

# Robust Imitation Learning against Variations in Environment Dynamics

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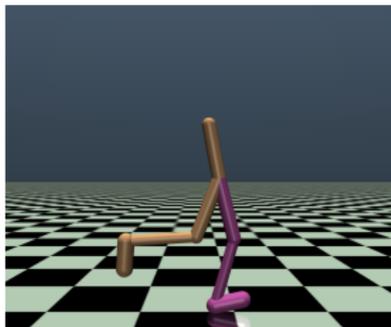
- **Reward function design:** it may be difficult to make a reward function for successful application of RL
- IL learns a policy from an Expert's Demonstration  $\tau_E = (s_0, a_0, s_1, a_1, \dots)$
- Previous methods: Behavior Cloning, GAIL, etc.

# Robust Imitation Learning

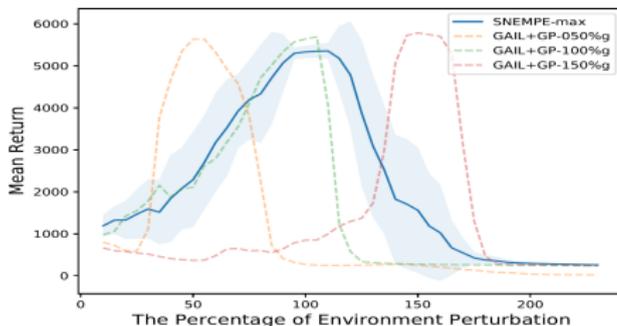


- **Robustness**: the underlying dynamics are highly likely to be perturbed in the real world
- We need a **Robust IL** framework that can perform well in various environments with different dynamics by using expert demonstrations
  - ✓ For example,  $\tau_E^{rainy\ day}$ ,  $\tau_E^{clear\ day}$ ,  $\tau_E^{snowy\ day}$

# Motivation



(a) Walker2d



(b) IL Performance with  $\tau_E^{0.5g}$ ,  $\tau_E^{1.0g}$ ,  $\tau_E^{1.5g}$

- Robust RL

$$\max_{\pi} \min_{\mathcal{P}^i \in \mathcal{P}} \mathbb{E}_{\pi}[G_t | \mathcal{P}^i]$$

- An IL algorithm that is trained in a single environment and uses multiple expert demonstrations ( $\tau_E^{0.5g}$ ,  $\tau_E^{1.0g}$ ,  $\tau_E^{1.5g}$ )

$$\min_{\pi} \max \{D_1(\tau_E^{0.5g}, \tau_{\pi}), D_2(\tau_E^{1.0g}, \tau_{\pi}), D_3(\tau_E^{1.5g}, \tau_{\pi})\}$$

→ Policy interaction with the single environment is not enough to handle the dynamics variation even with multiple expert demonstrations

## Problem Formulation

- **Setup:** An MDP collection  $\mathcal{C} = \{\mathcal{M} = \langle \mathcal{S}, \mathcal{A}, \mathcal{P}_\zeta, r, \gamma \rangle, \zeta \in \mathcal{Z}\}$ 
  - ✓ Transition probability  $\mathcal{P}_\zeta$  modeling the dynamics is parameterized by dynamics parameter  $\zeta$  which is in a continuous parameter space
  - ✓  $\mathcal{S}$  and  $\mathcal{A}$  are the same for all members of  $\mathcal{C}$
  - ✓ Reward function  $r$  is not available
- **Goal:** To learn a policy  $\pi$  that performs well for all members in the MDP collection  $\mathcal{C}$
- $N$  MDPs with dynamics  $\mathcal{P}_{\zeta_1}, \dots, \mathcal{P}_{\zeta_N}$  are sampled among  $\mathcal{C}$
- The sampled environments are for both *policy interaction* and *expert demonstrations*

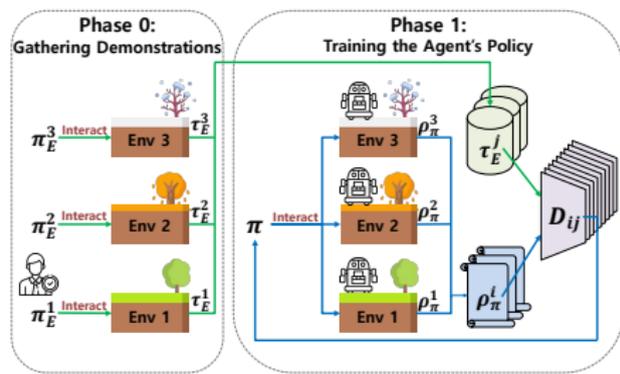


Figure: Overall Structure

## Simple Approach: Occupancy Measure Matching

### In a Single Environment

$$\rho_{\pi}(s, a) = \mu_0(s)\pi(a|s) + \gamma \int_{(s', a')} \mathcal{P}(s|s', a') \rho_{\pi}(s', a') \pi(a|s)$$

- ✓ The Bellman flow constraint has the unique solution  $\rho_{\pi}$
- There is a **1-to-1 correspondence** between  $\pi$  and  $\rho$
- We can seek a policy  $\pi$  close to the expert policy  $\pi_E$  by using the occupancy measure matching technique that is used in GAIL

### In Multiple Environments

$$\rho_{\pi}(s, a) = \mu_0(s)\pi(a|s) + \frac{\gamma}{N} \sum_{i=1}^N \int_{(s', a')} \mathcal{P}_{\zeta_i}(s|s', a') \rho_{\pi}^i(s', a') \pi(a|s)$$

- ✓ There exist many solutions, so  $\rho_{\pi} = \frac{1}{N} \sum_{i=1}^N \rho_{\pi}^i$  can be many
- The relation between  $\pi$  and  $\rho$  can be **1-to-many**

## The Proposed Robust Imitation Learning Framework

### An Objective Function not requiring Occupancy Measures:

$$\min_{\pi} \mathbb{E}_{s \sim \frac{1}{N} \sum_{i=1}^N \mu_{\pi}^i} \left[ \sum_{j=1}^N \lambda_j(s) \cdot \mathcal{D}(\pi(\cdot|s), \pi_E^j(\cdot|s)) \right] \quad (1)$$

- ✓  $\lambda_j(s)$  is the weight to determine how much  $\pi_E^j(\cdot|s)$  is imitated,  $\mathcal{D}$  is a divergence between two policy distributions
- ✓ However, (1) requires the **expert policies**  $\pi_E^j$  which are not available

### Theorem (Practical Objective Function):

$$\min_{\pi} \sum_{i=1}^N \sum_{j=1}^N \max_{D_{ij}} \left\{ \mathbb{E}_{(s,a) \sim \rho_{\pi}^i} [\lambda_j(s) \log(1 - D_{ij}(s,a))] + \mathbb{E}_{(s,a) \sim \rho_E^j} \left[ \frac{\mu_{\pi}^i(s)}{\mu_E^j(s)} \lambda_j(s) \log(D_{ij}(s,a)) \right] \right\} \quad (2)$$

- ✓  $D_{ij}$  is a discriminator that distinguishes whether  $(s, a)$  is from policy  $\pi$  interacting with  $i$ -th sampled environment or from  $j$ -th expert  $\pi_E^j$
- ✓ (2) requires **expert demonstrations**  $\tau_E^j \sim \rho_E^j$  not expert policies  $\pi_E^j$

## Experiments: Baseline Algorithms

- Even without guarantee of **the recovery of policy** from occupancy measure, we can apply the **occupancy measure matching** technique to the multiple environments setting
- We compared our algorithm with the following baseline algorithms
  - OMME (closest to our algorithm)

$$\min_{\pi} \sum_{j=1}^N \lambda_j \mathcal{D}_{JS}(\bar{\rho}_{\pi}, \bar{\rho}_E^j)$$

- GAIL-mixture

$$\min_{\pi} \mathcal{D}_{JS}\left(\sum_{i=1}^N \bar{\rho}_{\pi}^i / N, \sum_{j=1}^N \bar{\rho}_E^j / N\right)$$

- GAIL-single

$$\min_{\pi} \sum_{i=1}^N \mathcal{D}_{JS}(\bar{\rho}_{\pi}^i, \bar{\rho}_E^i)$$

## Experiments: 1-D Perturbation Case

- MuJoCo tasks with 1-D dynamics perturbation (gravity or mass)  
→ Our algorithm with  $N = 2$  sampled environments ( $50\%\zeta_0$ ,  $150\%\zeta_0$ ) is robust over the dynamics variation between the sampled dynamics.

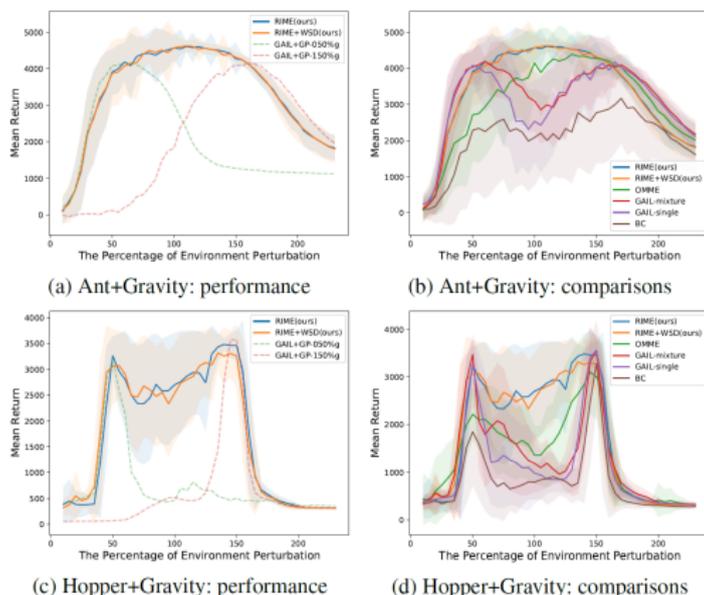


Figure: Performance for our algorithm and baseline algorithms for MuJoCo tasks

## Experiments: 2-D Perturbation Case

- MuJoCo tasks with 2-D dynamics perturbation (gravity and mass)
  - Our algorithm performs well within the joint gravity-mass dynamics parameter space by only sampling the four corner points.

Algorithm	Hopper + (G&M)	Walker2d + (G&M)	HalfCheetah + (G&M)	Ant + (G&M)
RIME (ours)	<b>3043.3 / 2430.8</b>	4463.4 / 3824.1	<b>3721.3 / 2753.1</b>	<b>4671.7 / 4233.5</b>
RIME+WSD (ours)	2936.9 / <b>2331.6</b>	<b>4646.4 / 4000.2</b>	<b>3717.9 / 2891.7</b>	<b>4651.4 / 4304.5</b>
OMME	2573.4 / 1986.4	4488.8 / 3029.3	3498.5 / 2502.2	<b>4625.3 / 3594.5</b>
GAIL-mixture	1636.4 / 712.0	3907.8 / 1245.1	3018.6 / 1982.3	3994.8 / 2746.1
GAIL-single	1684.9 / 840.0	3844.8 / 2484.2	3199.1 / 2072.6	3799.7 / 2194.1
BC	500.2 / 317.2	330.0 / 211.0	1289.3 / 30.2	1728.2 / 1032.7

Figure: The robustness performance of all algorithms

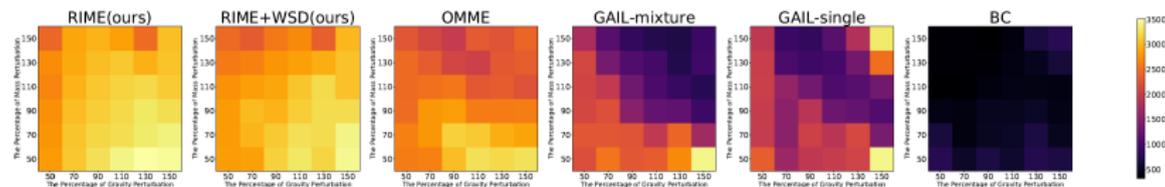
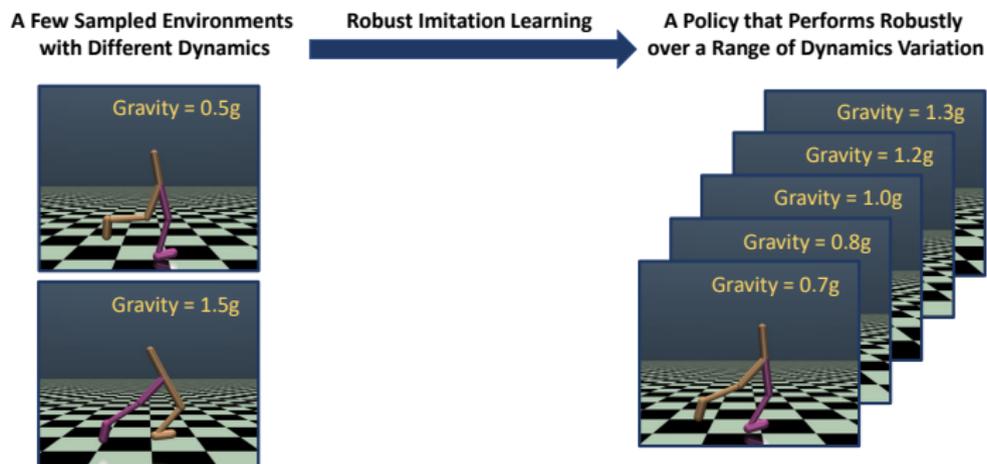


Figure: Performance for our algorithm and baseline algorithms for Hopper task

## Conclusion

- In this paper, we have considered how to improve the robustness of IL to address both **robustness** and **reward function design**
- We propose a **robust IL** framework based on a few environments with sampled dynamics parameters
- Our proposed IL algorithm shows superior performance in robustness over the dynamics variation compared to the conventional IL baselines



Thank you!