

Causal Imitation Learning under Temporally Correlated Noise

Gokul Swamy

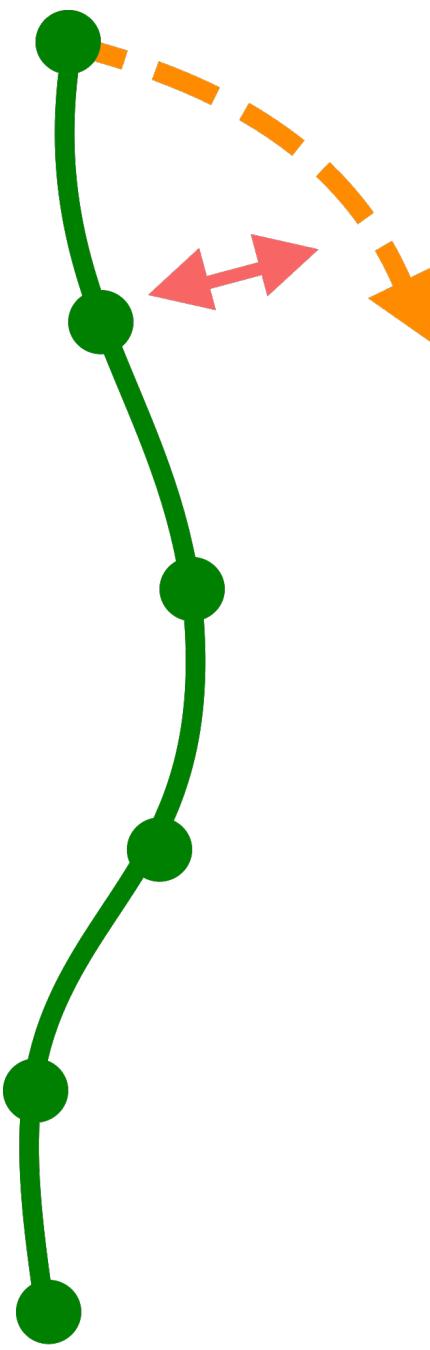


(joint work with Sanjiban Choudhury, Drew Bagnell, Steven Wu)

$$\pi_E \overset{f}{\longleftrightarrow} \pi$$

$$\pi_E \xleftarrow{f} \pi$$

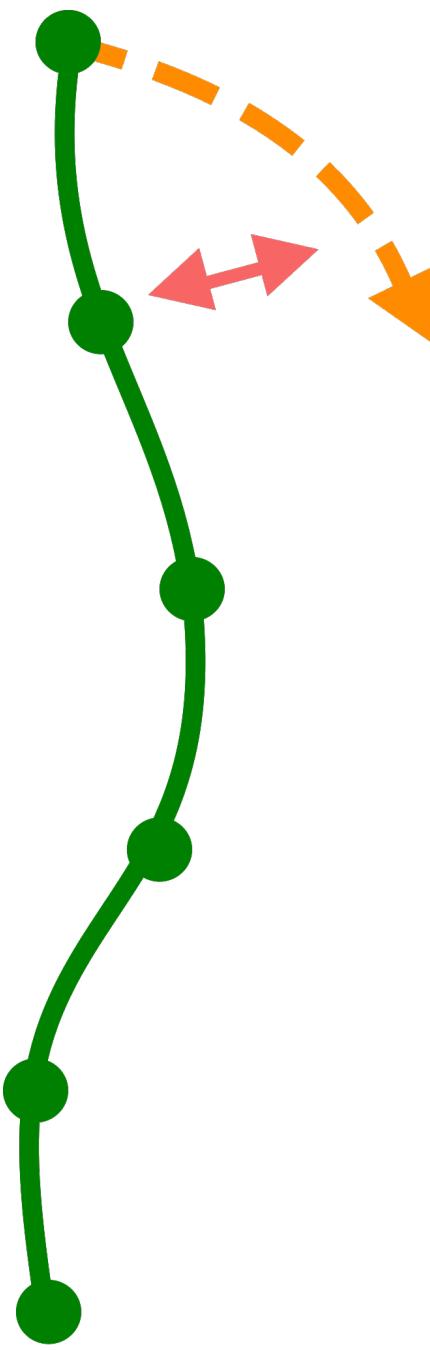
Offline



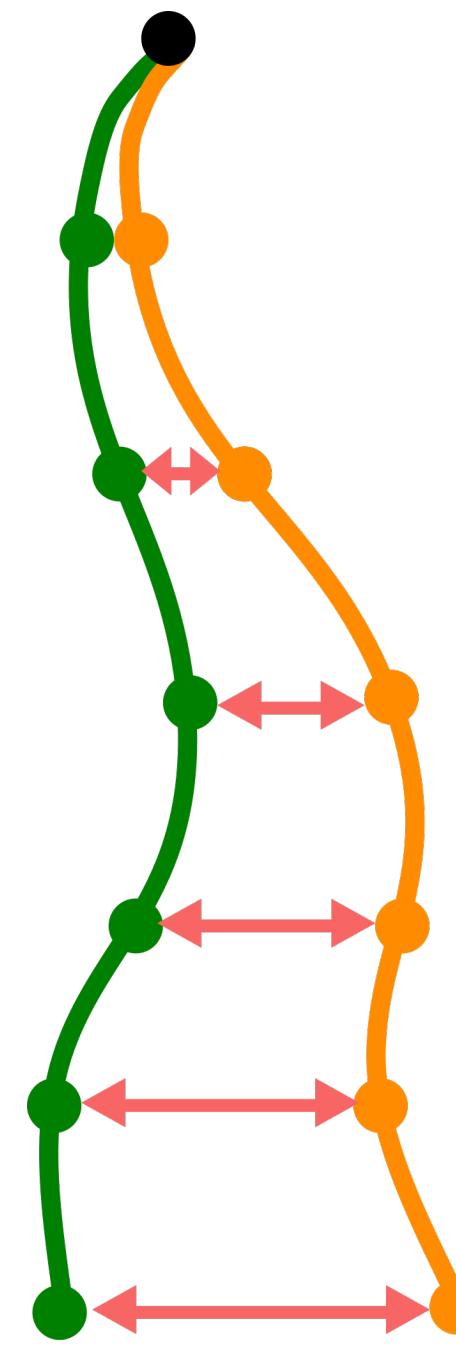
Behavioral Cloning ...

$$\pi_E \longleftrightarrow^f \pi$$

Offline



Online

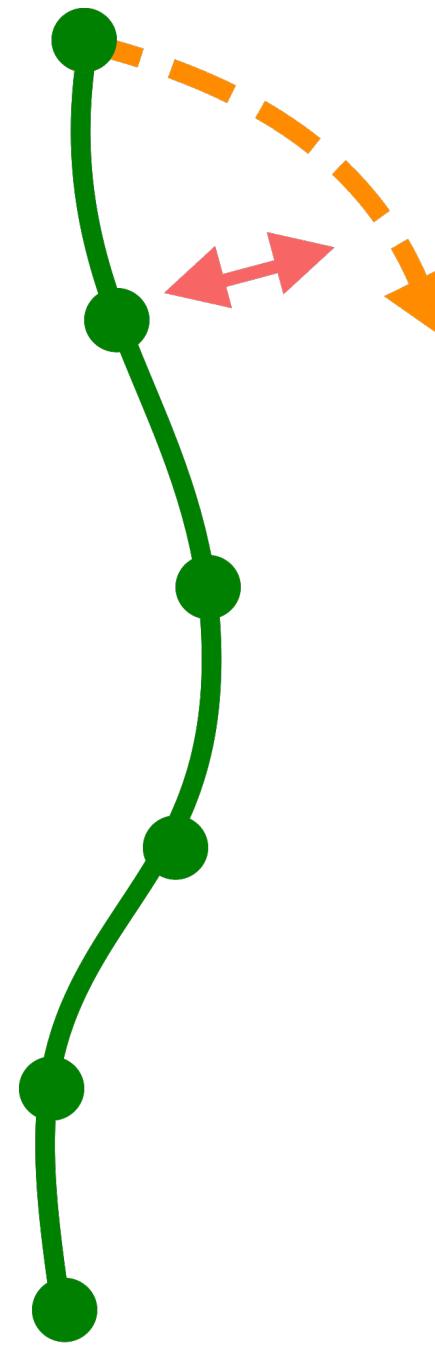


Behavioral Cloning ...

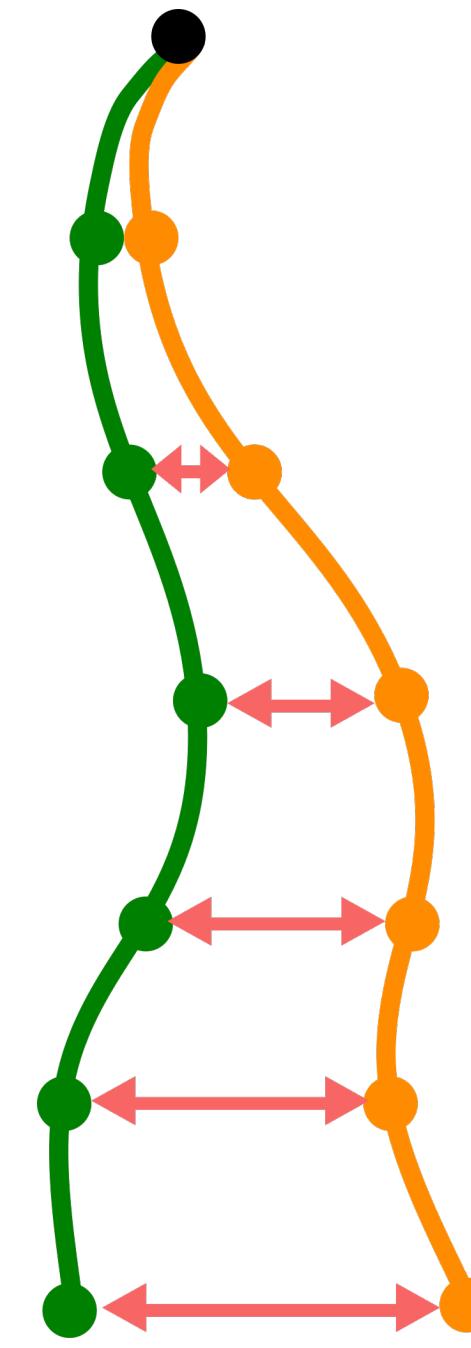
GAIL, MaxEnt IRL ...

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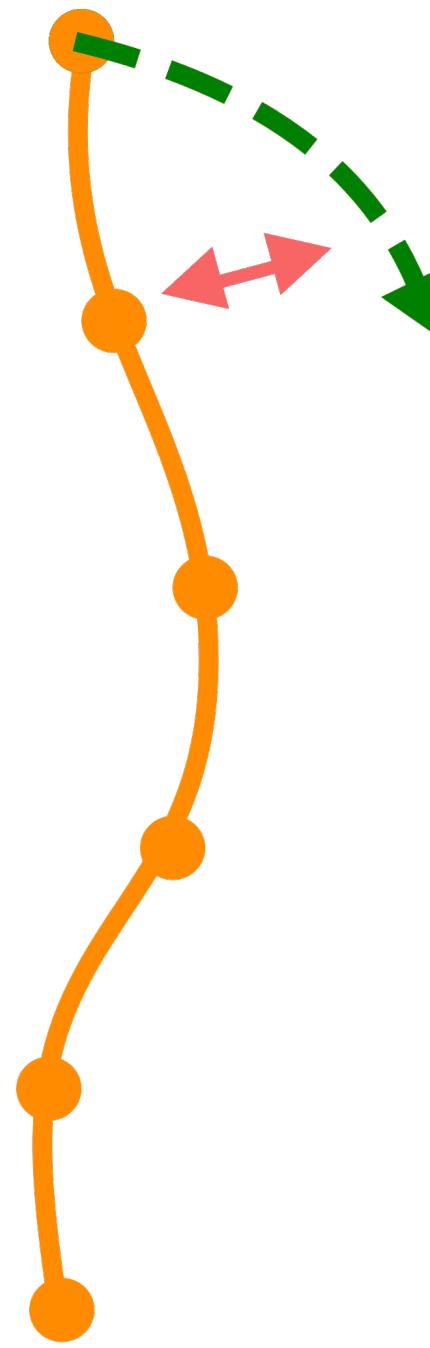
Offline



Online



Interactive



Behavioral Cloning ...

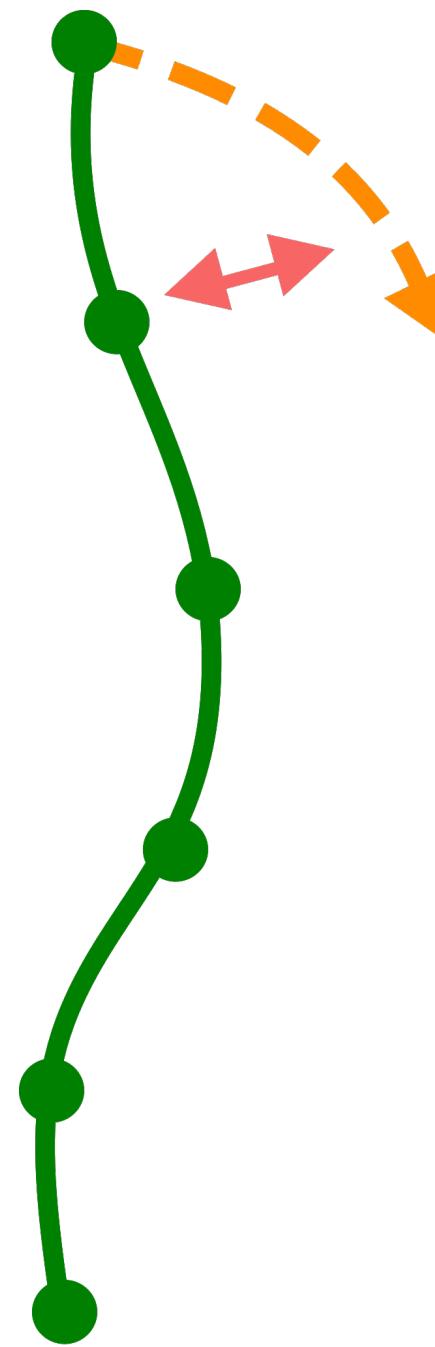
GAIL, MaxEnt IRL ...

DAgger ...

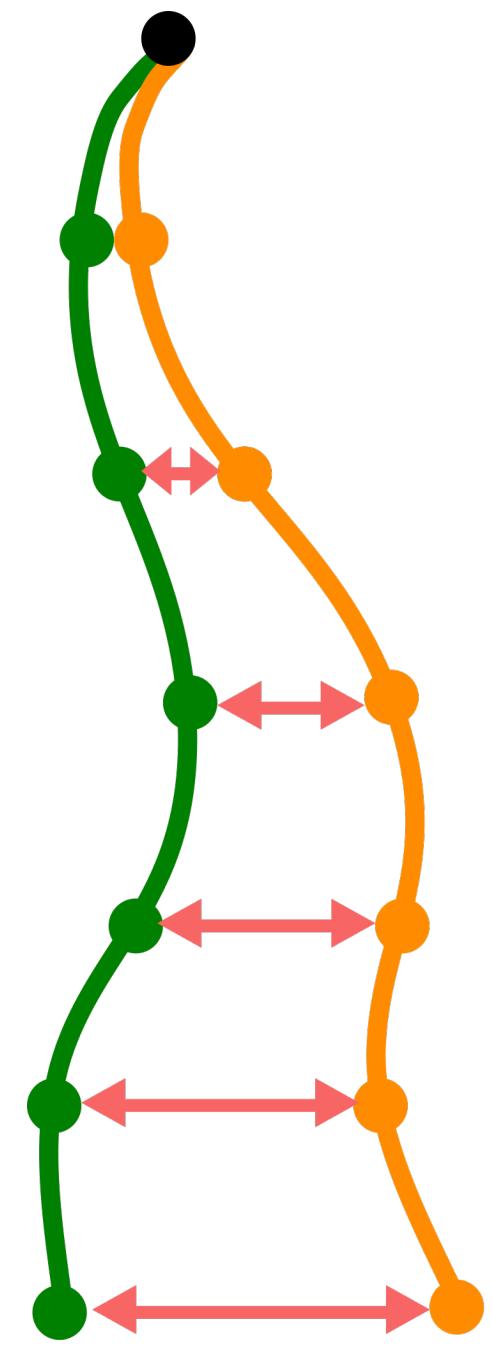
$$\pi_E \xleftarrow{f} \pi$$

[Swamy et al, 2021]

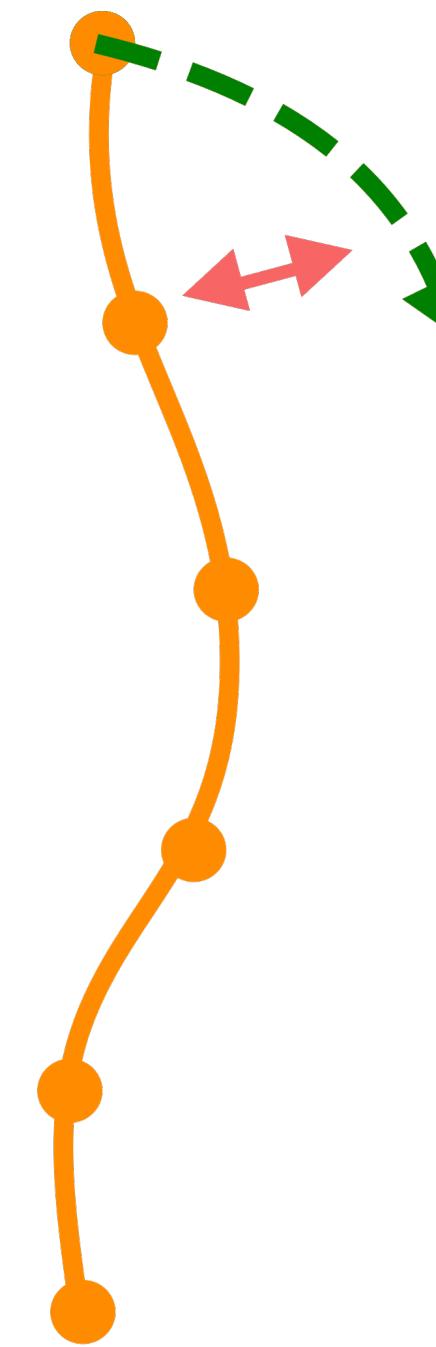
Offline



Online



Interactive



$$J(\pi_E) - J(\pi) \leq O(\epsilon T^2)$$

Behavioral Cloning ...

$$J(\pi_E) - J(\pi) \leq O(\epsilon T)$$

GAIL, MaxEnt IRL ...

$$J(\pi_E) - J(\pi) \leq O(\epsilon HT)$$

DAgger ...

“Hence, a system trained with multiple frames would merely predict a steering angle equal to the current rate of turn as observed through the camera. This would lead to catastrophic behavior in test mode. The robot would simply turn in circles.”

— Muller et al., 2006

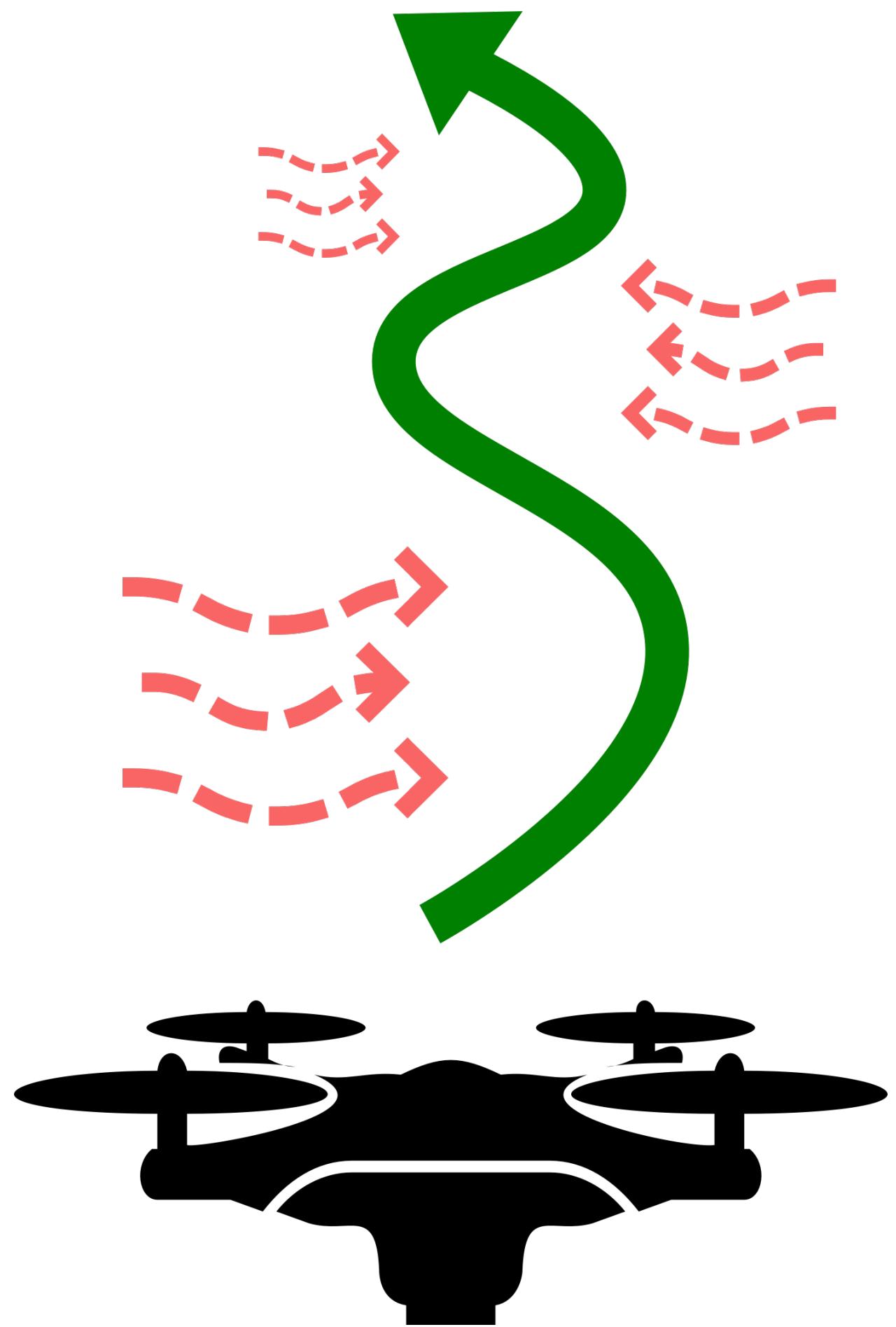
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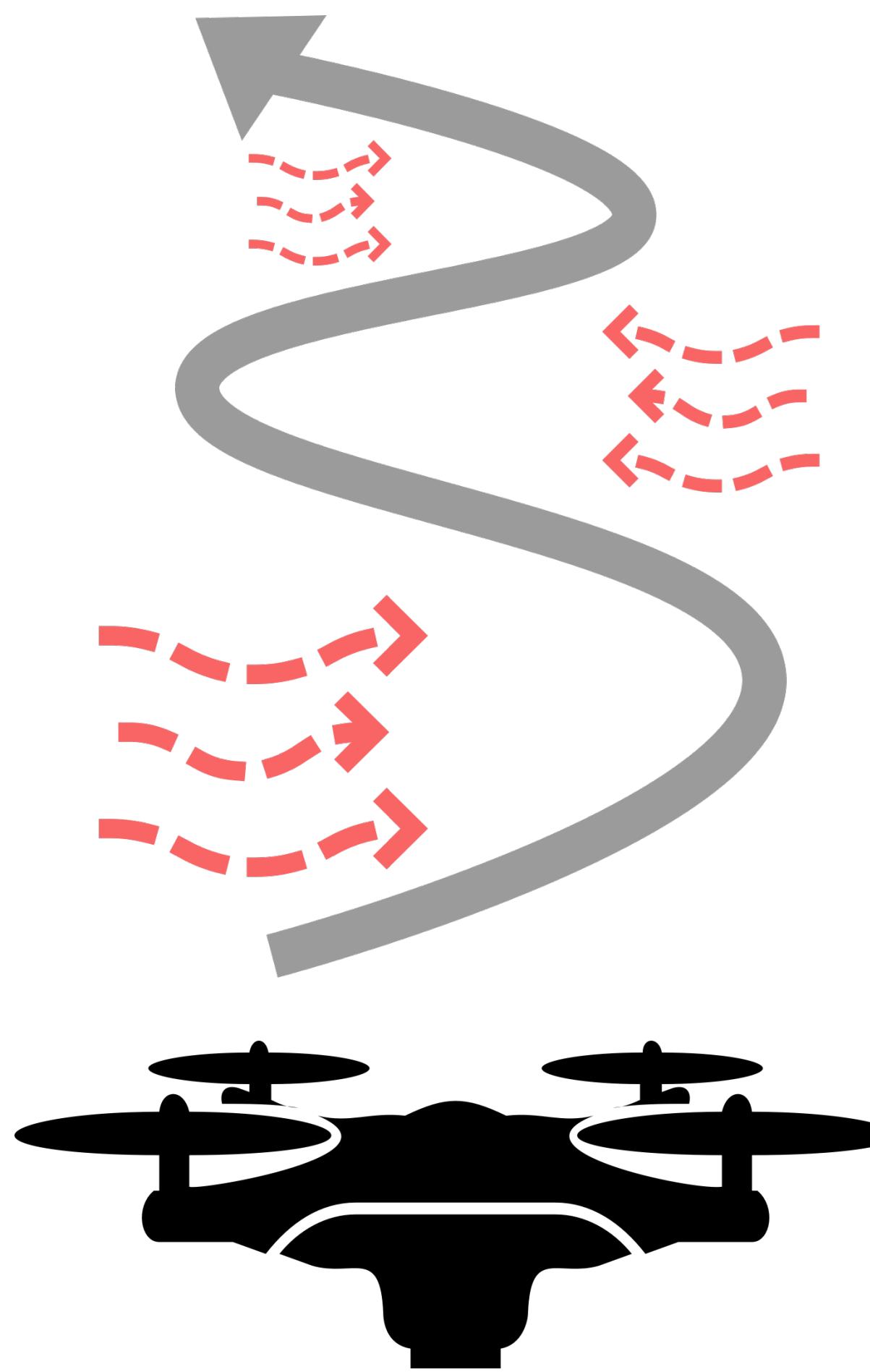
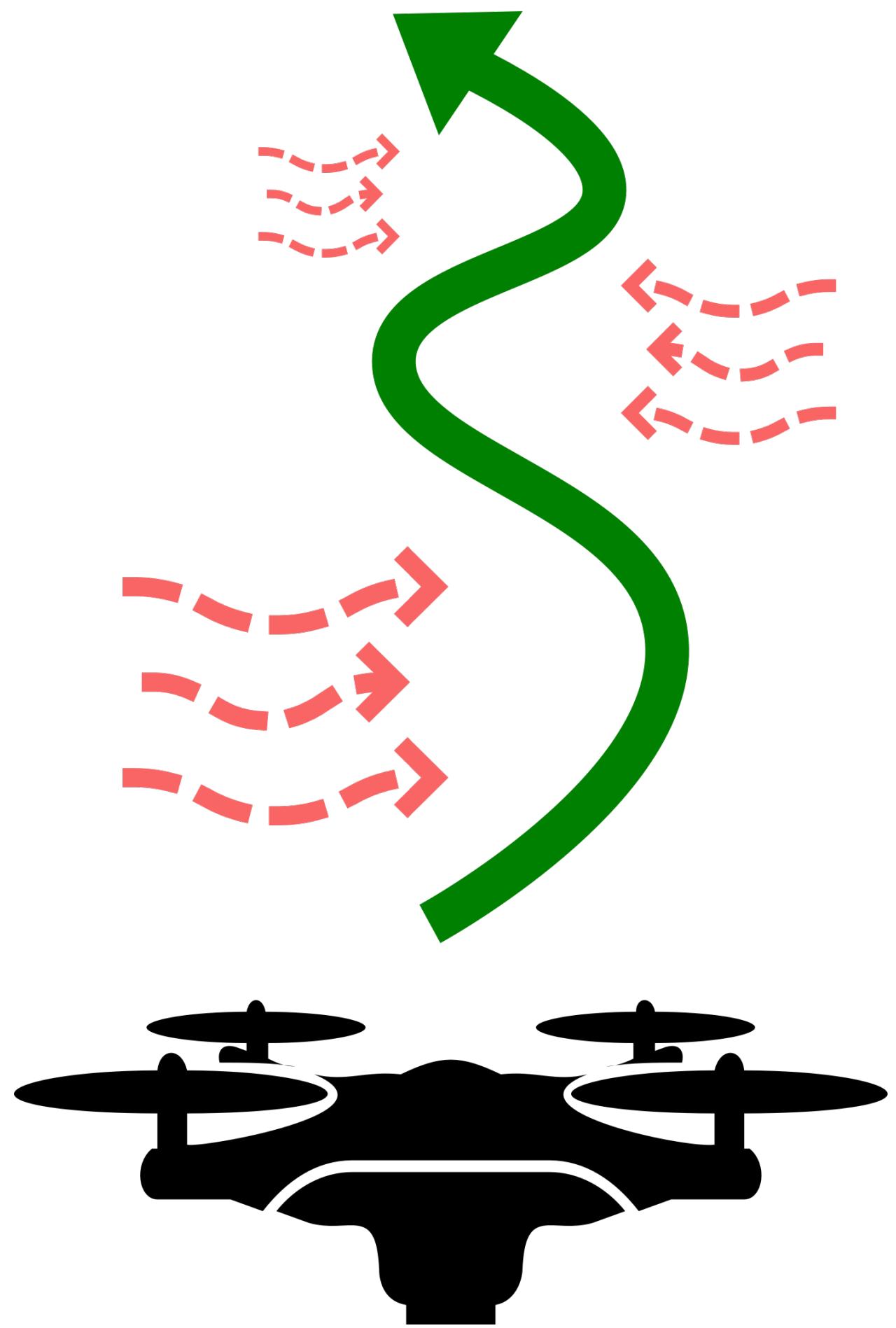
— Muller et al., 2006

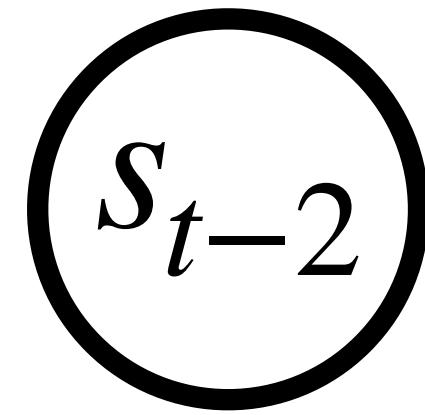
“Actually, since we were fitting a model to a time-series, samples tend to be correlated in time [...] Thus, when leaving out a sample in cross validation, we actually left out a large window (16 seconds) of data around that sample, to diminish this bias.”

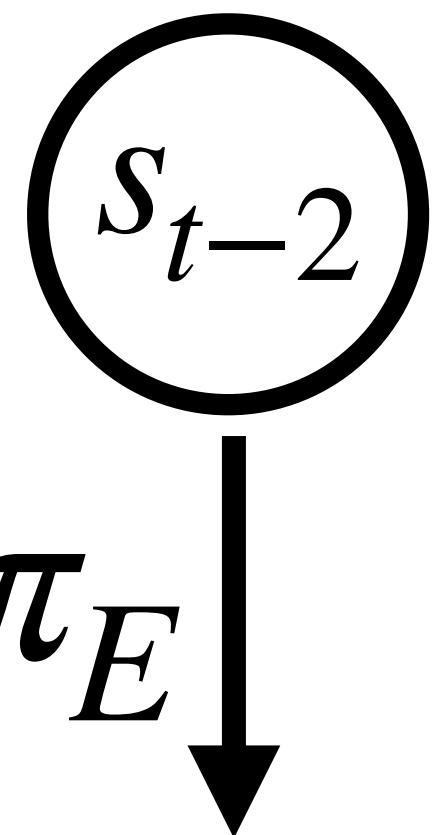
— Ng et al., 2003

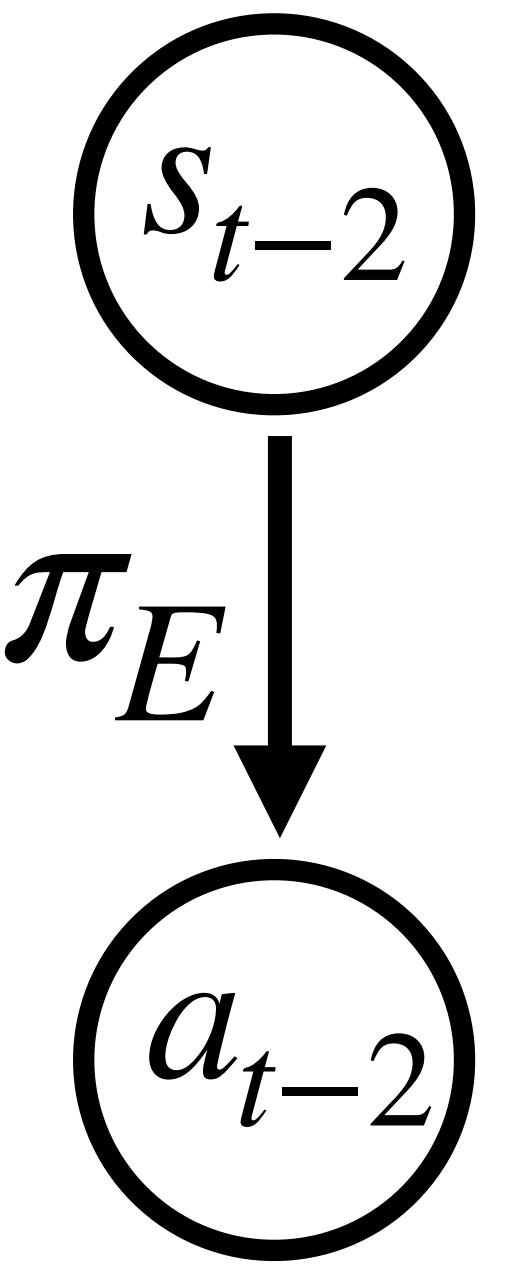


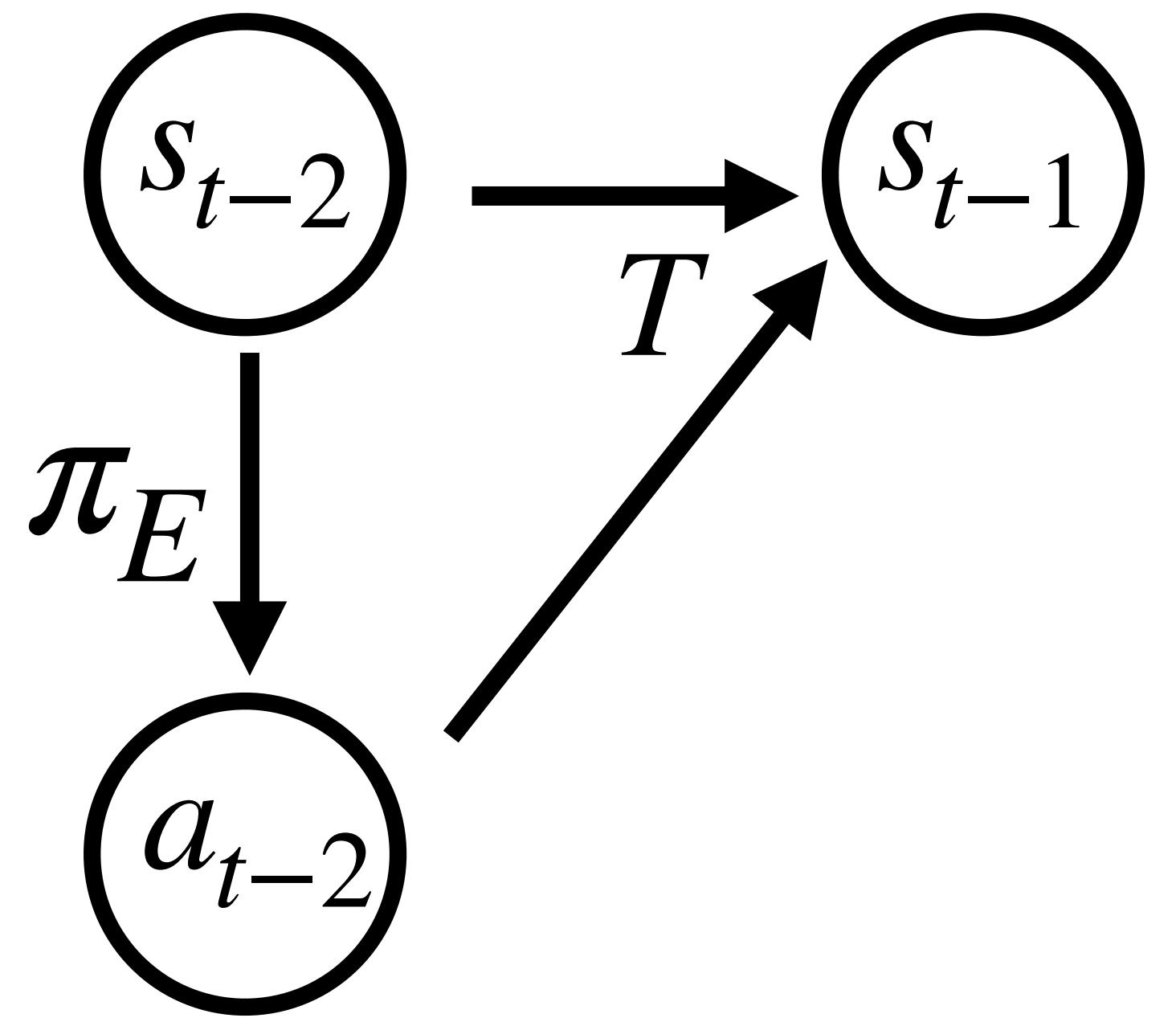
π_E 

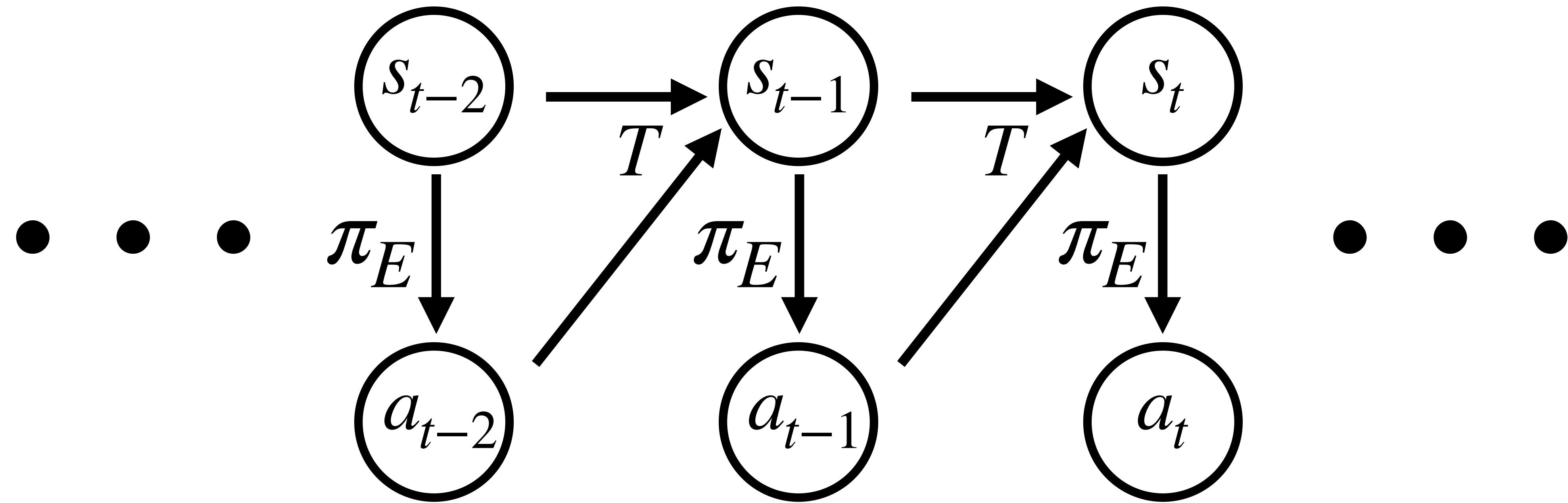
π_E π_{BC} 

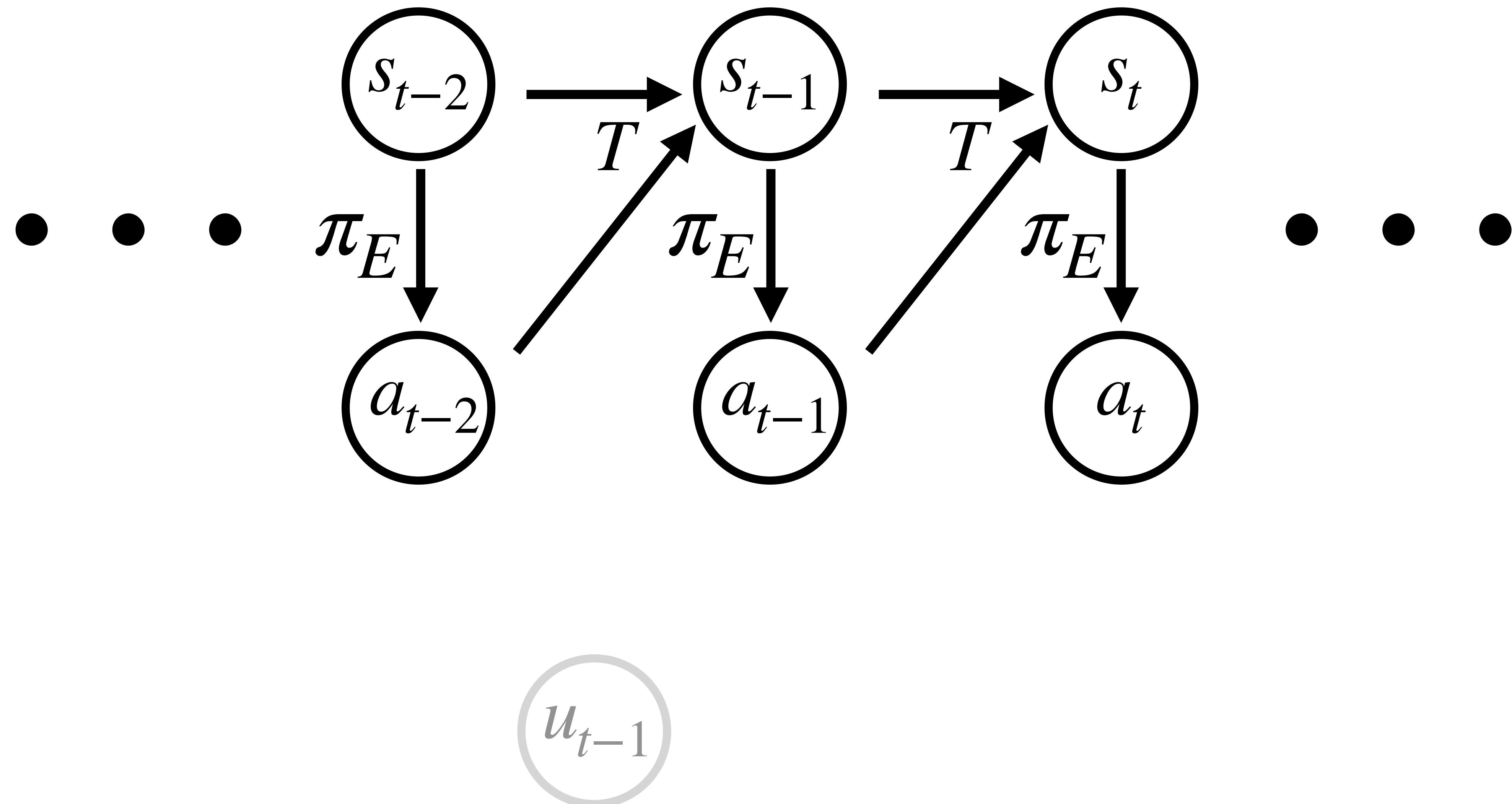
 s_{t-2}

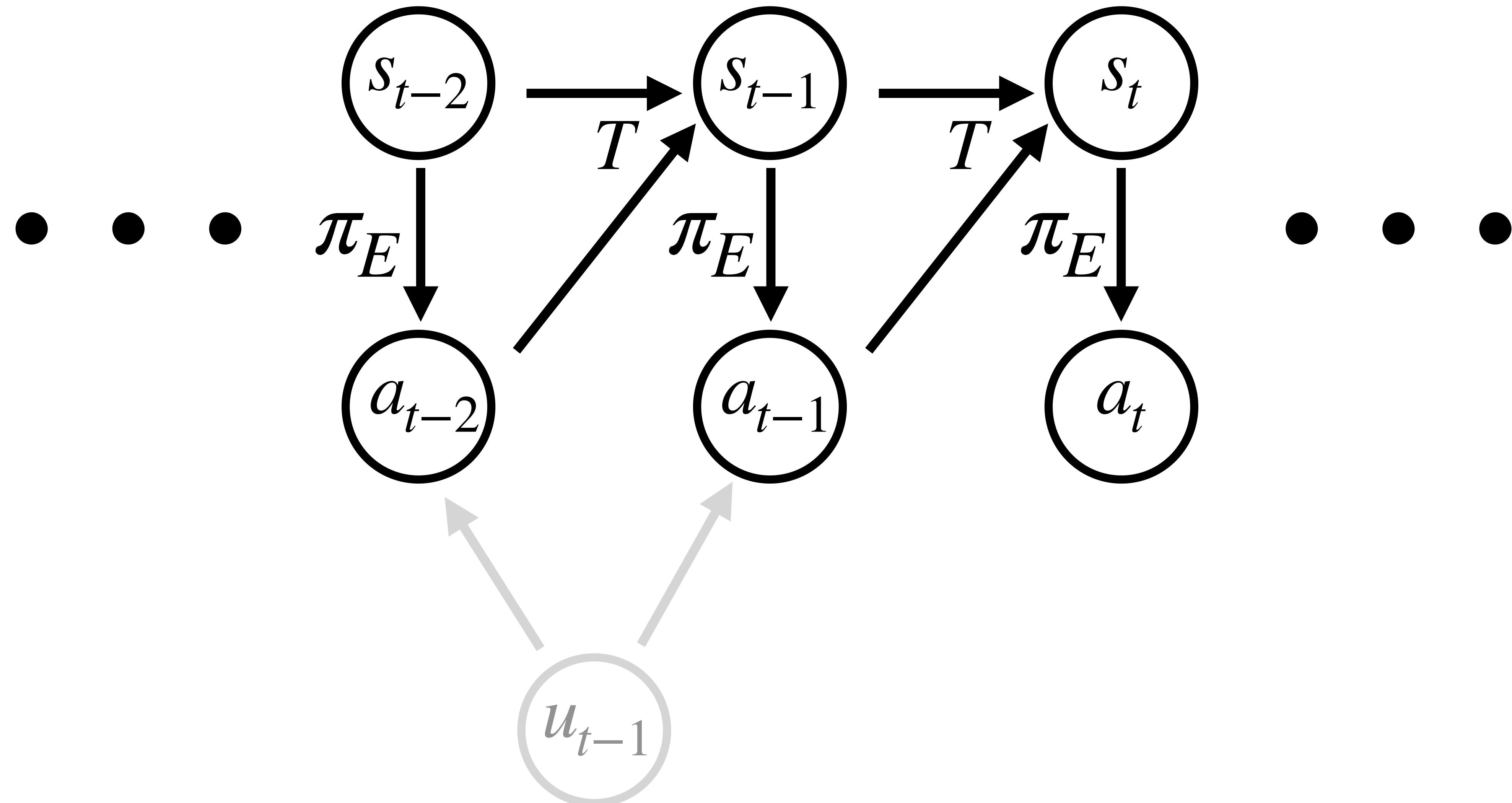


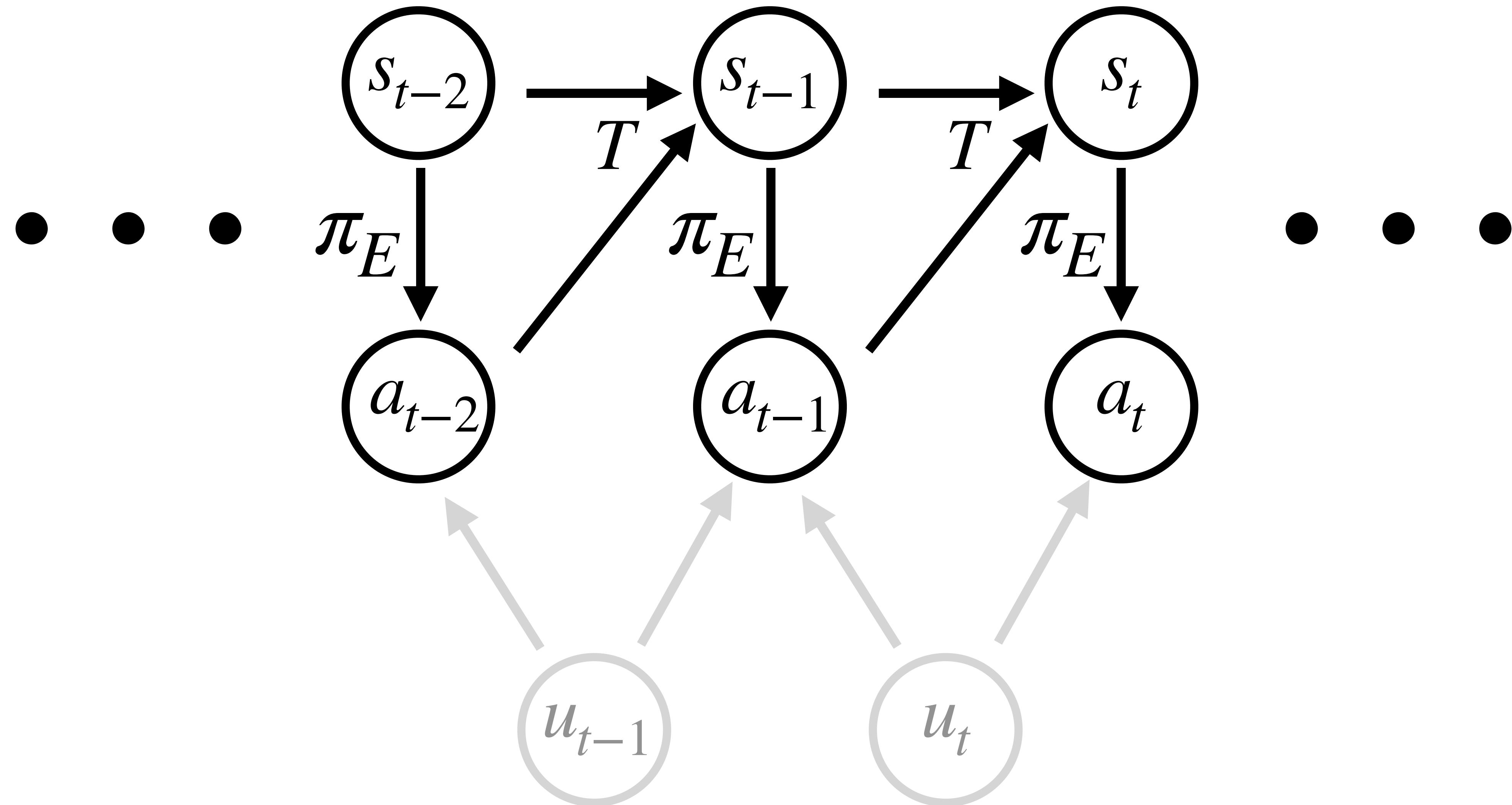


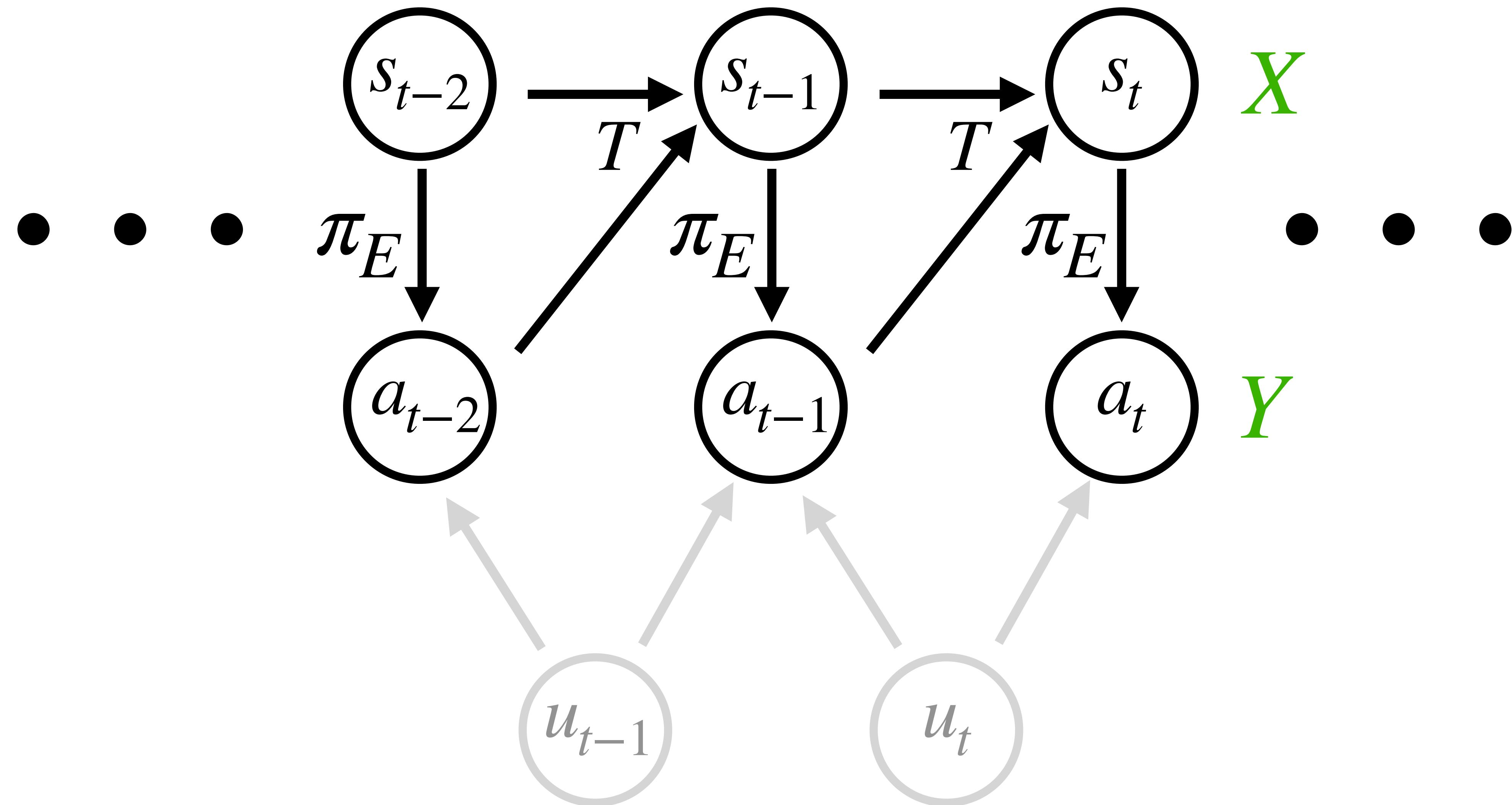


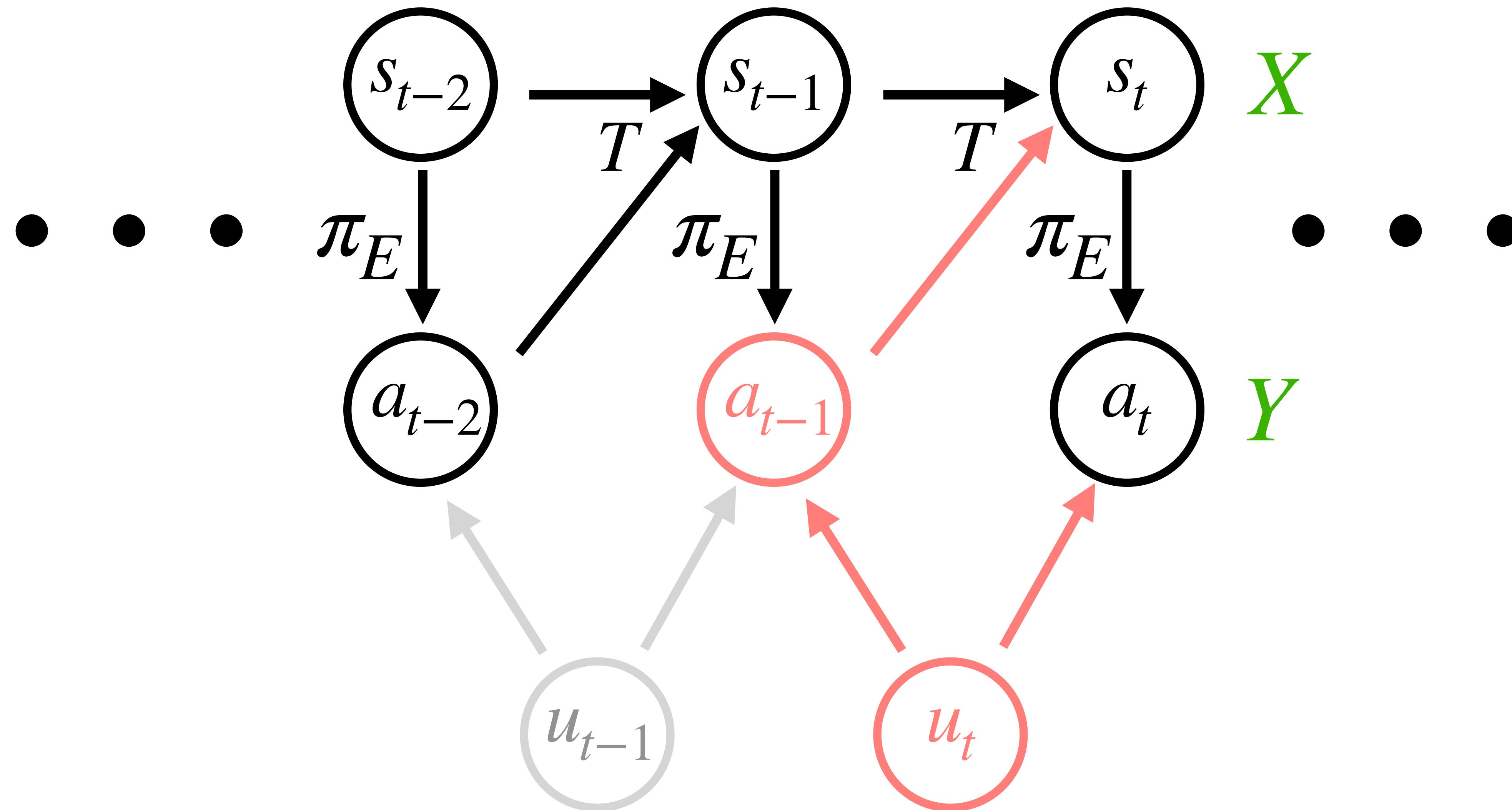


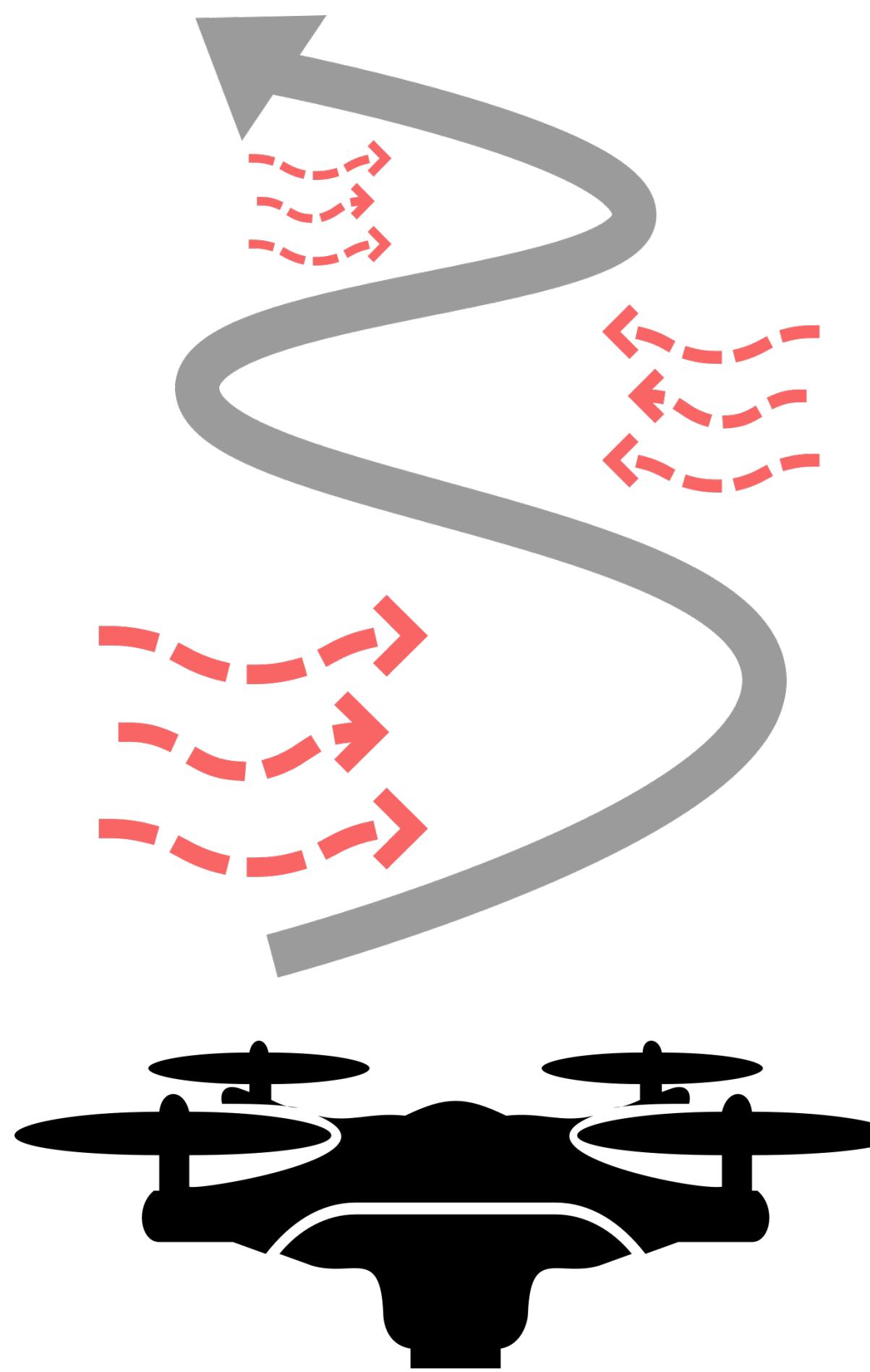
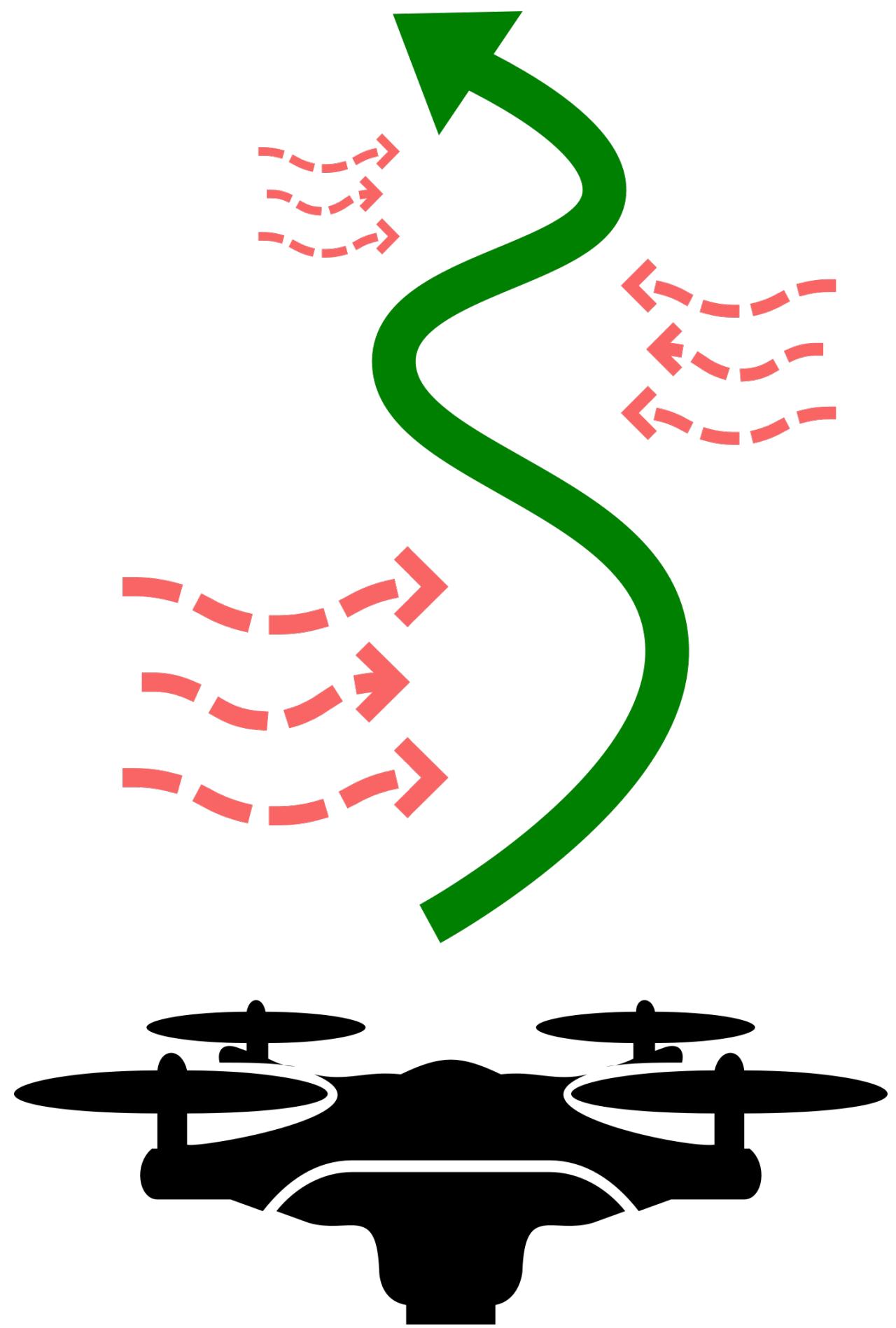


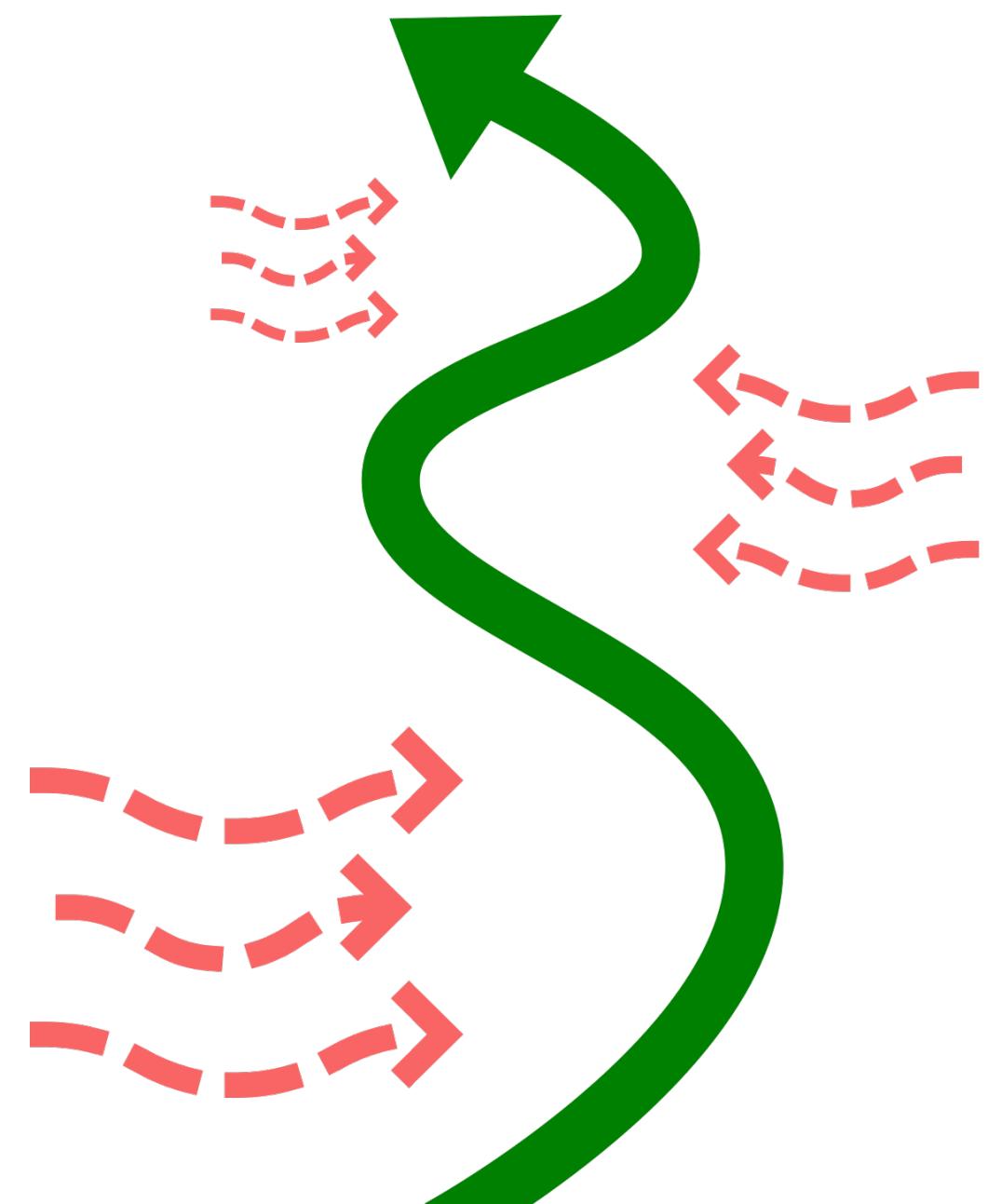
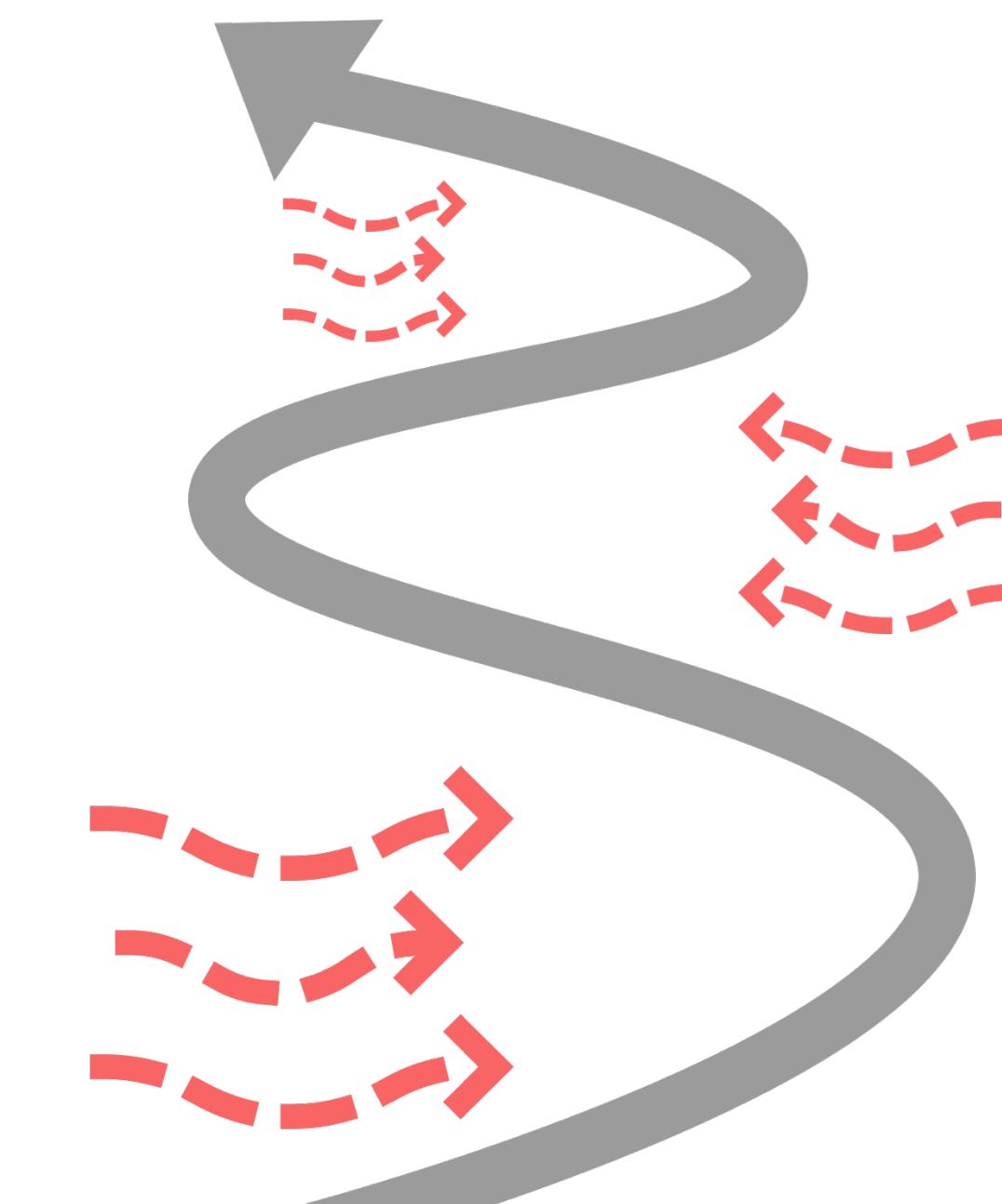
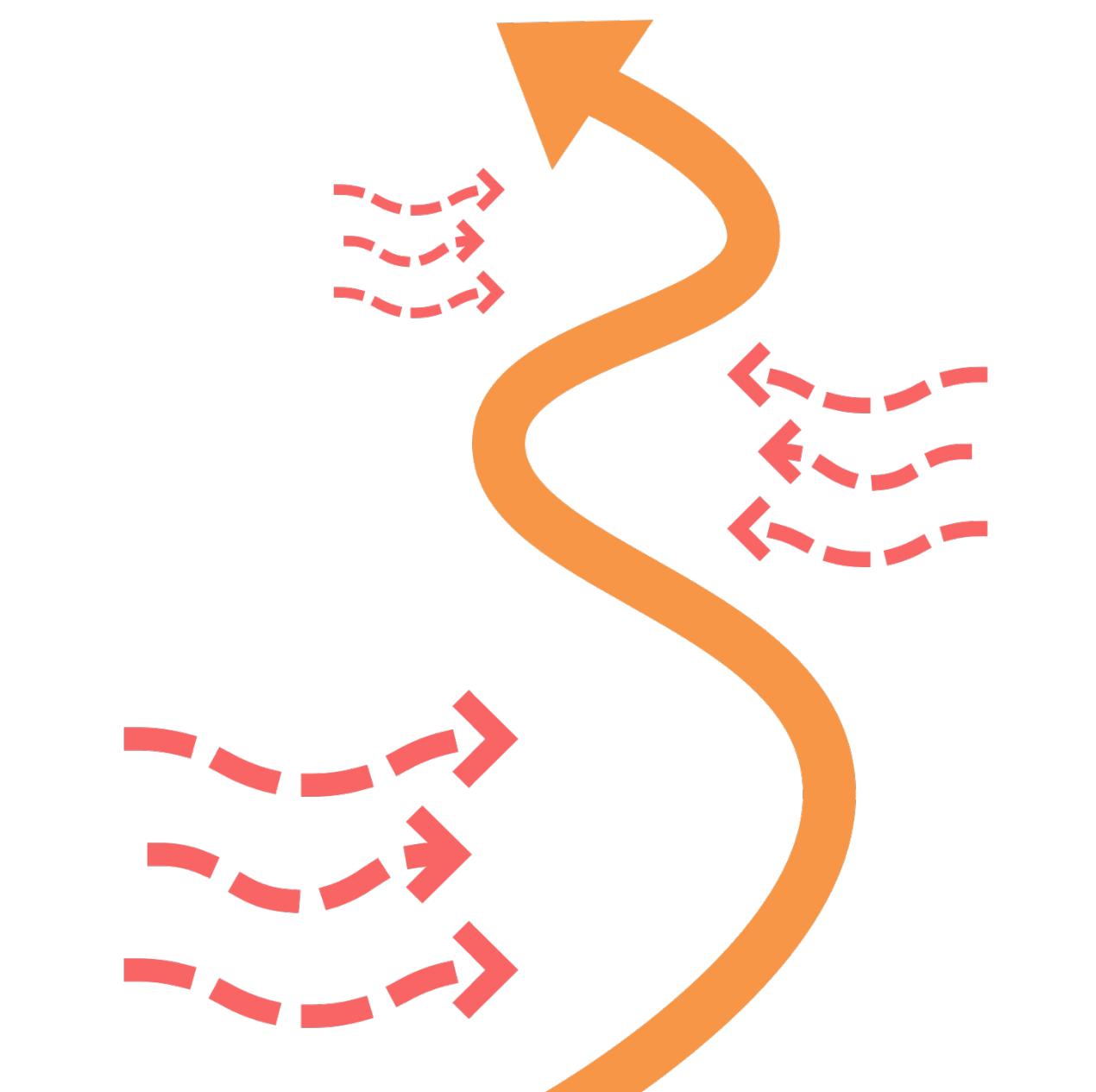


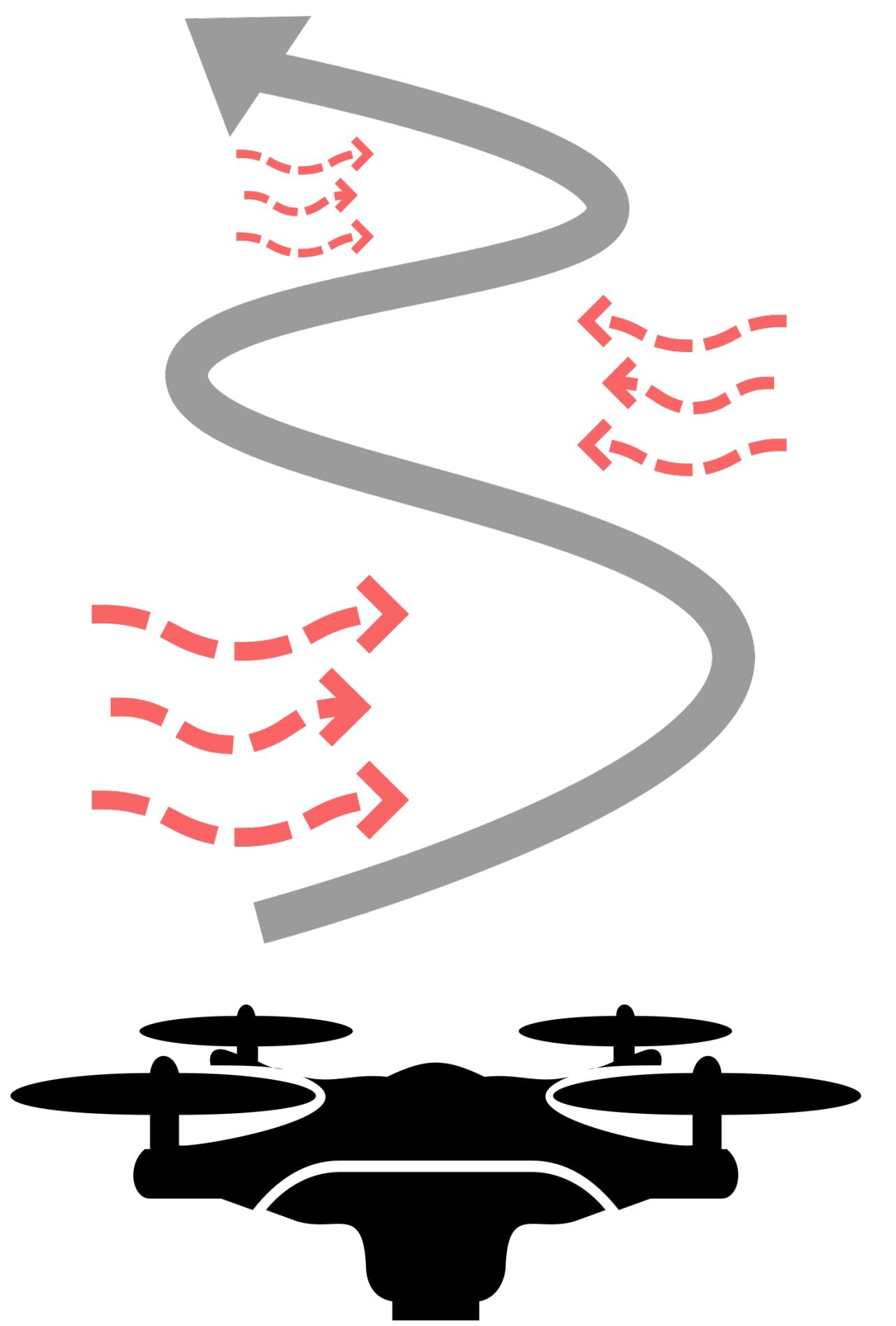


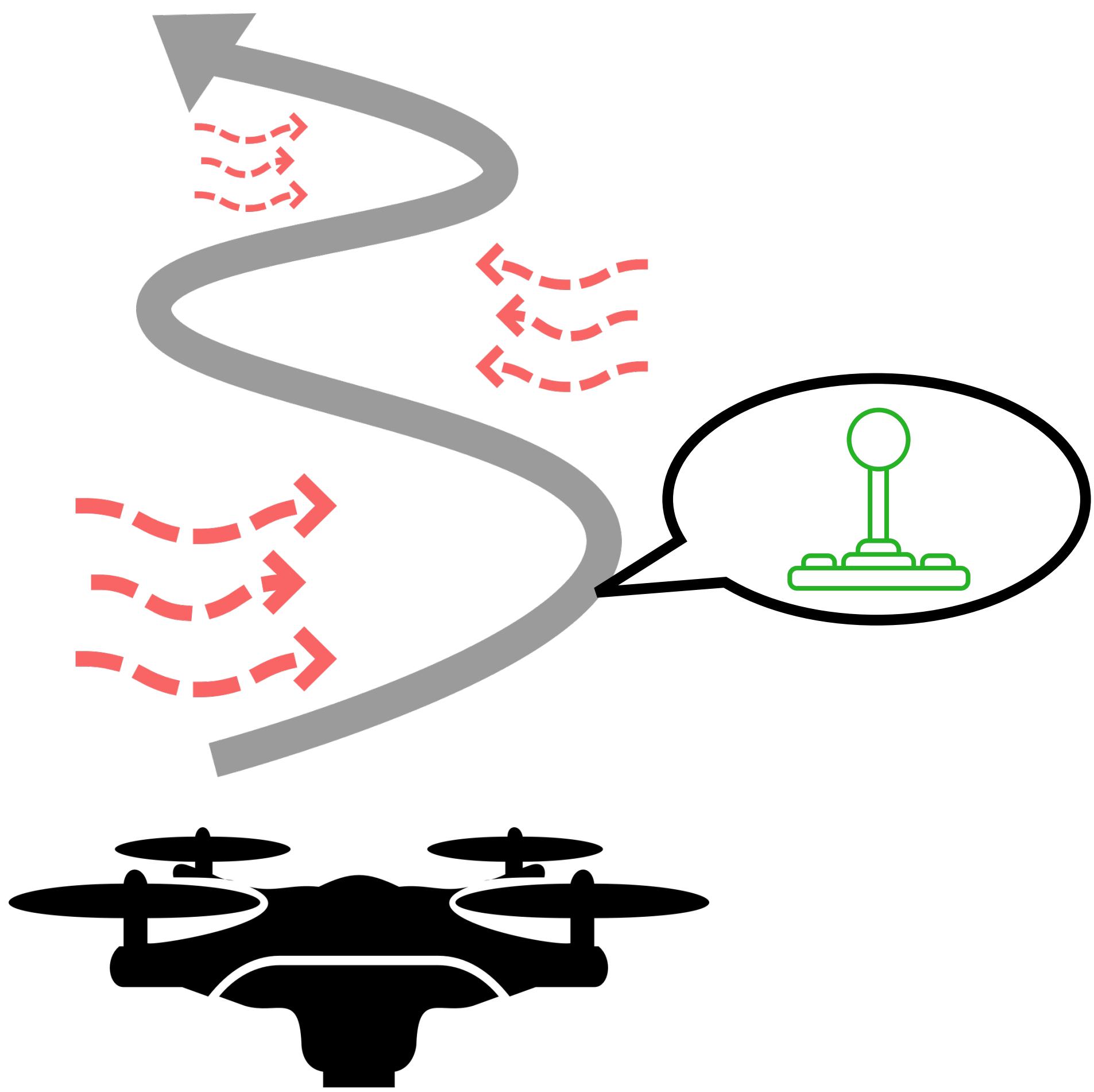


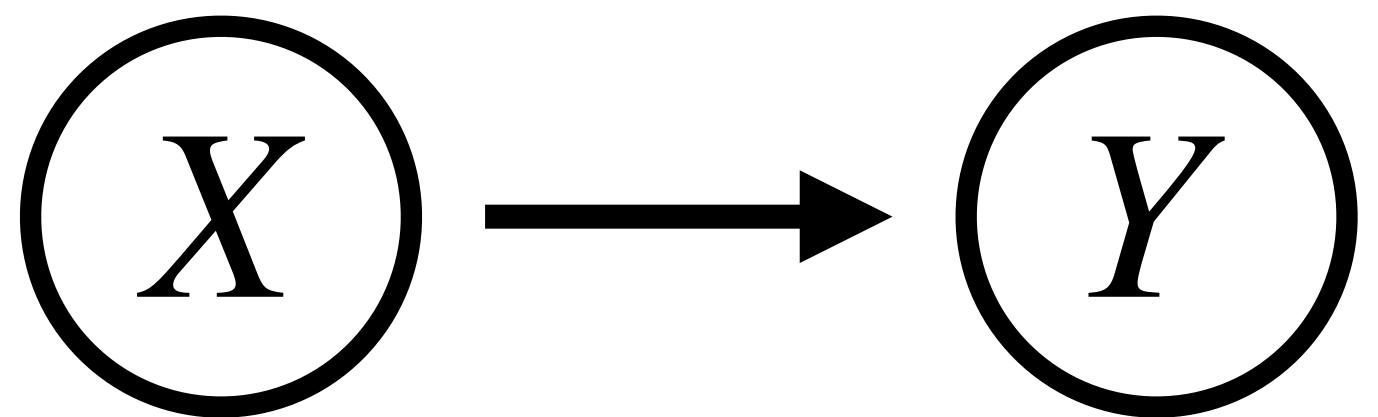


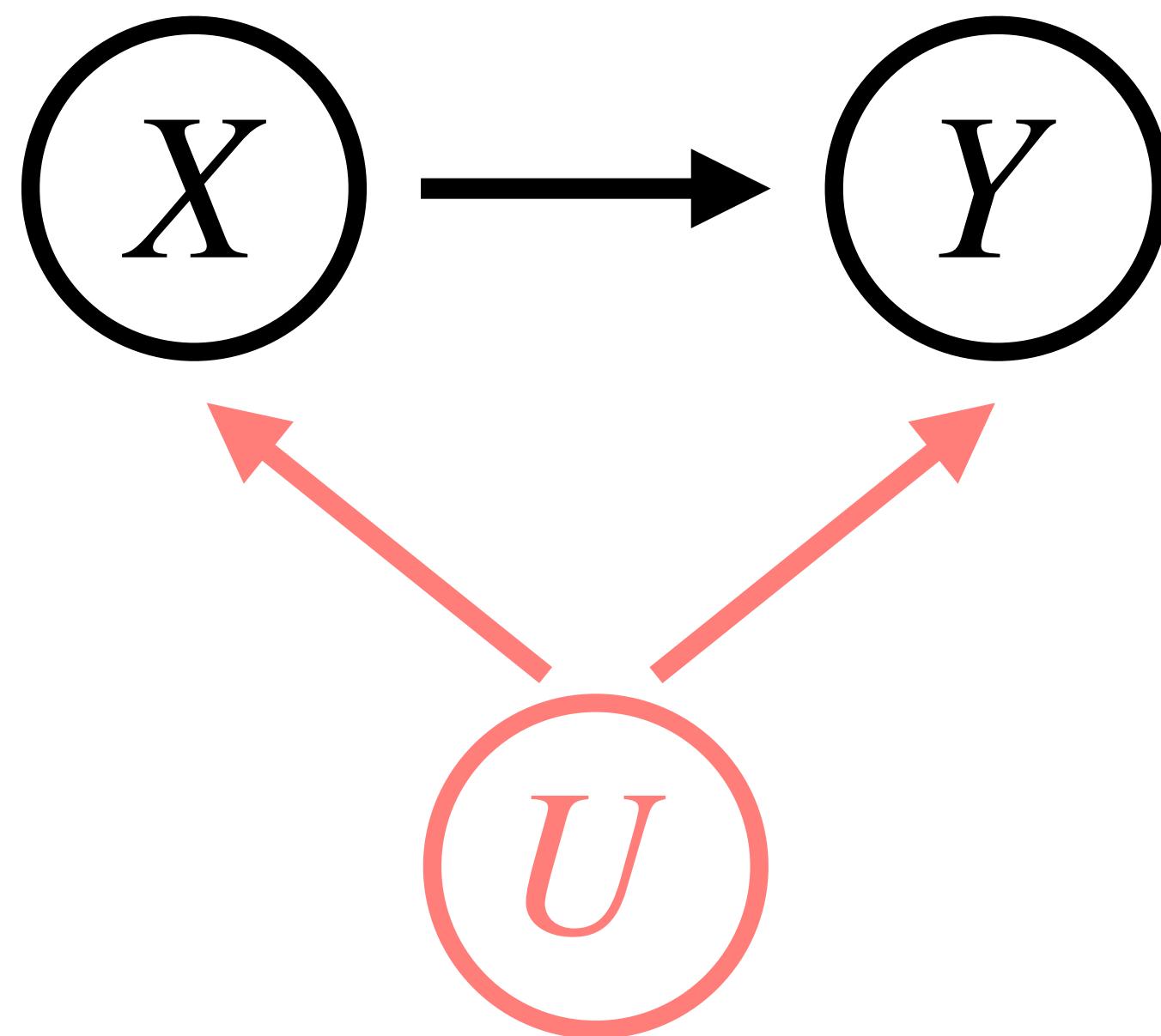
π_E π_{BC} 

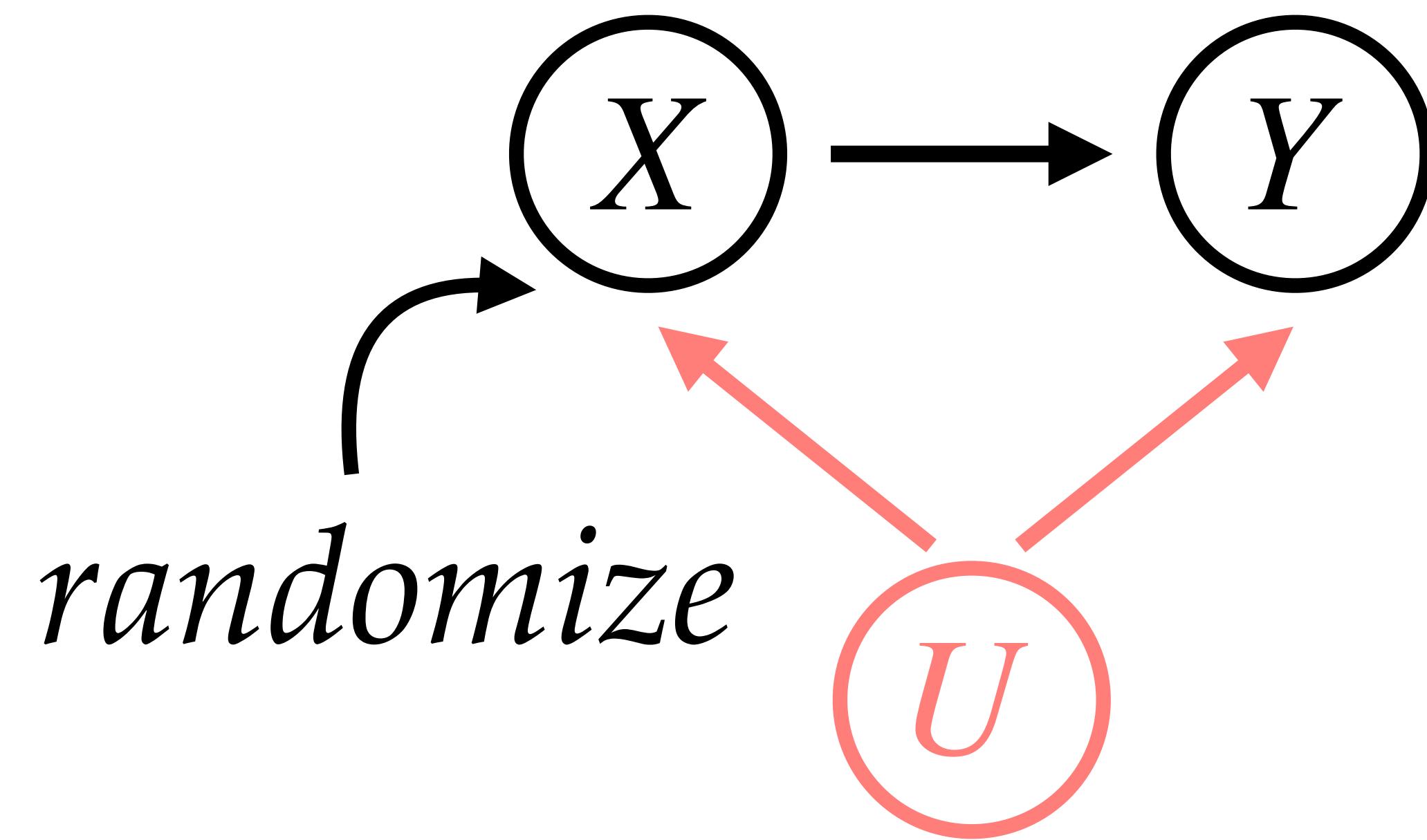
π_E  π_{BC}  π 



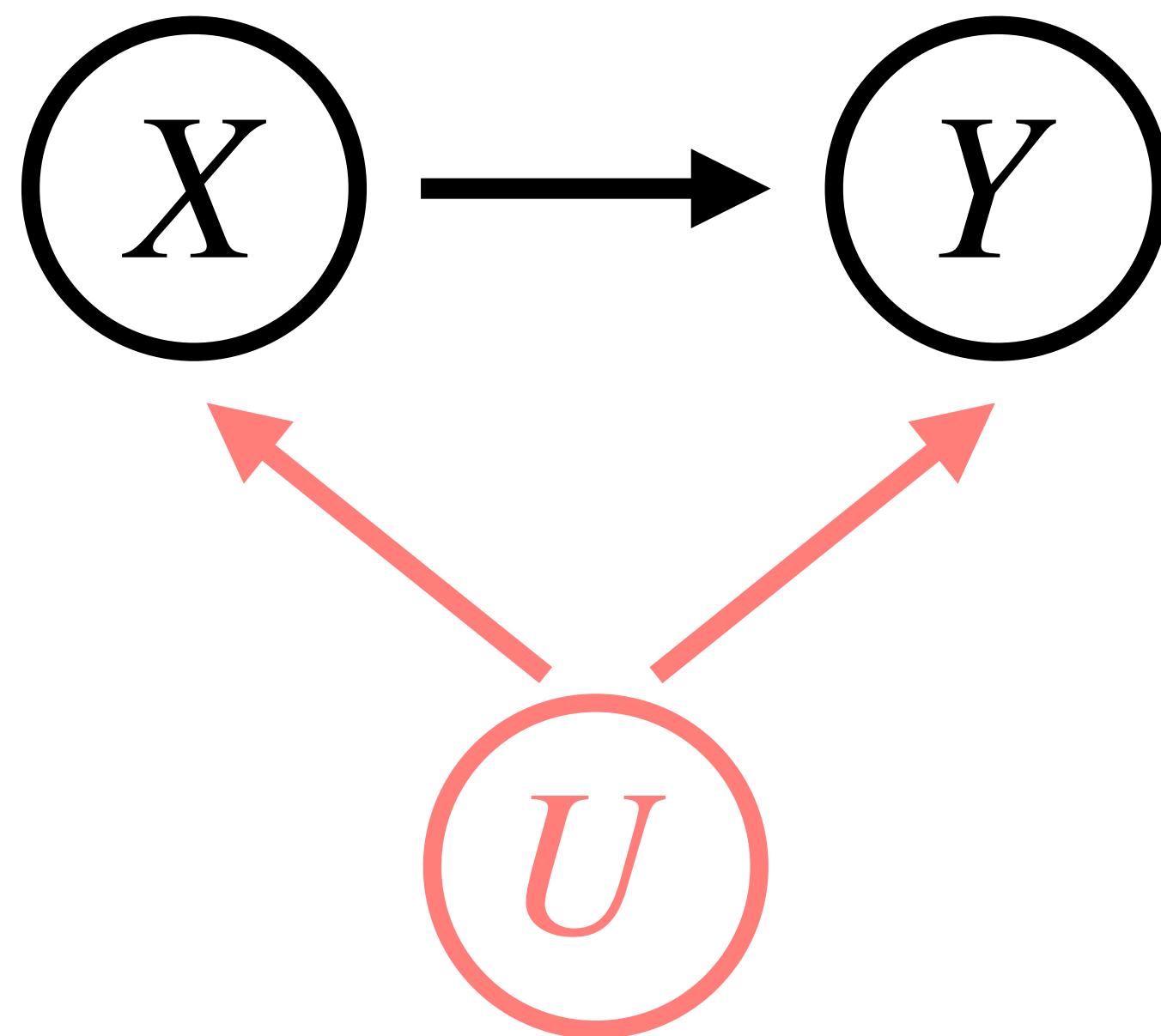


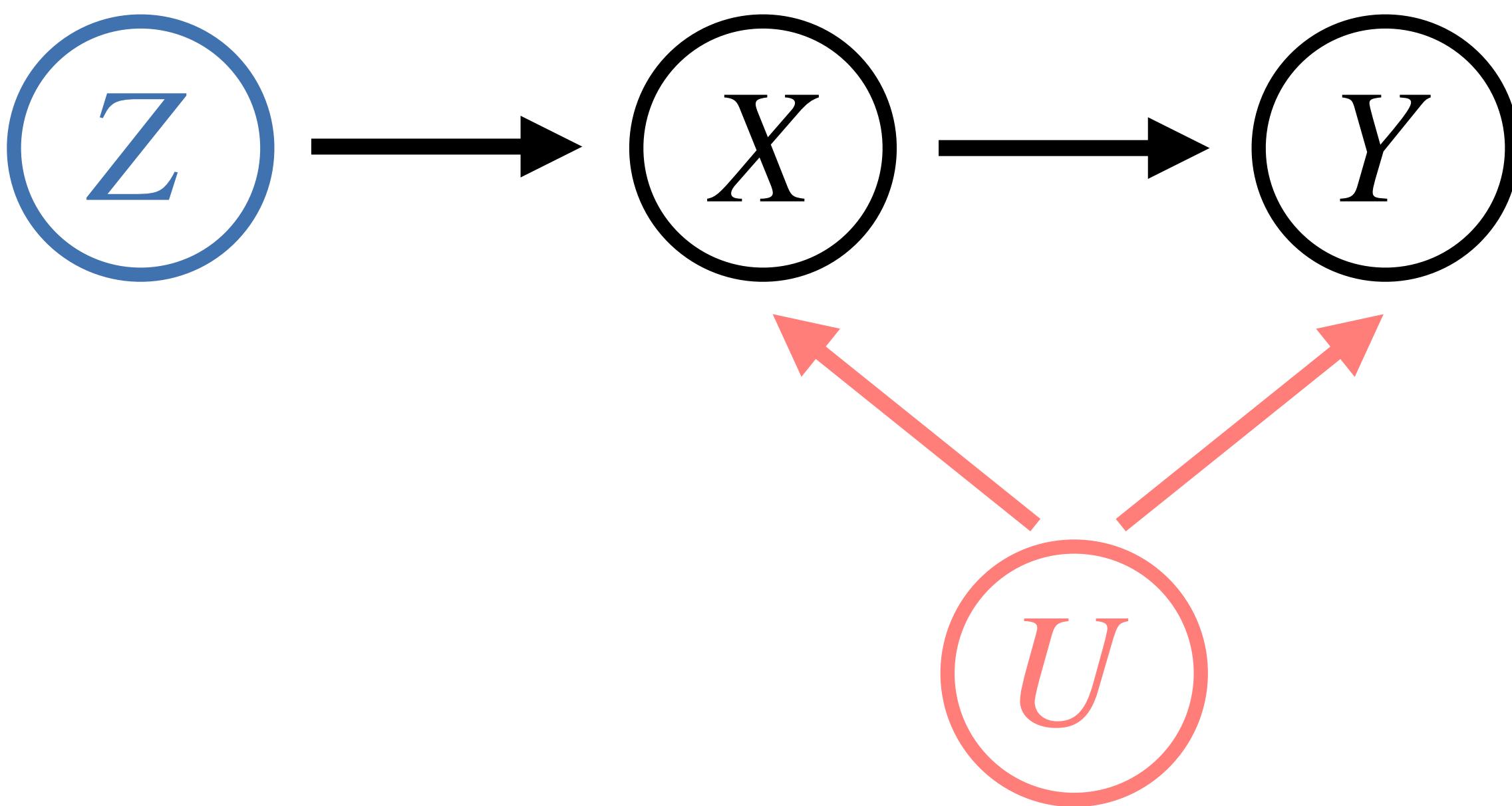


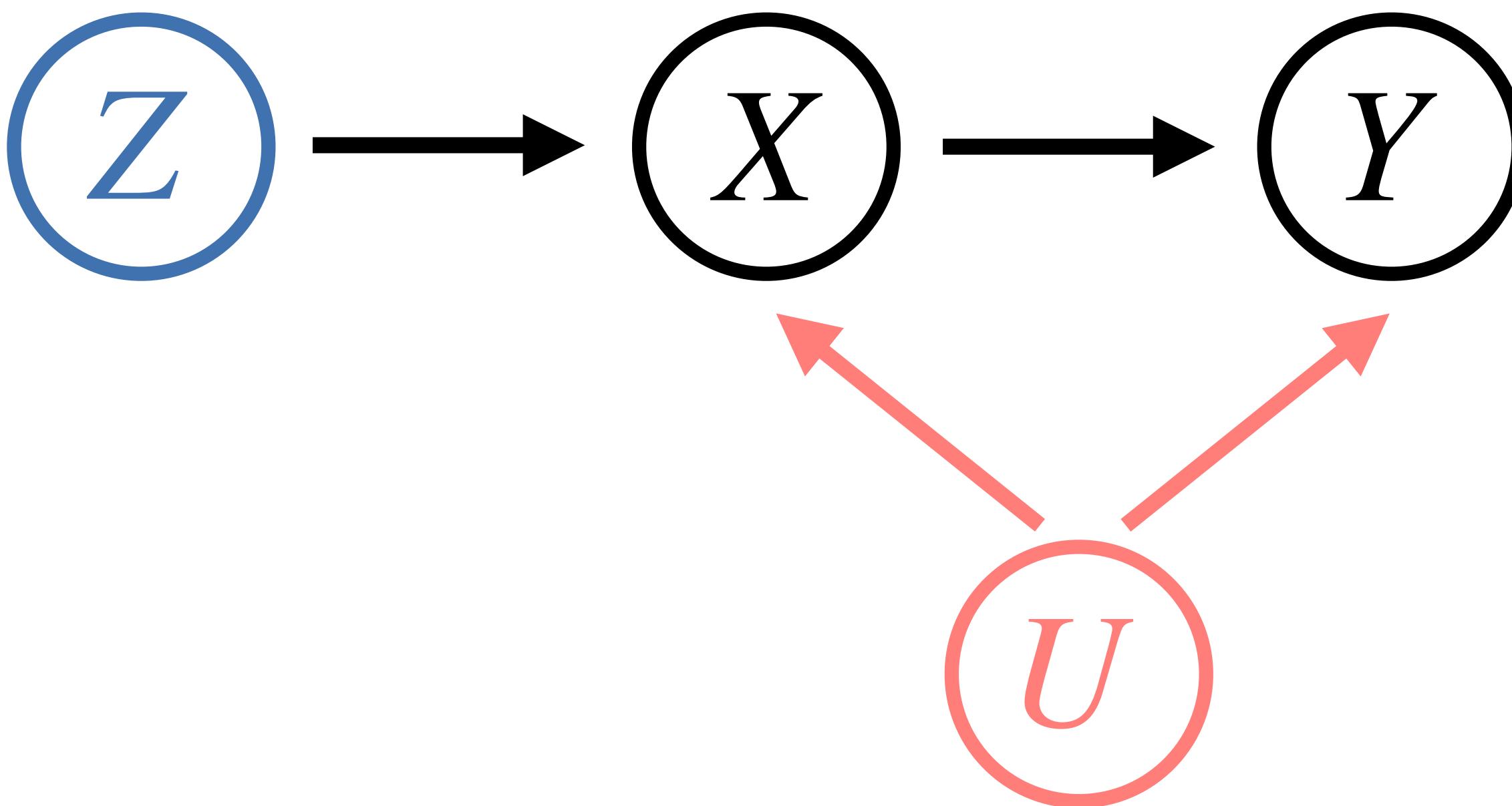




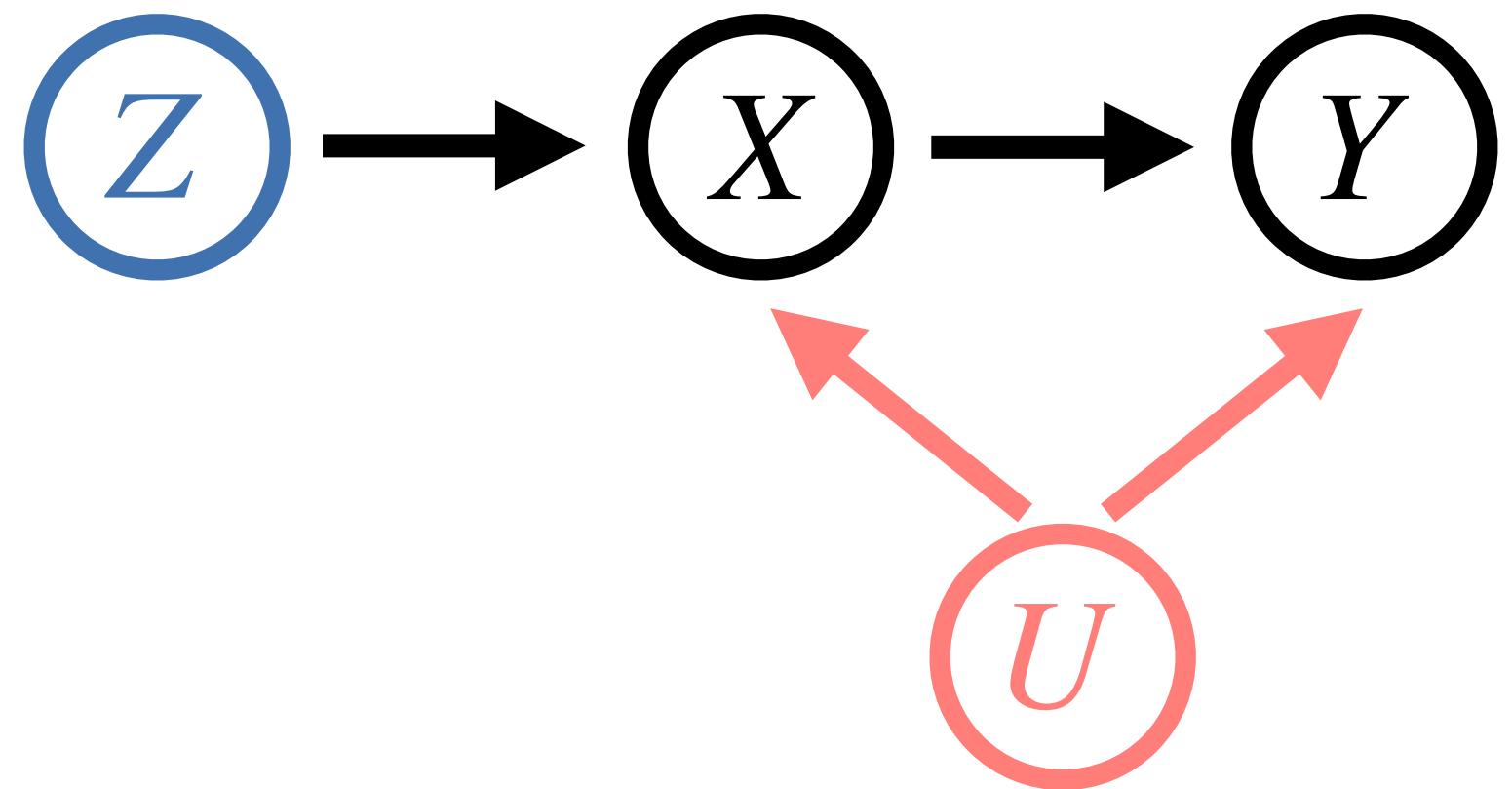
randomize

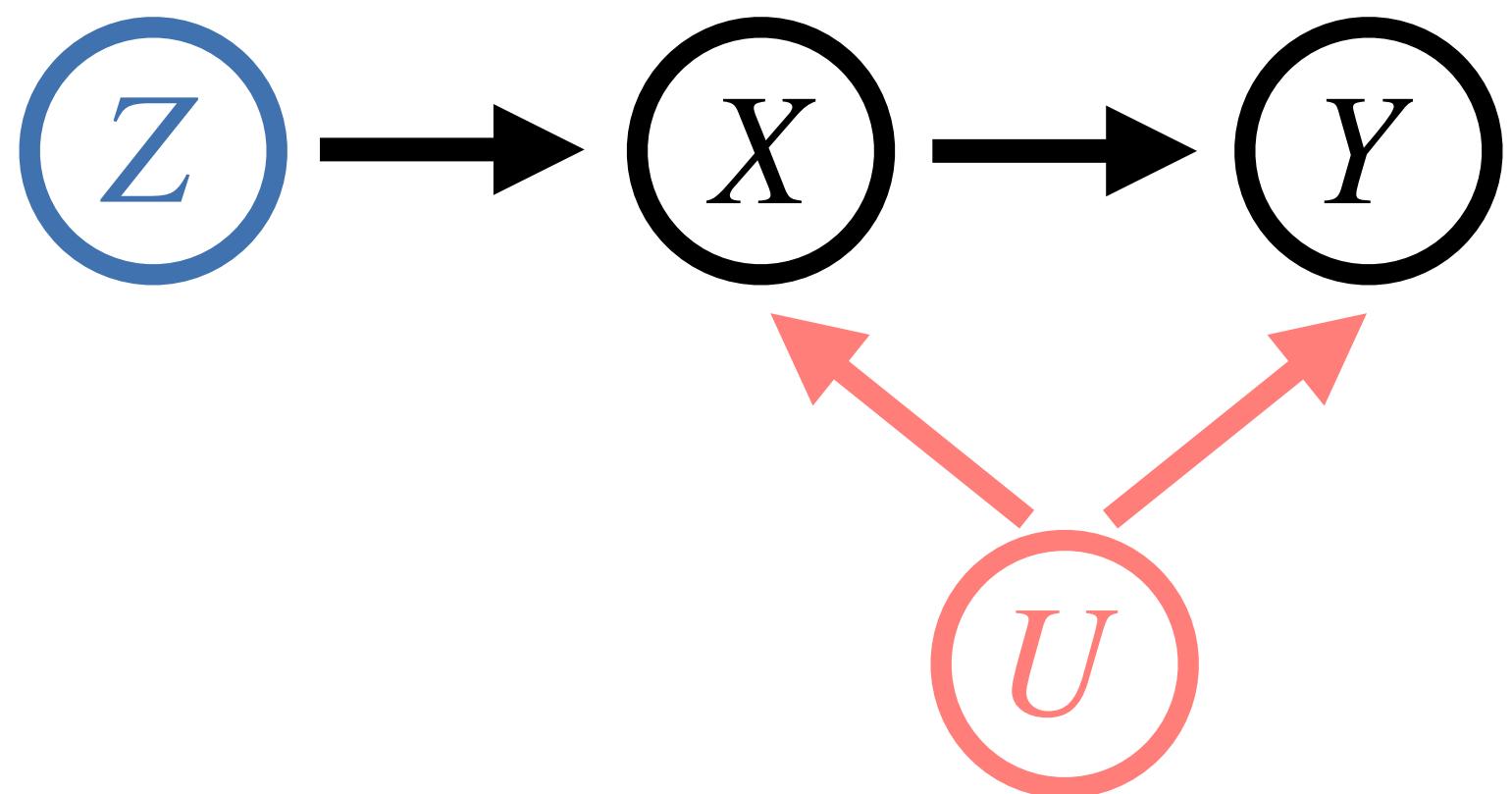




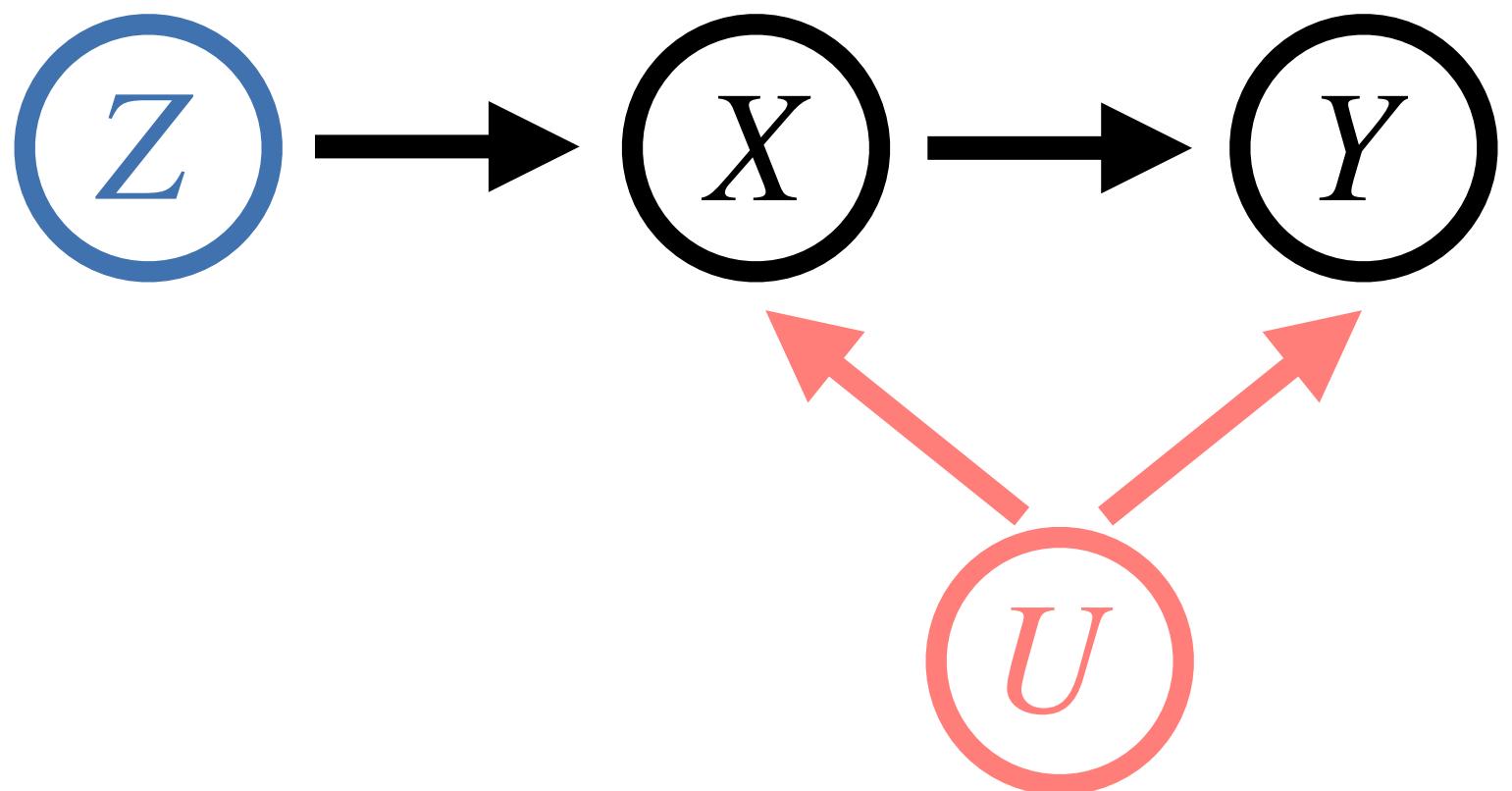


Key Idea: We can condition on instrument Z to counter the effect of confounder U on X.



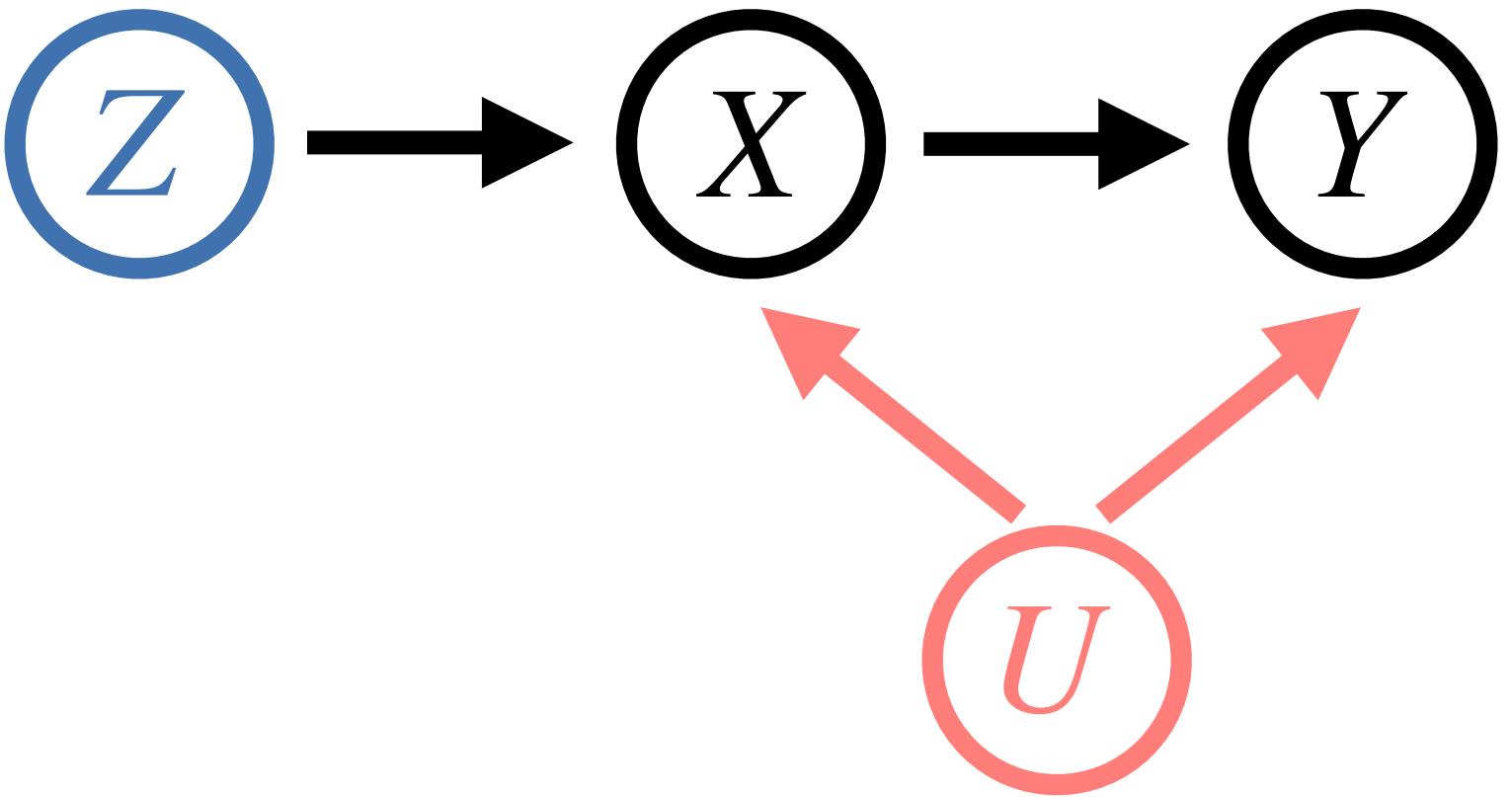


$$X = g(Z, U)$$



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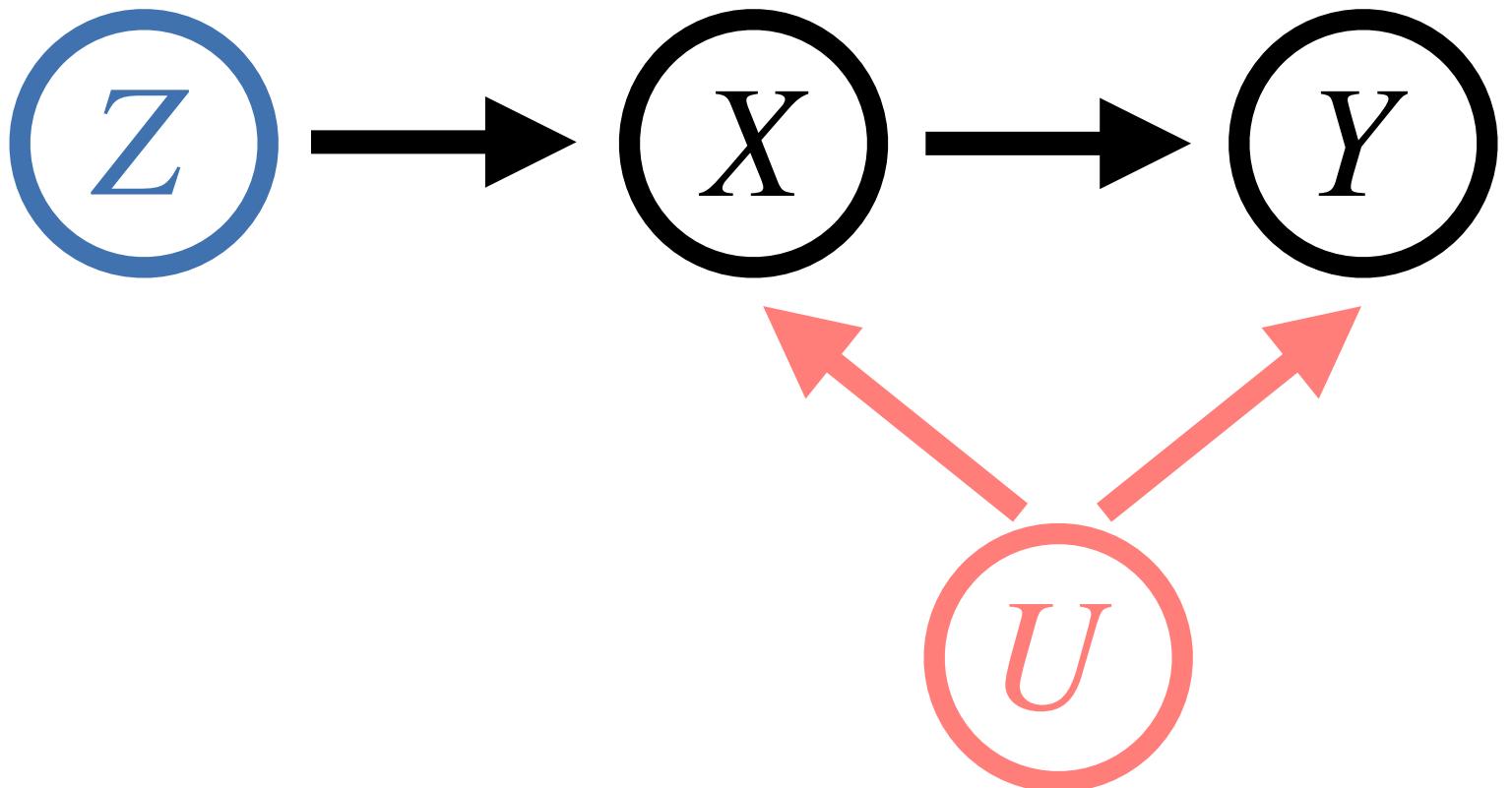
$$Y = h(X) + U$$



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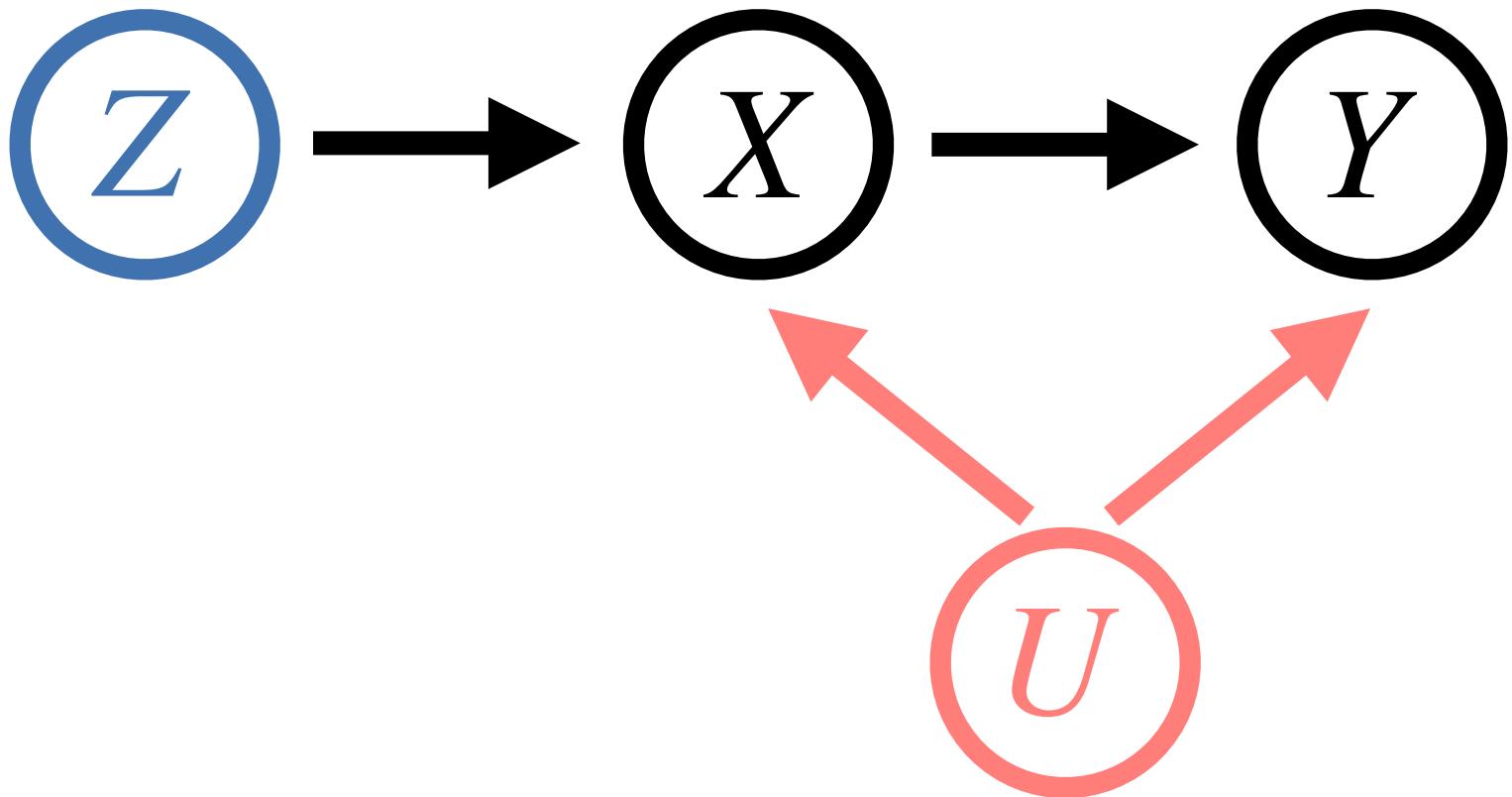


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$$\mathbb{E}[U] = 0$$

$$0 = \mathbb{E}[U] = \mathbb{E}[U|z] = \mathbb{E}[Y - h(X) | z]$$



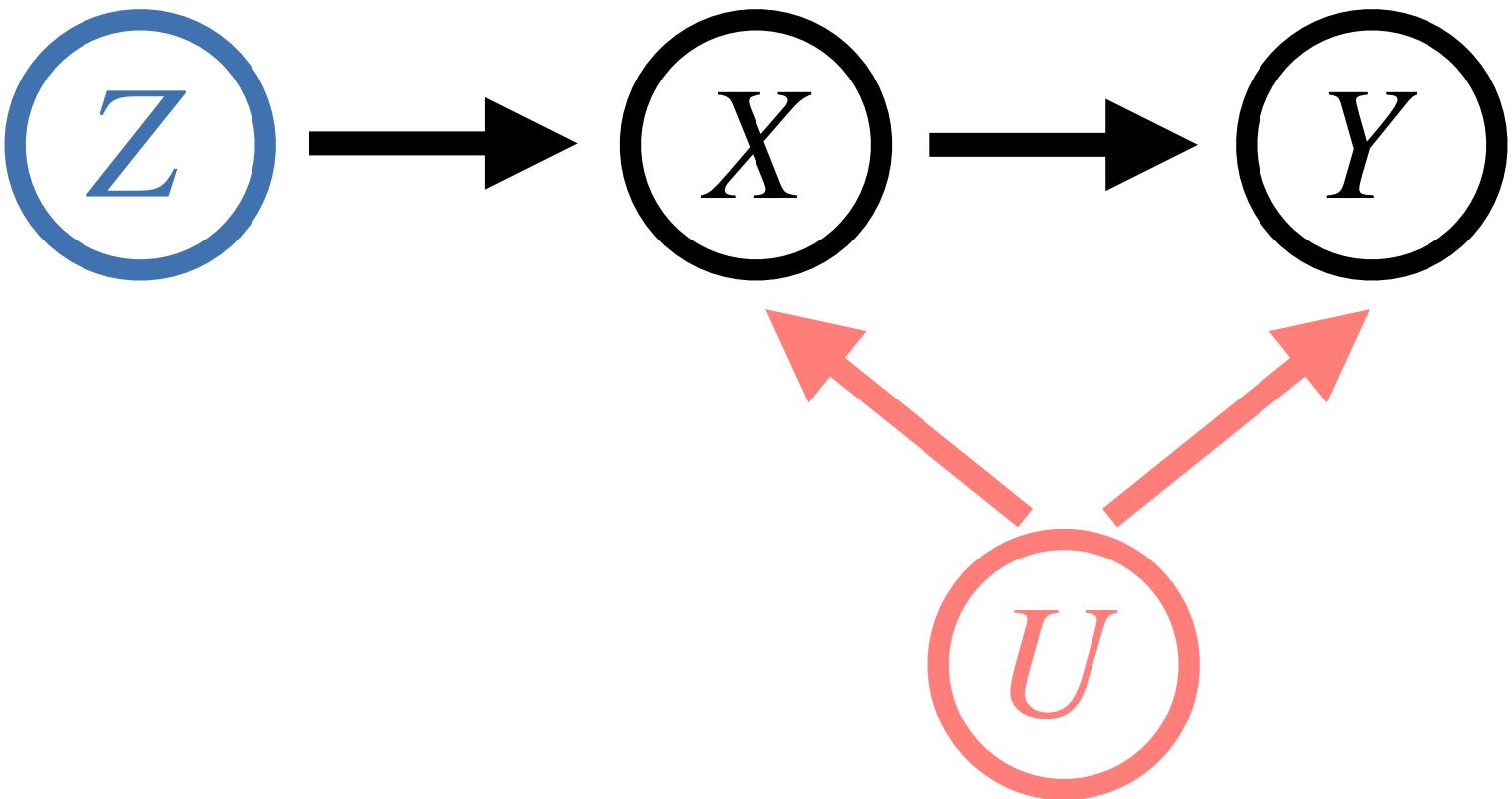
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$$\Rightarrow \mathbb{E}[Y|z] = \mathbb{E}[h(X)|z], \forall z$$



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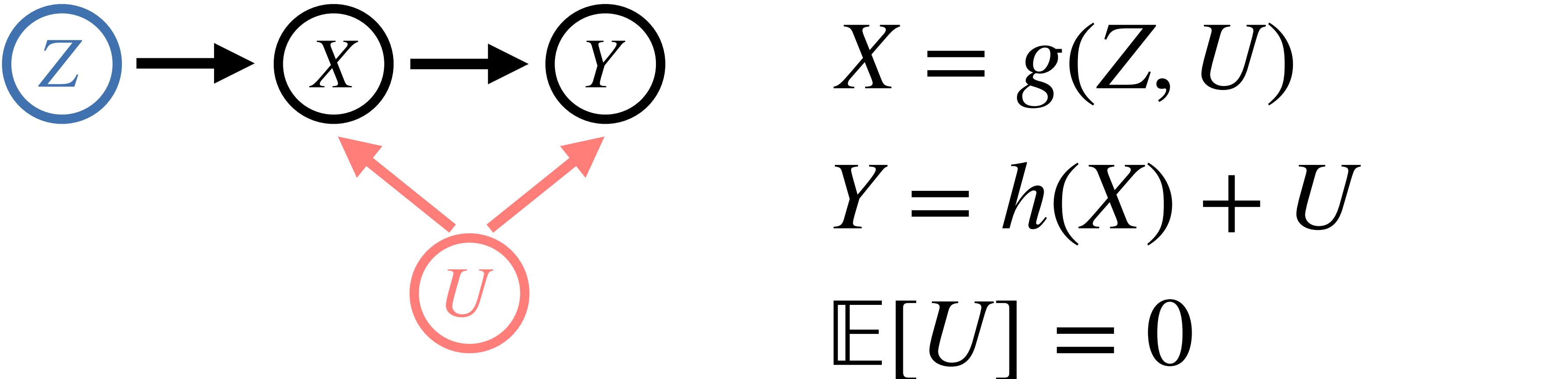
$$Y = h(X) + U$$

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$$\Rightarrow \mathbb{E}[Y|z] = \mathbb{E}[h(X)|z], \forall z$$

$$\Rightarrow \min_h \mathbb{E}_z[(\mathbb{E}[Y|z] - \mathbb{E}[h(X)|z])^2]$$

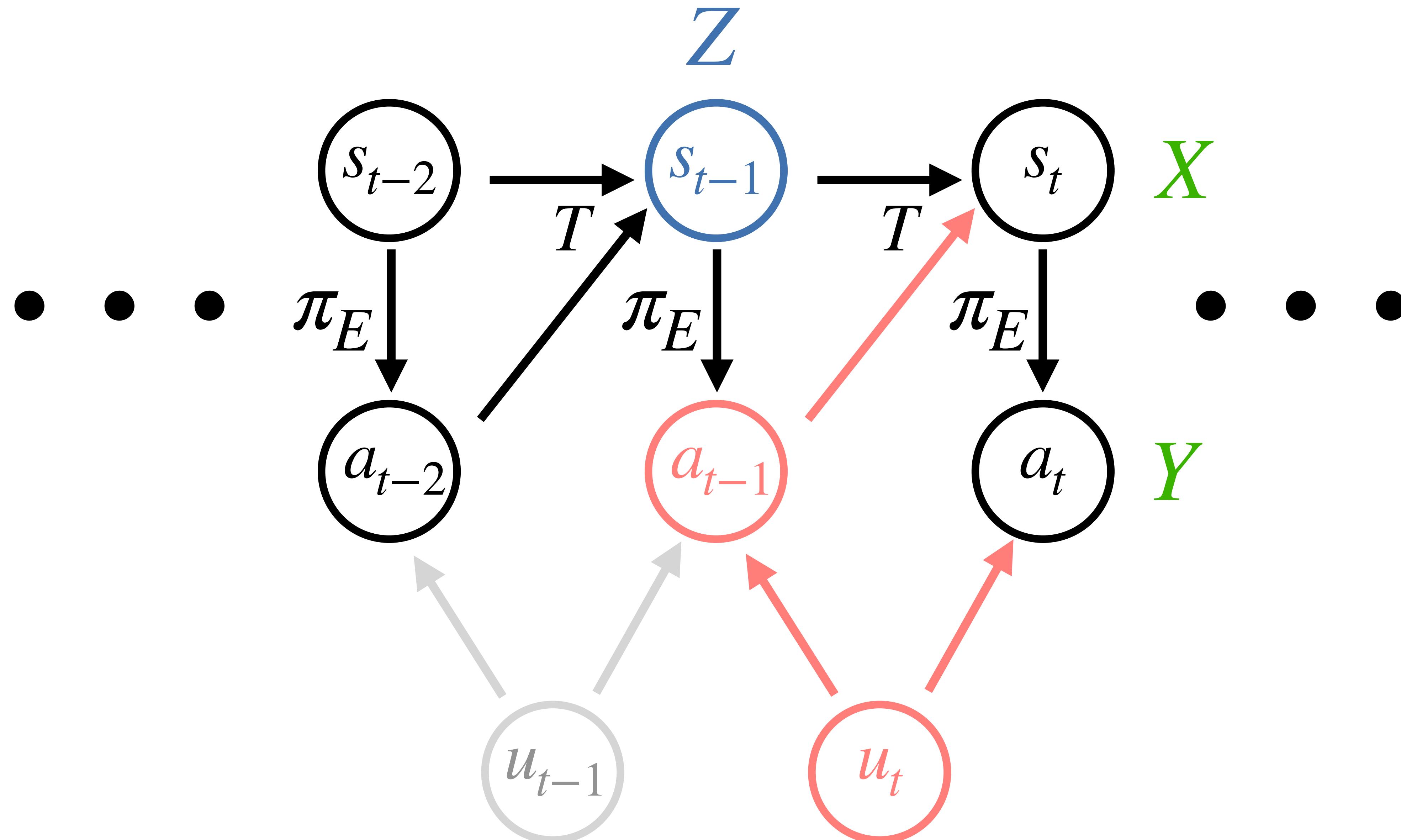


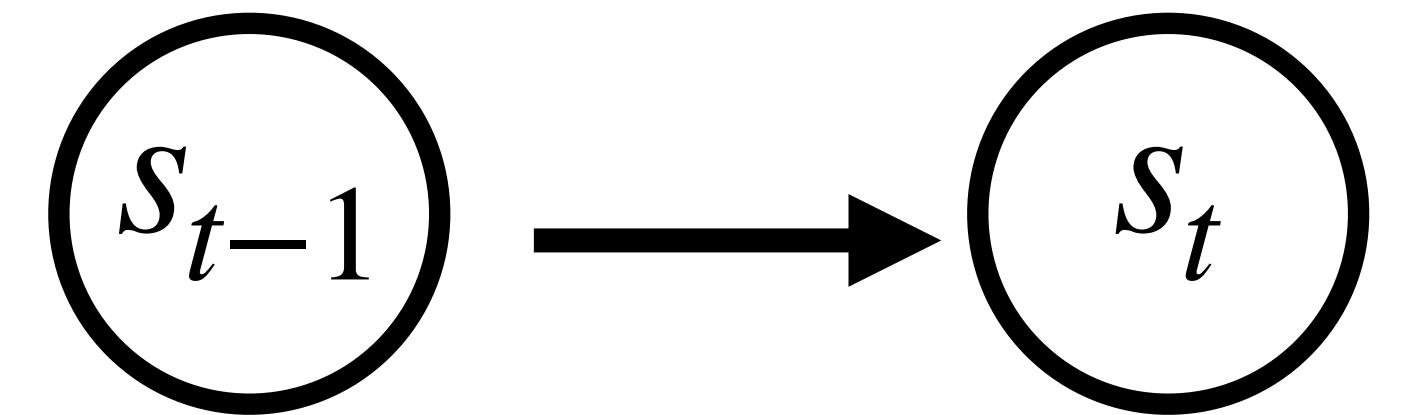
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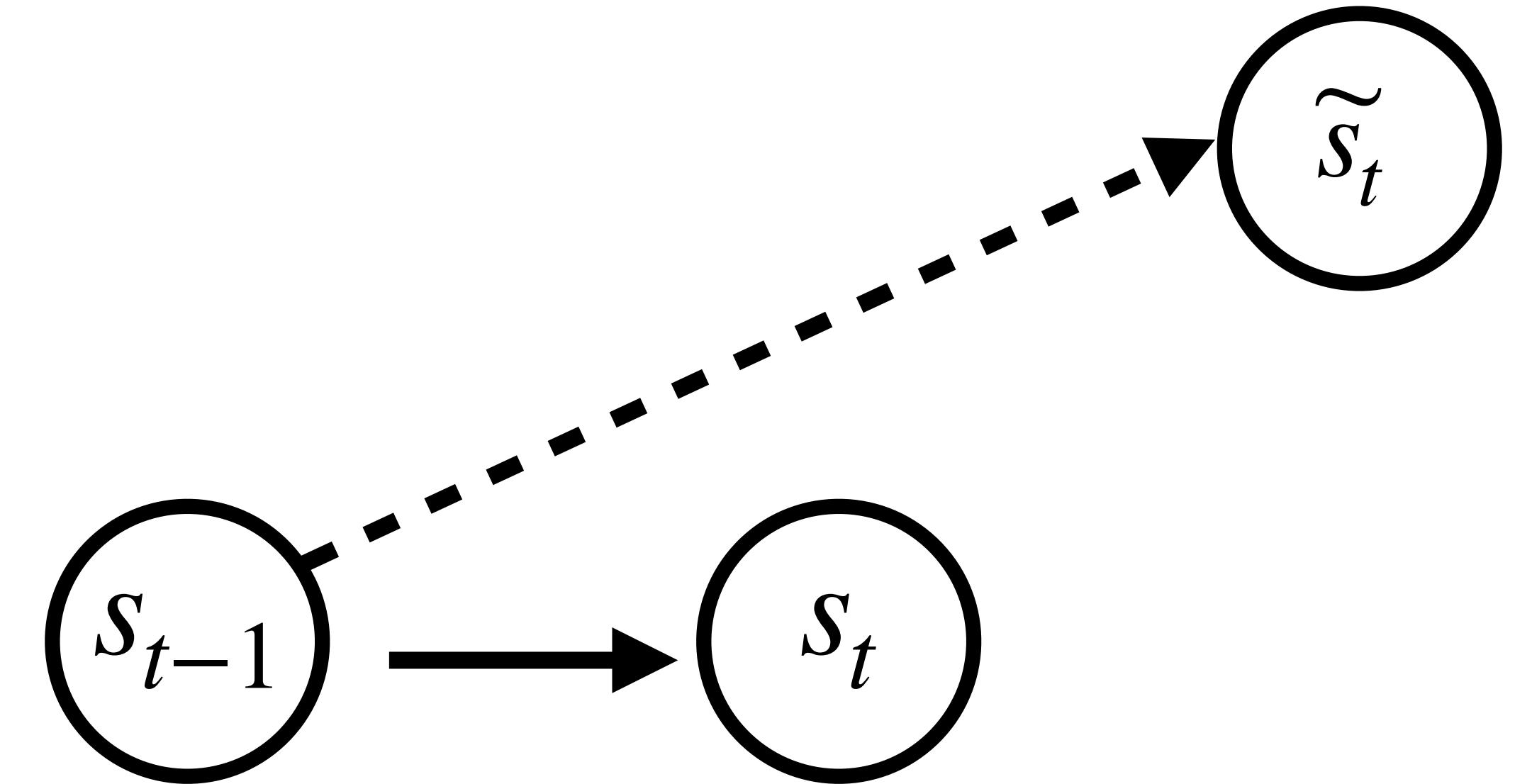
$$\Rightarrow \mathbb{E}[Y|z] = \mathbb{E}[h(X)|z], \forall z$$

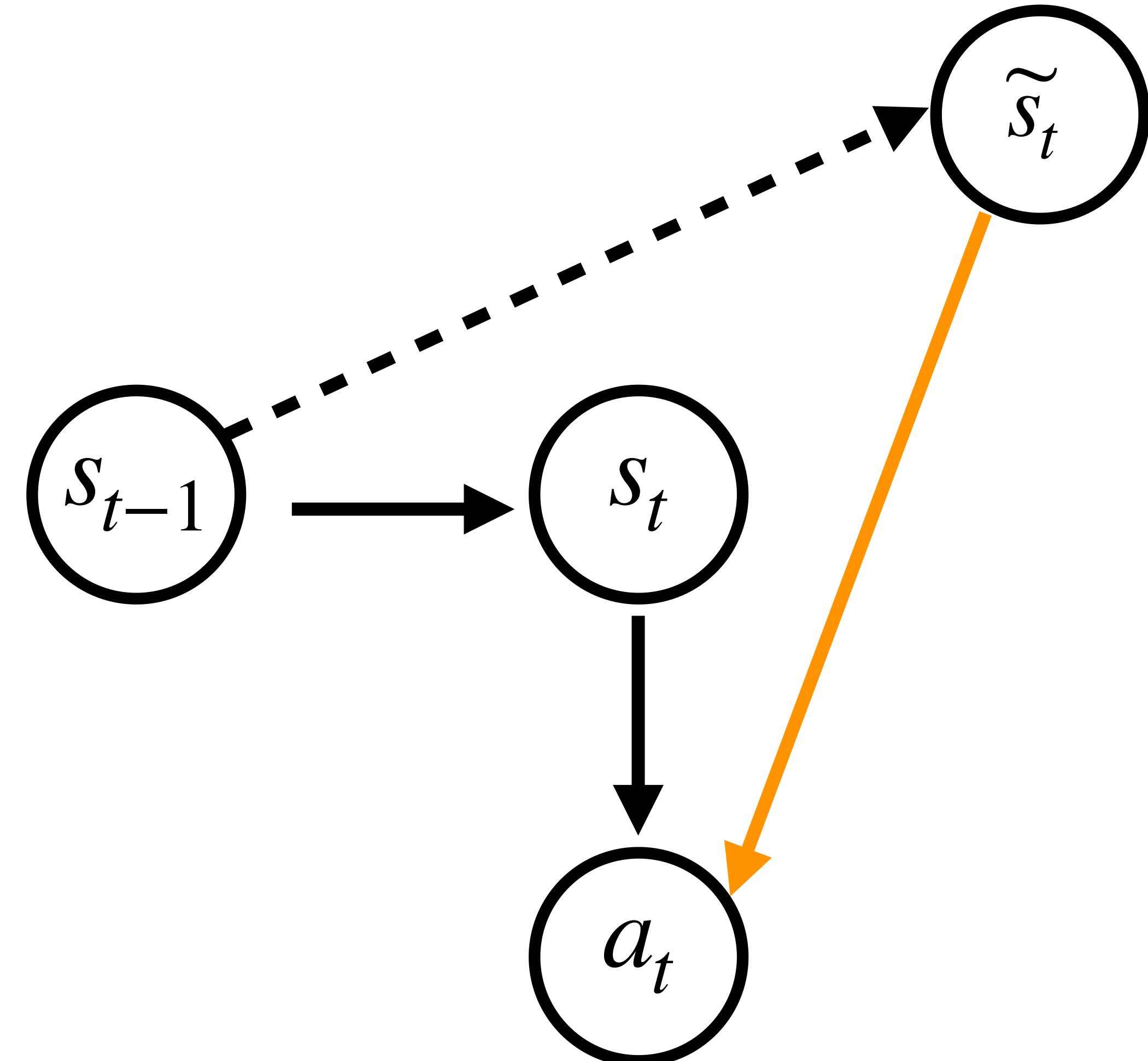
$$\Rightarrow \min_h \mathbb{E}_z[(\mathbb{E}[Y|z] - \mathbb{E}[h(X)|z])^2]$$

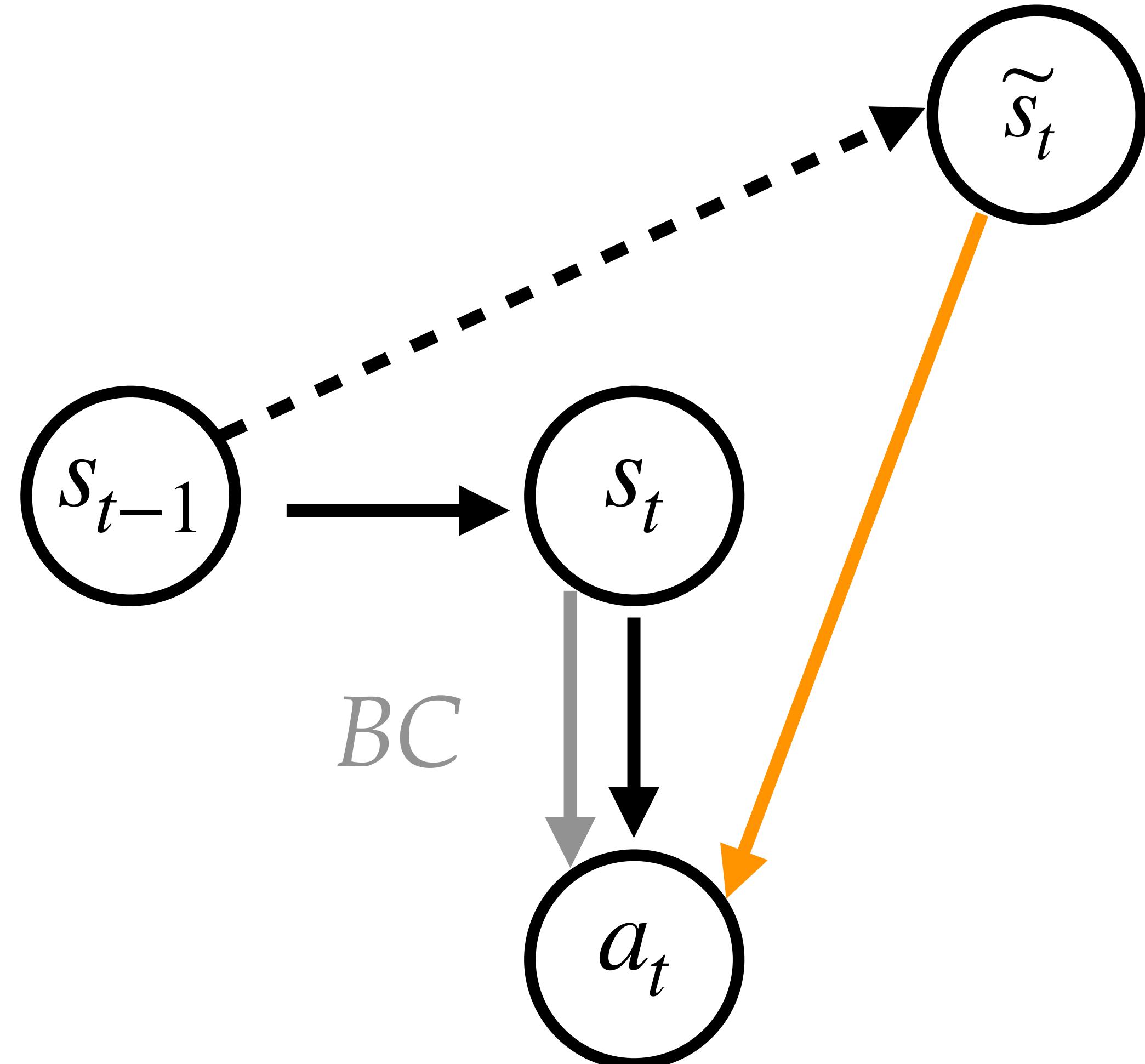
$$\Leftrightarrow \min_h \max_f \mathbb{E}_z[2(Y - h(X))f(Z) - f^2(Z)]$$



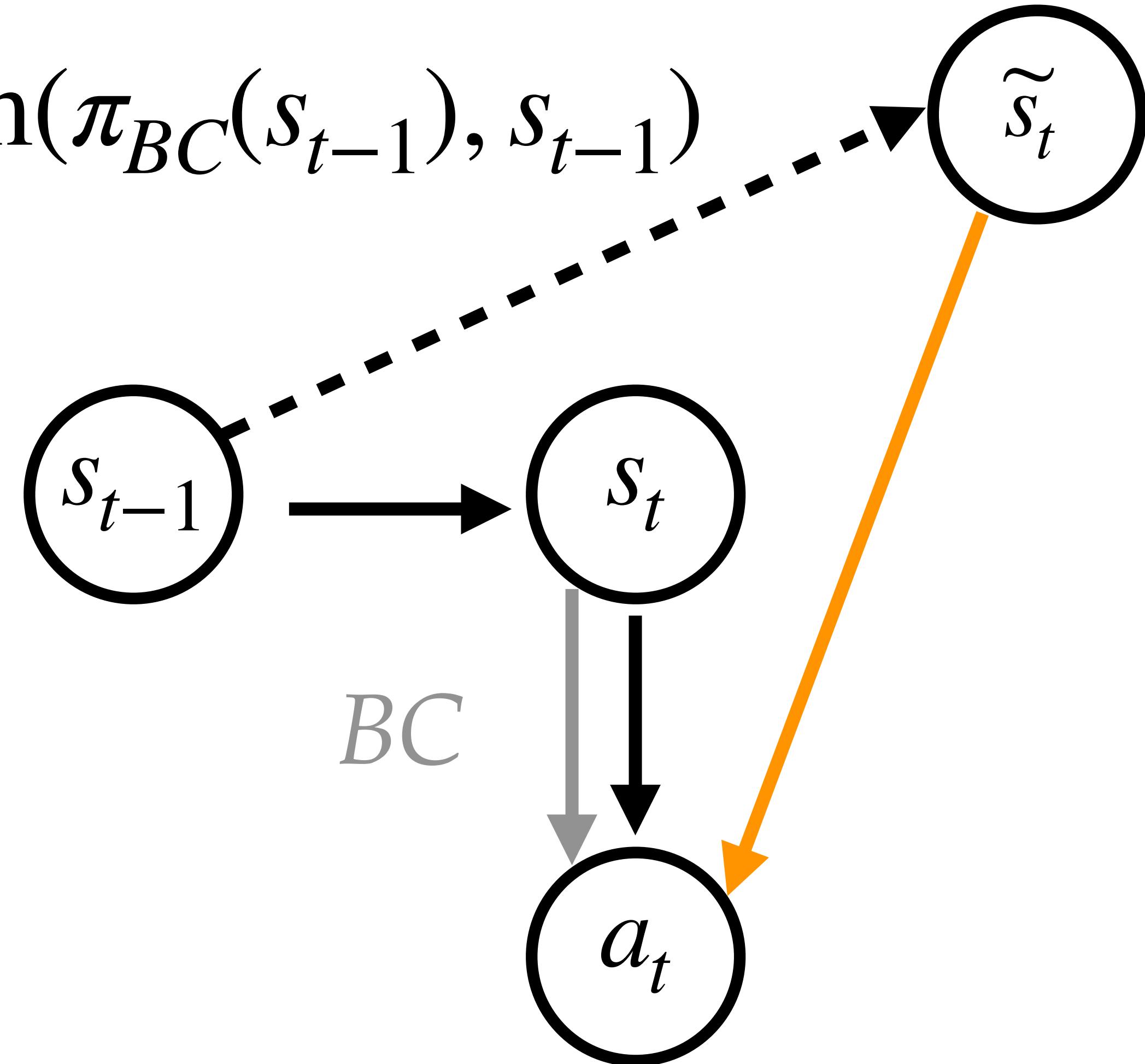


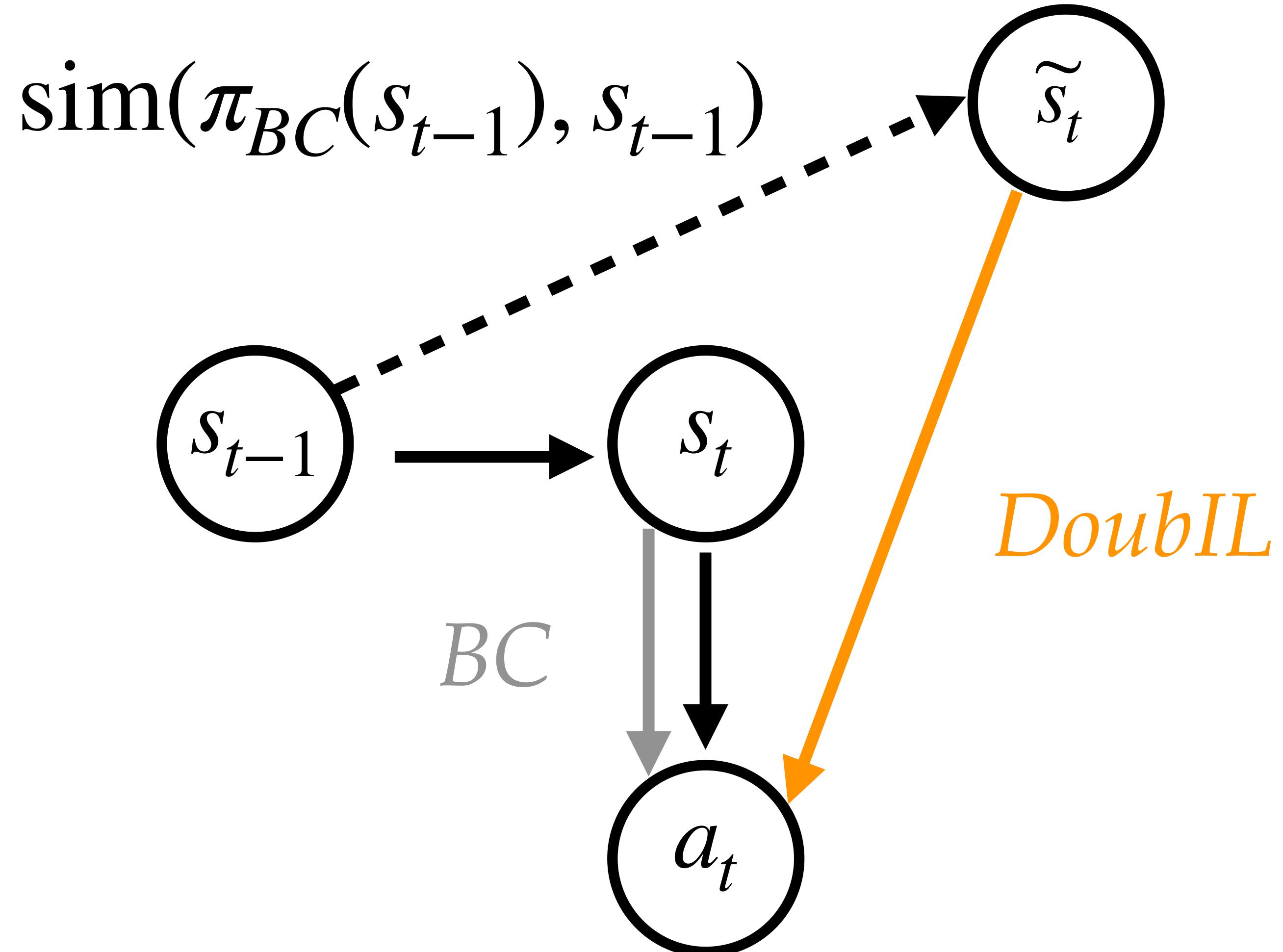




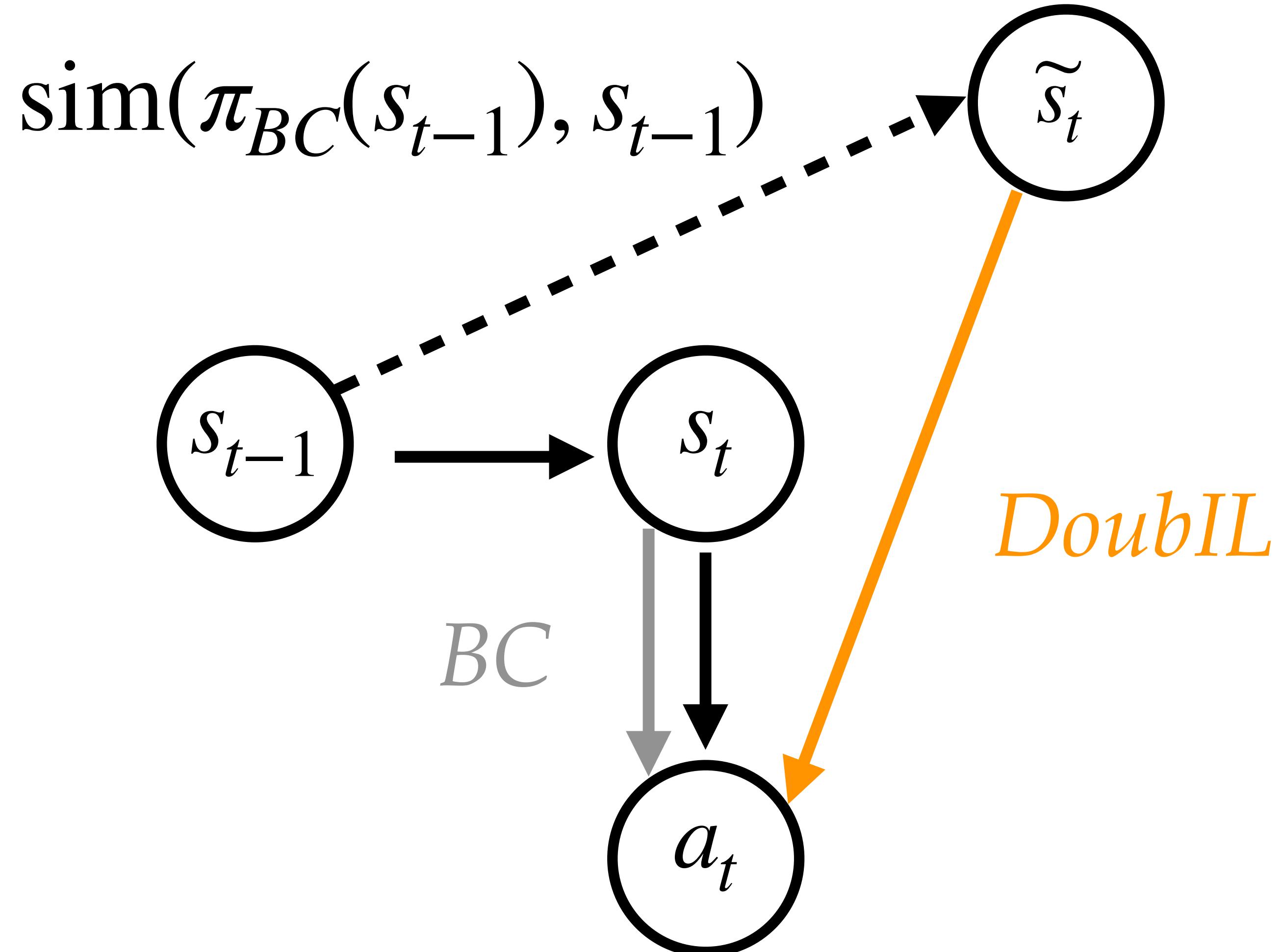


$$\text{sim}(\pi_{BC}(s_{t-1}), s_{t-1})$$




$$\text{sim}(\pi_{BC}(s_{t-1}), s_{t-1})$$
$$\tilde{s}_t$$
$$s_{t-1}$$
$$s_t$$
$$a_t$$
$$BC$$

DoubIL



$$J(\pi_E) - J(\pi) \leq c(\sqrt{\epsilon} + \sqrt{\delta})\kappa(\Pi)T^2$$

$$\min_{\pi} \max_f \mathbb{E}[2(a_t - \pi(s_t))f(s_{t-1}) - f(s_{t-1})^2]$$

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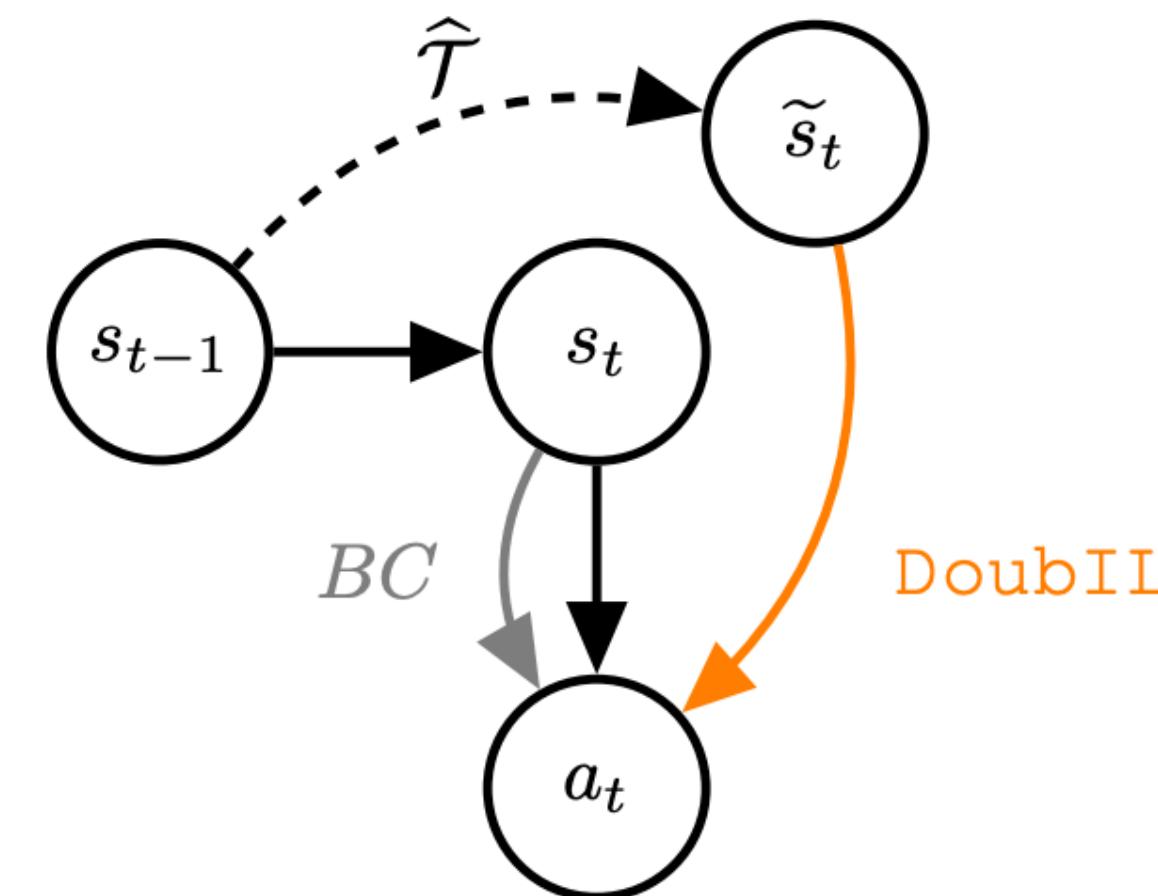
$$J(\pi_E) - J(\pi) \leq c \sqrt{\epsilon} \kappa(\Pi) T^2$$

Instrumental Variable Imitation Learning

generative modeling

game-theoretic

DoubIL



$$J(\pi_E) - J(\pi) \leq c(\sqrt{\epsilon} + \sqrt{\delta})\kappa(\Pi)T^2$$

ResiduIL

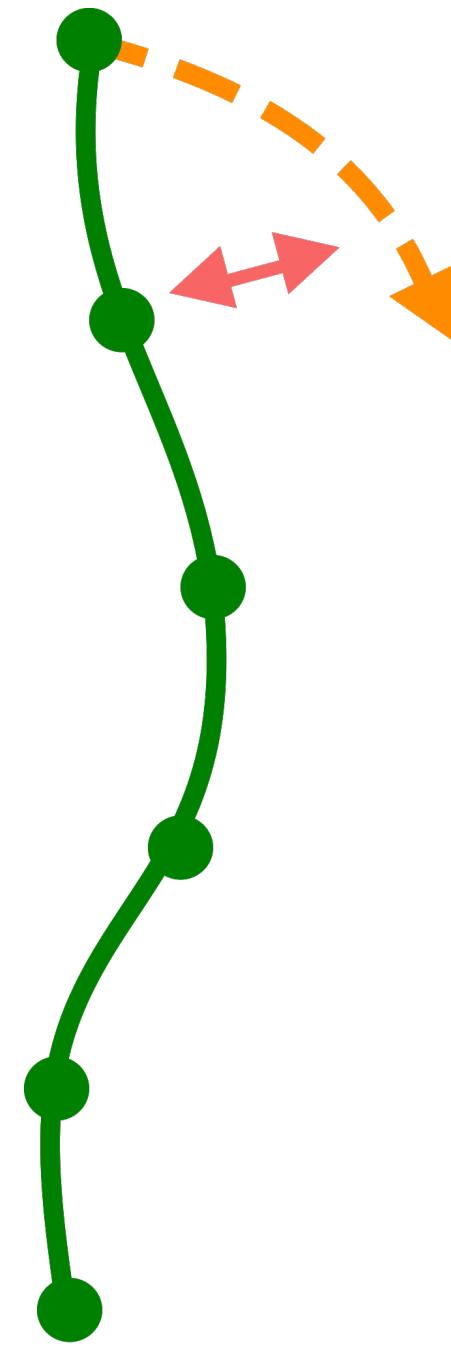
$$\min_{\pi} \max_f \mathbb{E}[2(a_t - \pi(s_t))f(s_{t-1}) - f(s_{t-1})^2]$$

$$J(\pi_E) - J(\pi) \leq c\sqrt{\epsilon}\kappa(\Pi)T^2$$

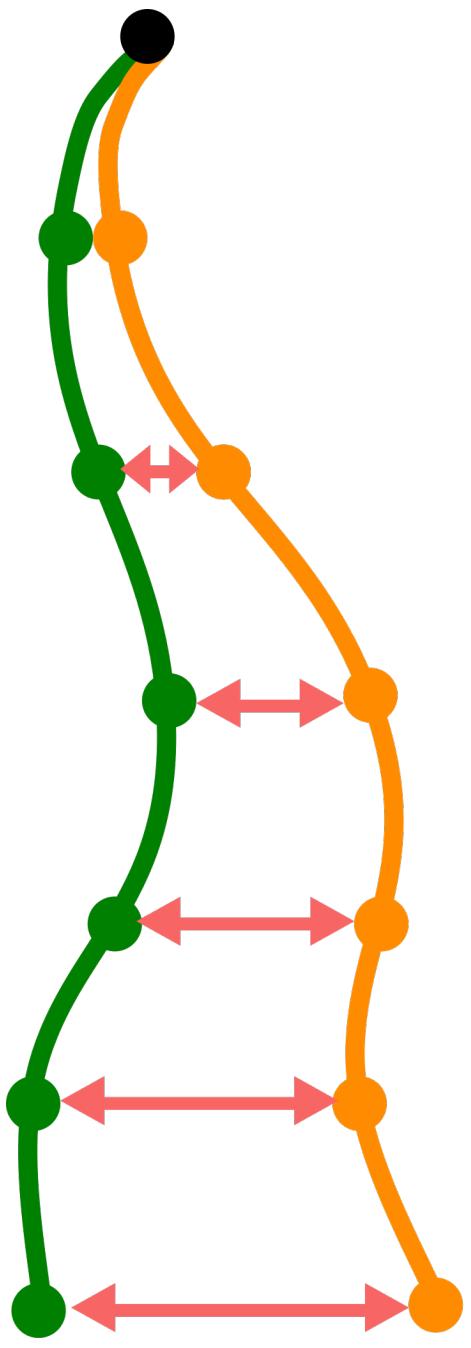
$$\pi_E \xleftarrow{f} \pi$$

[Swamy et al, 2021]

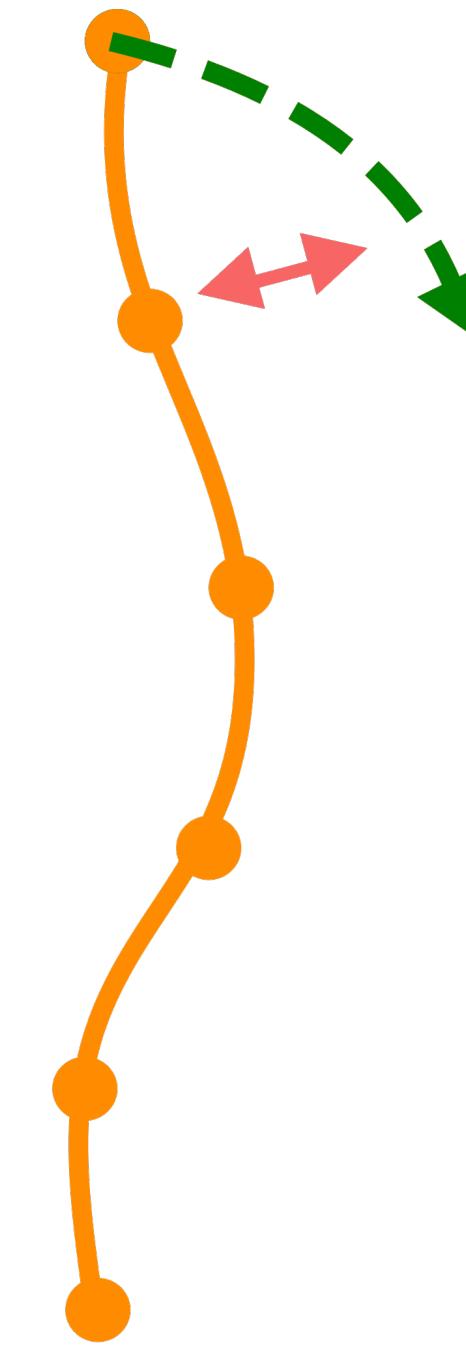
Offline



Online



Interactive



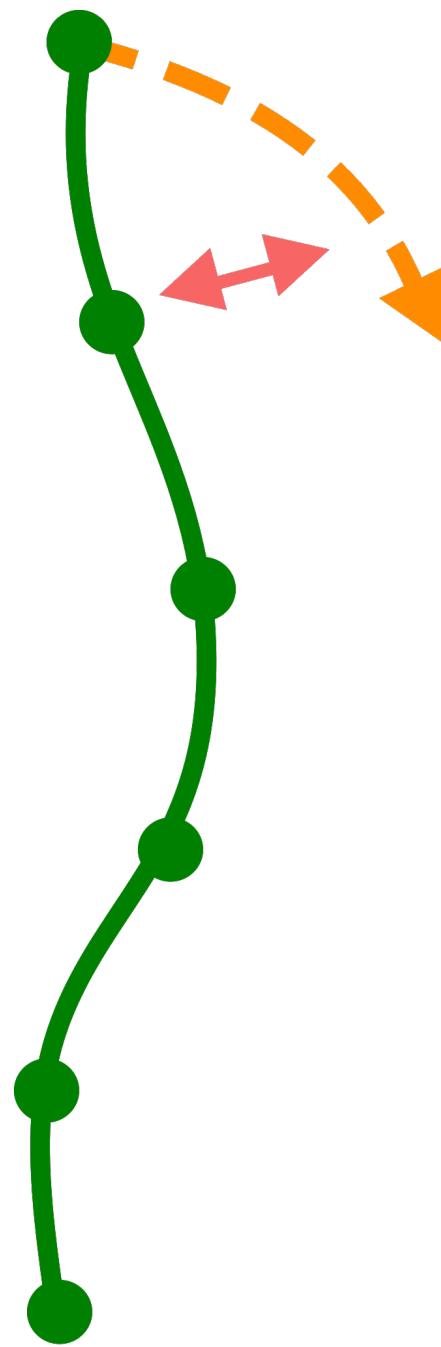
*Inconsistent,
IVR Consistent*

Consistent

$$\pi_E \longleftrightarrow^f \pi$$

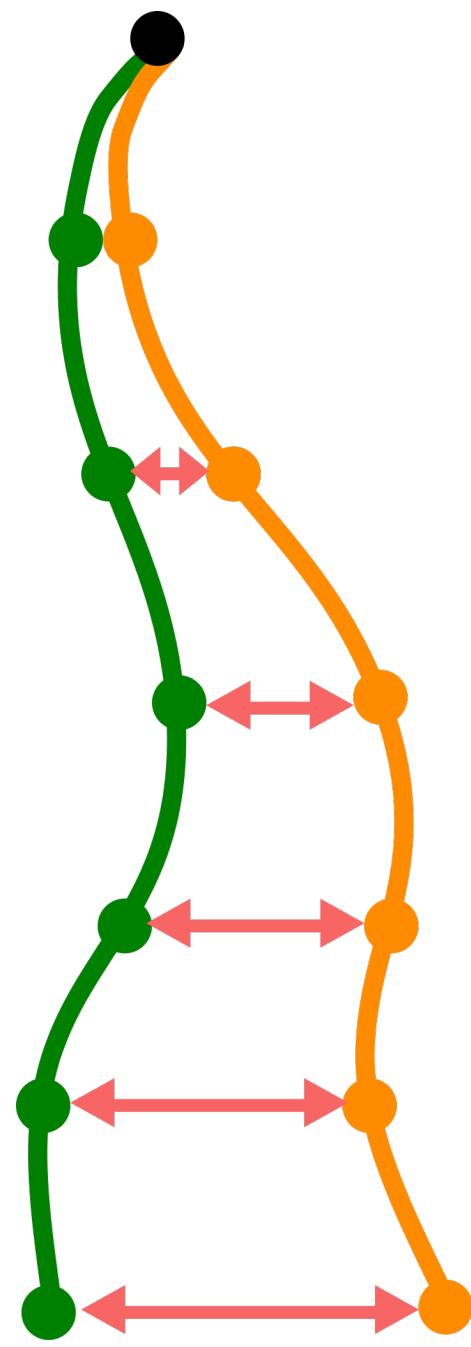
[*Swamy et al, 2021*]

Offline



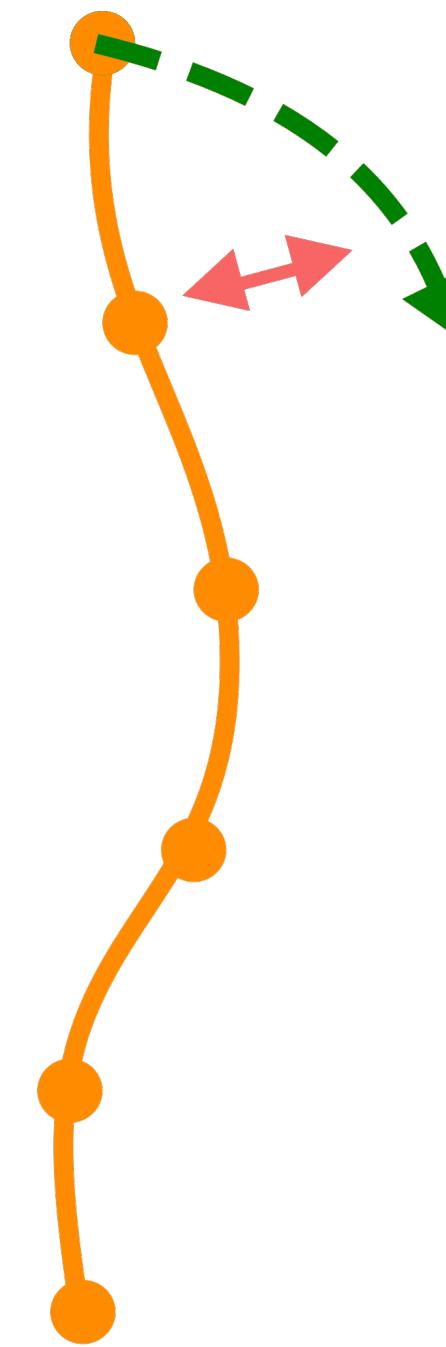
Inconsistent, IVR Consistent

Online

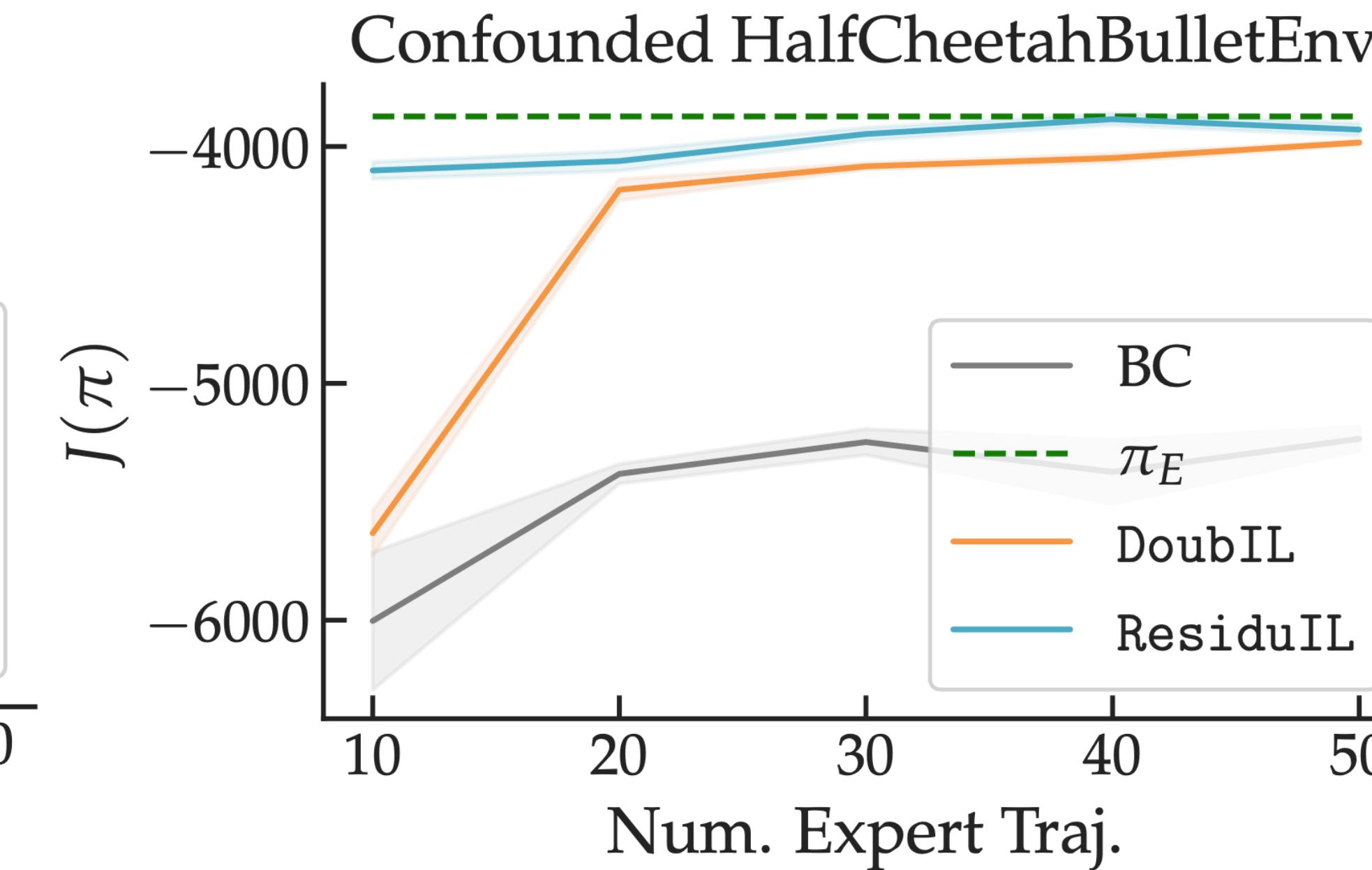
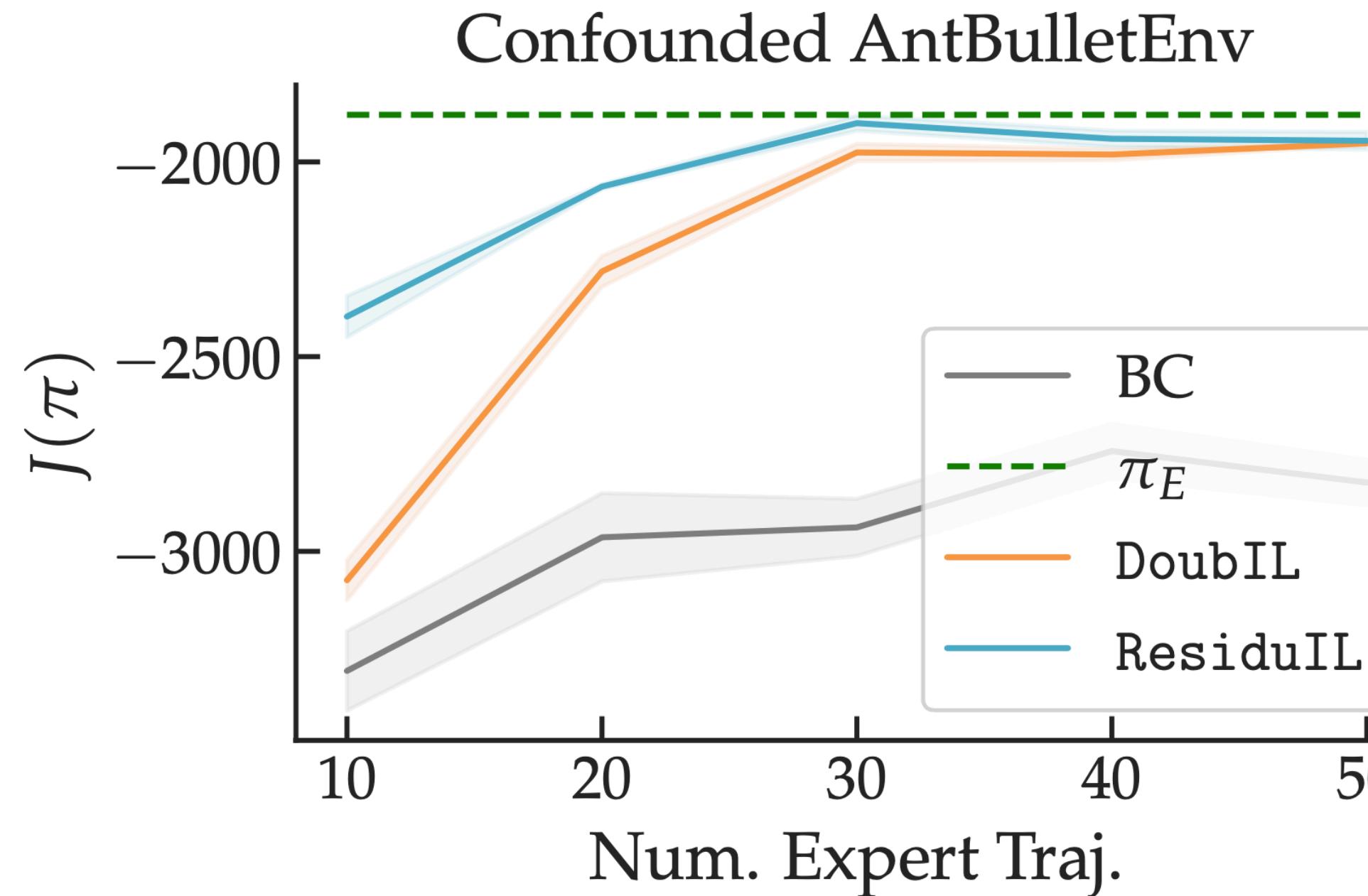
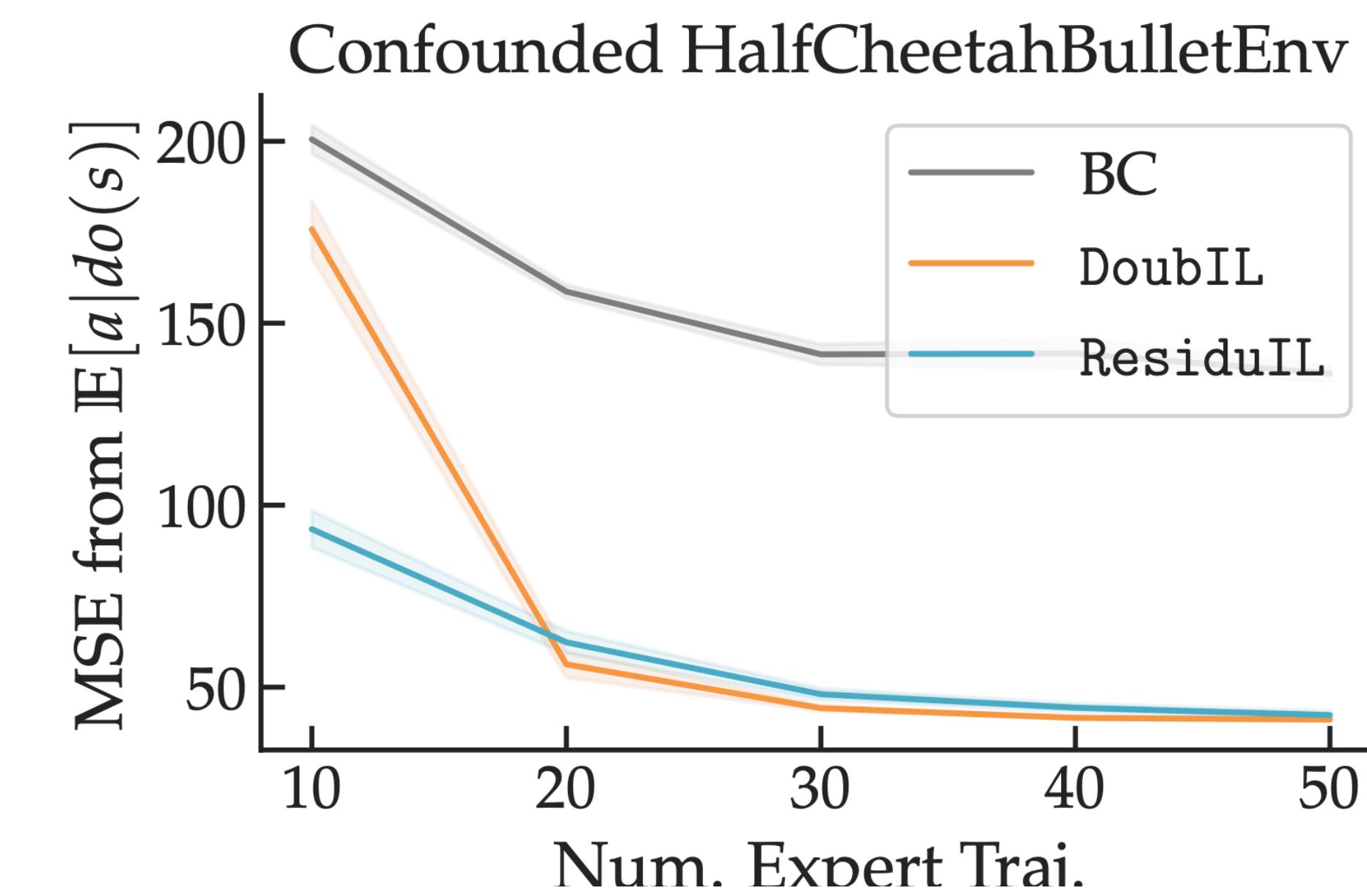
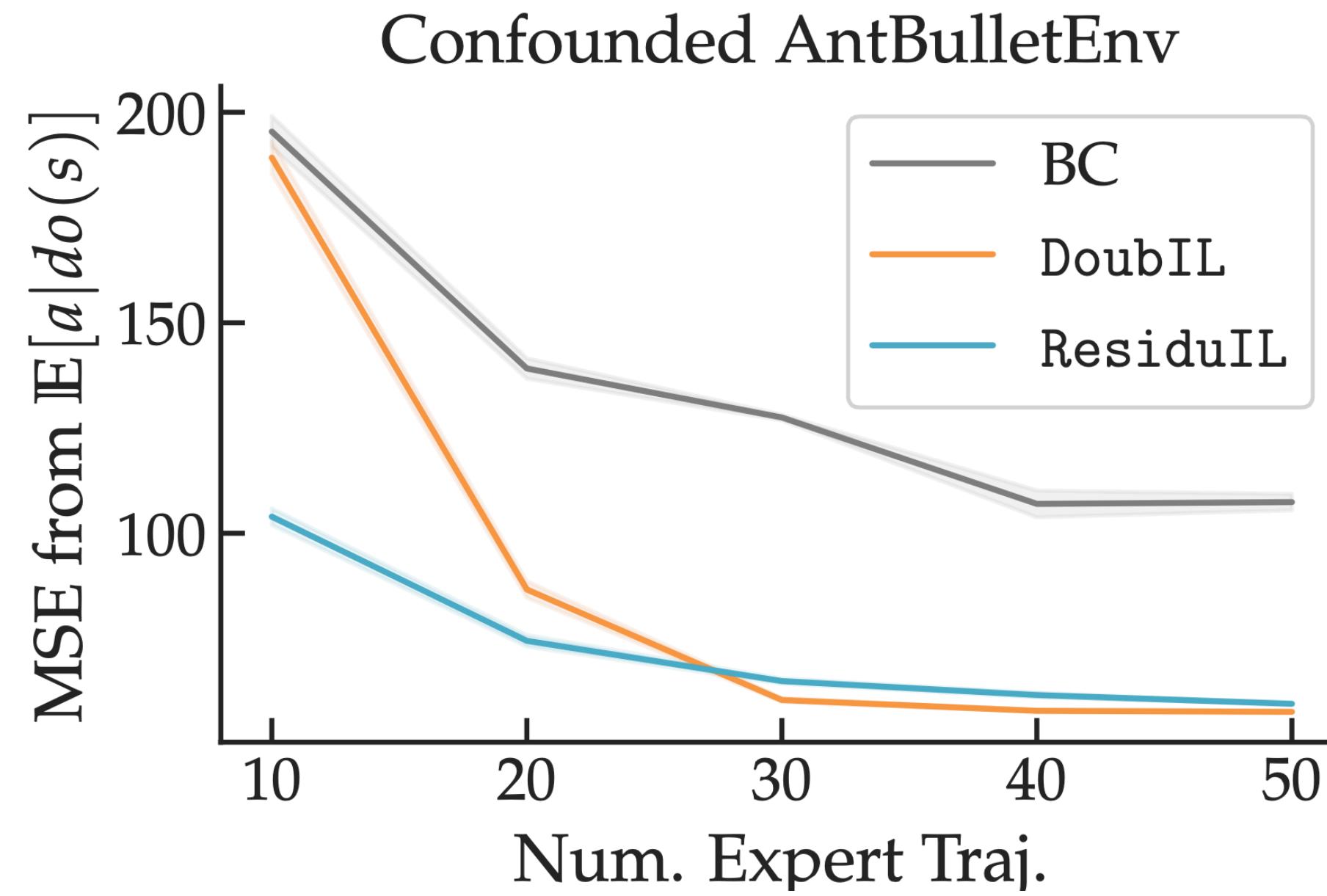


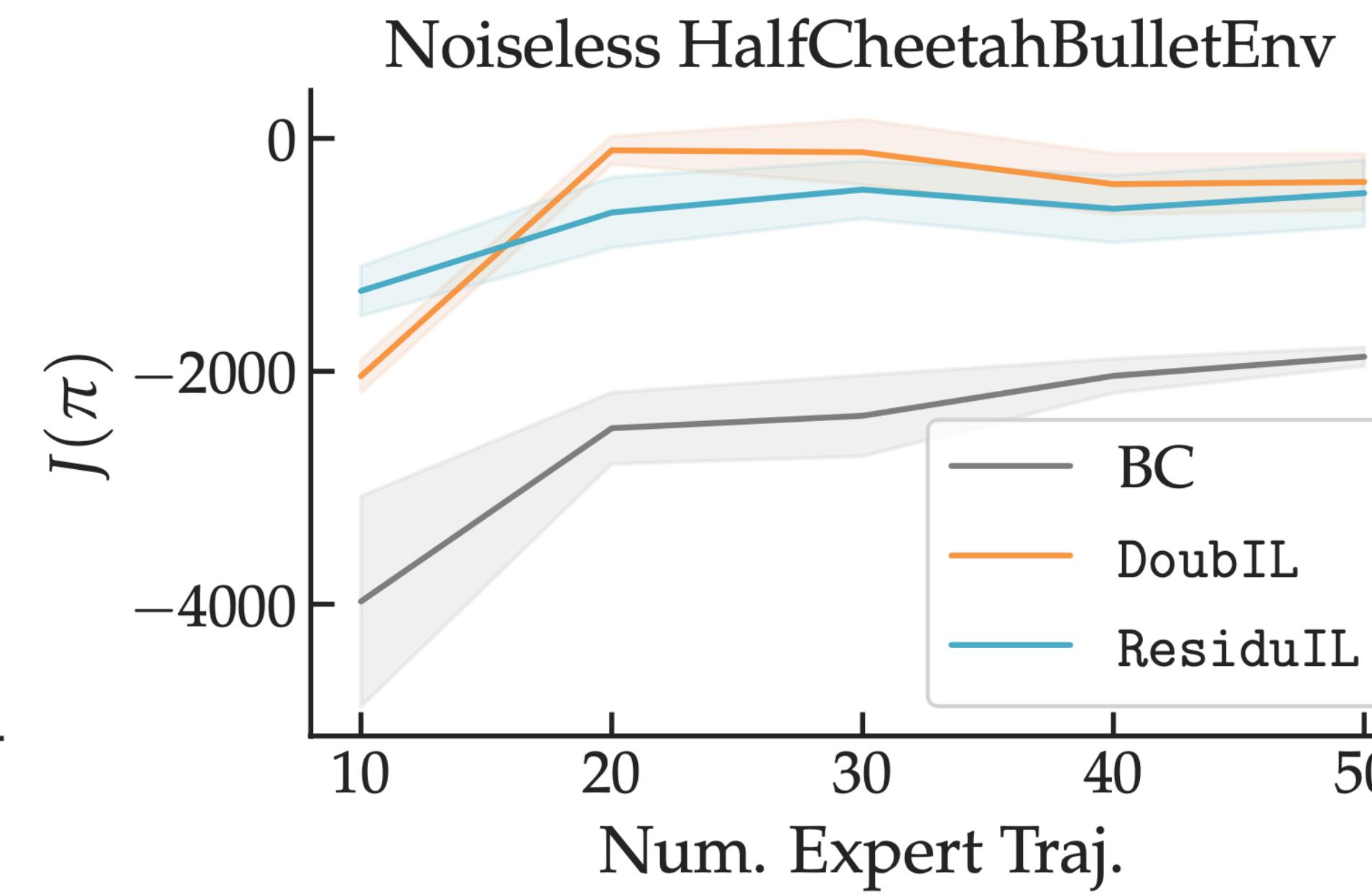
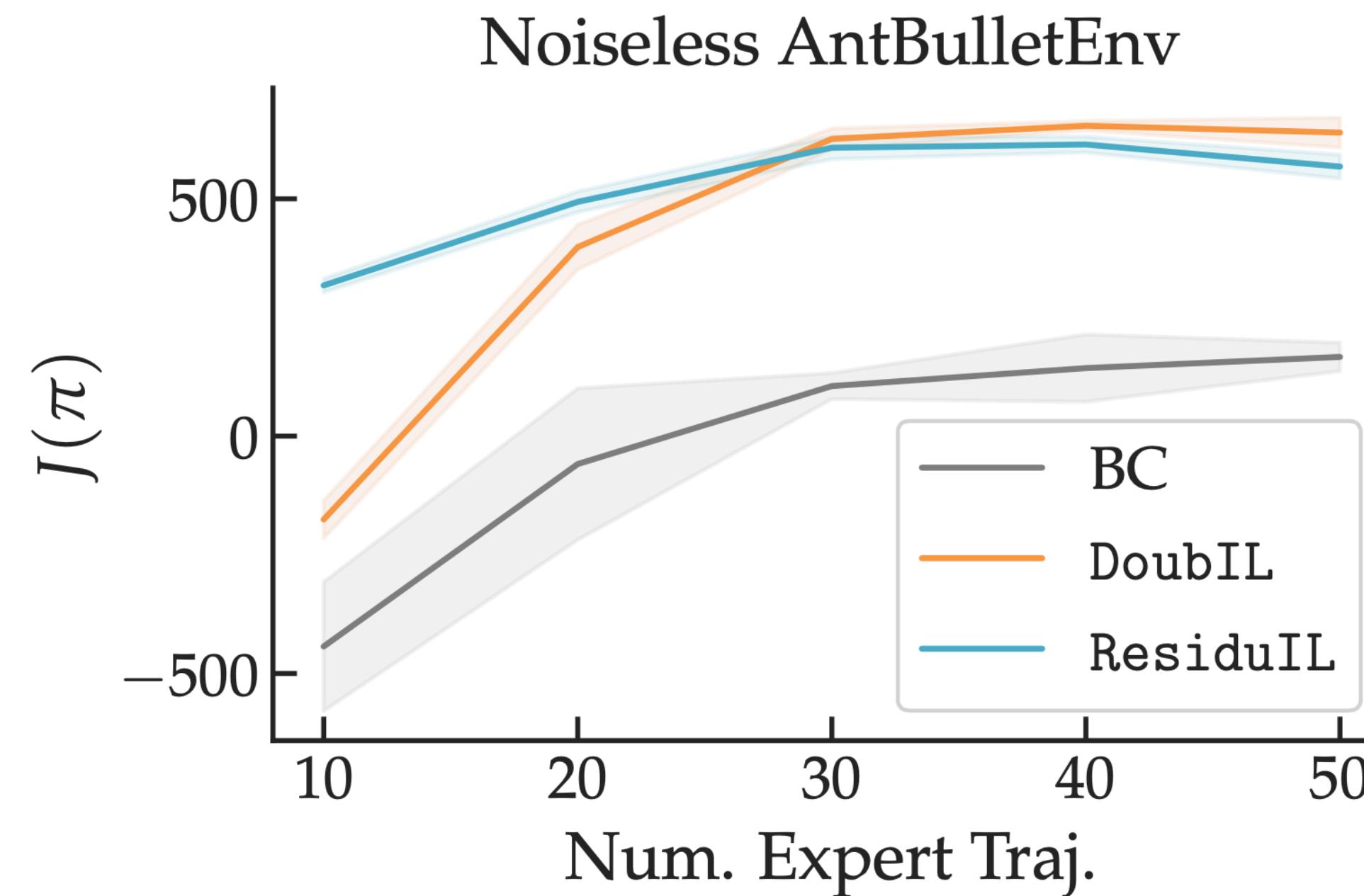
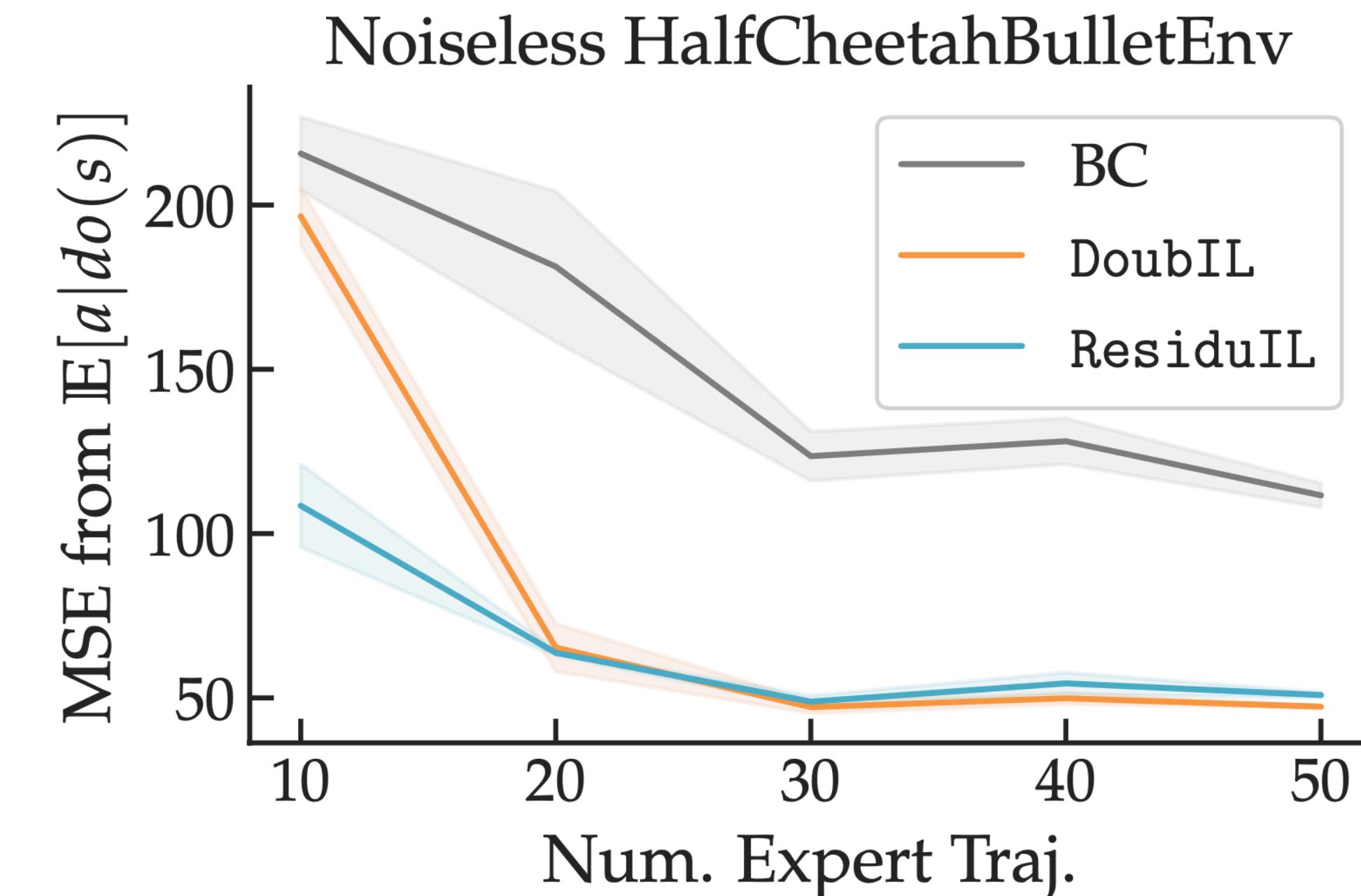
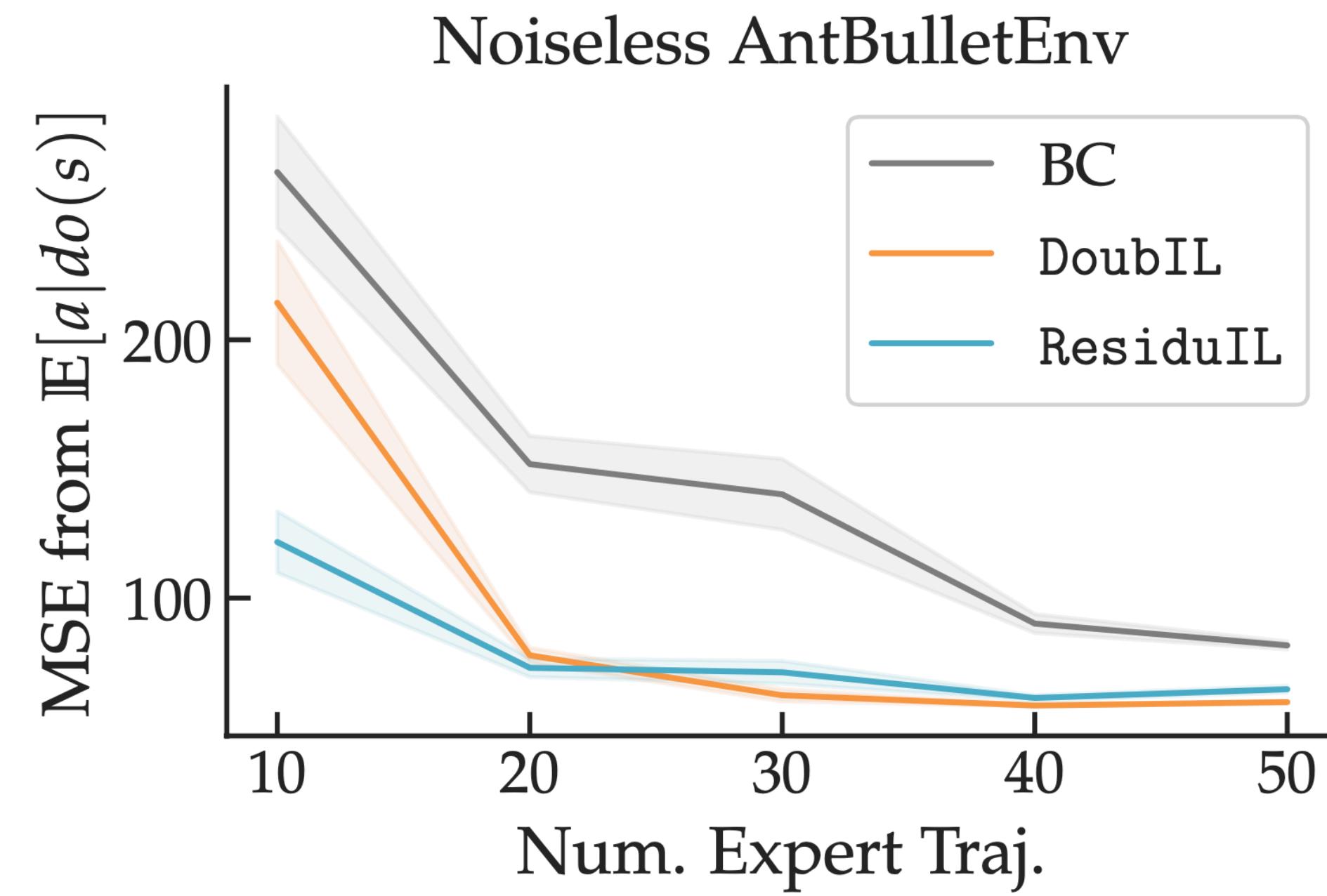
Inconsistent, Hybrid?

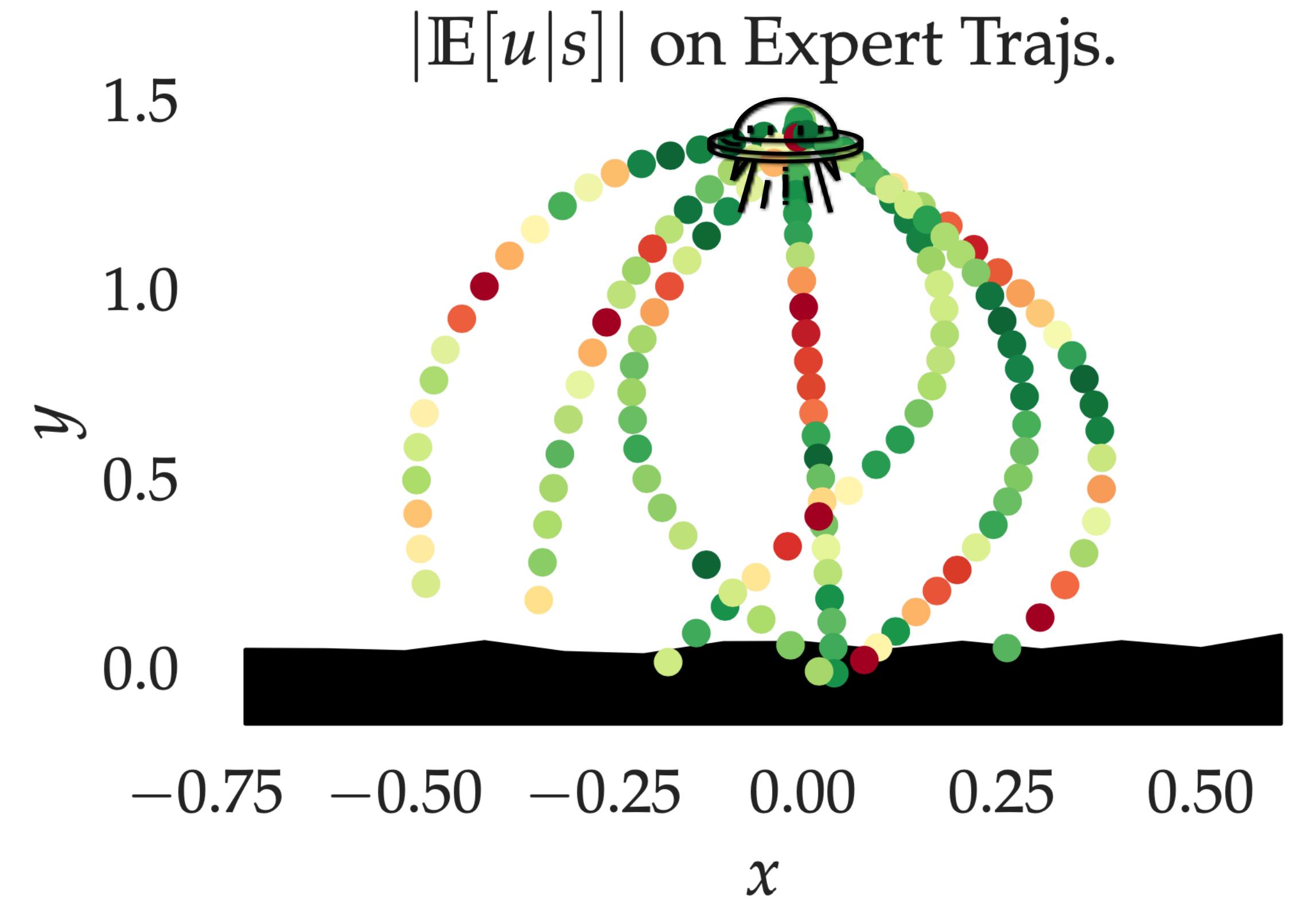
Interactive

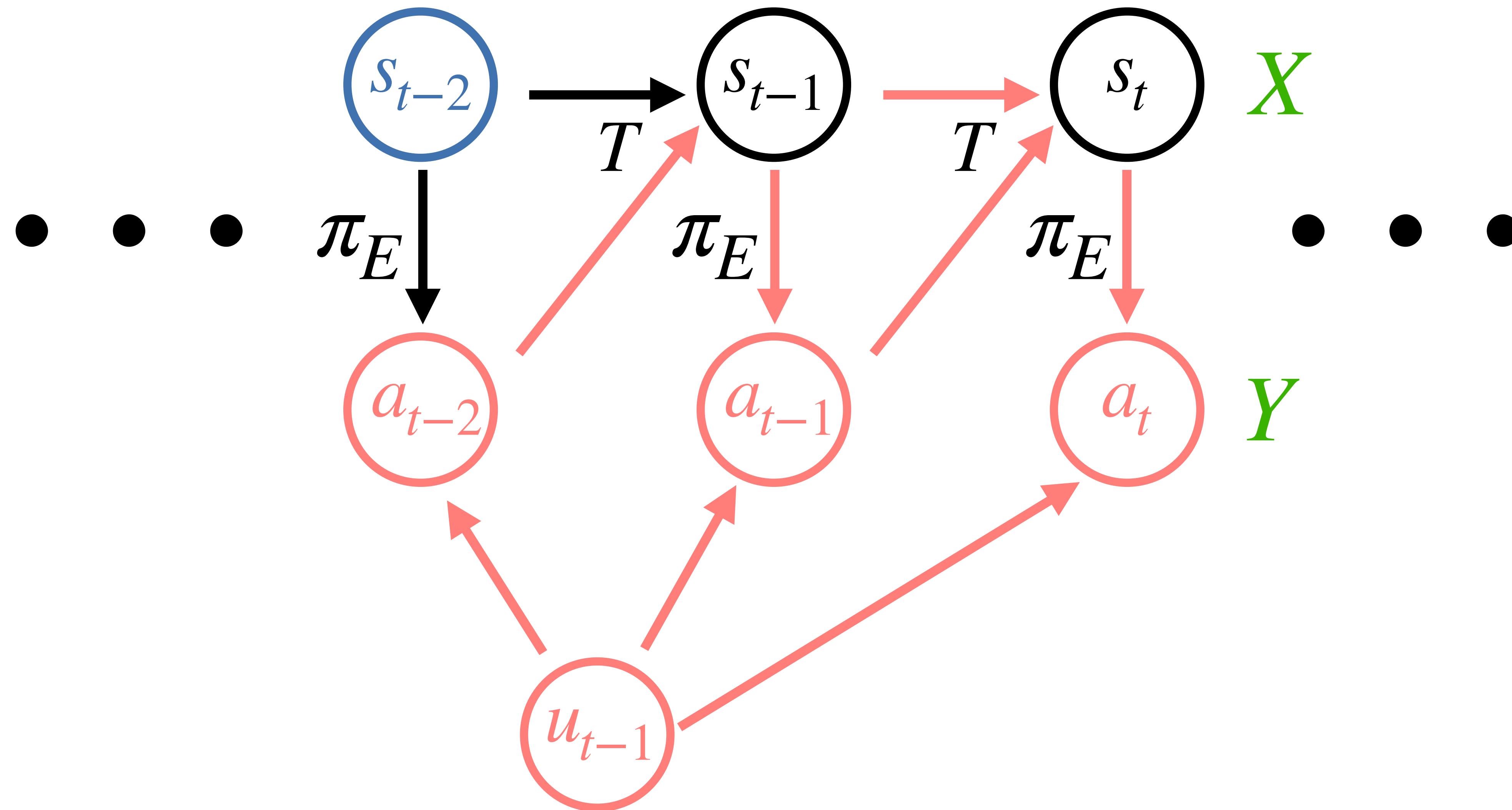


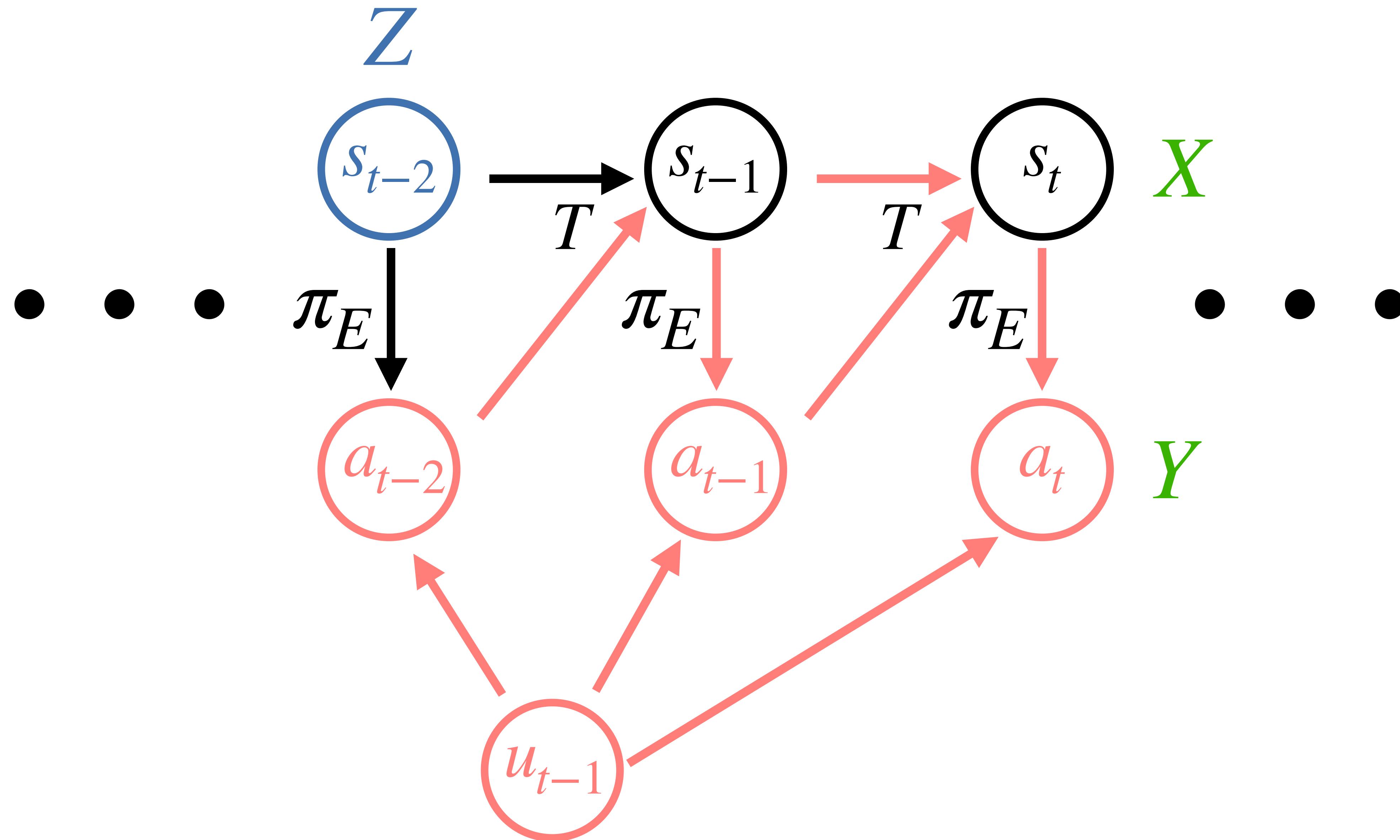
Consistent

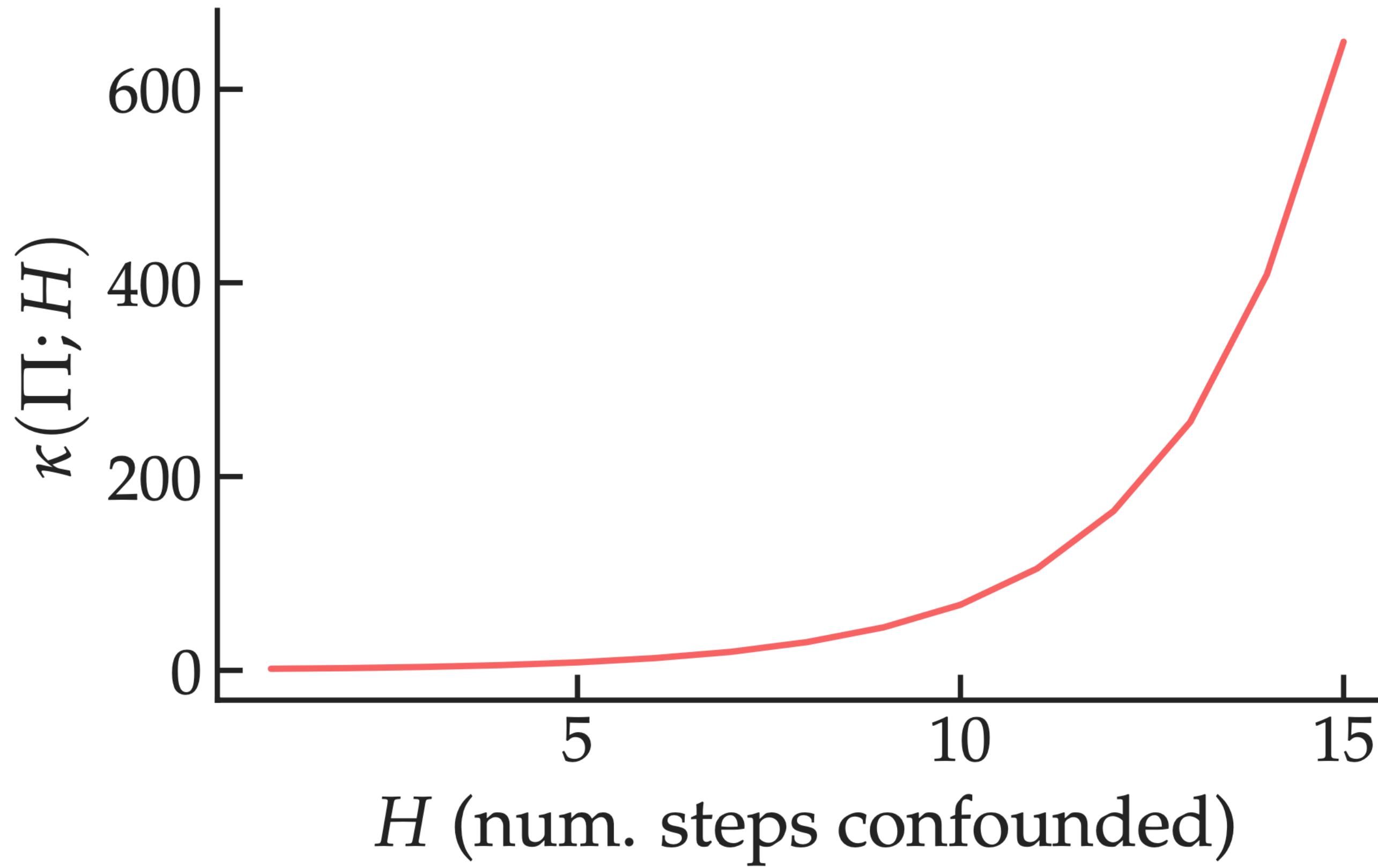












Thanks!

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gswamy@cmu.edu

