

Tell me why!

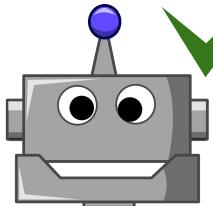
Explanations support learning relational and causal structure

Andrew Lampinen

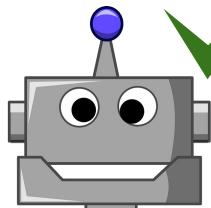
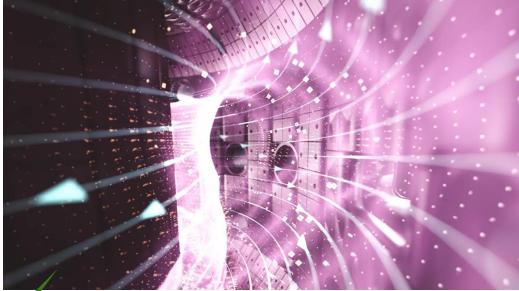
Nick Roy, Ishita Dasgupta, Stephanie Chan, Allison Tam, Chen Yan, Jay McClelland, Adam Santoro, Neil Rabinowitz, Jane Wang, Felix Hill



RL: promises and challenges



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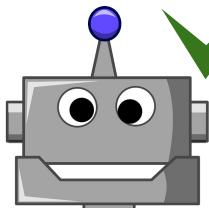


Reward is enough **for intelligence?**

David Silver ✎, Satinder Singh, Doina Precup, Richard S. Sutton

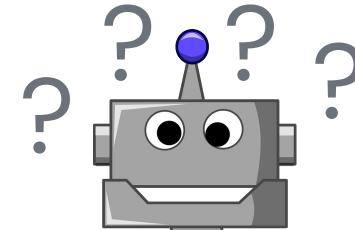
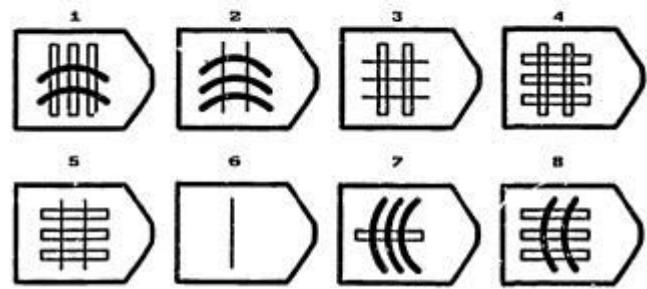
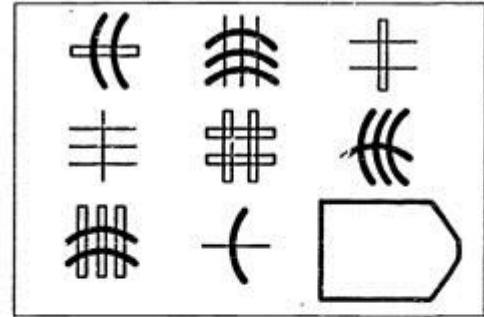


RL: promises and challenges



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What is different about human learning?



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Test

Instructions: Each question is multiple choice. Circle the letter that BEST answers the question. Each question is worth 20 points.

1. What color is the sky?
A. Green
B. Blue
C. Yellow
D. Green

2. What sound does a cat make?
A. Woof
B. Bark
C. Hiss
D. Meow

3. How many sides does a square have?
A. 3
B. 4
C. 2
D. 1

-60 40/100

I see you used process of elimination, that is a helpful trick. Remember it whenever you get stuck.

That BEST answers the question. Also, make sure you read all of the answers before choosing one.

100% 



What is different about human learning?



Explanation along with reward!



What is an explanation?

Explanations are intended to *communicate* the links between:

- Concrete situation
- Abstract principles which are:
 - Generalizable
 - Causal

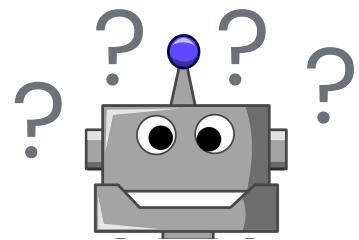
Explanations help us to learn and generalize abstract tasks!



(Lombrozo, 2006; Lombrozo & Carey, 2006; Woodward, 2003)



Could agents learn and generalize
better if trained with explanations?



Odd-one-out task: abstraction and relational reasoning



(lots of prior work in cog/neuro, e.g. Stephens & Navarro, 2008; Crutch et al., 2009)

Odd-one-out task: abstraction and relational reasoning



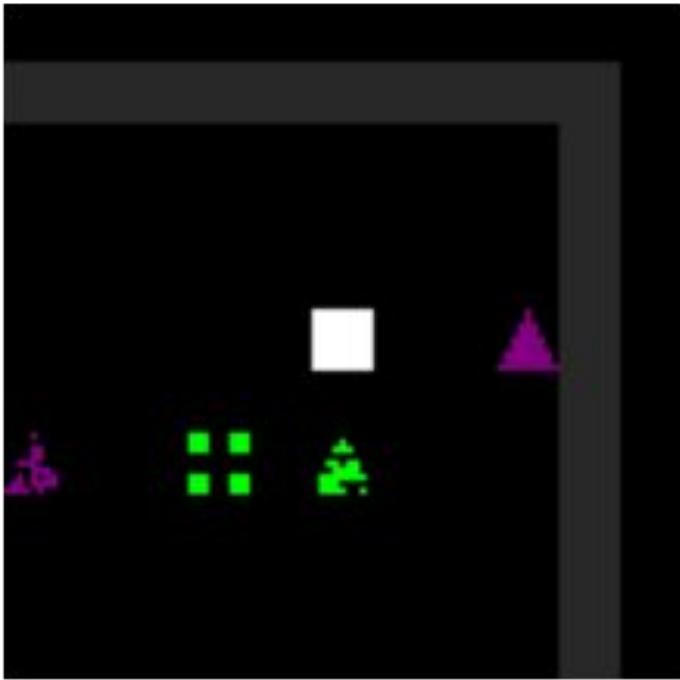
Proper subsets don't reveal the answer!

A challenging credit assignment problem from reward alone.

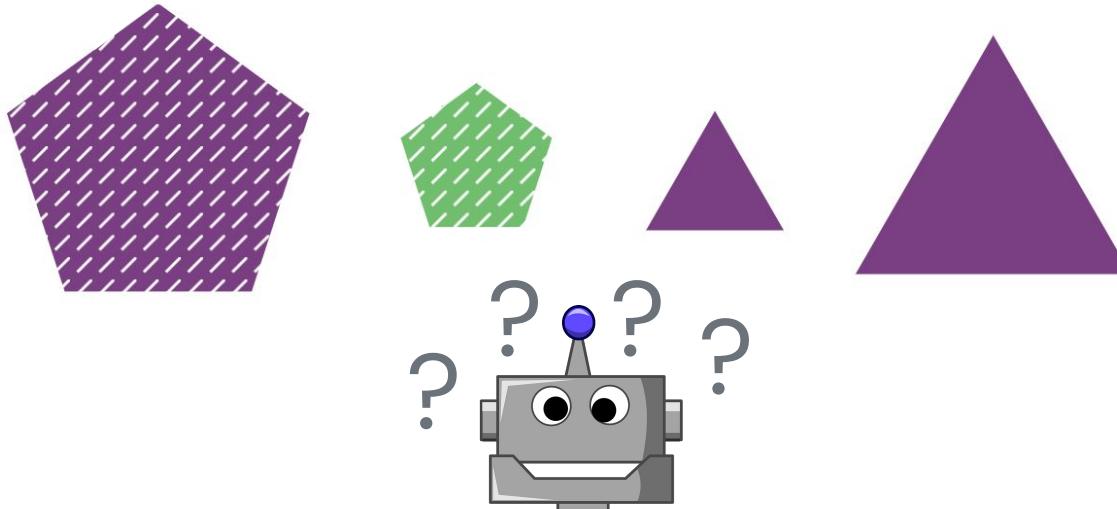


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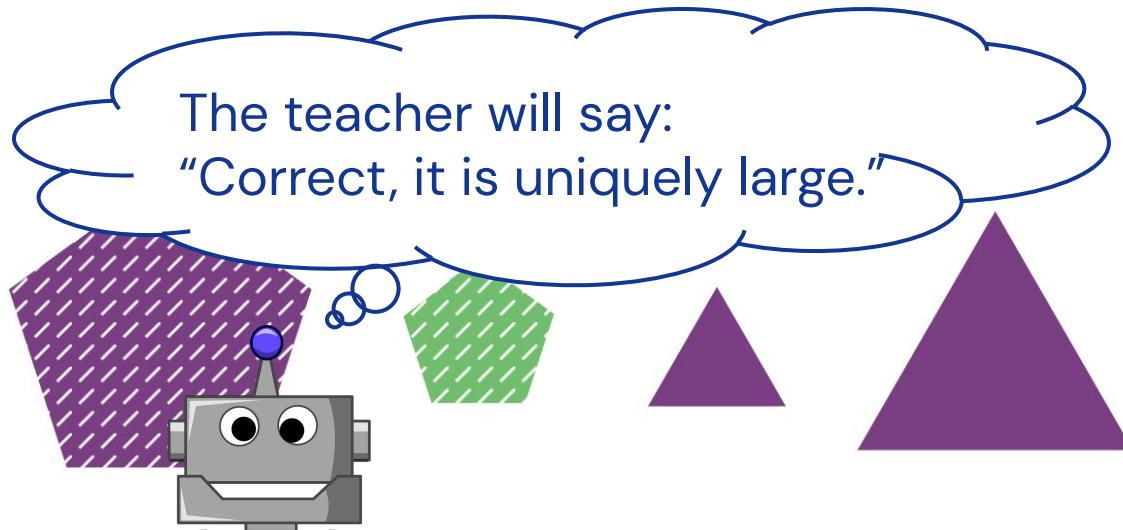
Instantiated in 2D and 3D environments



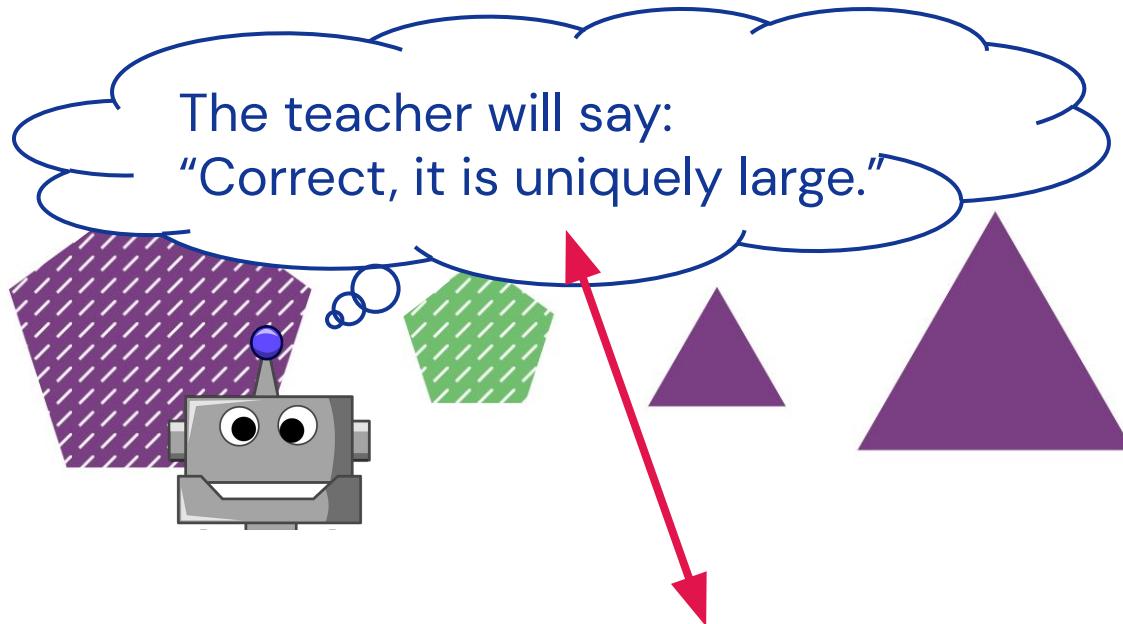
Agents struggle to learn odd-one-out tasks from rewards alone:
abstractions and relations are hard to infer!



Predicting explanations during training



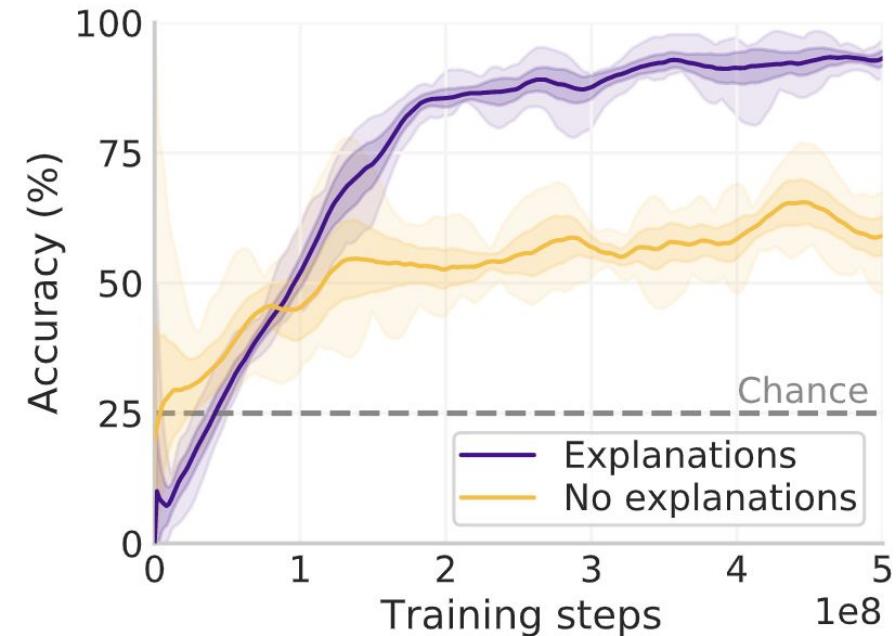
Predicting explanations during training



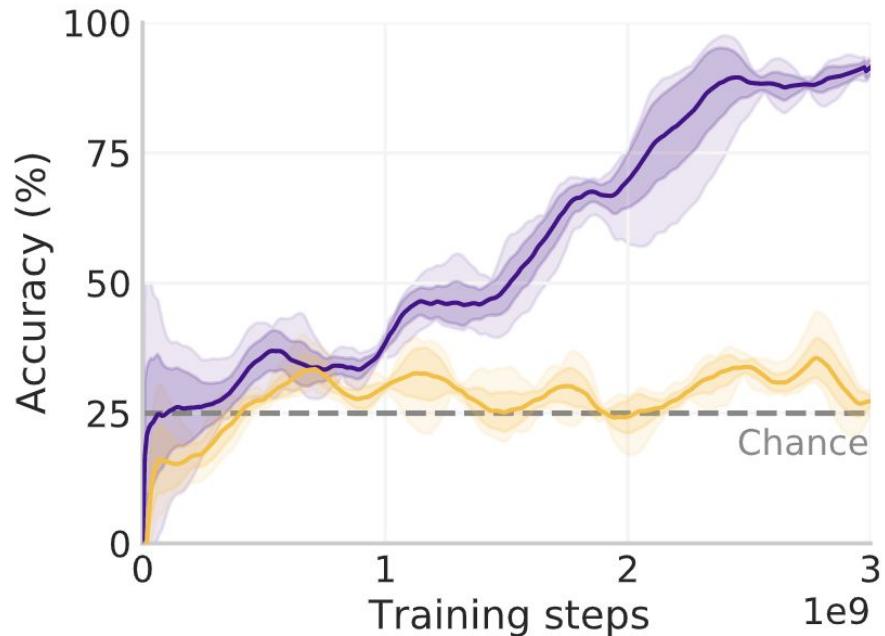
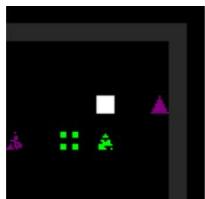
"Incorrect, other objects are large, purple, striped, or pentagons."



Explanations improve learning of odd-one-out tasks



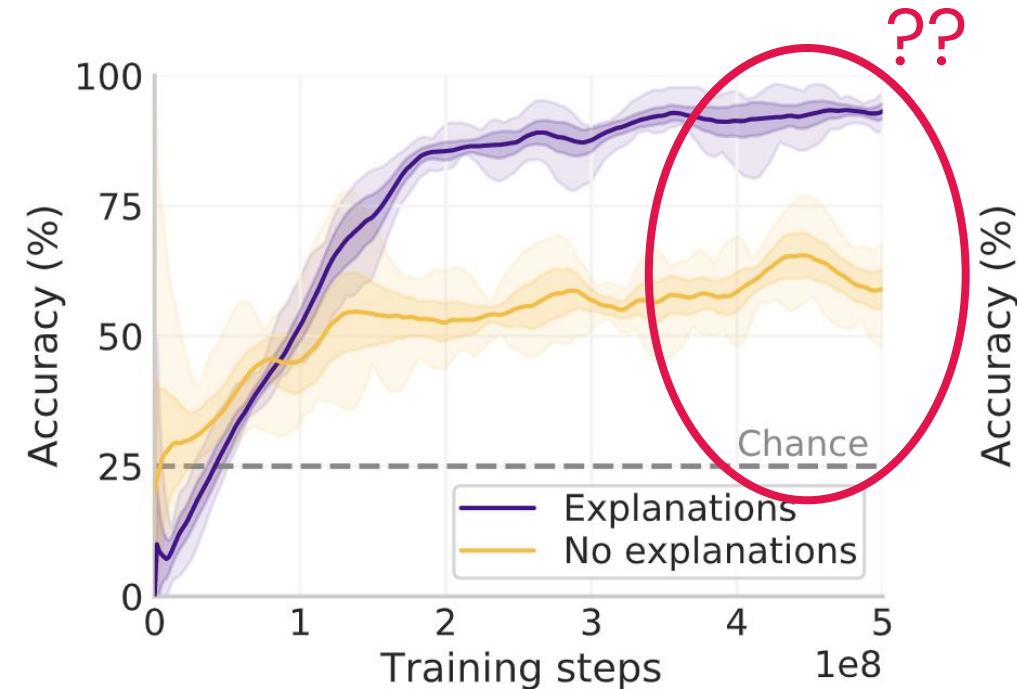
(b) 2D results.



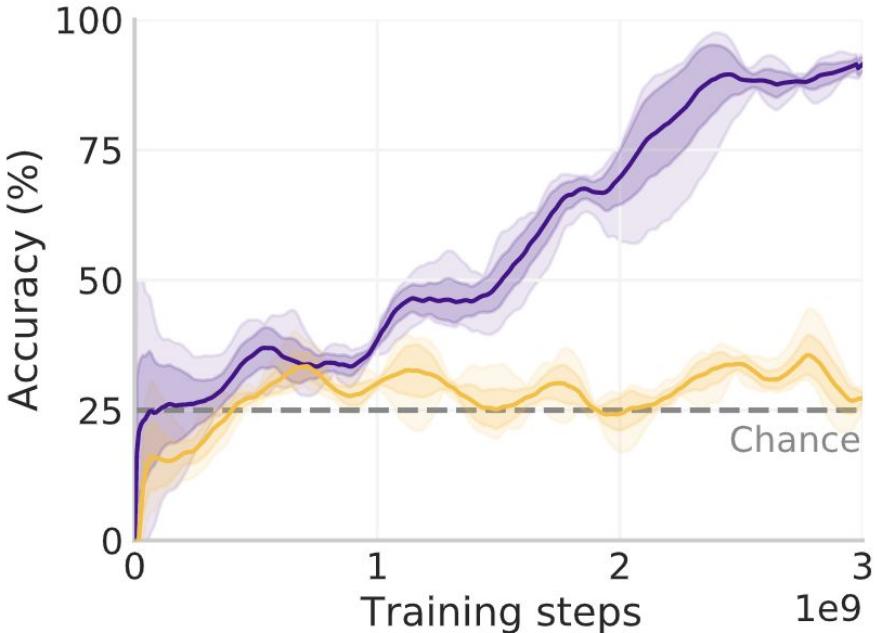
(c) 3D results.



Explanations improve learning of odd-one-out tasks



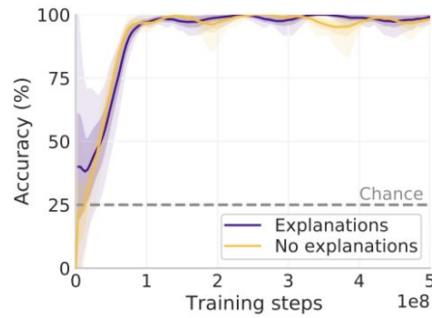
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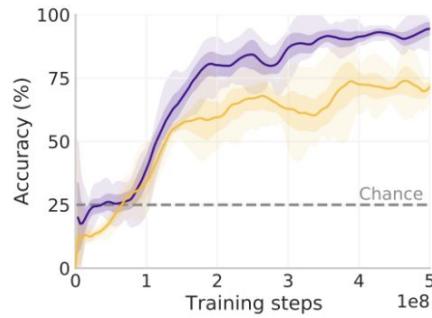
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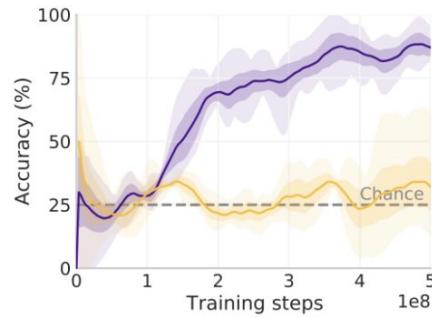
In 2D, explanations help agents move past focus on “shortcut” features to learn more difficult ones



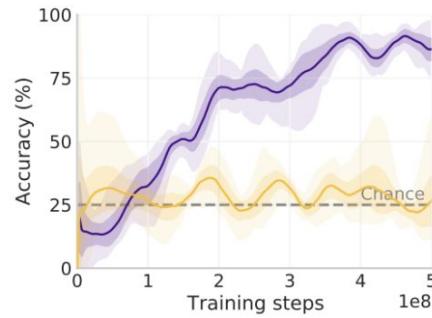
(a) Position.



(b) Color.



(c) Shape.



(d) Texture.

Easier → Harder
For CNNs



Explanations can help with other important challenges (see paper)



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Explanations can overcome ambiguous training to shape how an agent generalizes OOD!

Train (confounded):



Evaluation (deconfounded):



Explanations can help with other important challenges (see paper)

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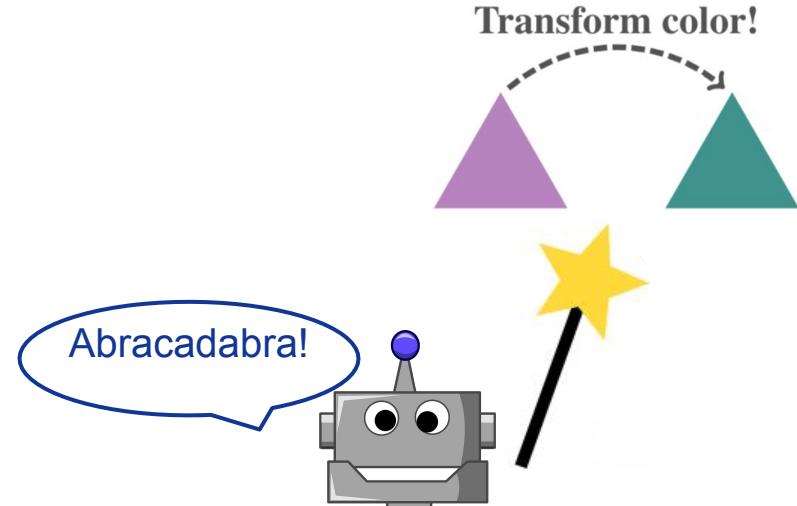
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Explanations allow agents to meta-learn how to perform experiments to identify causality!



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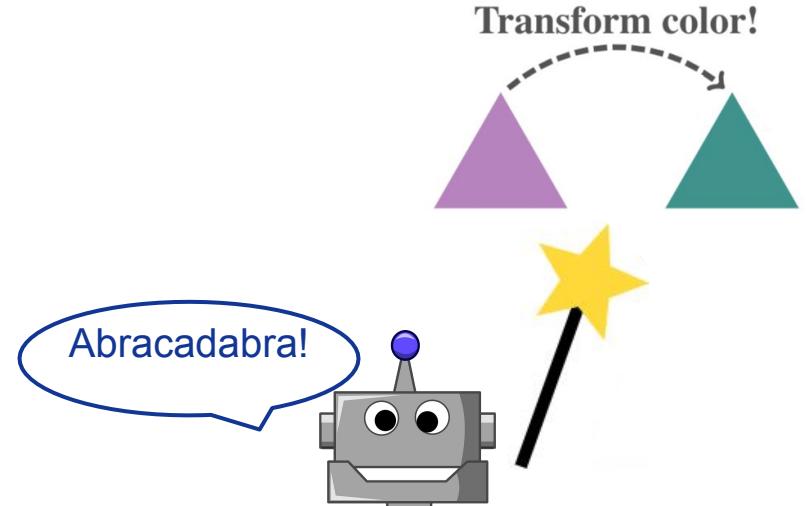
Train (confounded):



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+ see paper for more analysis, control conditions like unsupervised auxiliary losses, ...