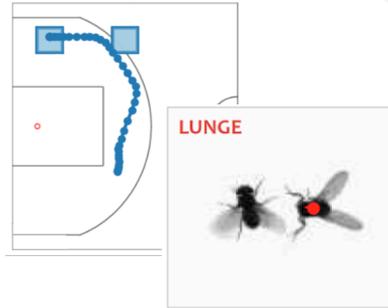
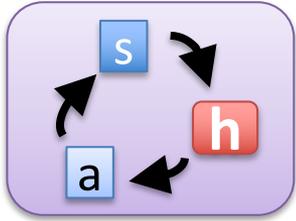


# Inference + Imitation

Yisong Yue

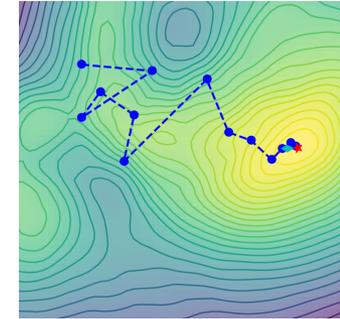
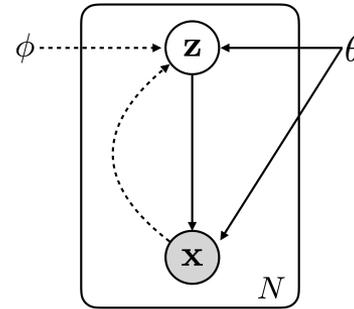


$$\operatorname{argmin}_{\theta} \mathbb{E}_{s \sim P(s|\theta)} L(\pi^*(s), \pi_{\theta}(s))$$

$$\max_{\pi \in \Pi} \min_{r \in \mathcal{R}} \mathbb{E}_{\pi} [r(s, a)] - \mathbb{E}_{\pi^*} [r(s, a)]$$

## Imitation Learning

Optimize desired behavior  
Learn from demonstrations



$$\mathbb{E}_q [\log p_{\theta}(\mathbf{x}|\mathbf{z})] - D_{KL}(q(\mathbf{z}|\mathbf{x}; \lambda) || p_{\theta}(\mathbf{z}))$$

## (Variational) Inference

Inference in probabilistic models  
Phrased as optimization

← Probabilistic Imitation Learning

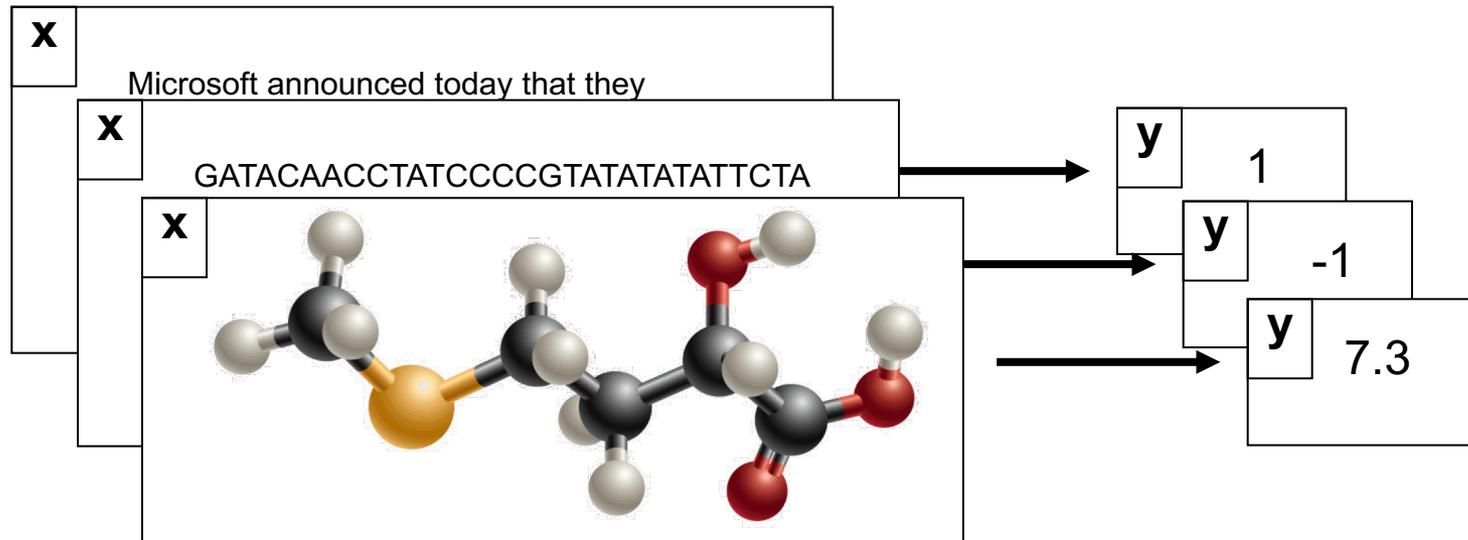
→ Learning to Infer

# Warm Up: Supervised Learning

- Find function from input space  $X$  to output space  $Y$

$$h : X \longrightarrow Y$$

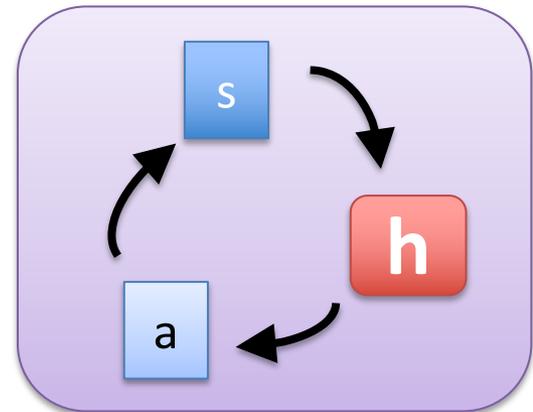
such that the prediction error is low \*\*



\*\* error can also be probabilistic (e.g., log likelihood)

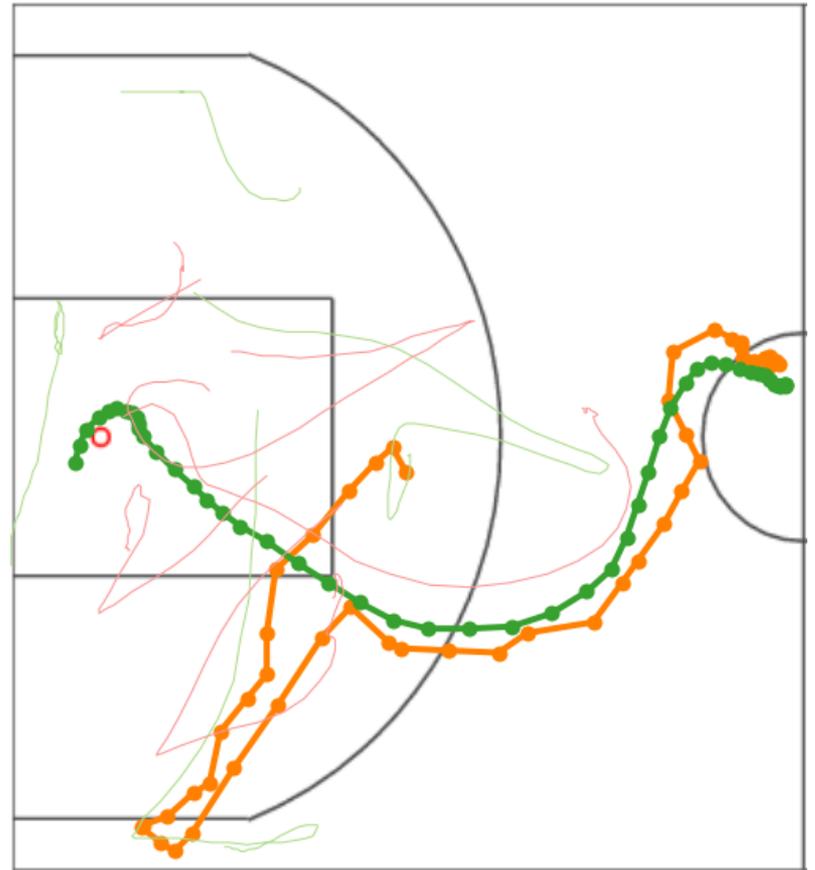
# Imitation Learning

- Input:
  - Sequence of contexts/states:
- Predict:
  - Sequence of actions
- Learn Using:
  - Sequences of demonstrated actions



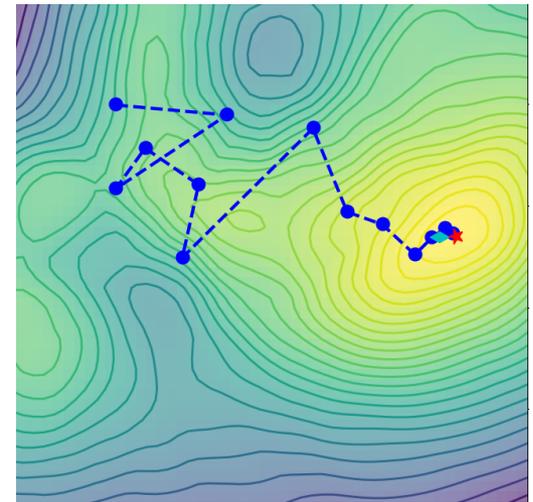
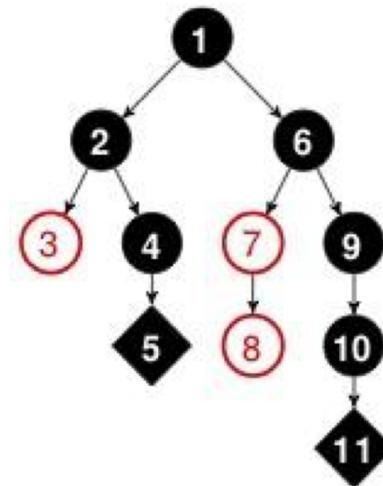
# Example: Basketball Player Trajectories

- $s$  = location of players & ball
- $a$  = next location of player
- **Goal:** learn  $h(s) \rightarrow a$



# Example: Learning to Optimize

- $s$  = optimization problem & current location
- $a$  = next location
- **Goal:** learn  $h(s) \rightarrow a$



# What to Imitate?

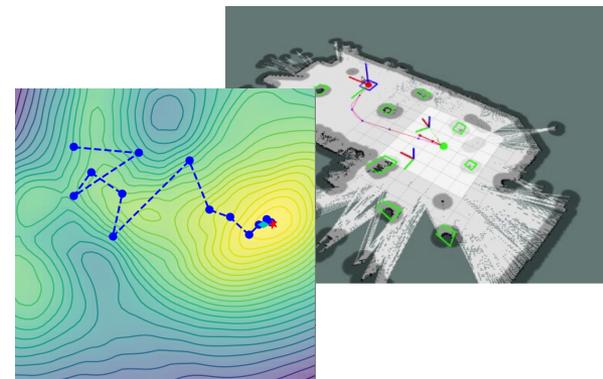
## Human Demonstrations



## Animal Demonstrations

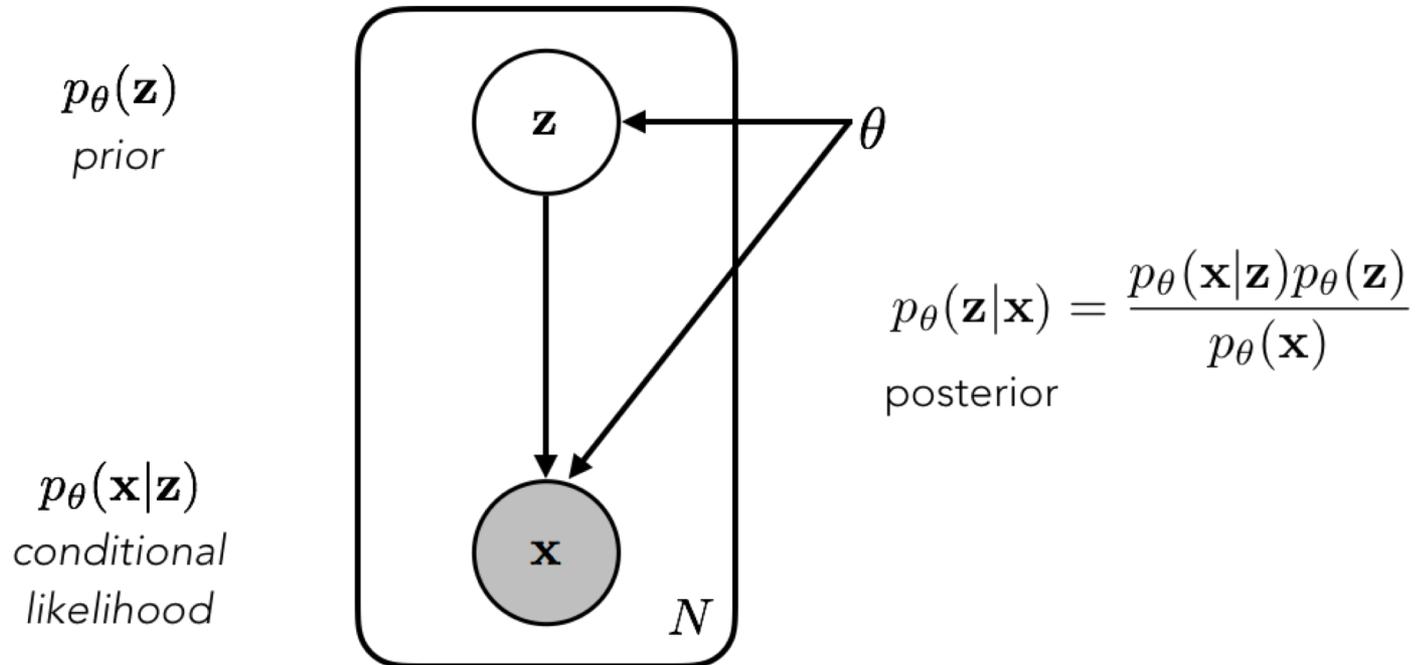


## Computational Oracle



# Latent Variable Models

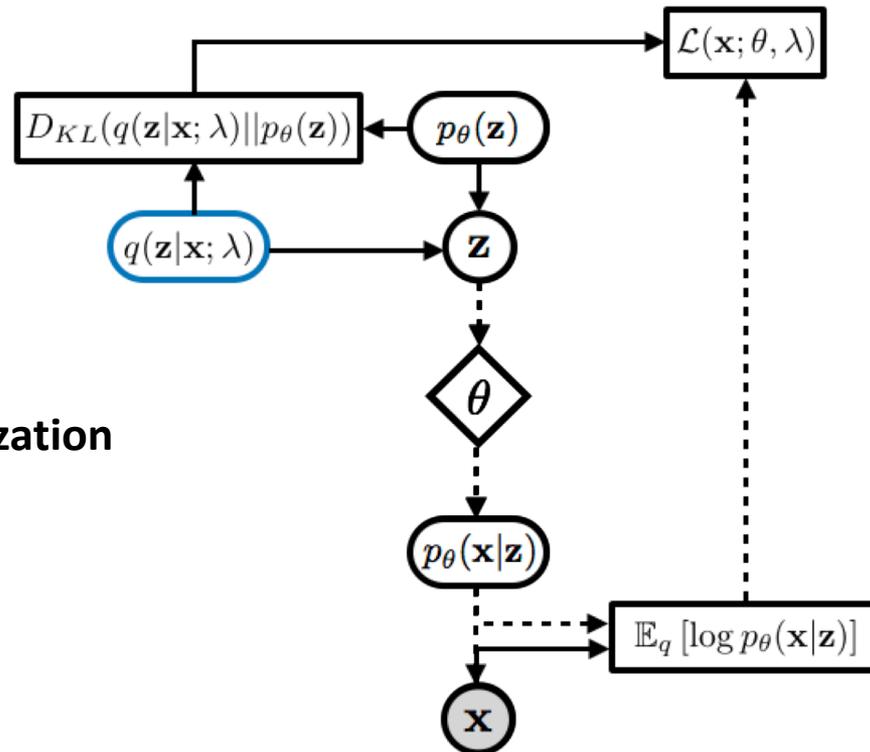
(Segue to Variational Inference)



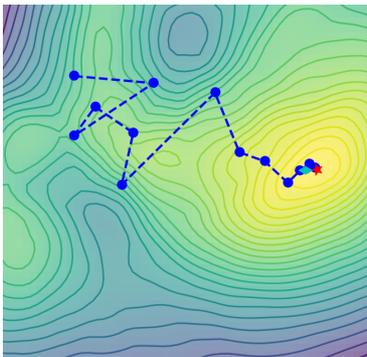
# Variational Inference

approximate posterior  $q(\mathbf{z}|\mathbf{x}; \lambda)$

$$\text{ELBO } \mathcal{L}(\mathbf{x}; \theta, \lambda) = \mathbb{E}_q [\log p_\theta(\mathbf{x}|\mathbf{z})] - D_{KL}(q(\mathbf{z}|\mathbf{x}; \lambda) || p_\theta(\mathbf{z}))$$



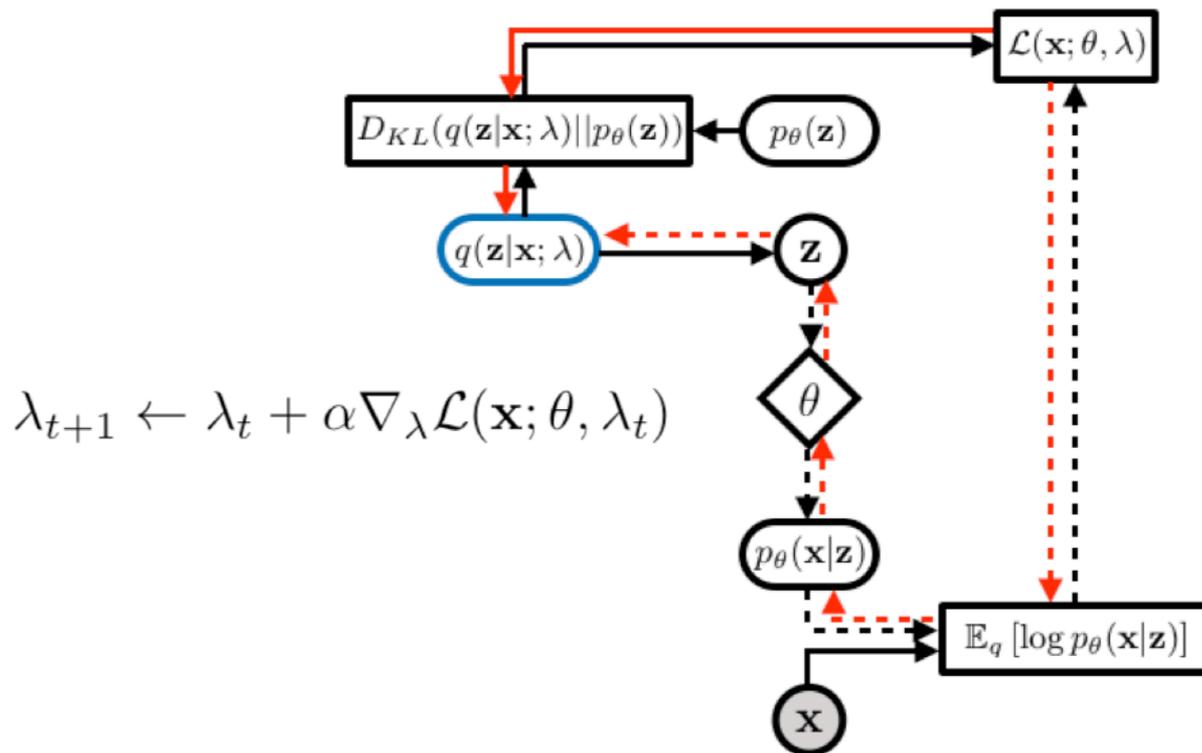
**Inference = Optimization**



# Stochastic Variational Inference

approximate posterior  $q(\mathbf{z}|\mathbf{x}; \lambda)$

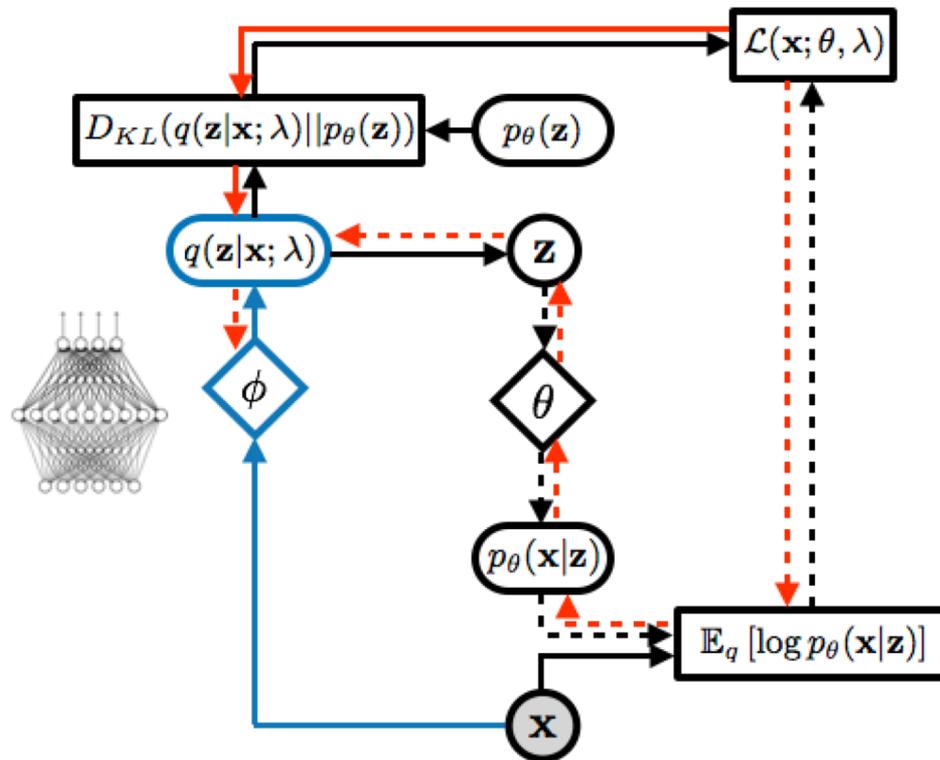
$$\text{ELBO } \mathcal{L}(\mathbf{x}; \theta, \lambda) = \mathbb{E}_q [\log p_\theta(\mathbf{x}|\mathbf{z})] - D_{KL}(q(\mathbf{z}|\mathbf{x}; \lambda) || p_\theta(\mathbf{z}))$$



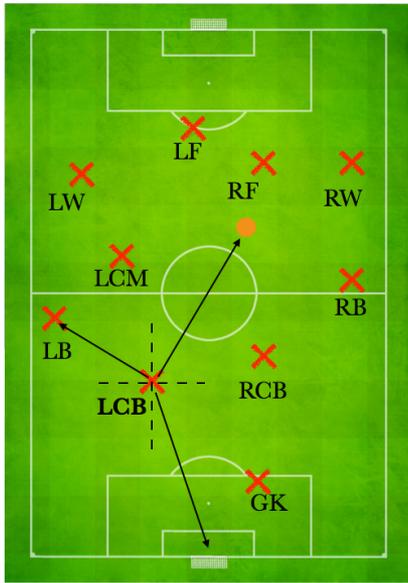
# Amortized Variational Inference

approximate posterior  $q(\mathbf{z}|\mathbf{x}; \lambda)$

$$\text{ELBO } \mathcal{L}(\mathbf{x}; \theta, \lambda) = \mathbb{E}_q [\log p_\theta(\mathbf{x}|\mathbf{z})] - D_{KL}(q(\mathbf{z}|\mathbf{x}; \lambda) || p_\theta(\mathbf{z}))$$

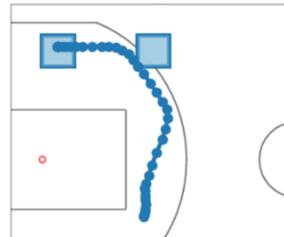


# Outline For Today



## Coordinated Learning

Infer Latent Roles

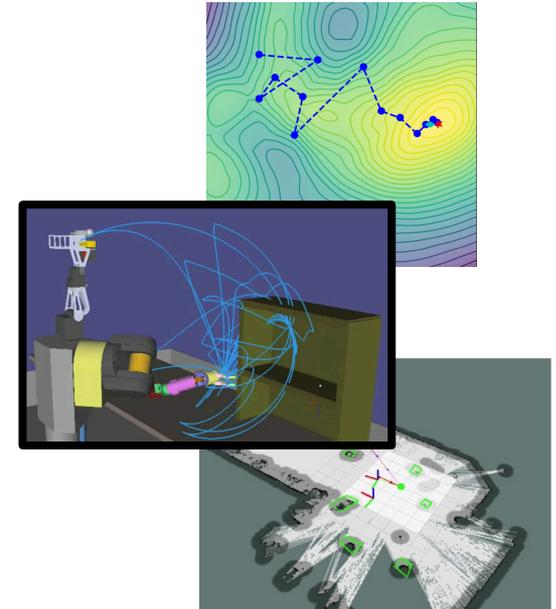


LUNGE



## Hierarchical Behaviors

Generative Behavior



## Learning to Optimize

Learn to Infer

← Probabilistic Imitation Learning

→ Learning to Infer

# Our Approach



English Premier League  
2012-2013

Match date: 04/05/2013

**Data-Driven Ghosting using Deep Imitation Learning**

Hoang Le, Peter Carr, Yisong Yue, Patrick Lucey. SSAC 2017

# Naïve Baseline



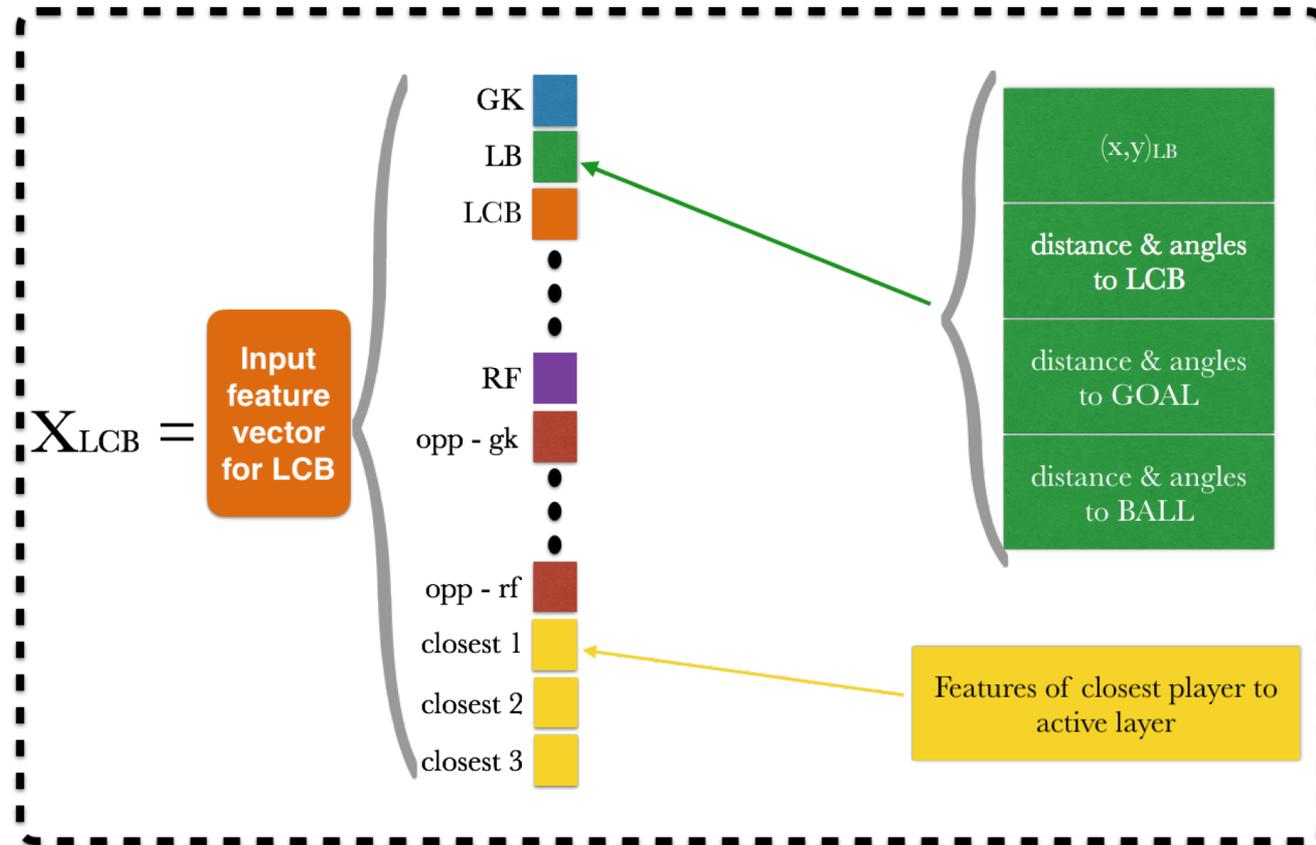
English Premier League  
2012-2013

Match date: 04/05/2013

# State Representation



Geometric features computed

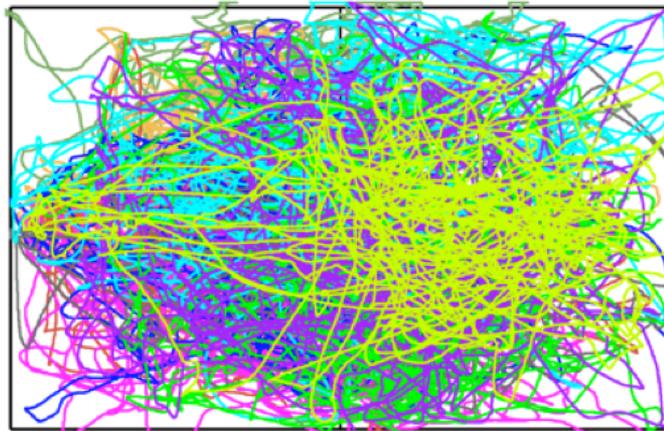


## Data-Driven Ghosting using Deep Imitation Learning

Hoang Le, Peter Carr, Yisong Yue, Patrick Lucey. SSAC 2017

# But Who Plays Which Role?

- All we get are trajectories!
  - Don't know which belongs to which role.



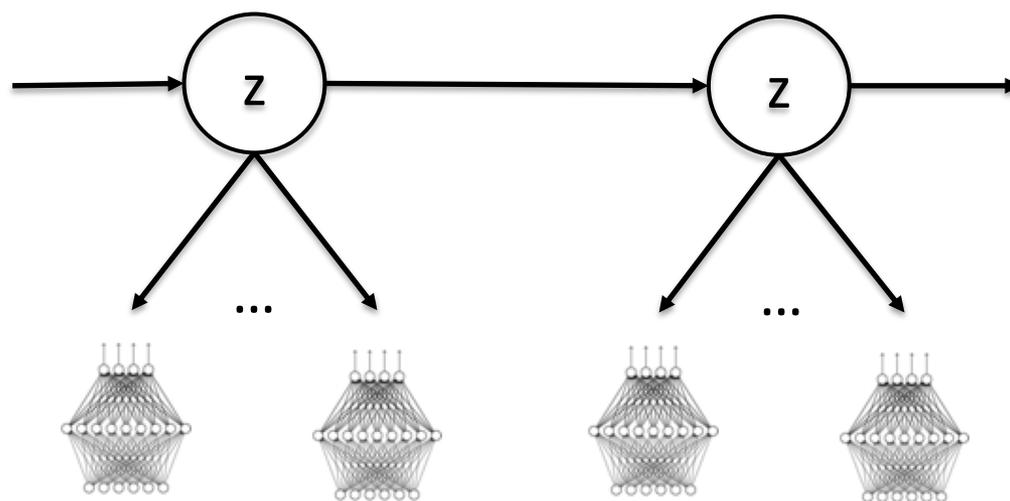
- Need to solve a permutation problem
  - **Naïve baseline ignores this!**



Hoang  
Le

# Coordination Model

## Mixture of Gaussians HMM



## Single-Agent Policies

### Coordinated Multi-Agent Imitation Learning

Hoang Le, Yisong Yue, Peter Carr, Patrick Lucey. ICML 2017

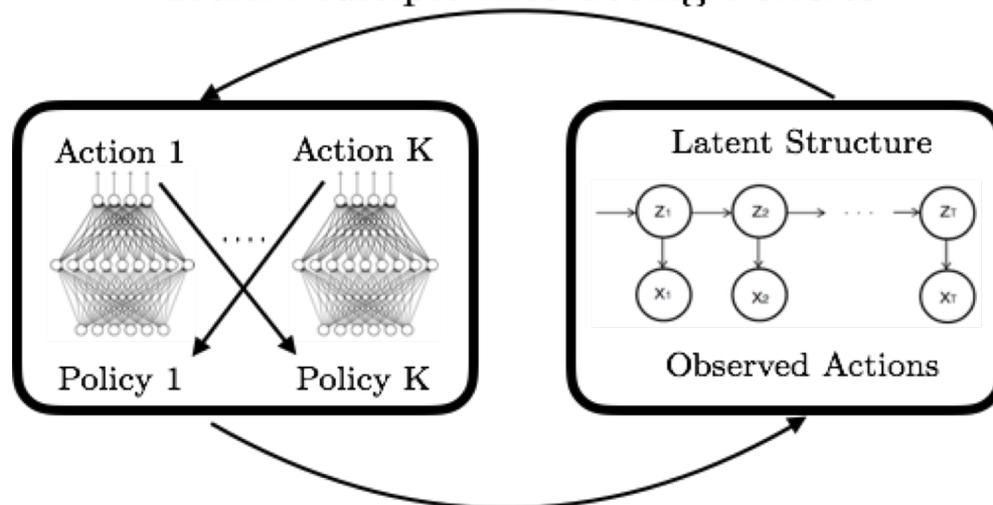


Hoang  
Le

# Learning Algorithm

## Standard Imitation Learning

Train Multiple Interacting Policies



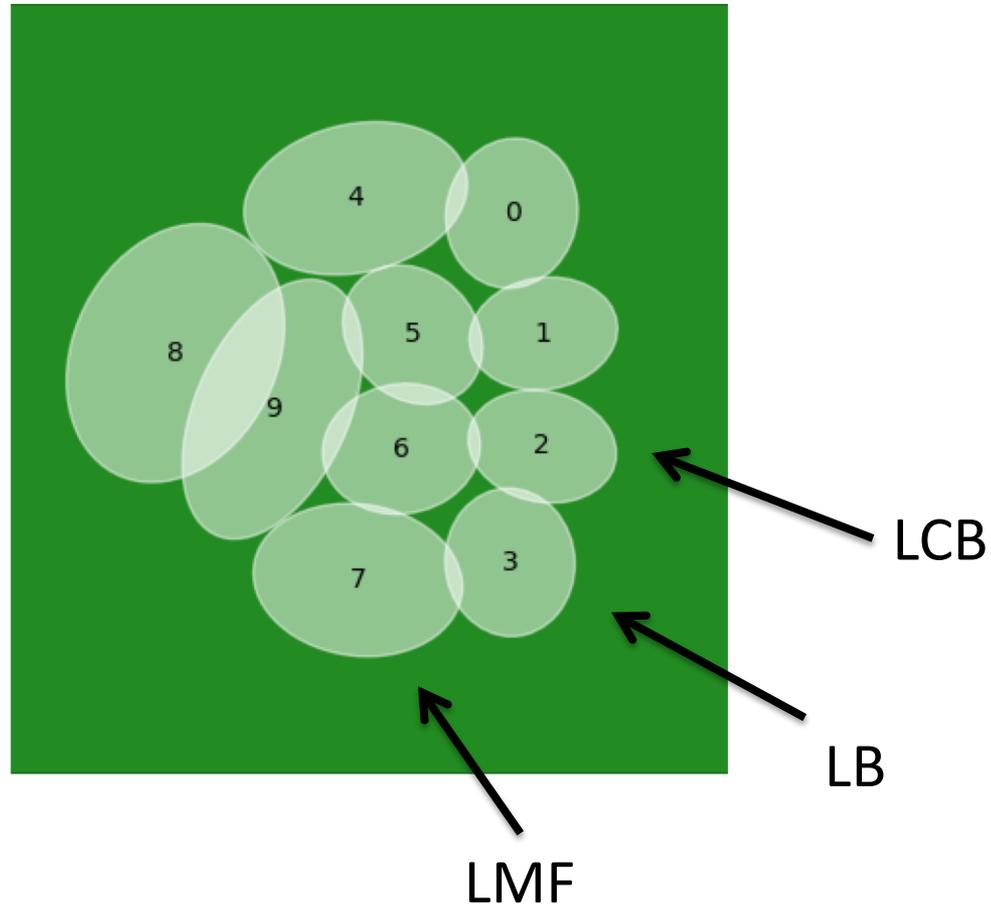
Graphical Model Learning and Inference

## Stochastic Variational Inference

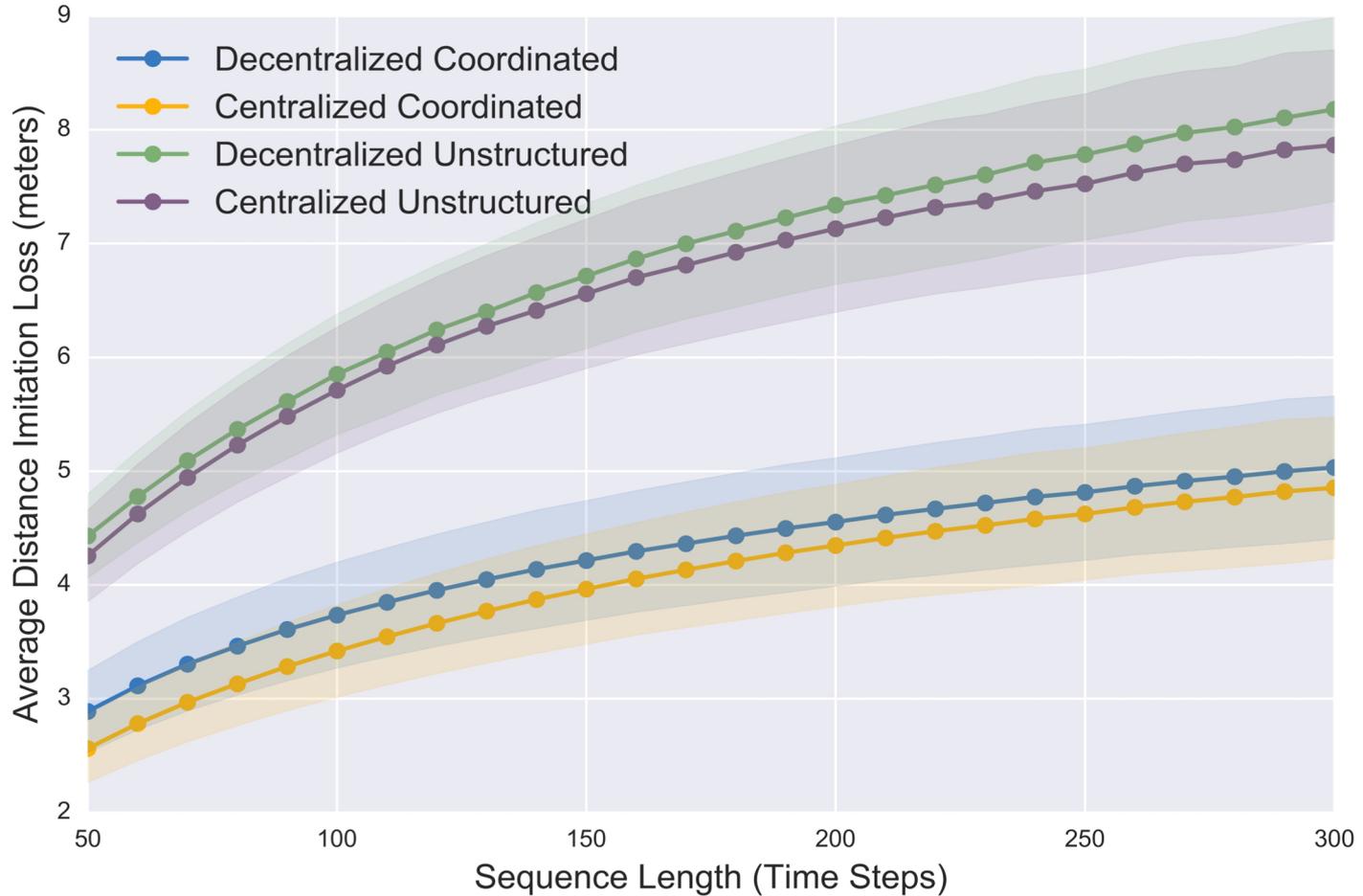
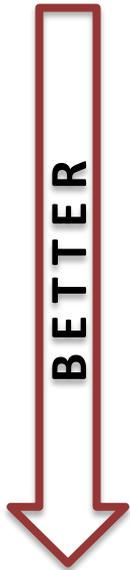
### Coordinated Multi-Agent Imitation Learning

Hoang Le, Yisong Yue, Peter Carr, Patrick Lucey. ICML 2017

# Learned Roles



# Coordinated vs Uncoordinated



## Coordinated Multi-Agent Imitation Learning

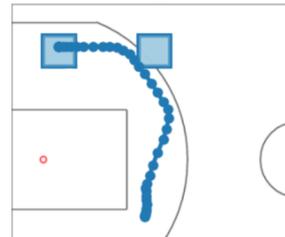
Hoang Le, Yisong Yue, Peter Carr, Patrick Lucey. ICML 2017

# Outline For Today



## Coordinated Learning

Infer Latent Roles

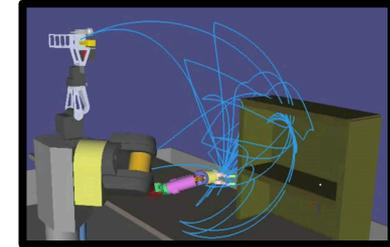
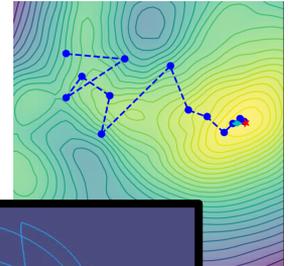


LUNGE



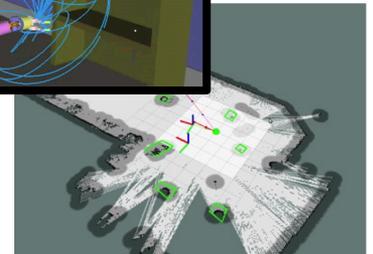
## Hierarchical Behaviors

Generative Behavior



## Learning to Optimize

Learn to Infer



← Probabilistic Imitation Learning

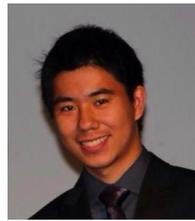
→ Learning to Infer

# Strategy vs Tactics

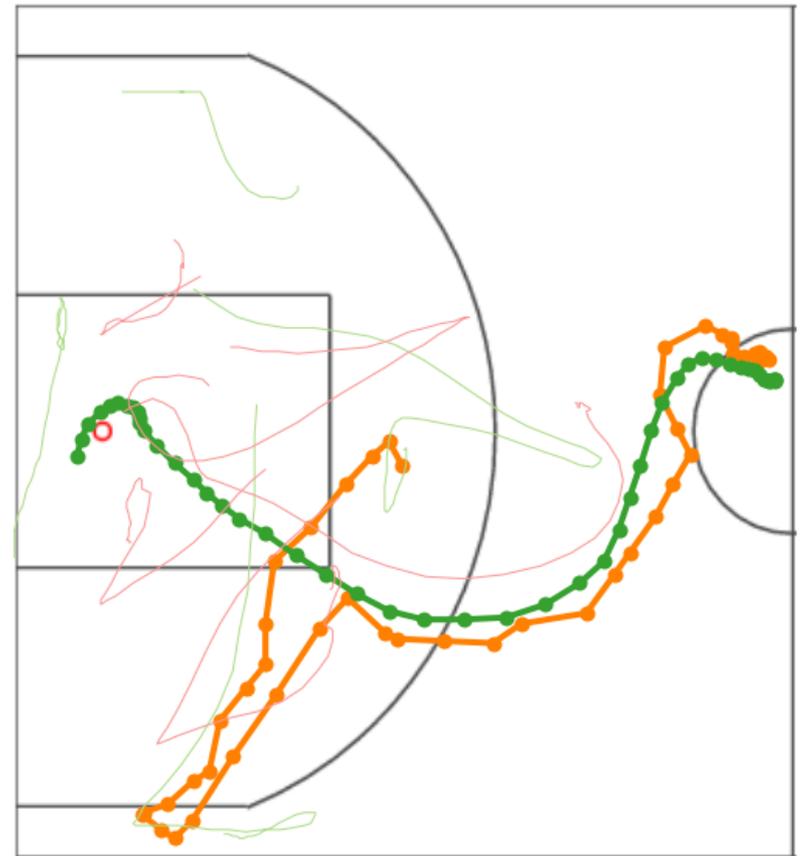
- Long-term Goal:
  - Curl around basket
- Tactics
  - Drive left w/ ball
  - Pass ball
  - Cut towards basket



Stephan  
Zheng

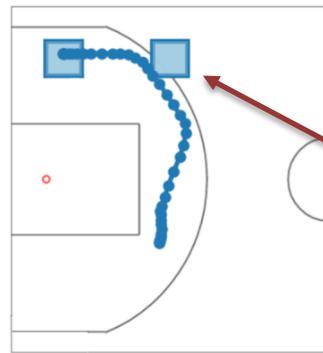


Eric  
Zhan

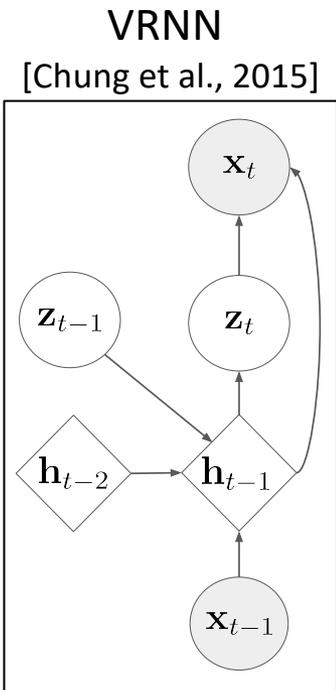
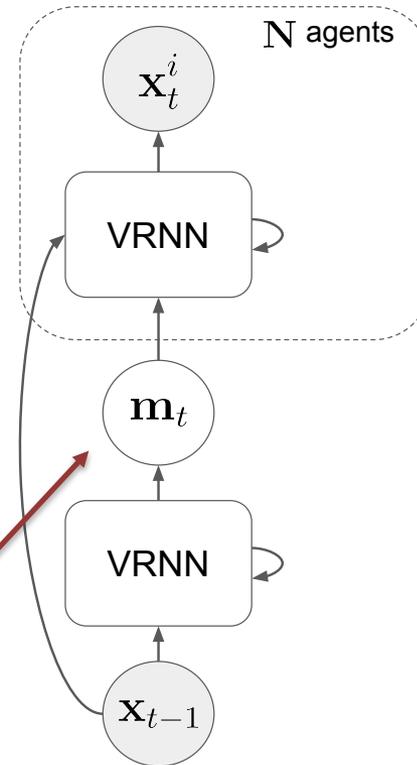


# Generative + Hierarchical Imitation Learning

- **Generative Imitation Learning**
  - No single “correct” action
- **Hierarchical**
  - Predictions at multiple resolutions



Macro-goals

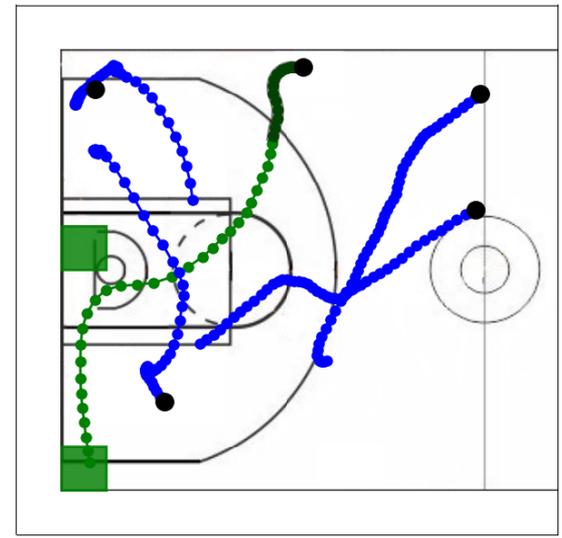
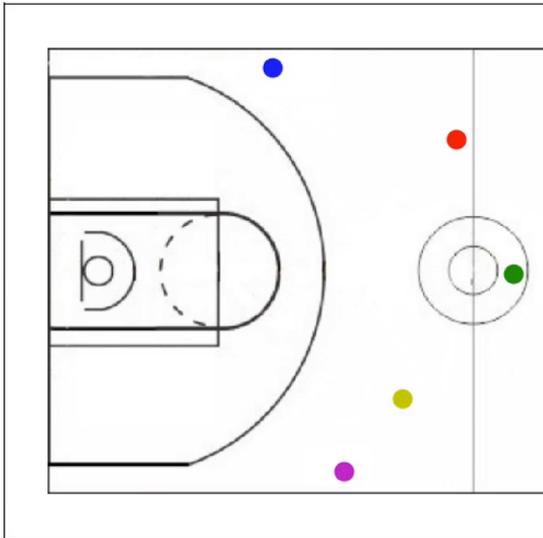
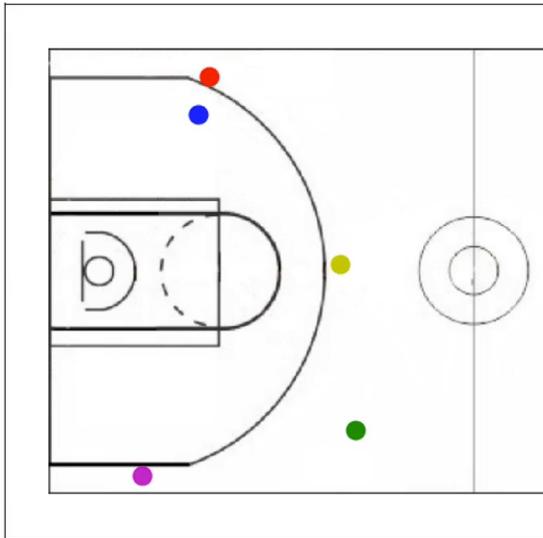
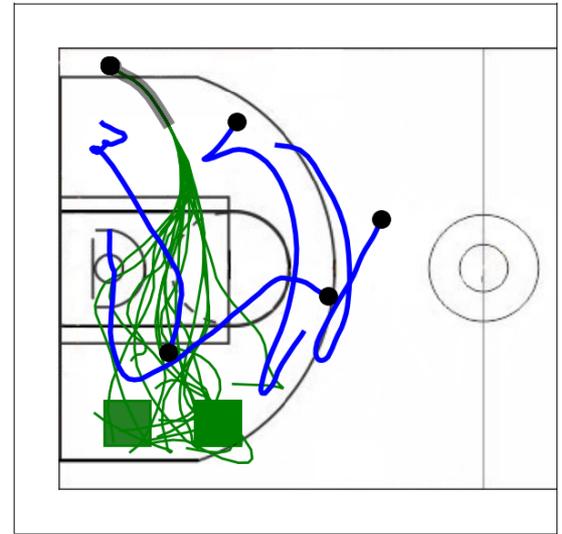
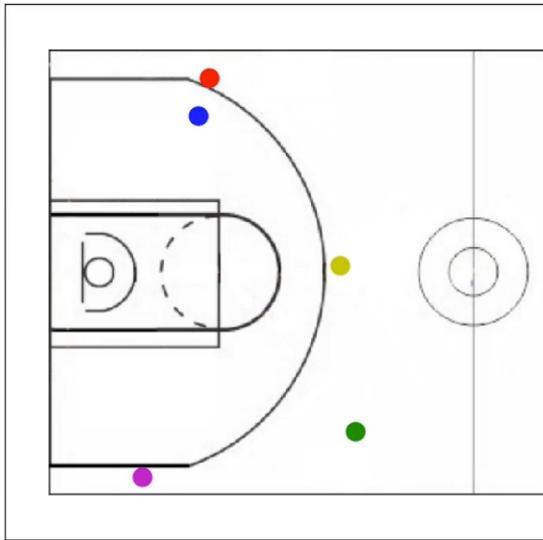
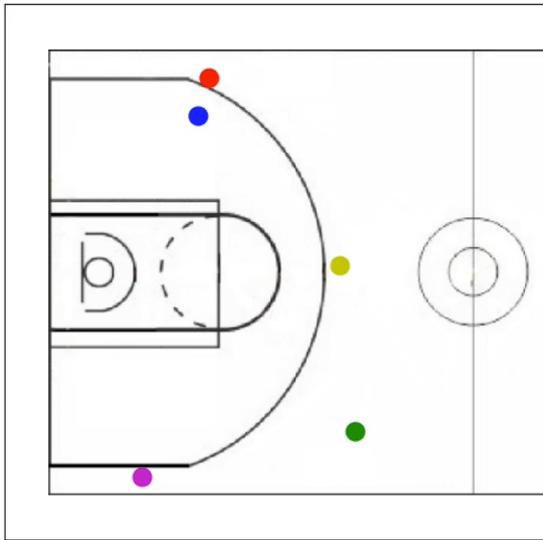


**Generating Long-term Trajectories using Deep Hierarchical Networks**

Stephan Zheng, Yisong Yue, Patrick Lucey. NIPS 2016

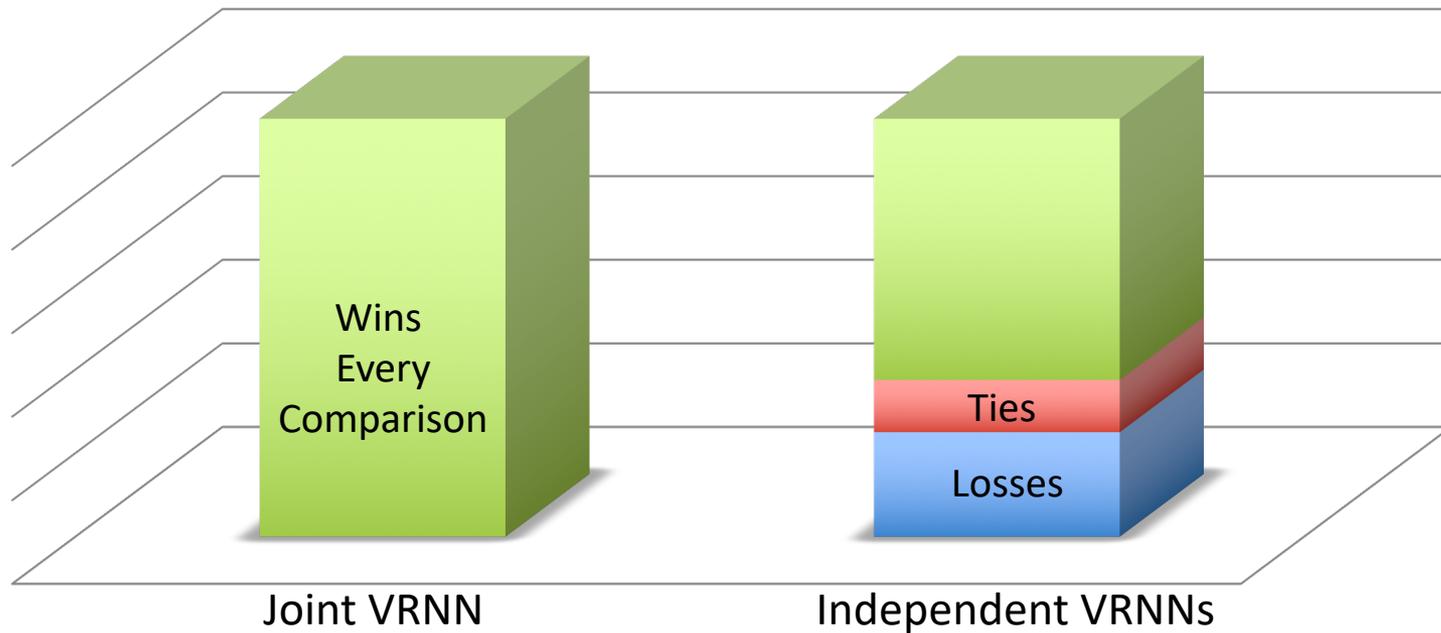
**Generative Multi-Agent Behavioral Cloning**

Eric Zhan, Stephan Zheng, Yisong Yue, Long Sha, Patrick Lucey. (under review)

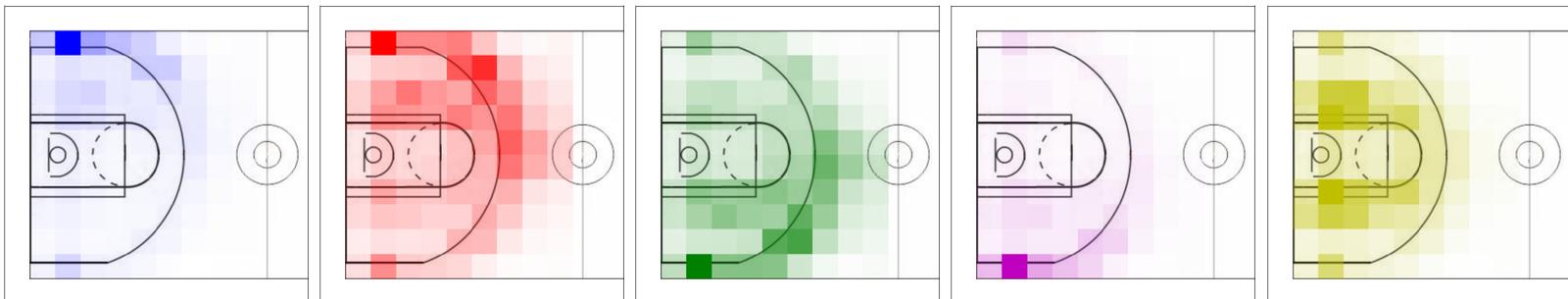


# User Study

(14 Professional Sports Analysts, 25 scenarios)



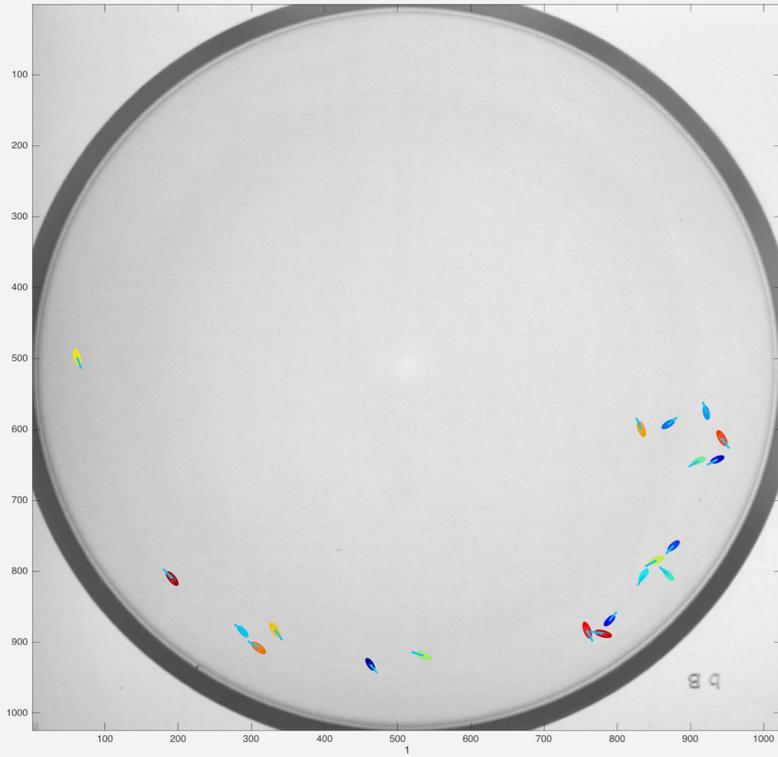
Heatmap of Macro-Goals per Role:



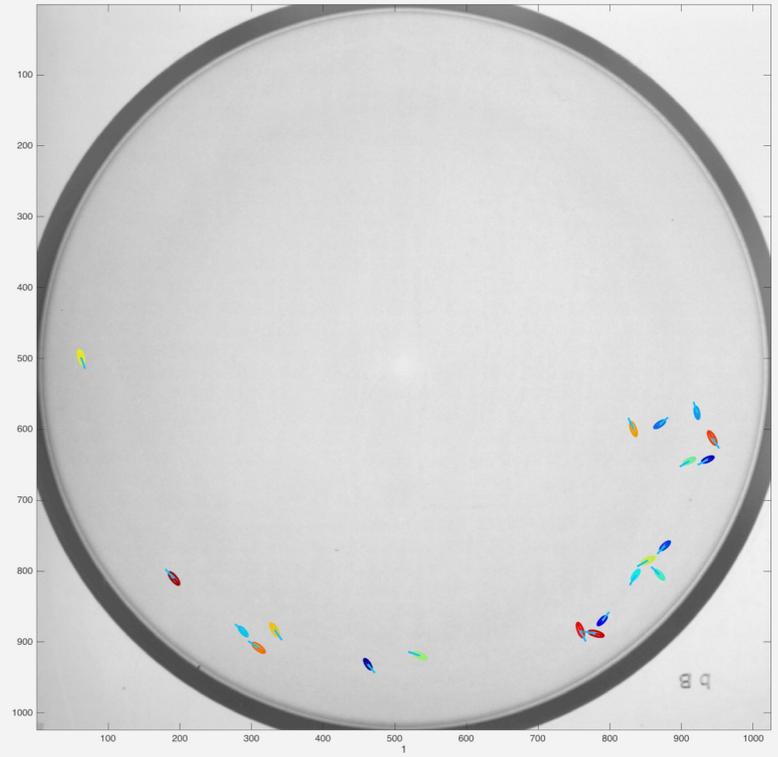


Eyrún  
Eyolfsson

# Aside: Animal Behavior



stop  
inject



stop  
inject

# Activity Labels

TOUCH



WING THREAT

CHARGE



LUNGE



HOLD



TUSSLE



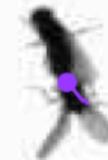
WING EXTENSION



CIRCLE



COPUL. ATTEMPT



COPULATION



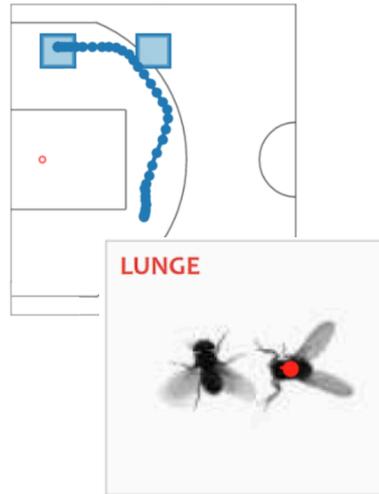
Learning recurrent representations for hierarchical behavior modeling  
Eyrun Eyolfsson, Kristin Branson, Yisong Yue, Pietro Perona, ICLR 2017

# Outline For Today



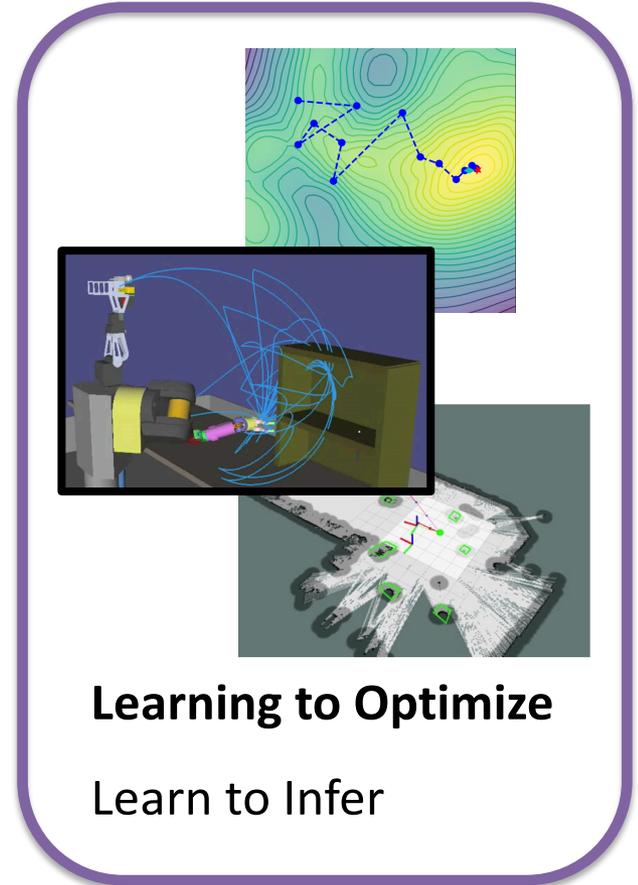
## Coordinated Learning

Infer Latent Roles



## Hierarchical Behaviors

Generative Behavior



## Learning to Optimize

Learn to Infer

← Probabilistic Imitation Learning

→ Learning to Infer

# Optimization as Sequential Decision Making

- Many solvers are sequential:
  - Greedy
  - Search heuristics
  - Gradient Descent
- Can view as solver as “agent”
  - State = intermediate solution
  - Find a state with high reward (solution)

# Optimization as Sequential Decision Making

## Contextual Submodular Maximization

- Training set:  $(x, F_x)$
- Greedily maximize  $F_x$  using only  $x$
- **Learning Policies for Contextual Submodular Prediction [ICML 2013]**



Stephane Ross

## Learning to Search

- Training set:  $(x=\text{MILP}, y=\text{solution/search-trace})$
- Find  $y$  (or better solution)
- **Learning to Search via Retrospective Imitation [under review]**



Jialin Song

## Learning to Infer

- Training set:  $(x=\text{data/model}, L=\text{likelihood})$
- Iteratively optimize  $L$  (generalizes VAEs)
- **Iterative Amortized Inference [ICML 2018]**



Joe Marino

# Optimization as Sequential Decision Making

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- Training set:  $(x, F_x)$
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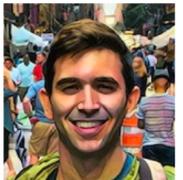
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Jialin Song

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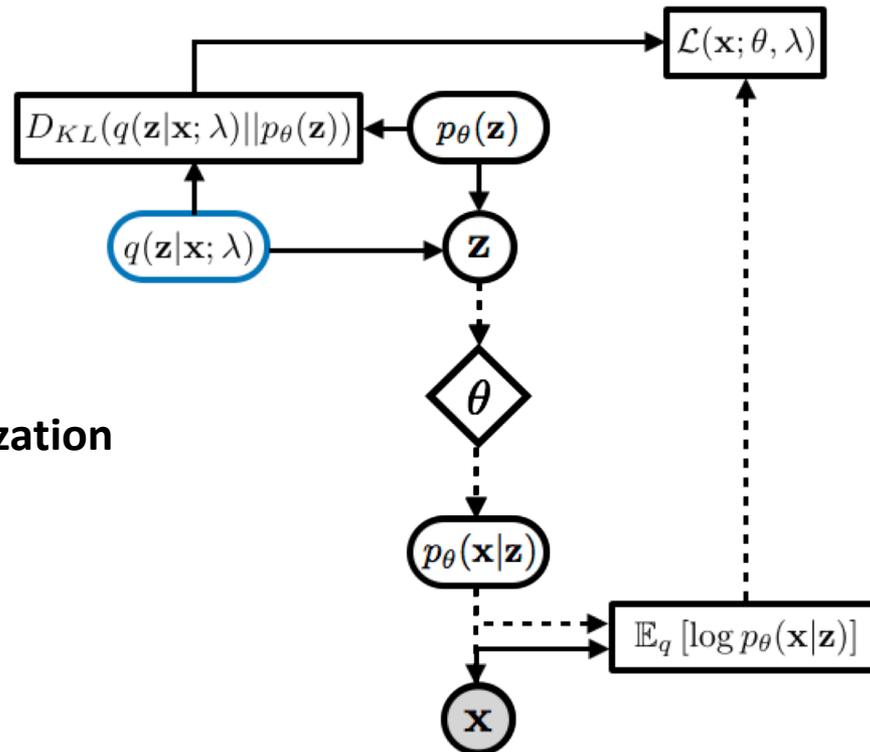


Joe Marino

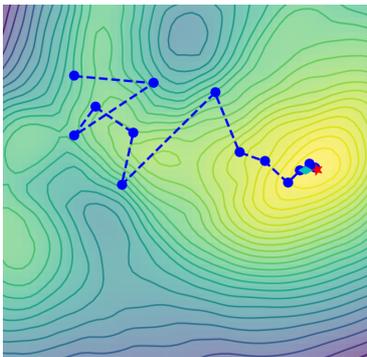
# Variational Inference

approximate posterior  $q(\mathbf{z}|\mathbf{x}; \lambda)$

$$\text{ELBO } \mathcal{L}(\mathbf{x}; \theta, \lambda) = \mathbb{E}_q [\log p_\theta(\mathbf{x}|\mathbf{z})] - D_{KL}(q(\mathbf{z}|\mathbf{x}; \lambda) || p_\theta(\mathbf{z}))$$



**Inference = Optimization**



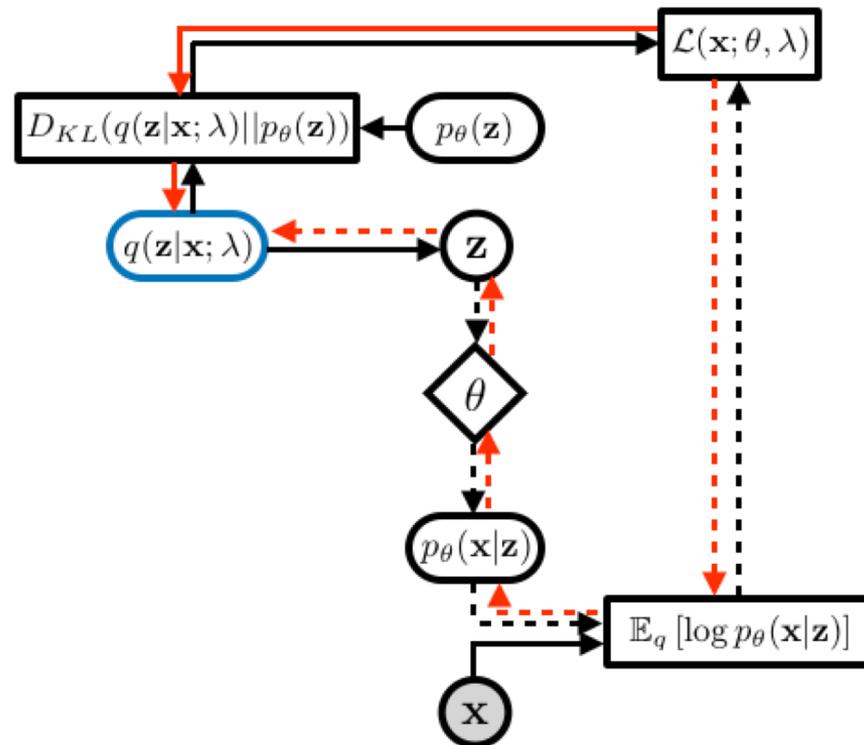
How do we solve  $\lambda \leftarrow \operatorname{argmax}_{\lambda} \mathcal{L}(\mathbf{x}; \theta, \lambda)$  ?

**conventional optimization techniques (e.g. SGD)**

*update using an estimate of the gradient*

$$\lambda_{t+1} \leftarrow \lambda_t + \alpha \nabla_{\lambda} \mathcal{L}(\mathbf{x}; \theta, \lambda_t)$$

e.g. Hoffman et al., 2013



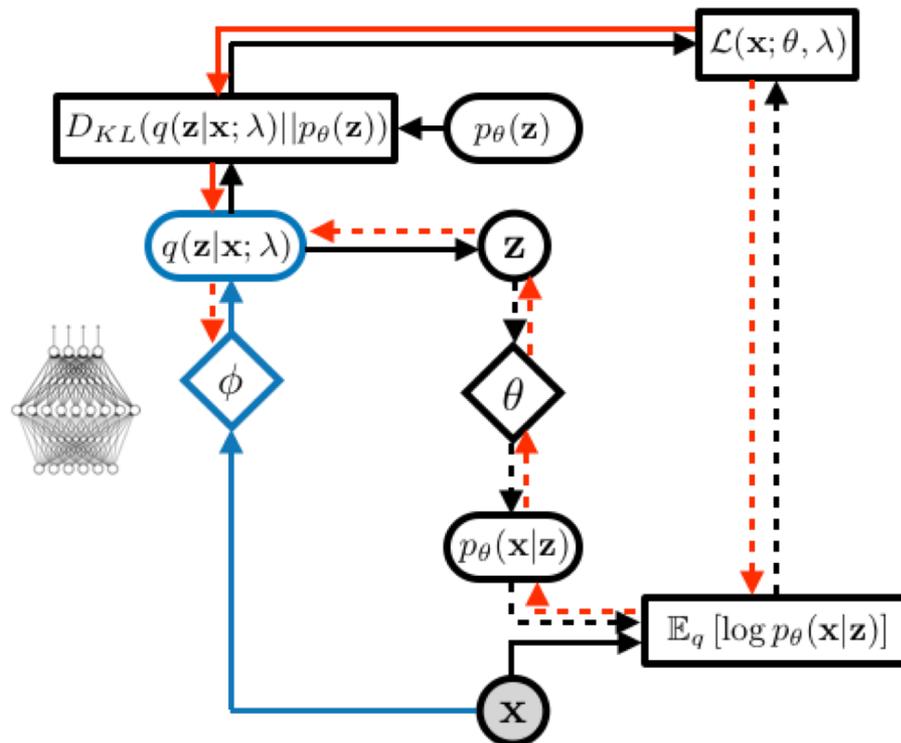
How do we solve  $\lambda \leftarrow \operatorname{argmax}_{\lambda} \mathcal{L}(\mathbf{x}; \theta, \lambda)$  ?

## amortized inference

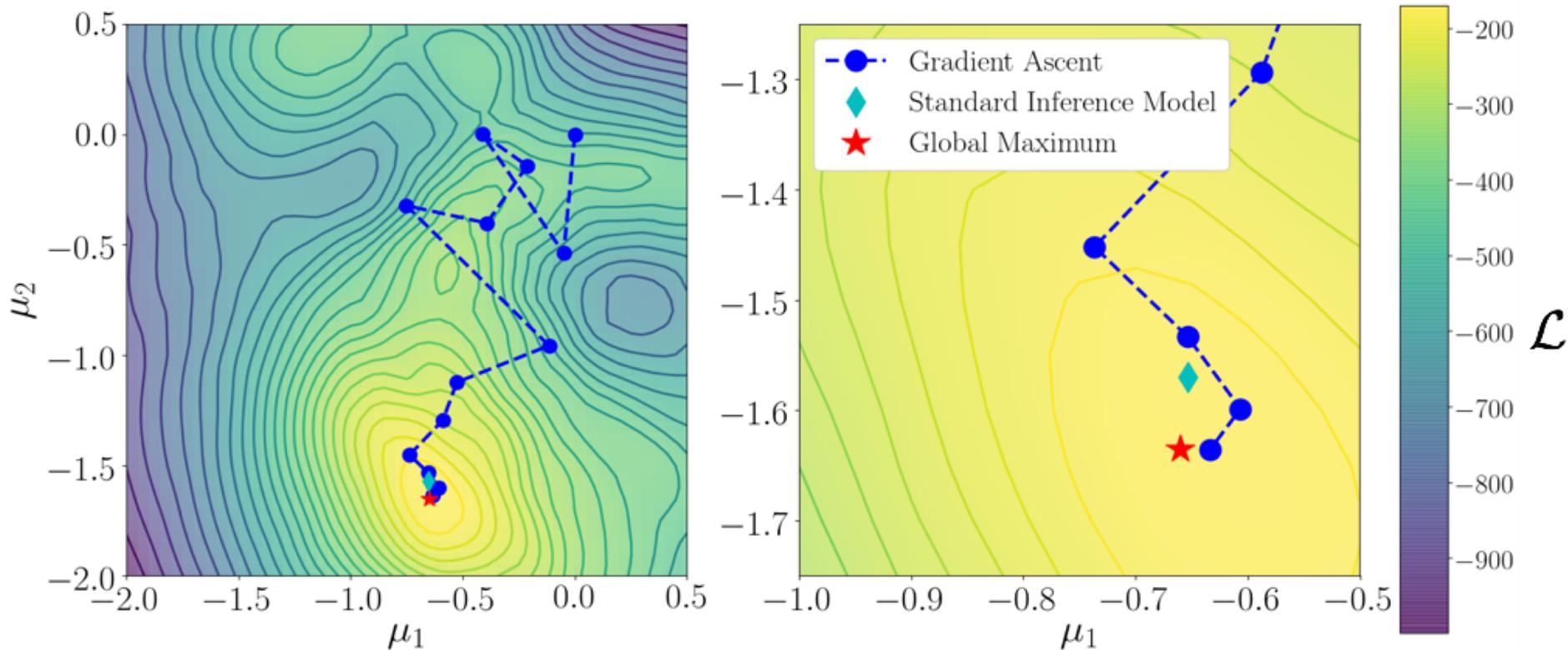
*learn a model to solve inference optimization*

$$\lambda \leftarrow f(\mathbf{x}; \phi)$$

e.g. Dayan et al., 1995, Rezende et al., 2014



# Amortization Gap



2D Model, MNIST

## No Explicit Prior Information

inference optimization depends on the prior



$$\mathcal{L}(\mathbf{x}; \theta, \lambda) = \mathbb{E}_q [\log p_\theta(\mathbf{x}|\mathbf{z})] - D_{KL}(q(\mathbf{z}|\mathbf{x}; \lambda) || p_\theta(\mathbf{z}))$$

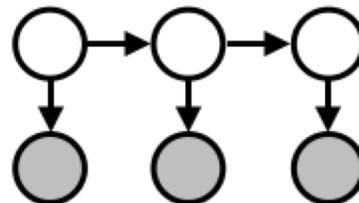
standard inference models only condition on the data,  
and must therefore *implicitly* account for the prior

problematic in models with varying priors

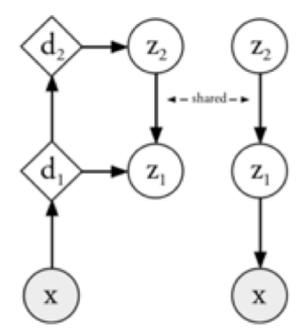
hierarchical



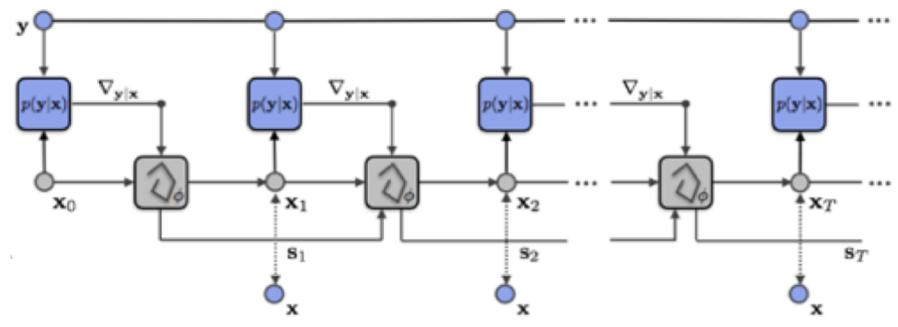
dynamical



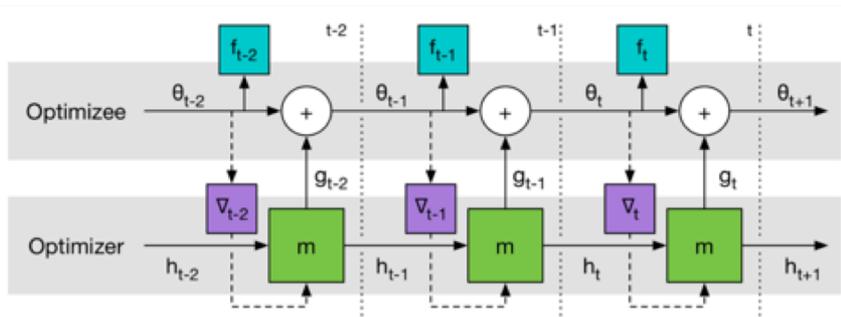
# Related Work



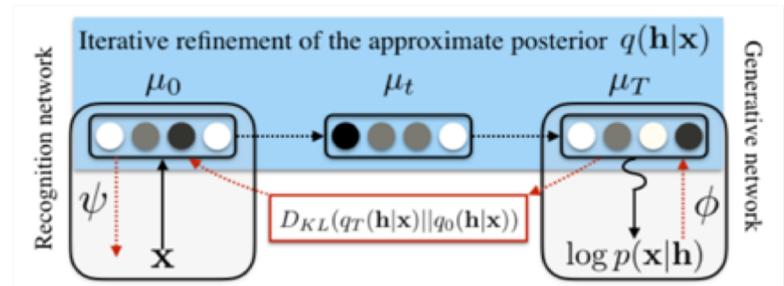
**Ladder VAE**  
Sønderby *et al.*, 2016



**Recurrent Inference Machines**  
Putzky & Welling, 2017

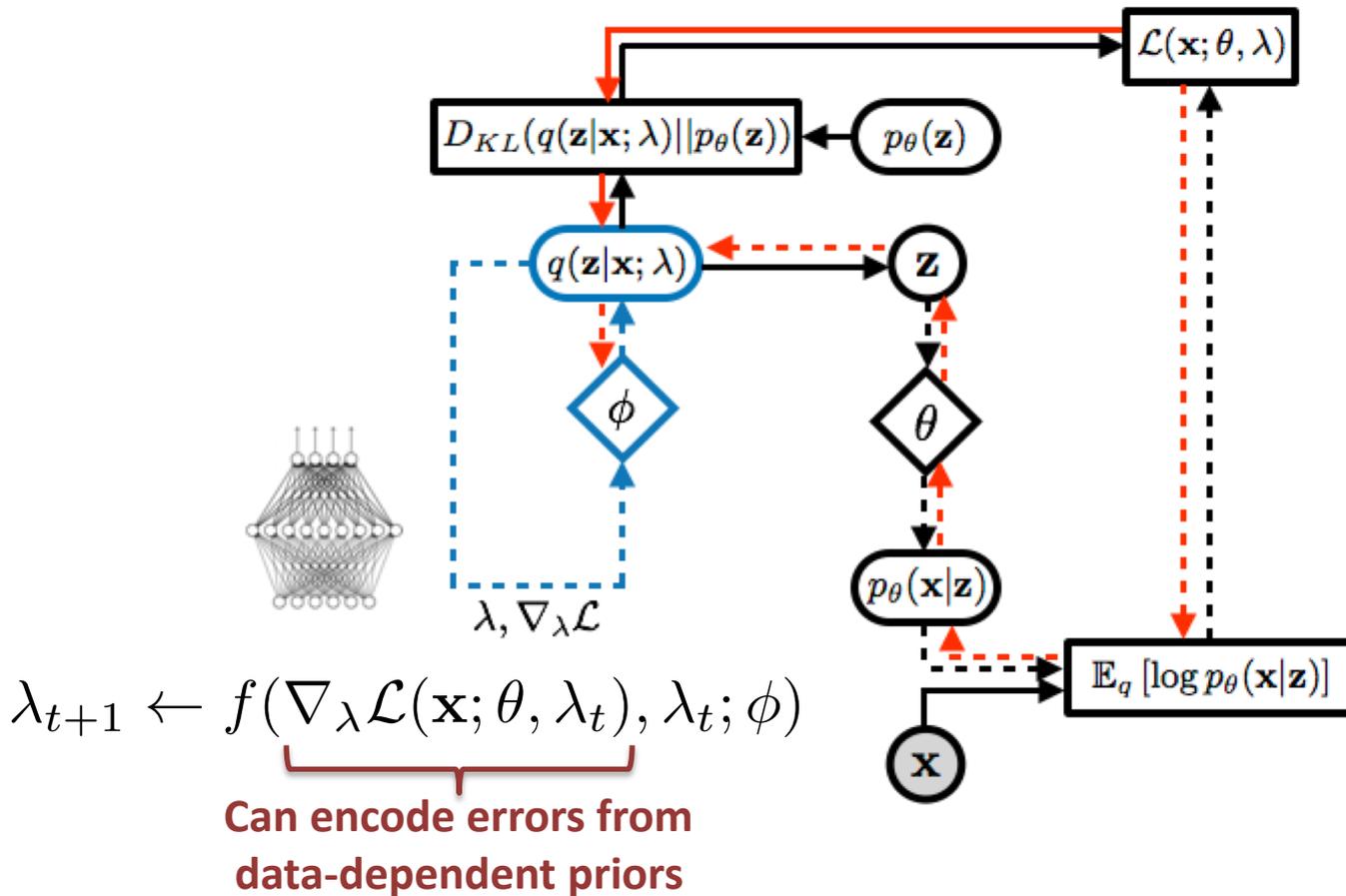


**Learning to Learn GD by GD**  
Andychowicz *et al.*, 2016



**Initial Encoding, Iterative Refinement**  
Krishnan *et al.*, 2018  
Hjelm *et al.*, 2016

# Iterative Inference Networks



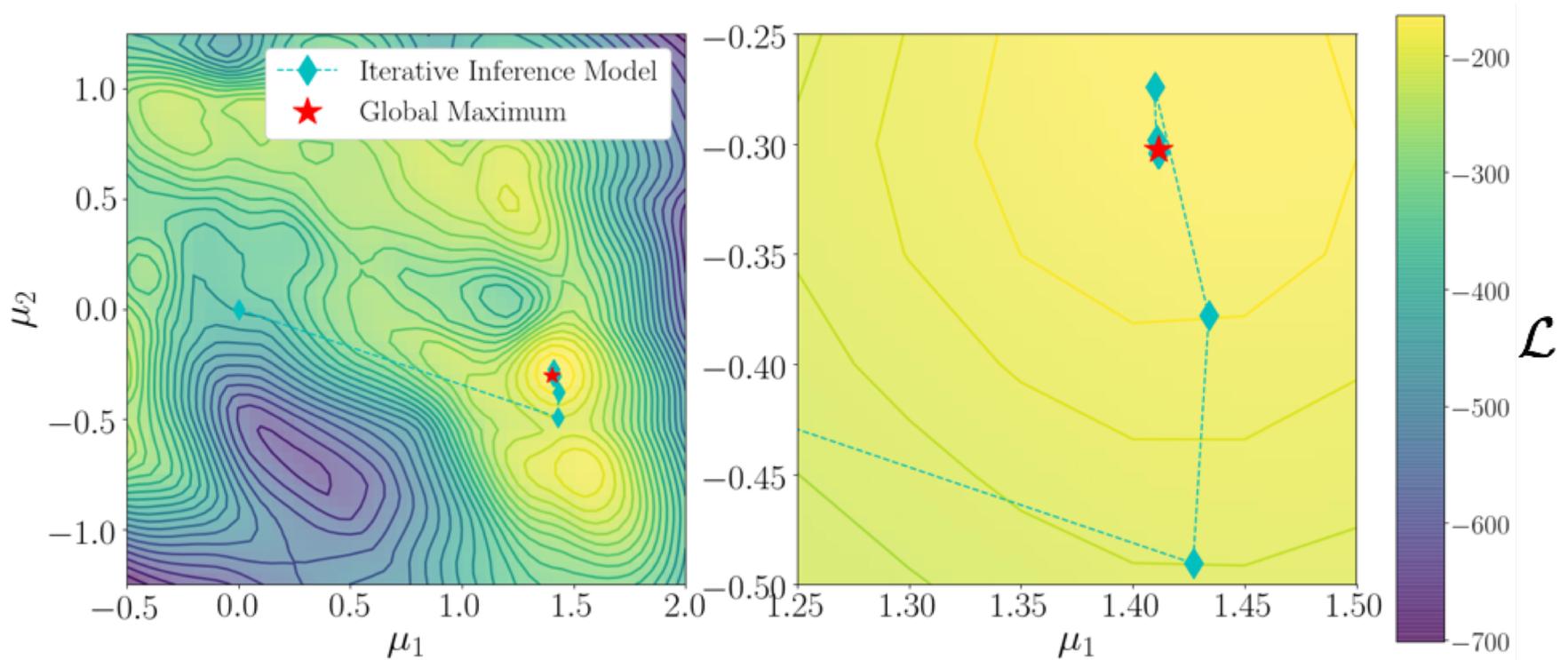
## Iterative Amortized Inference

Joe Marino, Yisong Yue, Stephan Mandt. ICML 2018



Joe Marino

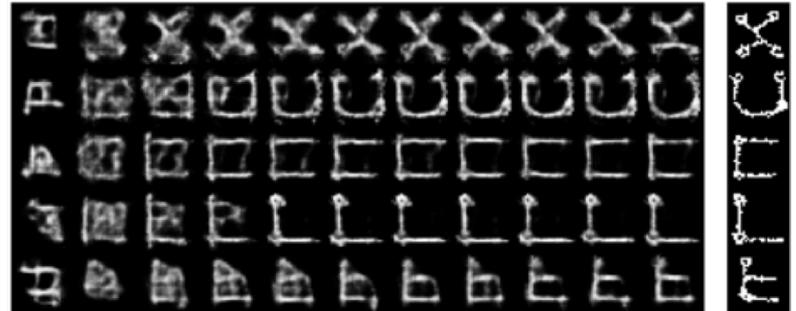
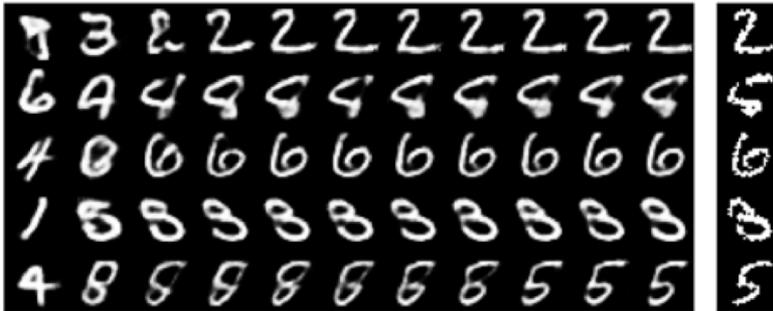
# Inference Optimization



## Iterative Amortized Inference

Joe Marino, Yisong Yue, Stephan Mandt. ICML 2018

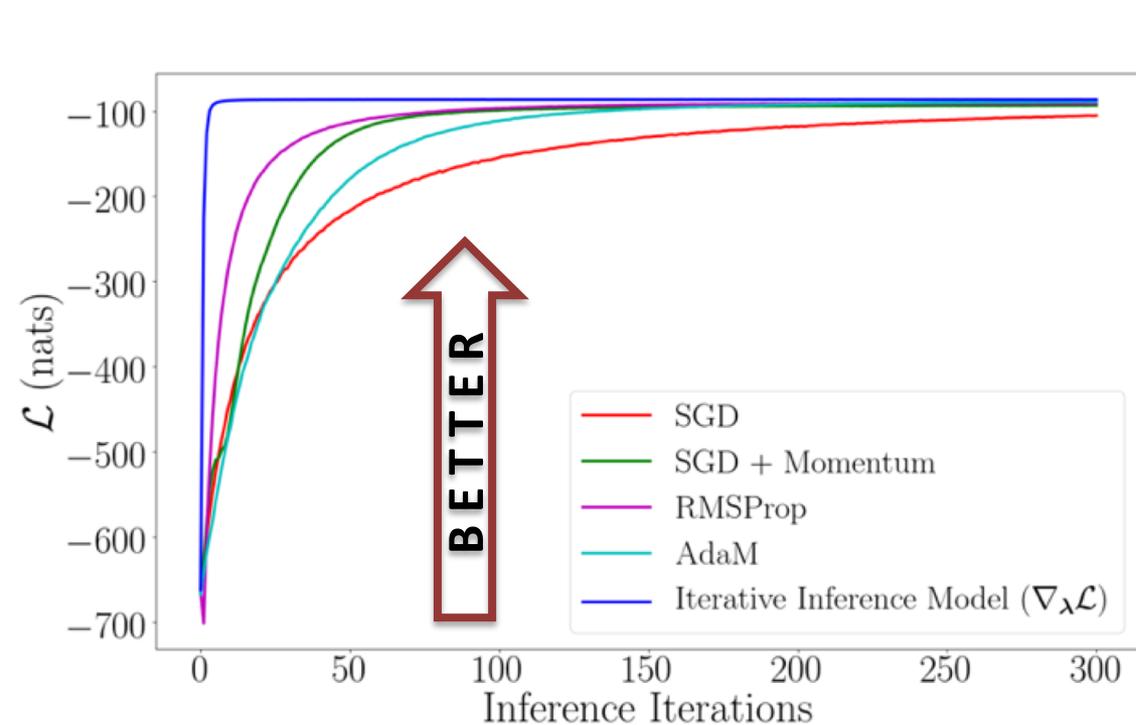
# Inference Optimization



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# Inference Optimization



	$-\log p(\mathbf{x})$
<b>MNIST</b>	
<i>Single-Level</i>	
Standard	$84.14 \pm 0.02$
Iterative	<b><math>83.84 \pm 0.05</math></b>
<hr/>	
<i>Hierarchical</i>	
Standard	$82.63 \pm 0.01$
Iterative	<b><math>82.457 \pm 0.001</math></b>
<hr/>	
<b>CIFAR-10</b>	
<i>Single-Level</i>	
Standard	$5.823 \pm 0.001$
Iterative	<b><math>5.64 \pm 0.03</math></b>
<hr/>	
<i>Hierarchical</i>	
Standard	$5.565 \pm 0.002$
Iterative	<b><math>5.456 \pm 0.005</math></b>

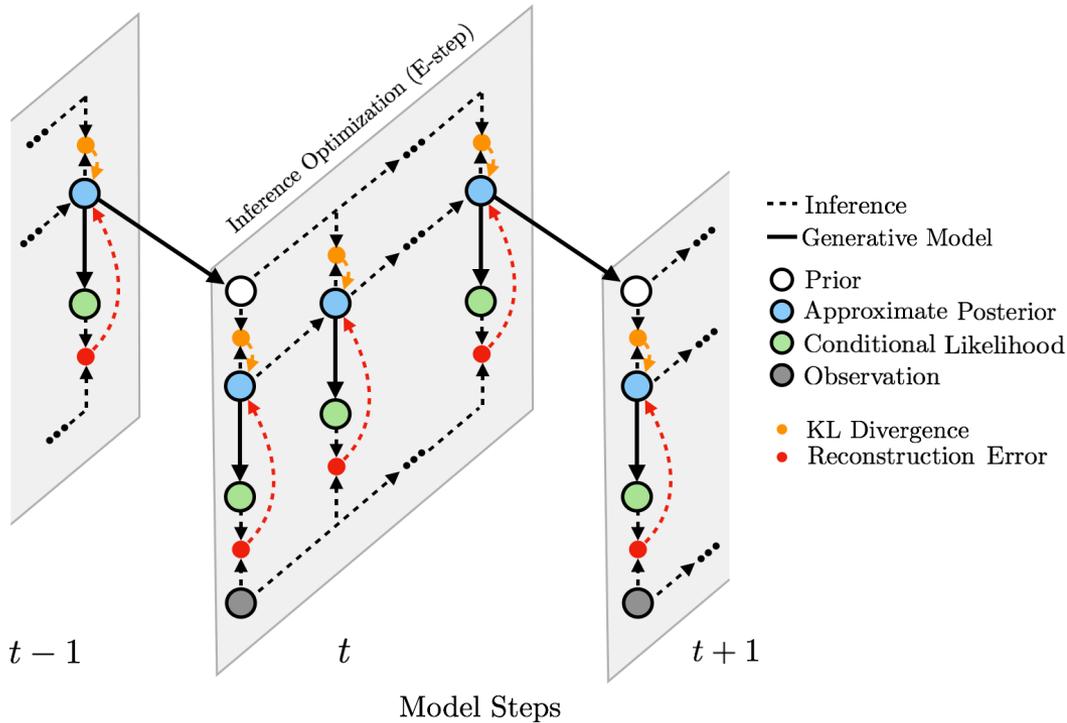
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# Ongoing Work



Joe Marino



## A General Framework for Amortizing Variational Filtering

Theoretical Foundations & Applications of Deep Generative Models Workshop @ ICML

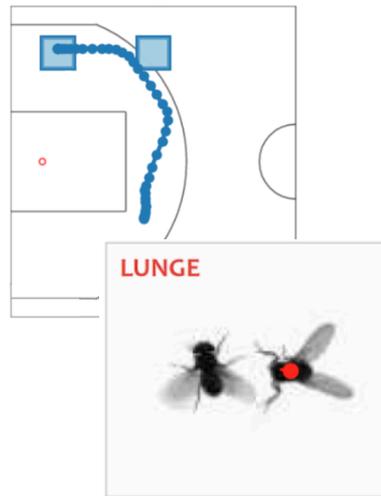
(Sat. & Sun.)

# Inference + Imitation



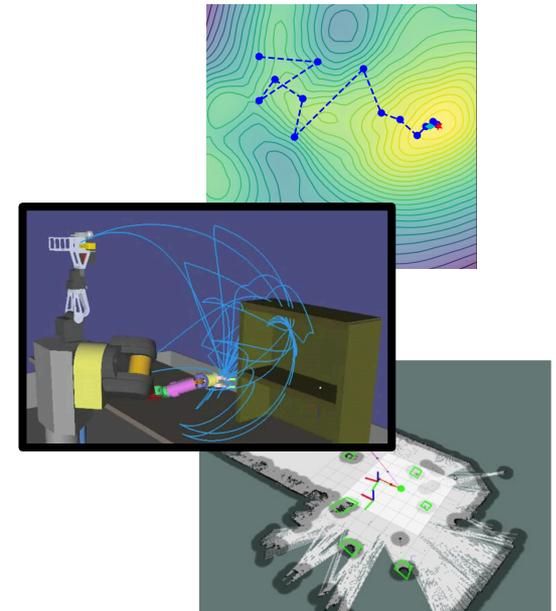
**Coordinated Learning**

Infer Latent Roles



**Hierarchical Behaviors**

Generative Behavior



**Learning to Optimize**

Learn to Infer

← **Probabilistic Imitation Learning**

→ **Learning to Infer**

# References

## **Data-Driven Ghosting using Deep Imitation Learning**

Hoang Le, Peter Carr, Yisong Yue, Patrick Lucey. SSAC 2017 (*Best Paper Runner Up*)

## **Coordinated Multi-agent Imitation Learning**

Hoang Le, Yisong Yue, Peter Carr, Patrick Lucey. ICML 2017

## **Generative Multi-Agent Behavioral Cloning**

Eric Zhan, Stephan Zheng, Yisong Yue, Long Sha, Patrick Lucey. arXiv 2018

## **Generating Long-term Trajectories using Deep Hierarchical Networks**

Stephan Zheng, Yisong Yue, Patrick Lucey. NIPS 2016

## **Learning recurrent representations for hierarchical behavior modeling**

Eyrun Eyolfsson, Kristin Branson, Yisong Yue, Pietro Perona. ICLR 2017

## **Iterative Amortized Inference**

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## **Learning to Search via Retrospective Imitation**

Jialin Song, Ravi Lanka, Albert Zhao, Yisong Yue, Masahiro Ono. arXiv 2018

## **Learning Policies for Contextual Submodular Prediction**

Stephane Ross, Robin Zhou, Yisong Yue, Debadeepta Dey, Yisong Yue. ICML 2013

<http://www.yisongyue.com>