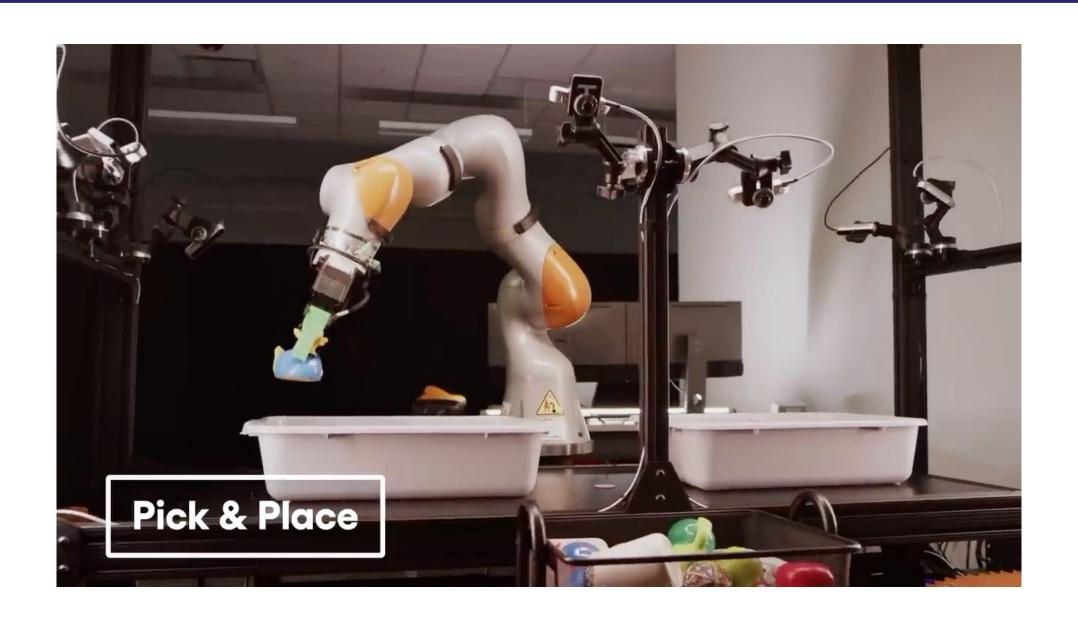
# 1x and tesla humanoid robots



# ALOHA and CherryBot Fine Manipulation



## TRI Diffusion Policies



## Perspectives on Imitation



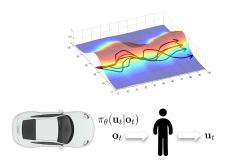
#### Pros:

- Easy to use, no additional infra
- Can sometimes be unreasonably effective

#### Cons:

- Challenges of compounding error, multimodality
- Doesn't really generalize
- Very expensive in terms of data collection!





## Lecture outline

Recap: Imitation Learning + Why it is hard

Multimodality and Underfitting in Imitation

Compounding Error in Imitation

Frontiers in Imitation