

### Introduction

- Imitation Learning mimic expert behavior without access to an explicit reward signal.
- Expert demonstrations provided by humans, however, often show significant variability.









- BC deviates due to compounding errors.
- GAIL fails to capture the latent structure.
- Our method
- Can disentangle different behaviors (modes).
- Can do imitation learning from raw images.
- Can be used to anticipate actions.

### **Generative Adversarial Imitation Learning**



- Discriminator *D* tries to distinguish between expert trajectories and ones from policy  $\pi$ .
- Policy  $\pi$  tries to fool the discriminator.  $\min_{\pi} \max_{D} \mathbb{E}_{\pi}[\log D(s, a)] + \mathbb{E}_{\pi_{E}}[\log(1 - D(s, a))] \quad (1)$

# InfoGAIL: Interpretable Imitation Learning from Visual Demonstrations

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### Interpretable Imitation Learning

Introduce a latent variable/code c.

•  $L_{I}(\pi, Q)$  is a variational lower bound of MI  $L_{I}(\pi, Q) = \mathbb{E}_{c \sim p(c), a \sim \pi(\cdot|s,c)}[\log Q(c|\tau)] + H(c)$  (3) where Q is an approximation to the posterior.

#### Algorithm 1 InfoGAIL

**Input:** Initial parameters of policy, discriminator and posterior approximation  $\theta_0, \omega_0, \psi_0$ ; expert trajectories  $\tau_E \sim \pi_E$  containing state-action pairs.

**Output:** Learned policy  $\pi_{\theta}$ 

for i = 0, 1, 2, ... do Sample latent codes:  $c_i \sim p(c)$ Sample trajectories:  $\tau_i \sim \pi_{\theta_i}(c_i)$ . Sample state-action pairs  $\chi_i \sim \tau_i$  and  $\chi_E \sim \tau_E$ .

Update  $\omega_i$  to  $\omega_{i+1}$  by ascending with gradients

 $\Delta_{\omega_i} = \hat{\mathbb{E}}_{\chi_i} [\nabla_{\omega_i} \log D_{\omega_i}(s, a)] + \hat{\mathbb{E}}_{\chi_E} [\nabla_{\omega_i} \log(1 - D_{\omega_i}(s, a))]$ Update  $\psi_i$  to  $\psi_{i+1}$  by descending with gradients

 $\Delta_{\psi_i} = -\lambda_1 \hat{\mathbb{E}}_{\chi_i} [\nabla_{\psi_i} \log Q_{\psi_i}(c|s,a)]$ 

Update  $\theta_i$  to  $\theta_{i+1}$ , using TRPO with the objective:

 $\mathbb{\hat{E}}_{\chi_{i}}[\log D_{\omega_{i+1}}(s,a)] - \lambda_{1}L_{I}(\pi_{\theta_{i}}, Q_{\psi_{i+1}})$ 

end for



**Figure:** Visualization of different training stages.

## InfoGAIL Training

- Reward Augmentation Incorporate prior knowledge by adding state-based incentives  $\eta(\pi_{\theta}) = \mathbb{E}_{s \sim \pi_{\theta}}[r(s)].$
- Improved Objective
  Using WGAN to alleviate the problems of
  (1) vanishing gradient
  (2) mode collapse
  min max E<sub>πθ</sub>[D<sub>ω</sub>(s, a)] E<sub>πE</sub>[D<sub>ω</sub>(s, a)] λ<sub>0</sub>η(π<sub>θ</sub>)
  -λ<sub>1</sub>L<sub>I</sub>(π<sub>θ</sub>, Q<sub>ψ</sub>)
- Variance Reduction
   Baselines, Replay Buffers, etc.
- Transfer Learning for Visual Inputs
   Extract features from a pre-trained network.



**Figure:** Transfer learning for handling visual inputs.

## **Experiments on Self-Driving**

### Interpretable Imitation Learning via Vision

- Using TORCS a driving simulator
- Vision as only source of perceptual inputs

### The learned policy

- successfully distinguishes expert behaviors.
- produces interpretable representations from high-dimensional visual behavioral data.
- imitates each mode accordingly.
- low-level actions controlled by specifying high-level latent codes.







Figure: Visual inputs used for passing a car.

### Table: Predictive

accuracy

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Method	Acc.
Chance	50%
K-means	55.4%
PCA	61.7%
InfoGAIL (Ours)	81.9%
SVM	85.8%
CNN	90.8%

### Table: Ablation study

Rollout dist.
701.83
914.45
1031.13
1123.89
1177.72
1226.68
1203.51

Code: https://github.com/ermongroup/infogail

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