

Journal Club: “Continuous Inverse Optimal Control with Locally Optimal Examples”

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MaxEnt

Paper

Maximum Entropy Inverse Reinforcement Learning

Brian D. Ziebart, Andrew Maas, J. Andrew Bagnell, and Anind K. Dey.

AAAI Conference on Artificial Intelligence (AAAI 2008).

MaxEnt Framework

- States s
- Actions a
- Transition distribution $T : \{P_T(s'|s, a)\}$
- Feature vector for state s : \mathbf{f}_s
- Path $\zeta = ((s_0, a_0), \dots, (s_T, a_T))$
- Feature counts $\mathbf{f}_\zeta = \sum_{s \in \zeta} \mathbf{f}_s$

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Rewards

Linear model: $r(\mathbf{f}_\zeta) := \theta^\top \mathbf{f}_\zeta$.

Goal: learn a pdf P over trajectories $\{\zeta\}$.

Demonstrations

- Trajectories $\left\{ \tilde{\zeta}_i, 1 \leq i \leq m \right\}$
- Empirical feature count: $\tilde{\mathbf{f}} := \frac{1}{m} \sum_i \mathbf{f}_{\tilde{\zeta}_i}$

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Matching on feature expectations

Choose P s.t., for $\zeta \sim P$,

$$\mathbb{E}(\mathbf{f}_{\zeta}) := \sum_{\zeta} P(\zeta) \mathbf{f}_{\zeta} = \tilde{\mathbf{f}}.$$

Observation: infinitely many solutions.

Enters Entropy

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Not nice:

- $Z(\theta) := \sum_{\zeta} e^{\theta^\top \mathbf{f}_\zeta}$ heavy to compute

Learning

Maximum likelihood over example trajectories:

$$\theta^* = \arg \max_{\theta} L(\theta) = \arg \max_{\theta} \sum_{\tilde{\zeta}_i} \log P(\tilde{\zeta}_i | \theta).$$

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Compute θ through gradient descent:

$$\nabla L(\theta) = \tilde{\mathbf{f}} - \sum_{\zeta} P(\zeta | \theta) \mathbf{f}_{\zeta}.$$

Pipeline Summary

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- “Optimal” θ^*

Today's Paper

Paper

Sergey Levine and Vladlen Koltun

Continuous Inverse Optimal Control with Locally Optimal Examples

Proceedings of the 29th International Conference on Machine Learning (2012)

Differences

- Dynamics function (known to the learner):

$$\mathbf{x}_t = \mathcal{F}(\mathbf{x}_{t-1}, \mathbf{u}_t)$$

- More general reward functions:

$$r(\mathbf{u}) = \sum_t r(\mathbf{x}_t, \mathbf{u}_t)$$

Contribution

Same model:

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Algorithm

Faster computation of $Z(\mathbf{u})$: $O(T)$ instead of $O(T^3)$.

MaxEnt model:

$$P(\mathbf{u}|\mathbf{x}_0) = e^{r(\mathbf{u})} \left[\int e^{r(\tilde{\mathbf{u}})} d\tilde{\mathbf{u}} \right]^{-1}$$

First-order approximation of $r(\tilde{\mathbf{u}})$:

$$r(\tilde{\mathbf{u}}) \approx r(\mathbf{u}) + (\tilde{\mathbf{u}} - \mathbf{u})^\top \mathbf{g} + \frac{1}{2}(\tilde{\mathbf{u}} - \mathbf{u})^\top \mathbf{H}(\tilde{\mathbf{u}} - \mathbf{u})$$

- inject into integral
- neglect (some) second-order variations: $\frac{\partial^2 \mathbf{x}}{\partial \mathbf{u}^2}$
- do the math...

Approximate log-likelihood:

$$2\mathcal{L} = \mathbf{g}^\top \mathbf{H}^{-1} \mathbf{g} + \log \det(-\mathbf{H}) - \dim(\mathbf{u}) \log(2\pi)$$

Convenient expression when r parametrized by θ :

$$\frac{\partial \mathcal{L}}{\partial \theta} = f_{\mathcal{F}} \left(\frac{\partial \mathbf{g}}{\partial \theta}, \frac{\partial \mathbf{H}}{\partial \theta} \right)$$

Pros and cons

Nice:

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Not nice:

- Learner needs to know/model environment dynamics
- No measure of approximation errors

Other remarks

- Computation time cubic in $\dim(\mathbf{x})$, $\dim(\mathbf{u})$

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- High dimensional domains: what about exploration?

Thanks for your attention!