A Dual Approach to Imitation Learning from Observations with Offline Datasets

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DILO learns to imitate from observations:

Truly Off-Policy: Leverage arbitrary prior interaction data
Lower Errors: Avoid Compounding Errors
Stronger Guarantees: Does not minimize loose upper bounds
Efficient: As efficient as vanilla Offline RL

Overview

Classical Offline LfO







formulation allows for direct optimization of multi-step utility Q(s, s')

Dual

No inverse dynamic or discriminator needed!

Approach

Simulated Results

Primal Formulation (Mixture Distribution Matching): $\max_{d} - D_f (Mix_{\beta}(d,\rho) || Mix_{\beta}(d^E,\rho))$ s. $t \sum d(s',s'',a'') = (1 - \gamma)d_0(s',s'') + \gamma \sum d(s,s',a')p(s''|s',a')$ Dual Formulation (DILO):

Only method to consistently succeed

on variety of offline datasets

		No expert actions			Expert
Suboptimal Dataset	Env	ORIL	SMODICE	DILO	
random+ expert	hopper halfcheetah walker2d ant	75.21 ± 21.90 60.49 ± 3.53 27.02 ± 23.49 54.19 ± 27.60	100.46±0.64 85.16±3.62 108.41±0.47 122.56±4.47	97.87 ± 8.11 91.18 ± 0.24 108.42 ± 0.64 122.15 ± 5.15	111.33 88.83 106.92 130.75
random+ few-expert	hopper halfcheetah walker2d ant	$\begin{array}{c} 29.86 {\pm} 22.60 \\ 25.76 {\pm} 9.52 \\ 3.22 {\pm} 3.29 \\ 36.52 {\pm} 9.37 \end{array}$	78.80±3.09 4.10±1.50 107.18±1.87 -8.89±39.12	$\begin{array}{r} 93.73 {\pm} 7.59 \\ 52.32 {\pm} 10.72 \\ 108.42 {\pm} 0.25 \\ 117.50 {\pm} 4.75 \end{array}$	111.33 88.83 106.92 130.75

 $\min_{V} \frac{\beta(1-\gamma)\mathbb{E}_{d_0}[V(s,s')] + \mathbb{E}_{s,s' \sim Mix(d^E,\rho)}[f_p^*(\gamma V(s',s'') - V(s,s'))]}{-(1-\beta)\mathbb{E}_{s,s' \sim \rho}[\gamma V(s',s'') - V(s,s')]}$

Real Robot Results

Image Inputs

Image

Able to learn from cross-embodied demonstrations And performs well on complex dynamic tasks

Learns from image observations With minimal hyperparameter tuning

Safe Object Manipulation				Puck-Striking	
	Few Trajectories	Fixed Start	Few Uniform	20 expert	10 expert
BCO SMODICE DILO	3/10 2/10 8/10	7/10 1/10 9/10	<mark>6/10</mark> 0/10 5/10	7/11 5/11 <mark>8/11</mark>	4/11 4/11 5/11
Safe Object Manipulation (Cross-Embodiment)				Dynamic Puck Hitting	
	Few Trajectories	Fixed Start	Few Uniform	400 expert (touch)	400 expert (hitting)
BCO SMODICE DILO	6/10 1/10 <mark>8/10</mark>	6/10 1/10 9/10	8/10 1/10 8/10	2/10 6/10 10/10	0/10 4/10 9/10



BCO	SMODICE	DILO
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		Lift-MG	Lift-MH	Can-MG	Can-MH
50 Demos	BCO SMODICE DILO	$\begin{array}{c} 0.00 \pm 0.00 \\ 0.41 \pm 0.02 \\ \textbf{0.59} \pm \textbf{0.03} \end{array}$	$\begin{array}{c} 0.00 \pm 0.00 \\ 0.46 \pm 0.1 \\ \textbf{0.97} \pm \textbf{0.02} \end{array}$	$\begin{array}{c} 0.00 \pm 0.00 \\ \textbf{0.54} \pm \textbf{0.01} \\ \textbf{0.53} \pm \textbf{0.02} \end{array}$	$\begin{array}{c} 0.0 \ 0 \pm 0.00 \\ 0.28 \pm 0.01 \\ \textbf{0.64} \pm \textbf{0.03} \end{array}$
50 Demos	BCO SMODICE DILO	$\begin{array}{c} 0.00 \pm 0.00 \\ 0.21 \pm 0.02 \\ \textbf{0.76} \pm \textbf{0.08} \end{array}$	$\begin{array}{c} 0.00 \pm 0.00 \\ 0.40 \pm 0.12 \\ \textbf{0.94} \pm \textbf{0.02} \end{array}$	$\begin{array}{c} 0.00 \pm 0.00 \\ 0.10 \pm 0.04 \\ \textbf{0.25} \pm \textbf{0.02} \end{array}$	$\begin{array}{c} 0.00 \pm 0.00 \\ 0.02 \pm 0.01 \\ \textbf{0.15} \pm \textbf{0.01} \end{array}$



Code

