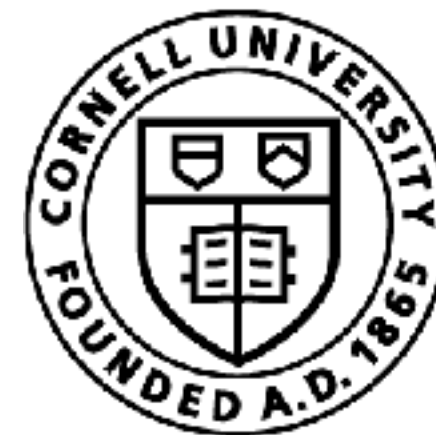


# Behavior Cloning, Feedback and Covariate Shift

Sanjiban Choudhury

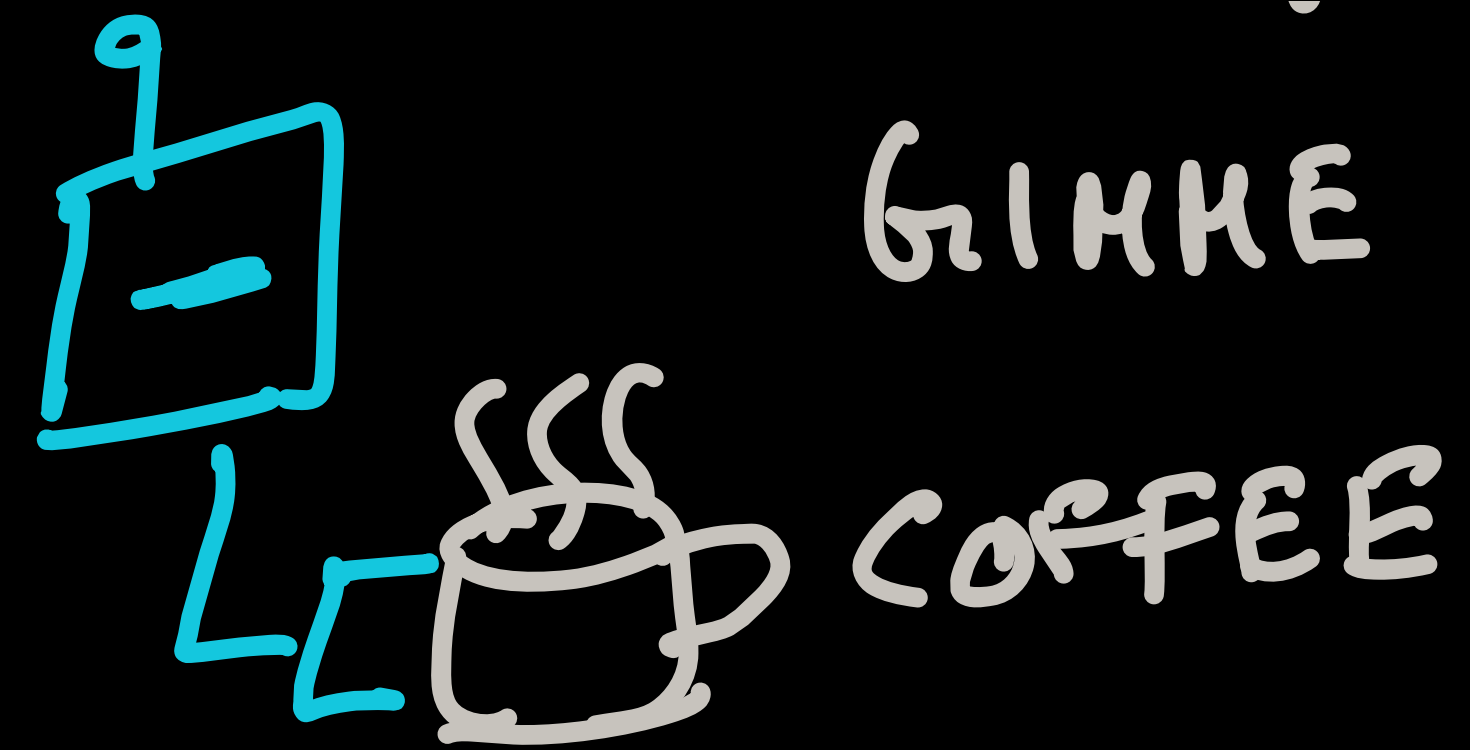


Cornell Bowers CIS  
**Computer Science**

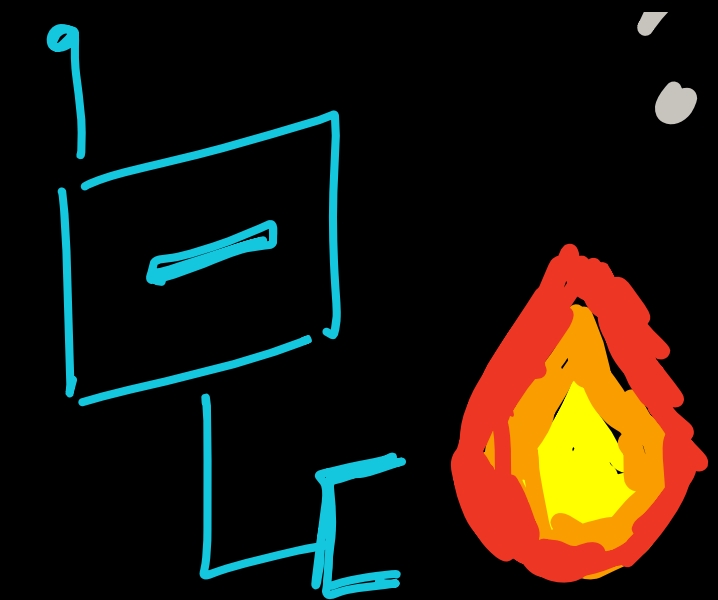
How do we program  
robots to do tasks?

# Programming a task ...

tell the robot to make coffee ..

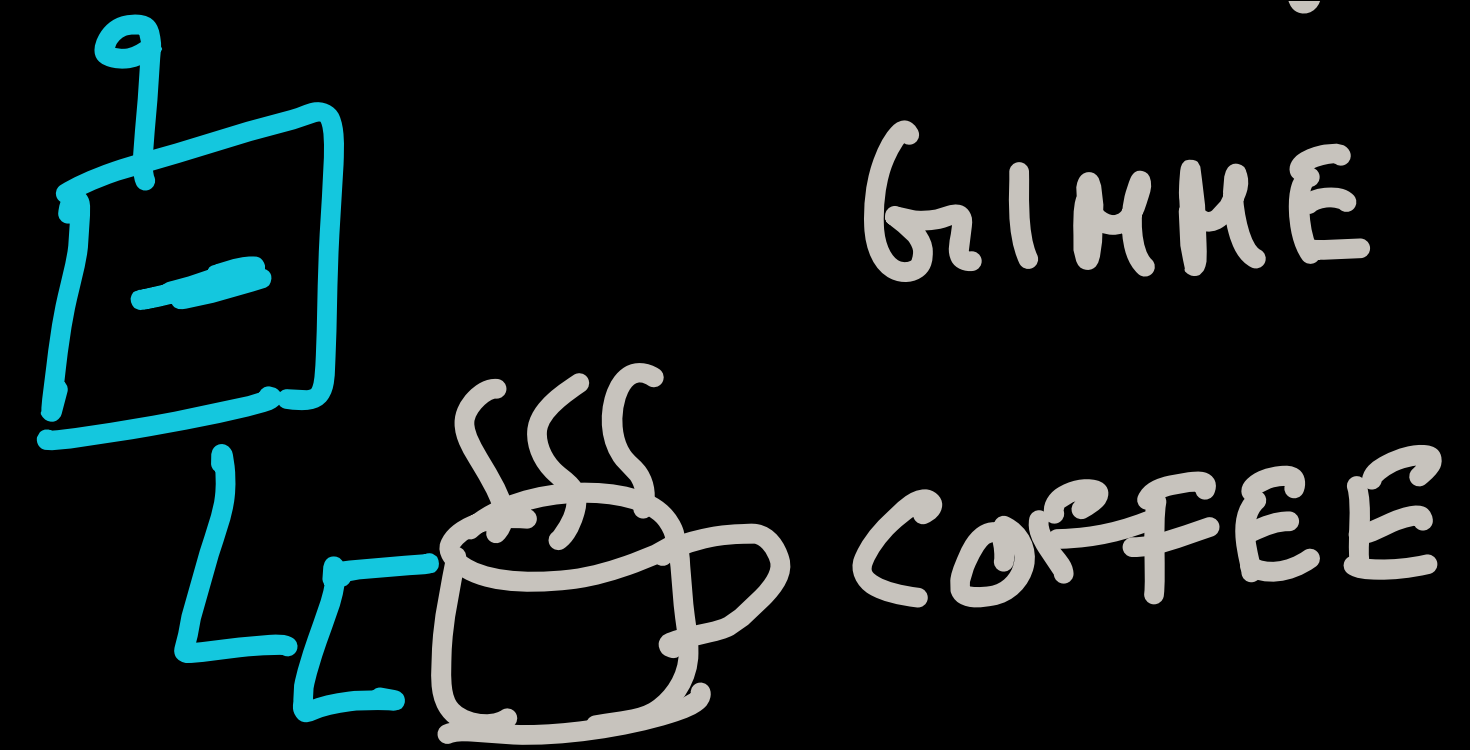


robot burns down  
the house!



# Programming a task ...

tell the robot to make coffee ..



DON'T ...

burn down the house  
steal the neighbors coffee  
don't make a mess

⋮

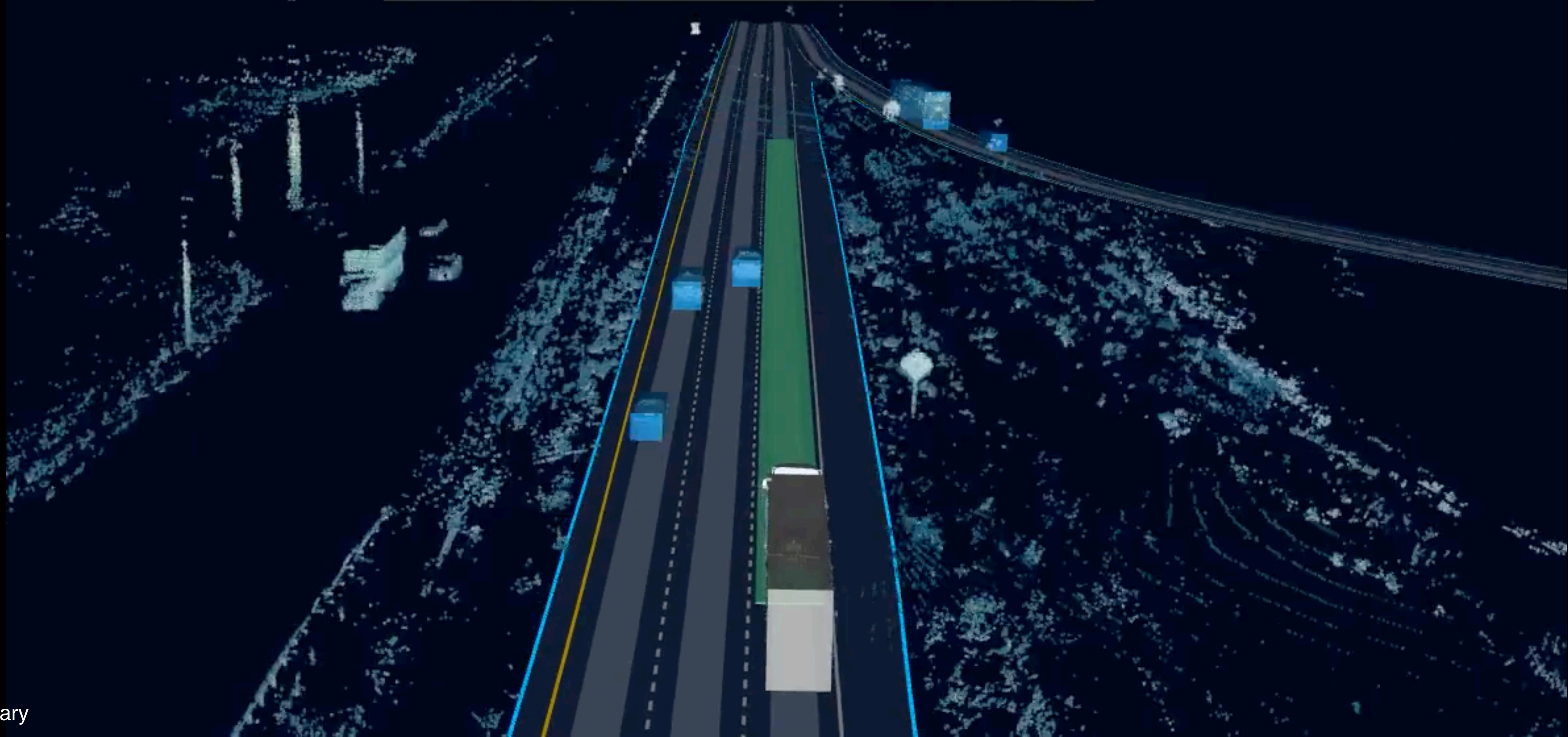
↑ STRAIGHT  
2.1 MI

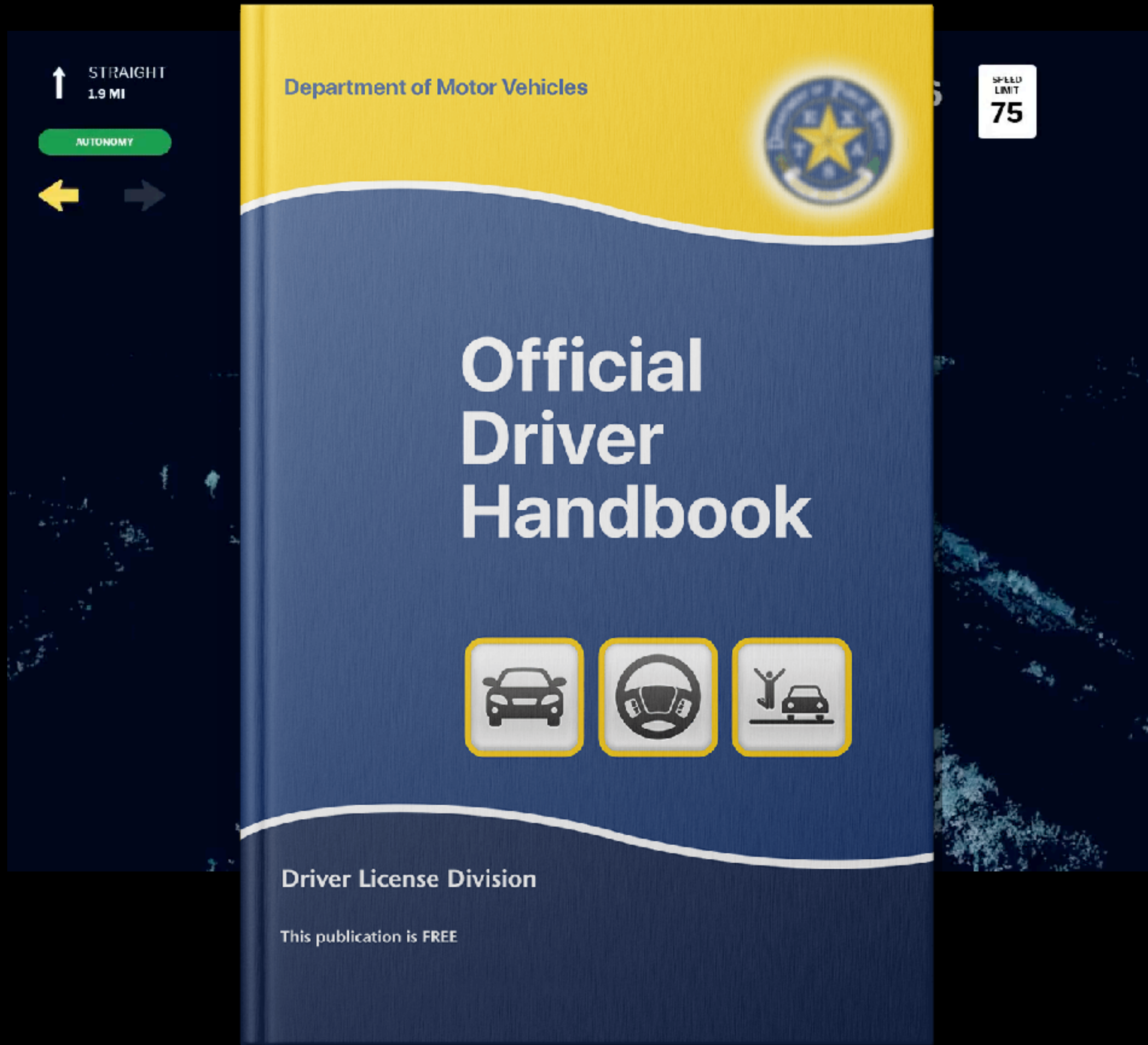
AUTONOMY



65  
MPH

SPEED  
LIMIT  
75





# The **implicit** rules of human driving





Implicit rules in a  
gridlocked intersection



Explicitly programming  
rules may be tedious ...

... but rules are implicit  
in how we drive everyday!



# Imitation Learning

*Implicitly program robots*

# Activity!



# Think-Pair-Share!

Think (30 sec): What are the various ways to give input to a robot to teach it a new task?

Pair: Find a partner

Share (45 sec): Partners exchange ideas



# Imitation learning is *everywhere*

## Helicopter Aerobatics



*Abbeel et al. 2009*

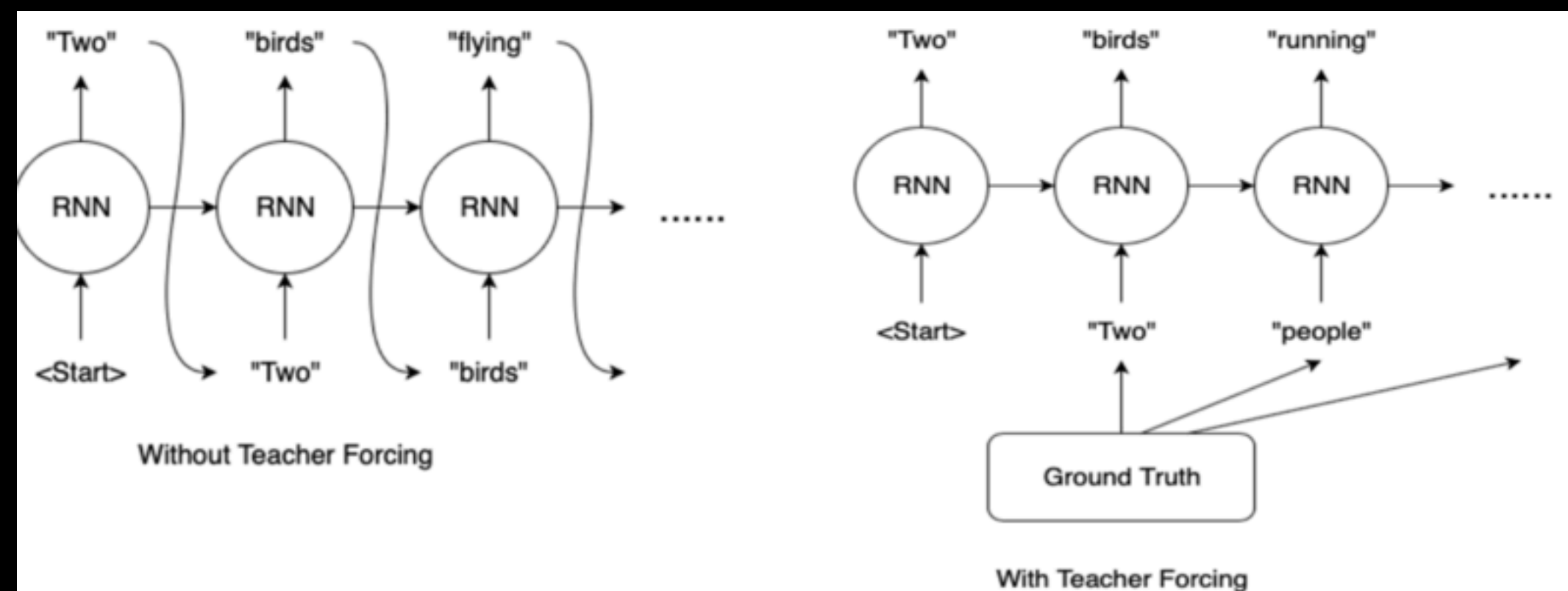
## Game AI

*Kozik et al. 2021*

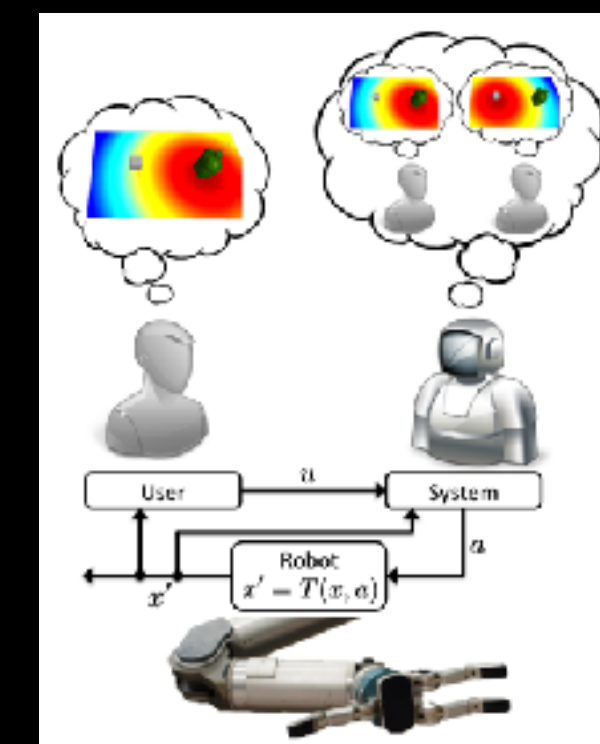


## Sequence models in NLP

## Shared autonomy







*Daume et al. 2009*



*Javdani et al. 2015*

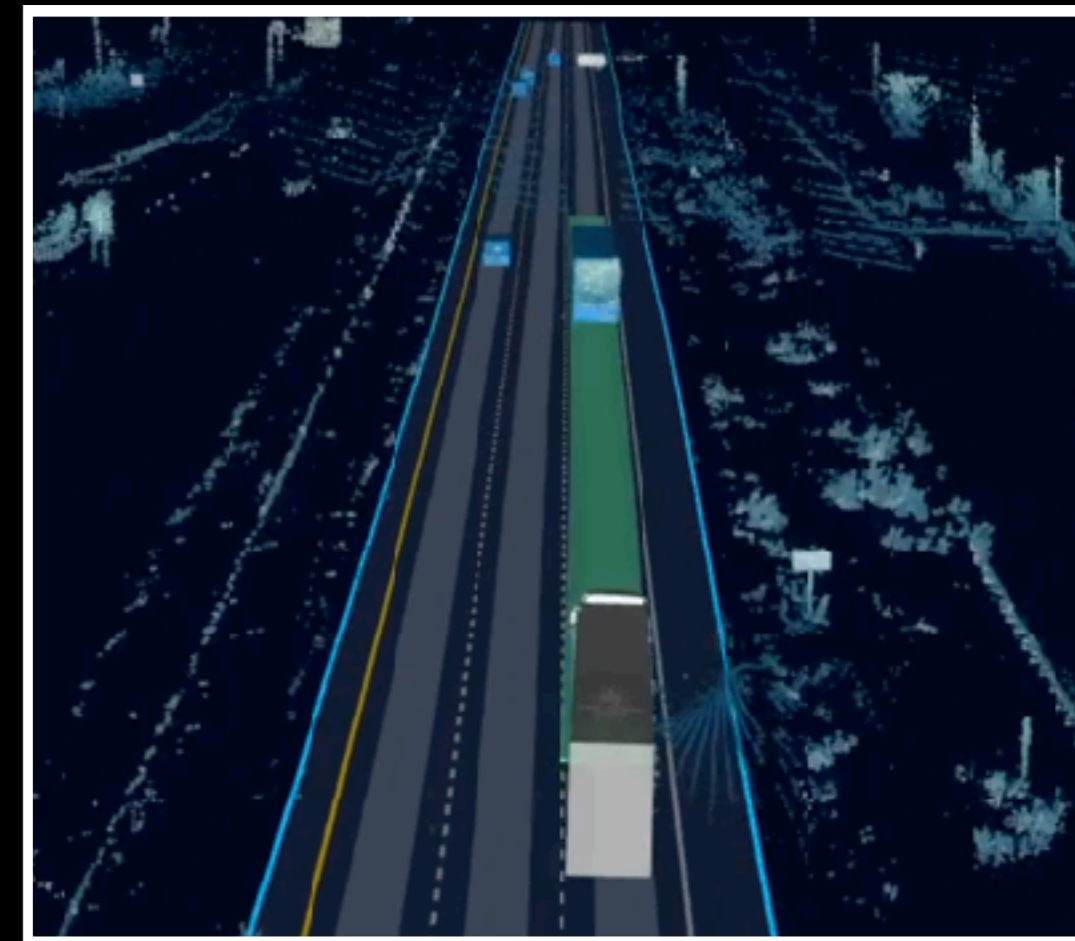
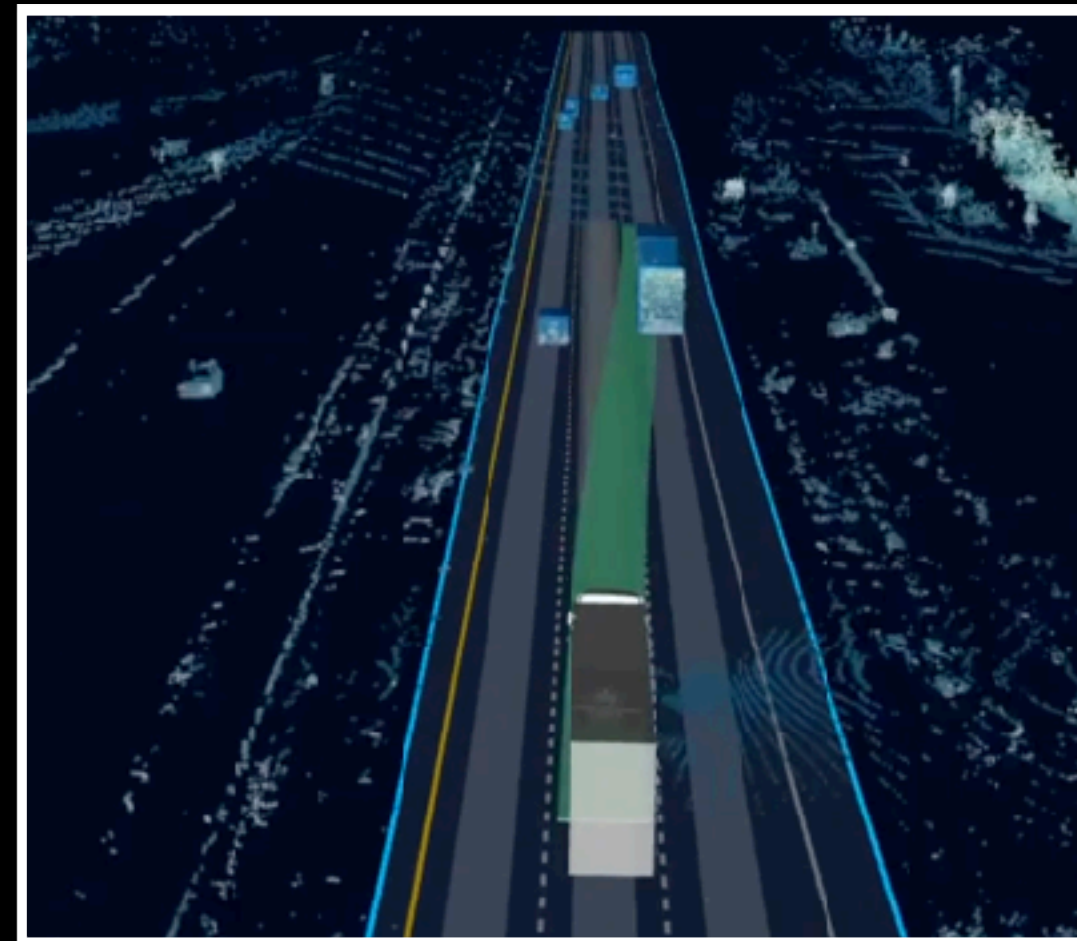
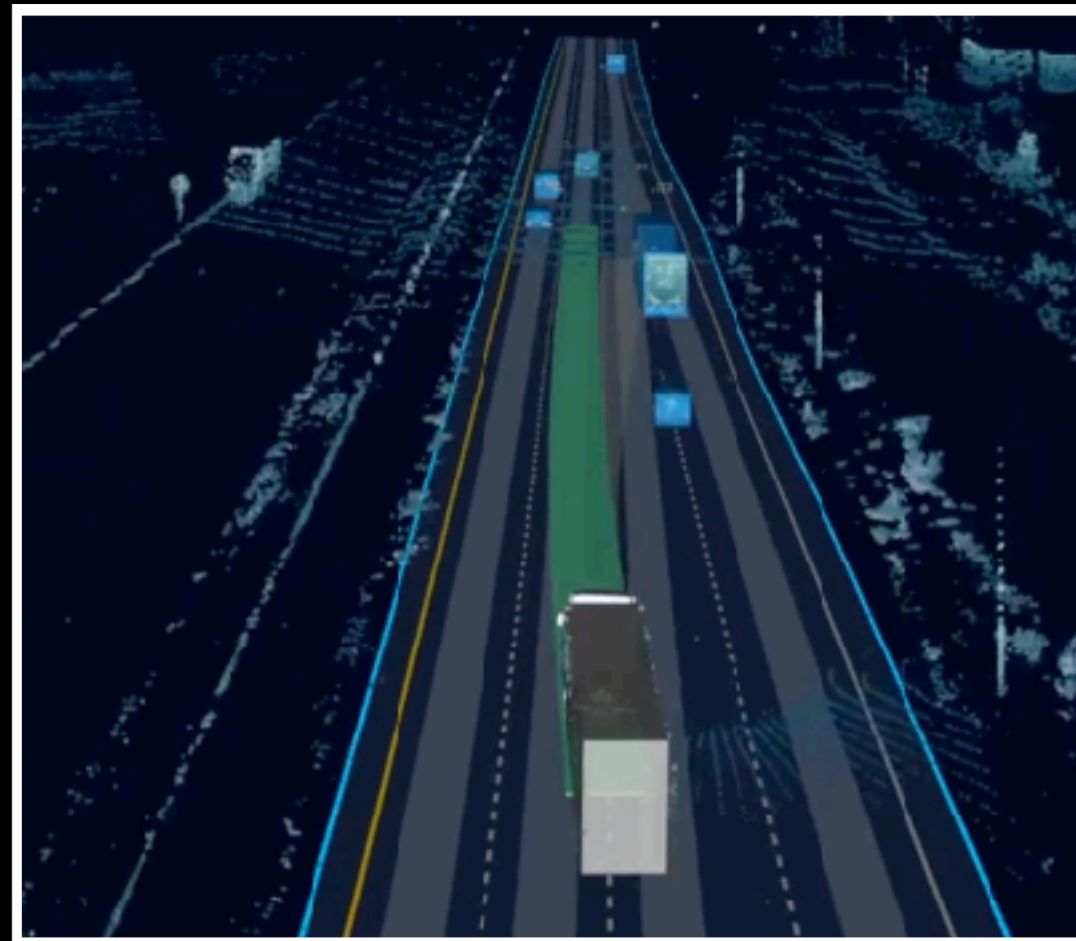
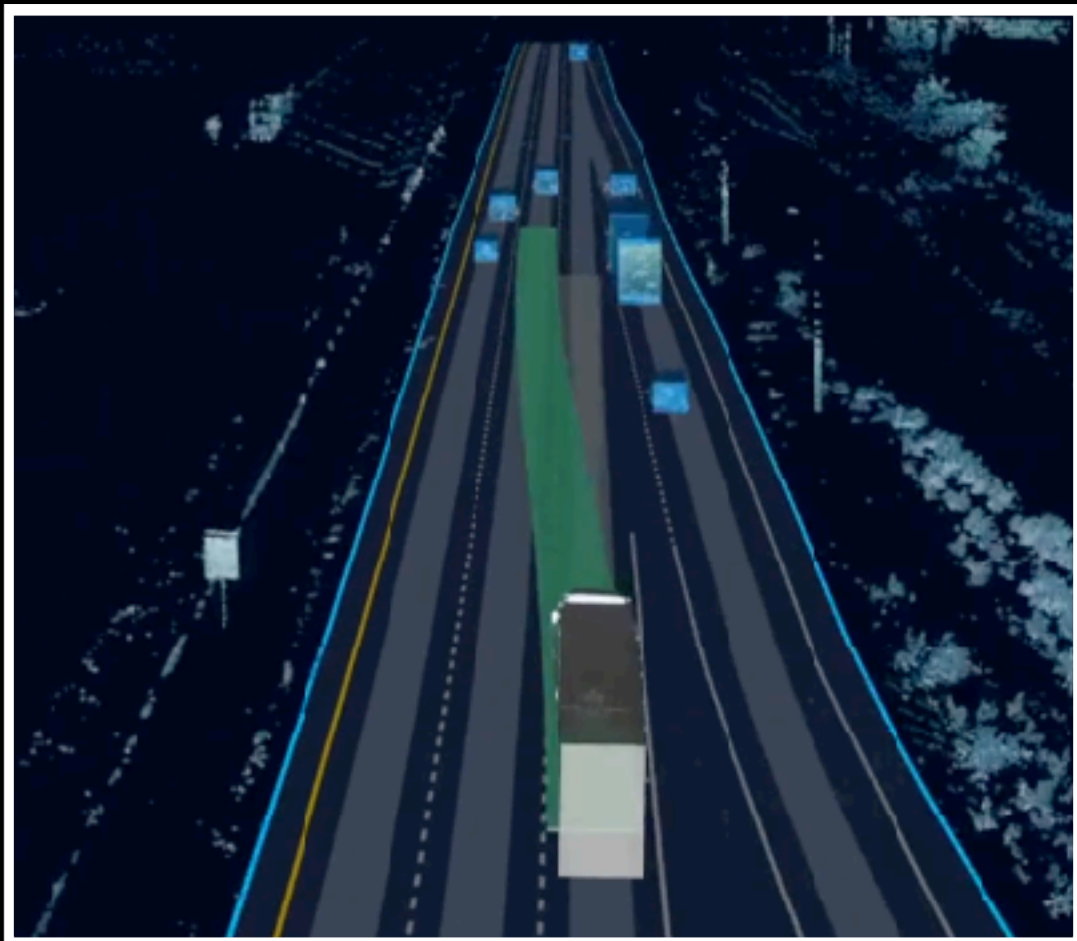
# Myths about Imitation Learning

-  Imitation learning: Do exactly what the human will do
-  Imitation learning requires humans to demonstrate actions
-  Imitation learning is a way to warm start reinforcement learning
-  Imitation learning means you can't do better than the human



# Behavior Cloning

Input  
↓



Output



# Behavior Cloning

1. Collect data from a human demonstrator

$$[ (x_1, y_1^*), (x_2, y_2^*), (x_3, y_3^*), \dots ]$$


2. Train a policy  $\pi : x_t \rightarrow y_t$

3. Validate on held out dataset

# What could possibly go wrong?

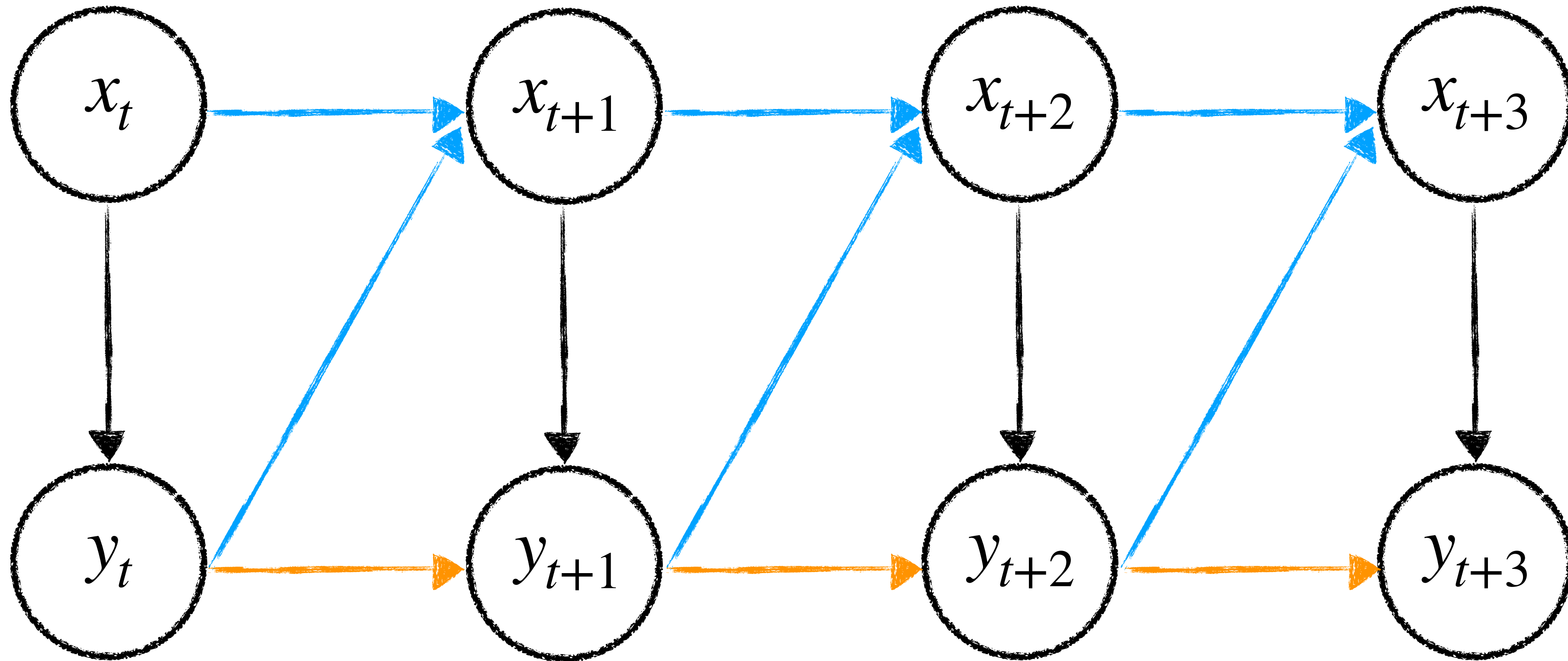




A red biplane is seen at the bottom of the frame, performing a loop. It leaves a thick, white, billowing smoke trail that spirals upwards and then curves to the right, filling a significant portion of the left side of the image. The background is a clear, deep blue sky.

Feedback drives  
covariate shift

# Feedback Drives Covariate Shift



Supervised Learning assumes all datapoints are i.i.d



# An old problem

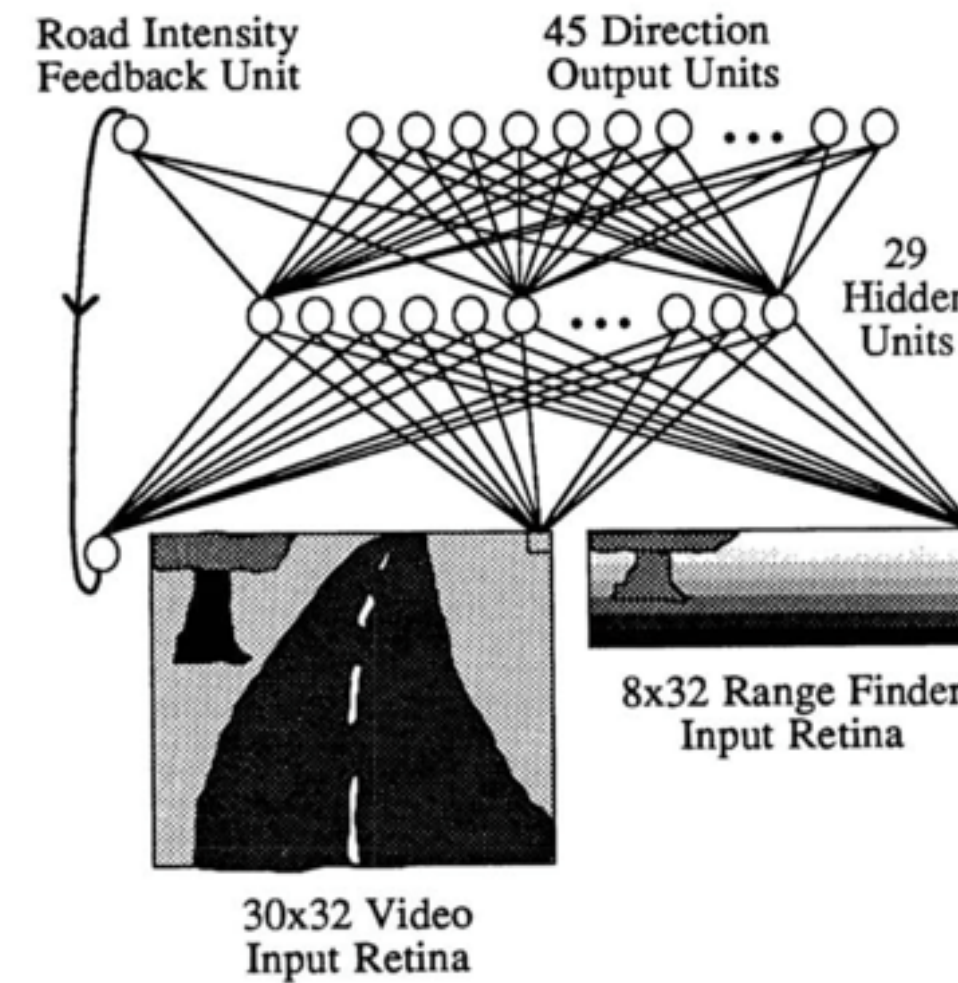


Figure 1: ALVINN Architecture

“...the network must not solely be shown examples of accurate driving, **but also how to recover** (i.e. return to the road center) once a mistake has been made.”

D. Pomerleau

ALVINN: An Autonomous Land Vehicle In A Neural Network, NeurIPS'89

Also observed by [LeCun'05]

# Feedback is a pervasive problem in self-driving

“... the inertia problem. *When the ego vehicle is stopped (e.g., at a red traffic light), the probability it stays static is indeed overwhelming in the training data.* This creates a spurious correlation between low speed and no acceleration, inducing excessive stopping and difficult restarting in the imitative policy ...”

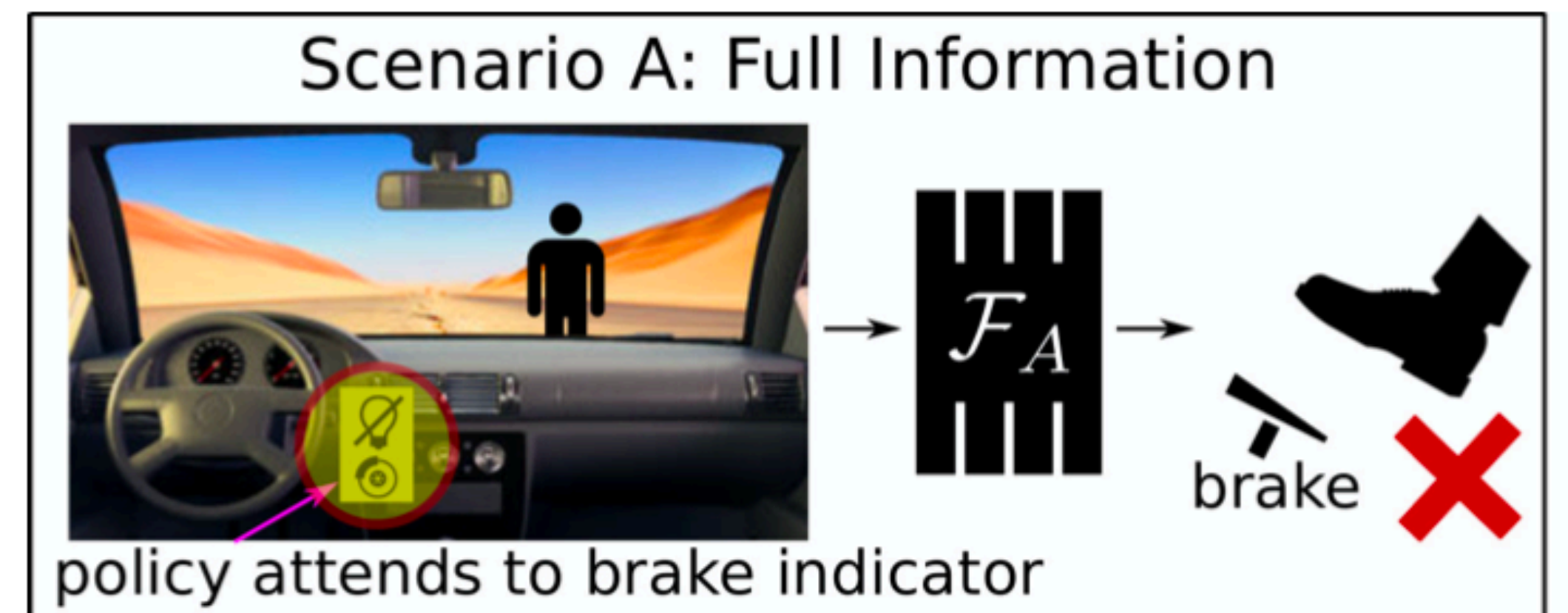
“Exploring the Limitations of Behavior Cloning for Autonomous Driving.”  
F. Codevilla, E. Santana, A. M. Lopez, A. Gaidon. ICCV 2019

“... During closed-loop inference, this breaks down because the past history is from the net’s own past predictions. *For example, such a trained net may learn to only stop for a stop sign if it sees a deceleration in the past history, and will therefore never stop for a stop sign during closed-loop inference ...*”

“ChauffeurNet: Learning to Drive by Imitating the Best and Synthesizing the Worst”. M. Bansal, A. Krizhevsky, A. Ogale, Waymo 2018

“... small errors in action predictions to compound over time, eventually leading to states that human drivers infrequently visit and are not adequately covered by the training data. *Poorer predictions can cause a feedback cycle known as cascading errors ...*”

“Imitating Driver Behavior with Generative Adversarial Networks”.  
A. Kuefler, J. Morton, T. Wheeler, M. Kochenderfer, IV 2017



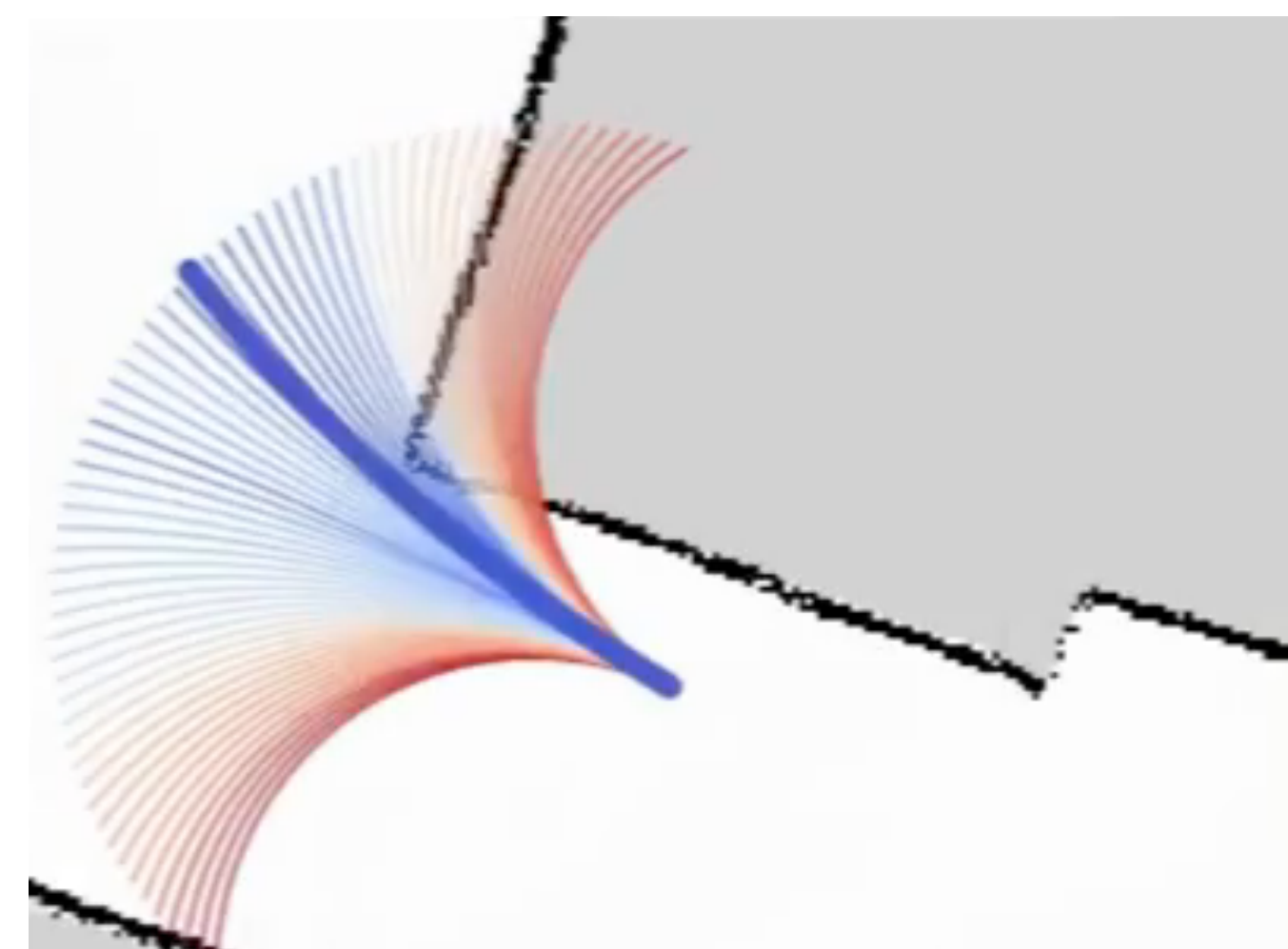
“Causal Confusion in Imitation Learning”.  
P. de Haan, D. Jayaraman, S. Levine, NeurIPS '19



# Feedback is an old adversary!

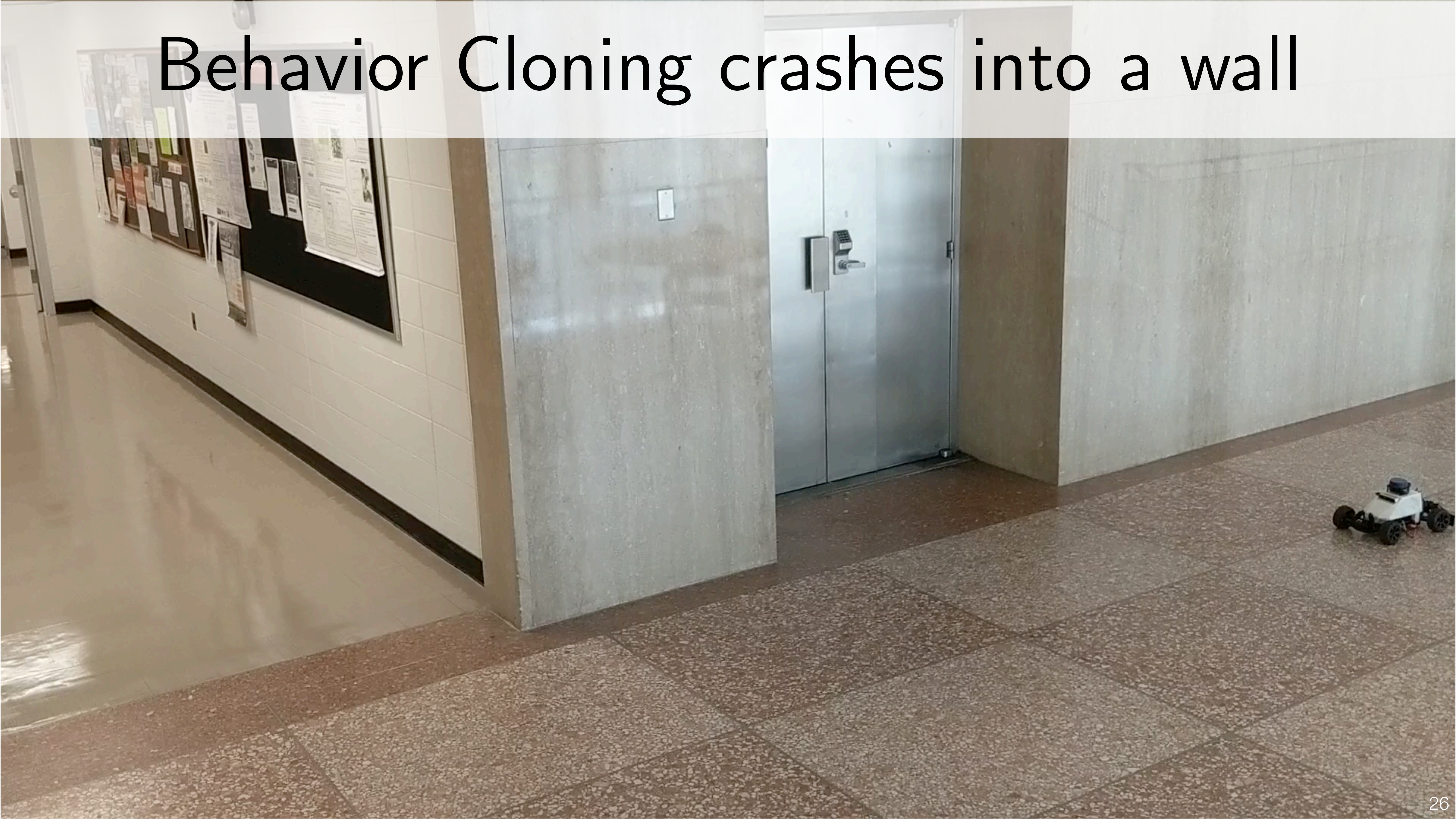


[SCB+ RSS'20]

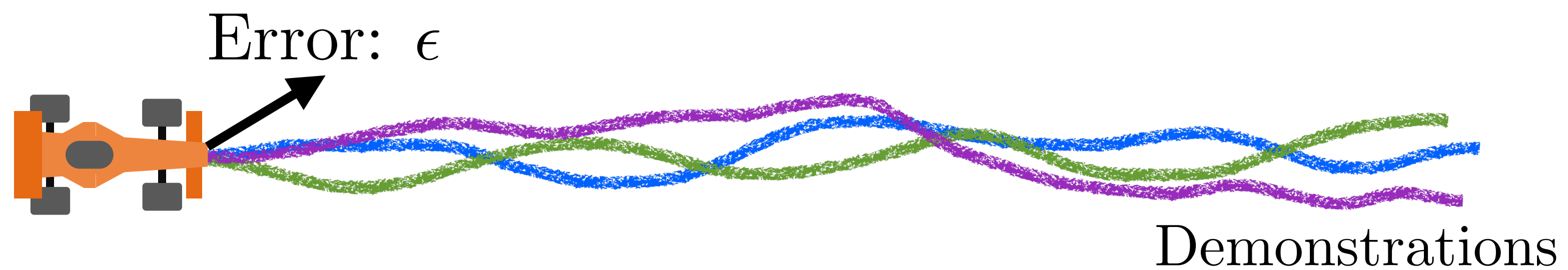


Learnt policy

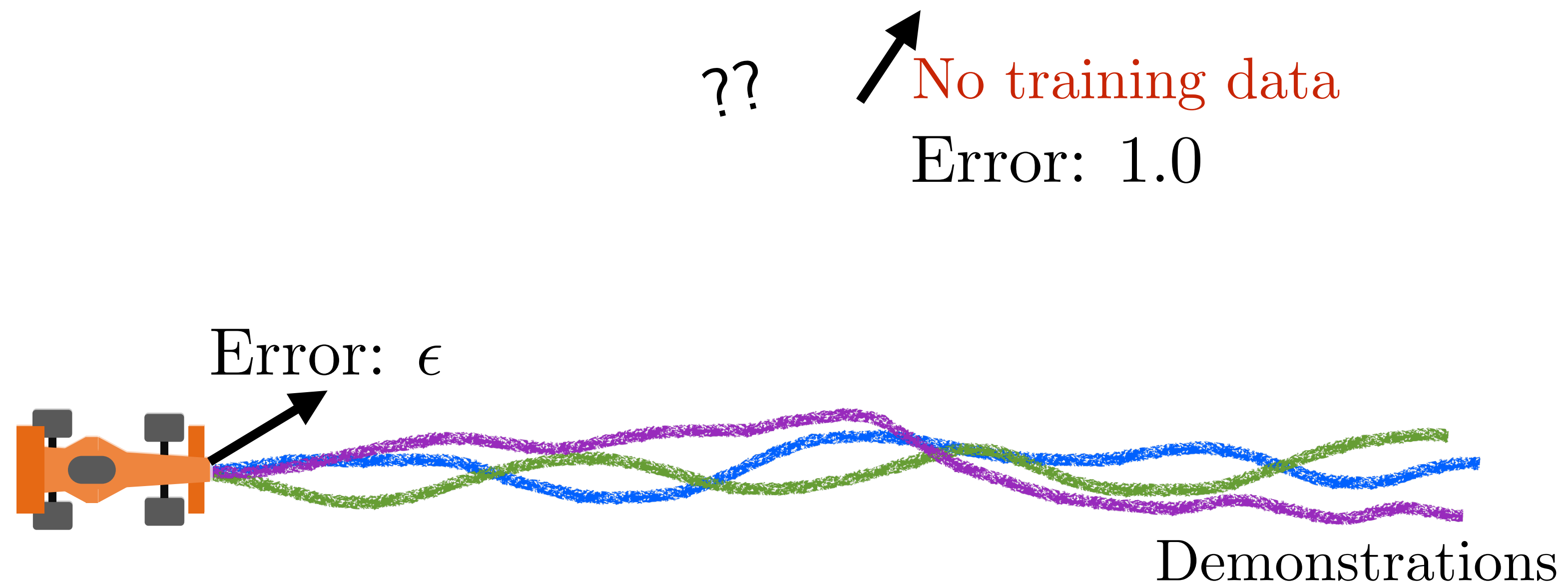
# Behavior Cloning crashes into a wall



# Why did the robot crash?



# Why did the robot crash?

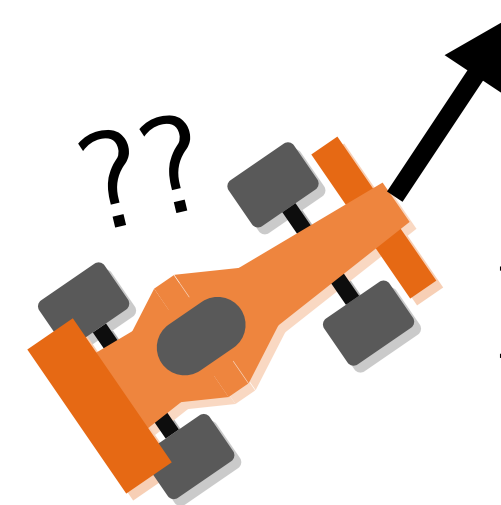


# Why did the robot crash?



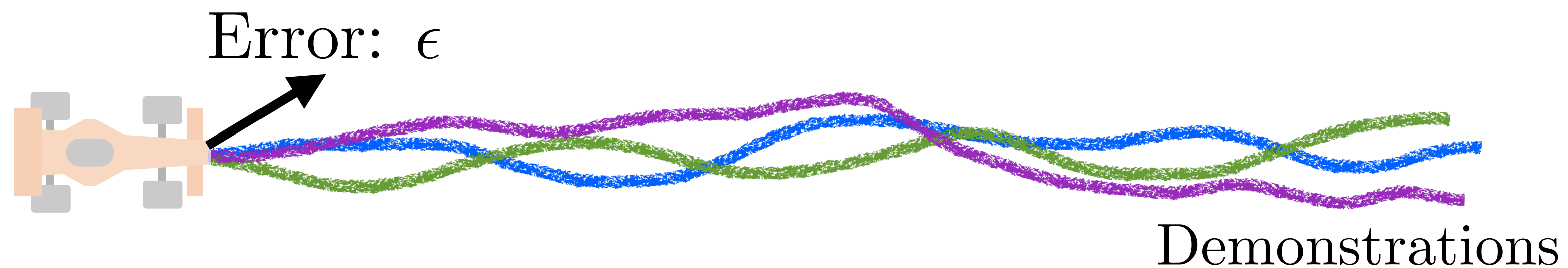
No training data

Error: 1.0



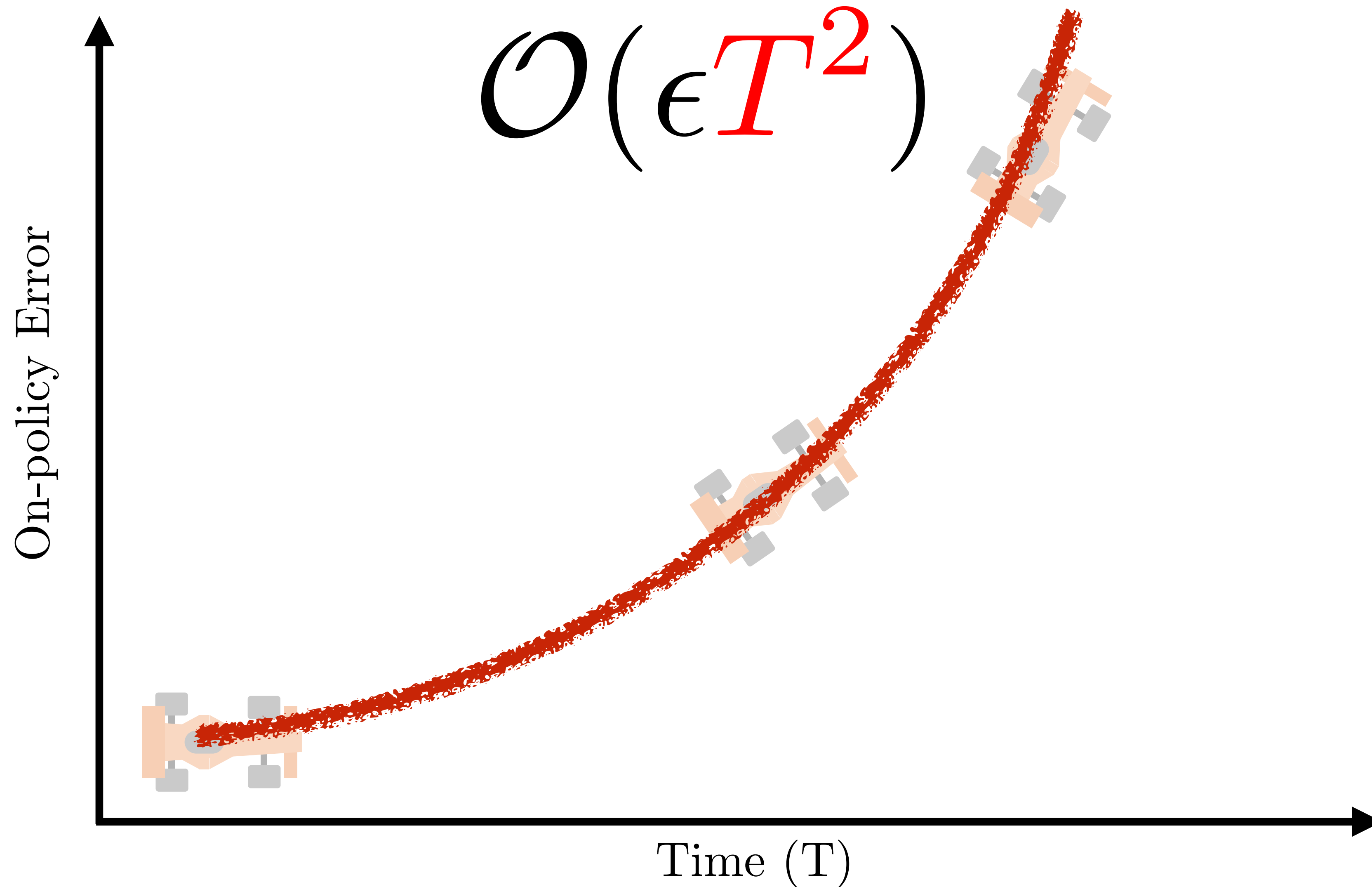
No training data

Error: 1.0



# Errors *feedback* and *compound*

[Ross and Bagnell'10]



Prove it!



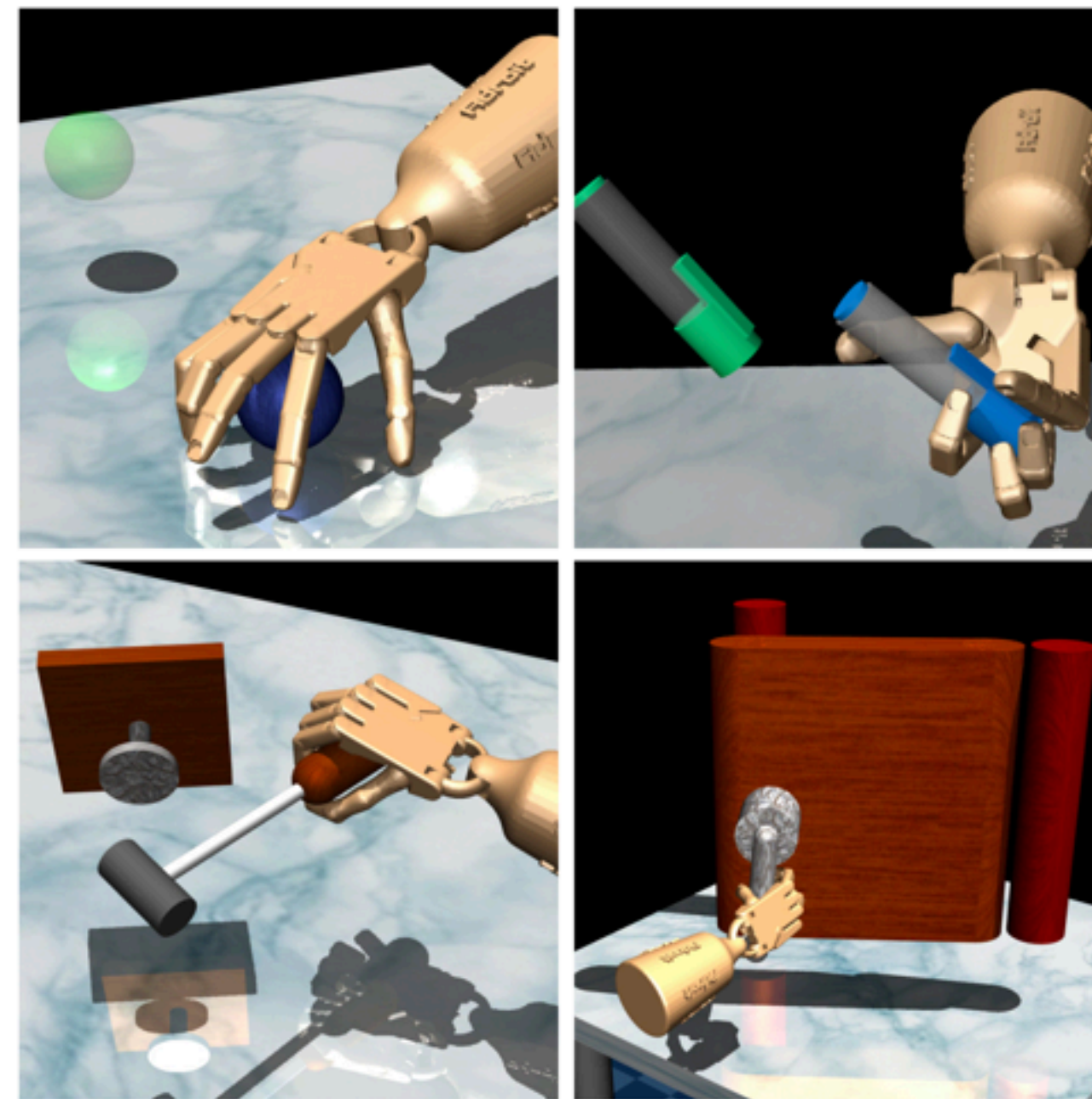
A red biplane is seen at the bottom of the frame, performing a loop. It leaves a thick, white, billowing smoke trail that spirals upwards and then curves to the right, filling a significant portion of the upper left and center of the image. The background is a clear, deep blue sky.

Feedback drives  
covariate shift

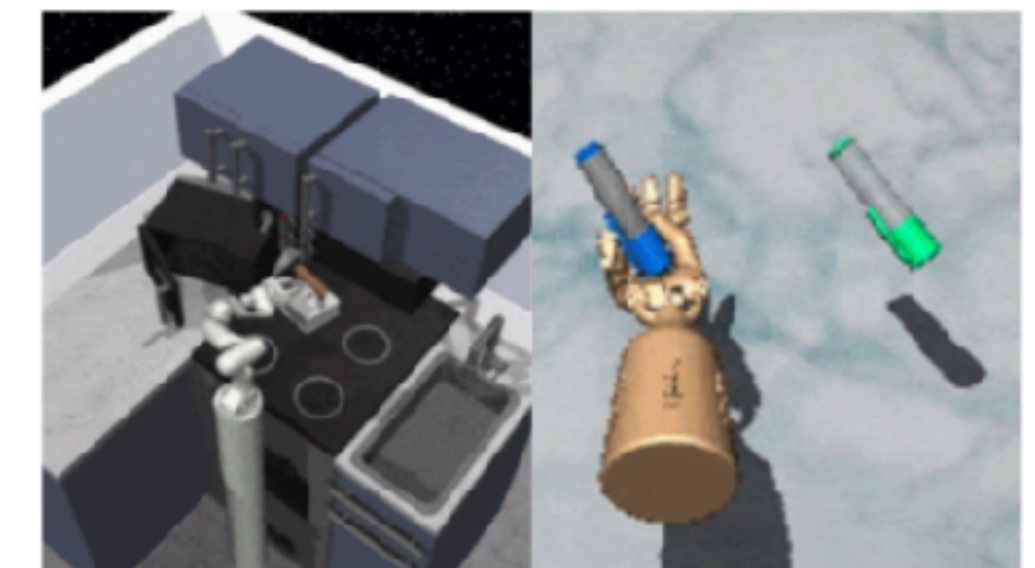
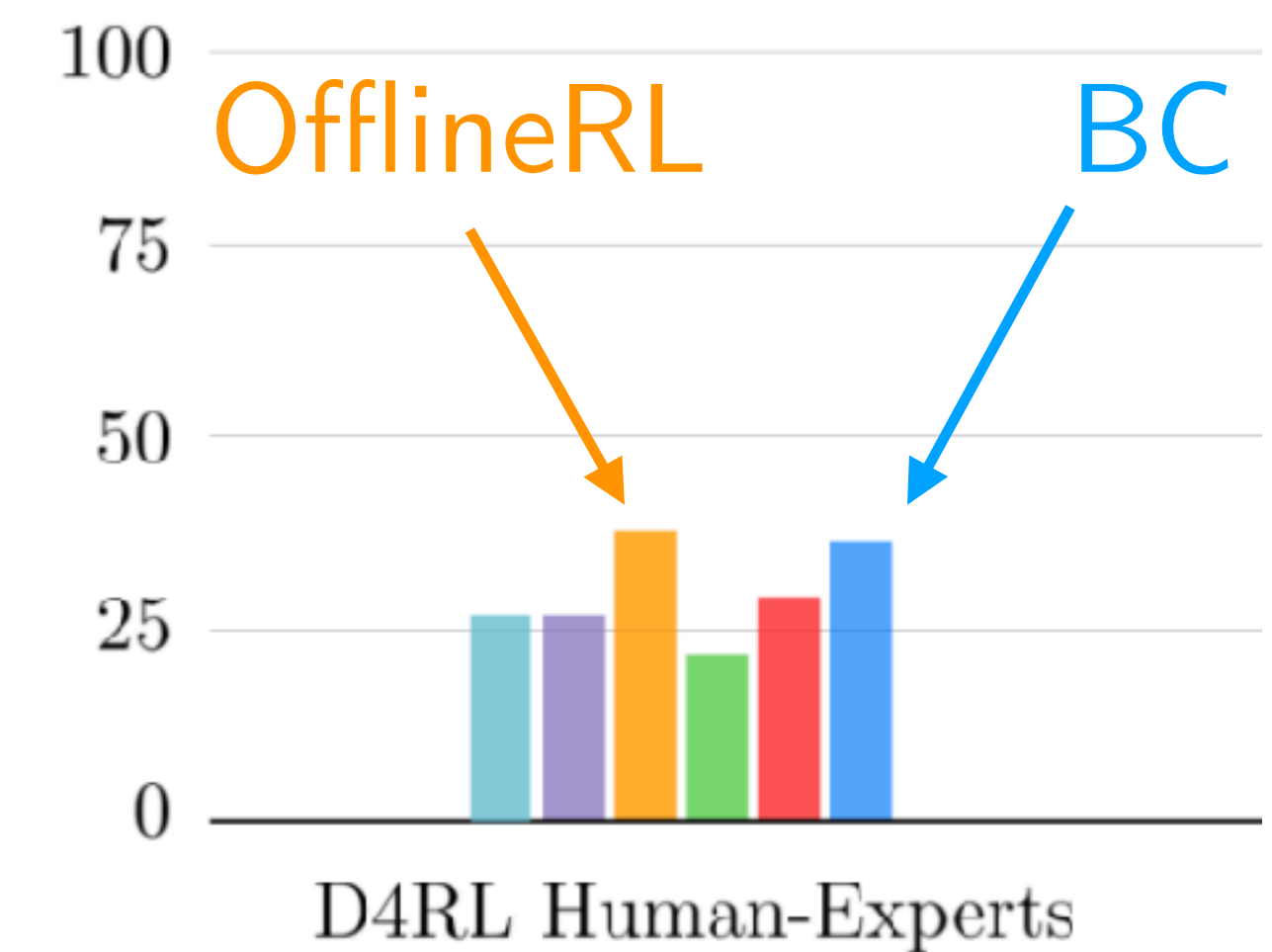
# But ... Behavior Cloning works just fine on benchmark datasets!

Environment	Expert	BC
CartPole	$500 \pm 0$	$500 \pm 0$
Acrobot	$-71.7 \pm 11.5$	$-78.4 \pm 14.2$
MountainCar	$-99.6 \pm 10.9$	$-107.8 \pm 16.4$
Hopper	$3554 \pm 216$	$3258 \pm 396$
Walker2d	$5496 \pm 89$	$5349 \pm 634$
HalfCheetah	$4487 \pm 164$	$4605 \pm 143$
Ant	$4186 \pm 1081$	$3353 \pm 1801$

[SCV+ arXiv '21]



[Rajeswaran et al. '17]



[Florence et al. '21]



# What explains this mismatch?

Real-world self-driving

vs

Benchmark datasets

*Feedback drives  
covariate shift,  
Behavior Cloning  
compounds in error*

*Behavior Cloning  
does just fine!*

# Let's travel to the INFINITE data limit!

## *The Three Regimes of Covariate Shift*



Easy

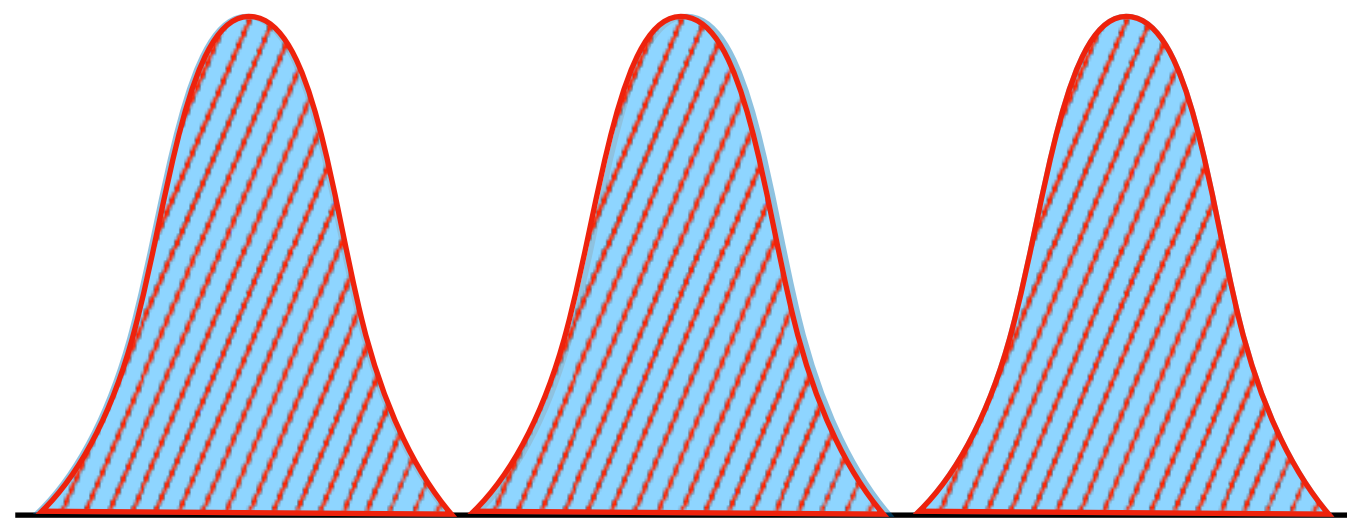


$$\text{Expert } \rho^{\pi^E}(s) \approx \text{Learner } \rho^{\pi}(s)$$

Expert is **realizable**

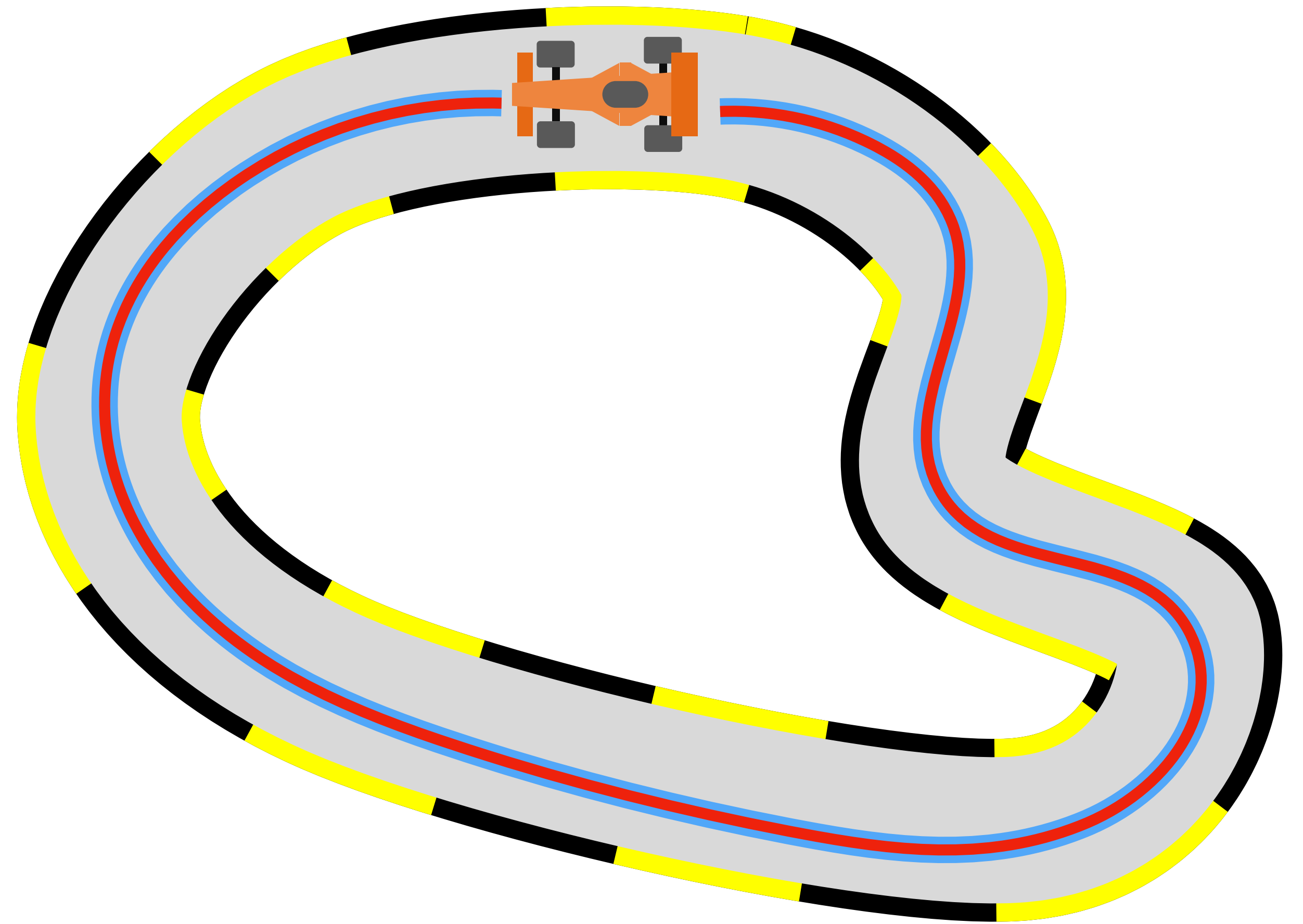
$$\pi^E \in \Pi$$

As  $N \rightarrow \infty$ , drive down  
 $\epsilon = 0$  (or Bayes error)



Nothing special.

Collect lots of data and  
do Behavior Cloning



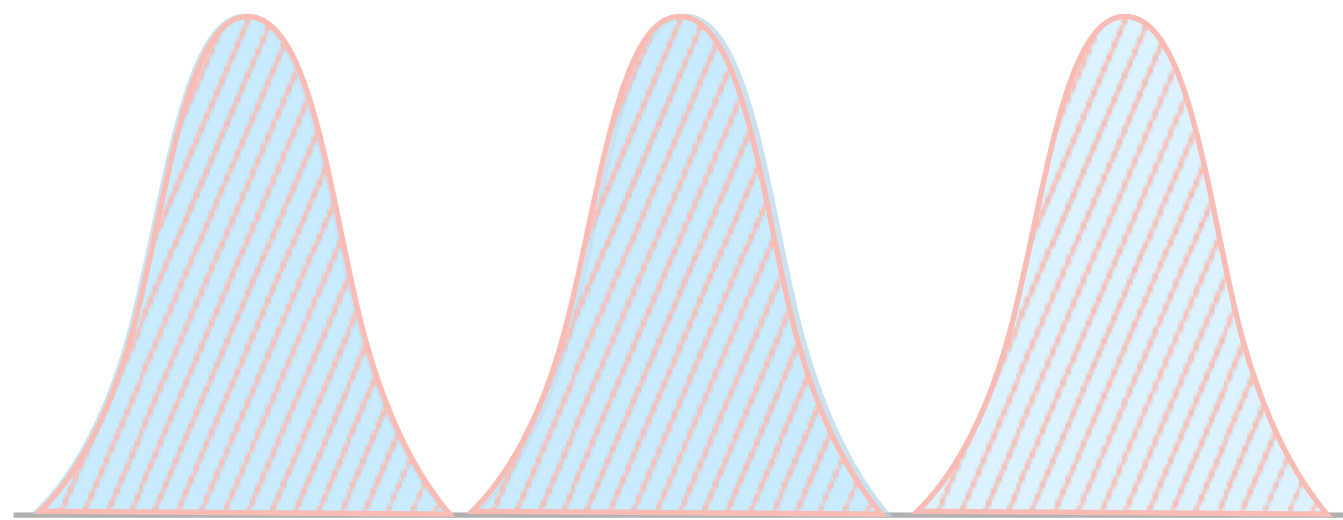
Easy



Expert is **realizable**

$$\pi^E \in \Pi$$

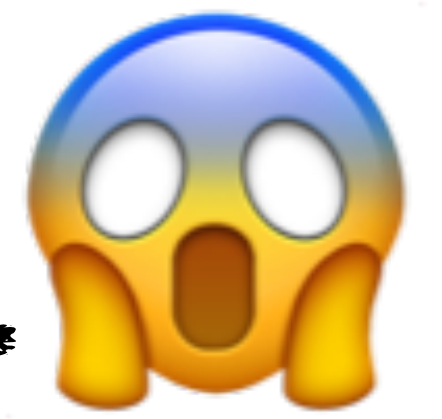
As  $N \rightarrow \infty$ , drive down  
 $\epsilon = 0$  (or Bayes error)



Nothing special.

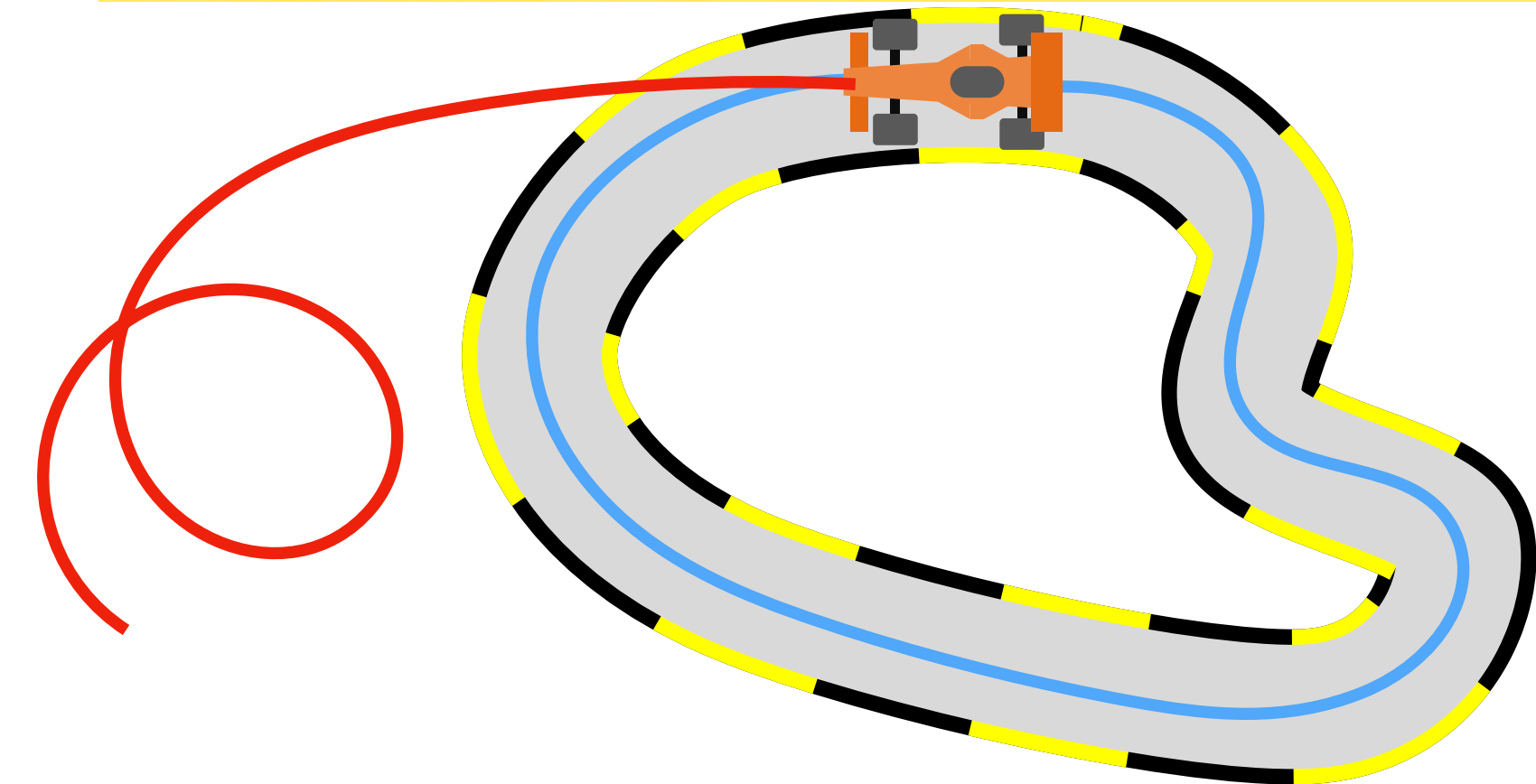
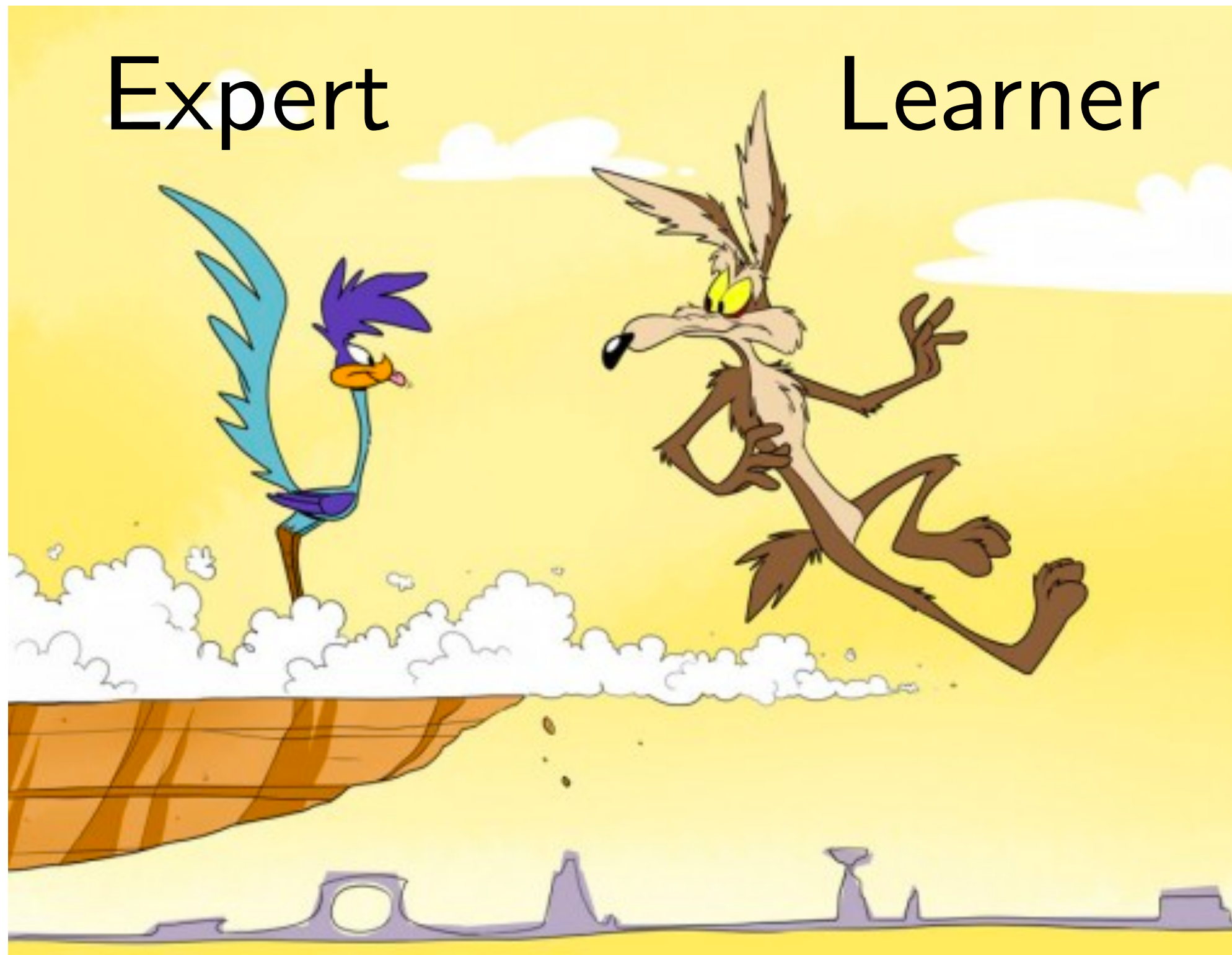
Collect lots of data and  
do Behavior Cloning

Hard



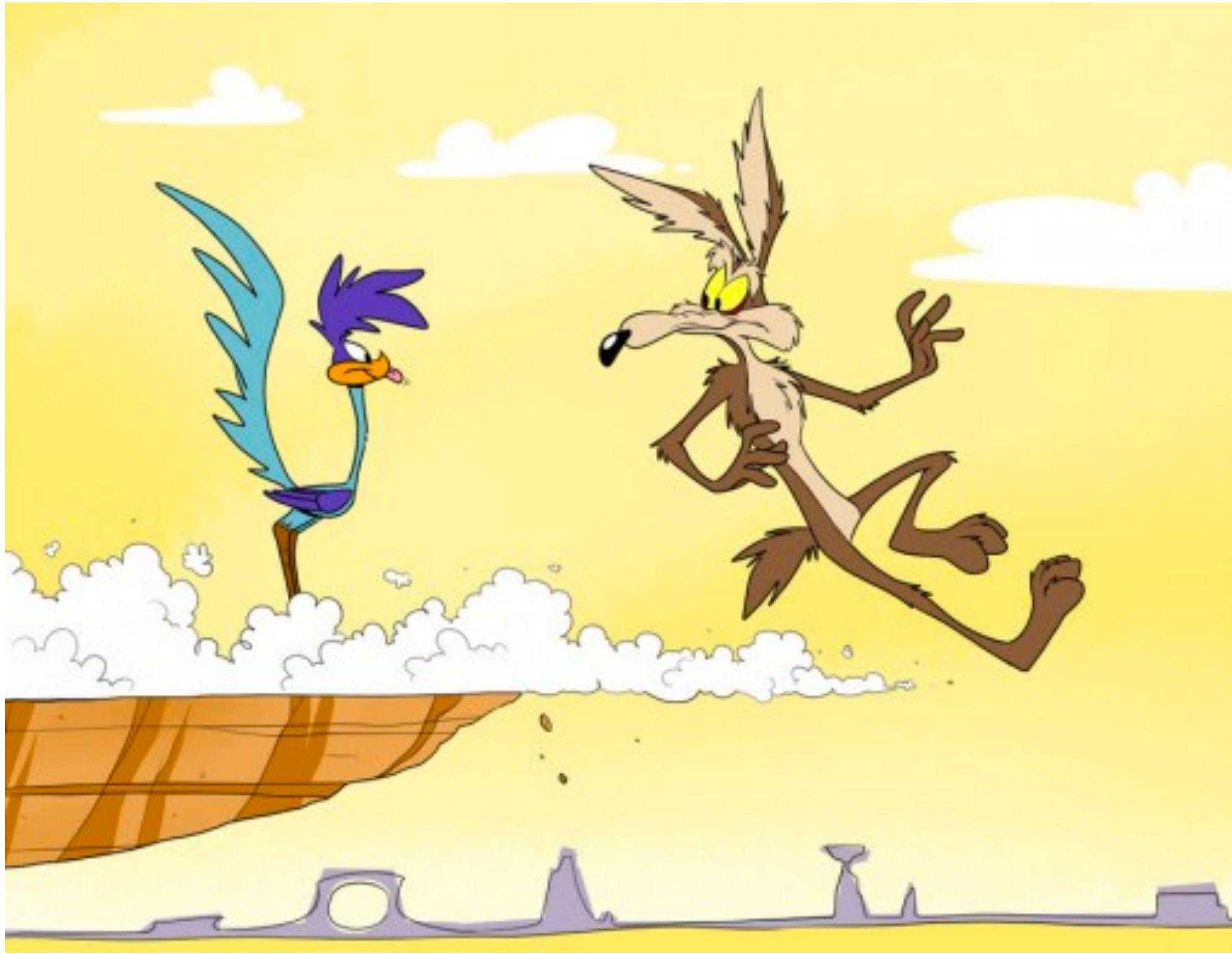
Non-realizable expert +  
limited expert support

# Non-realizable expert + limited support?

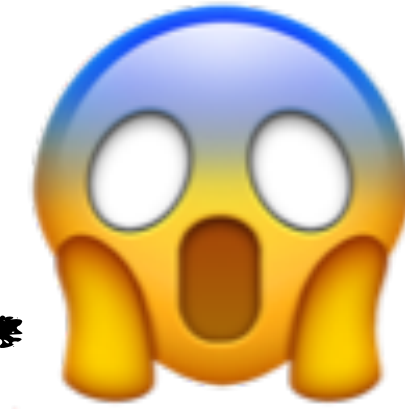


No label for what to do  
in this state!

# Non-realizable expert + limited support?

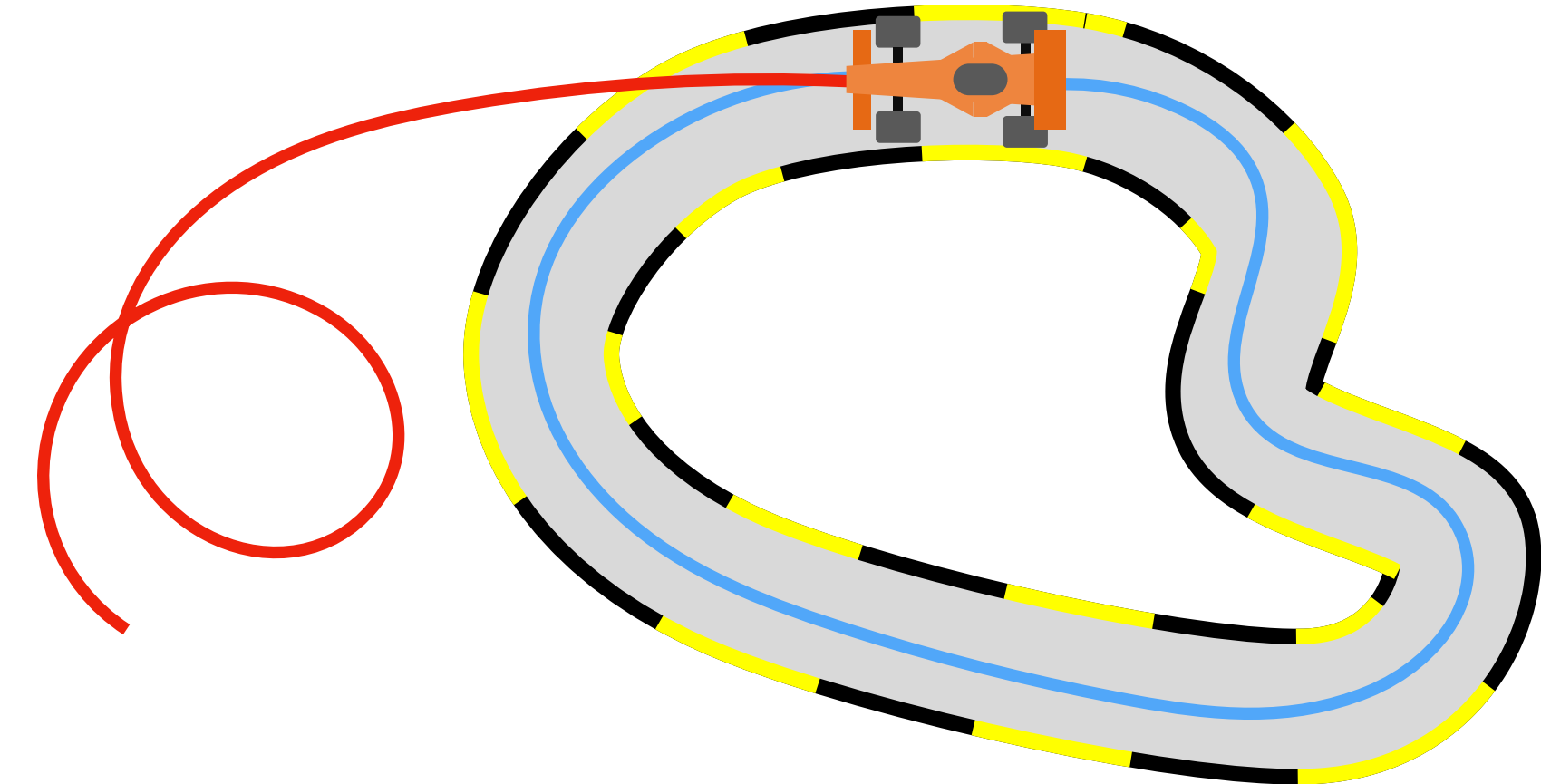


Hard



Behavior Cloning  
compounds in error  $O(\epsilon T^2)$

[Ross & Bagnell '10]



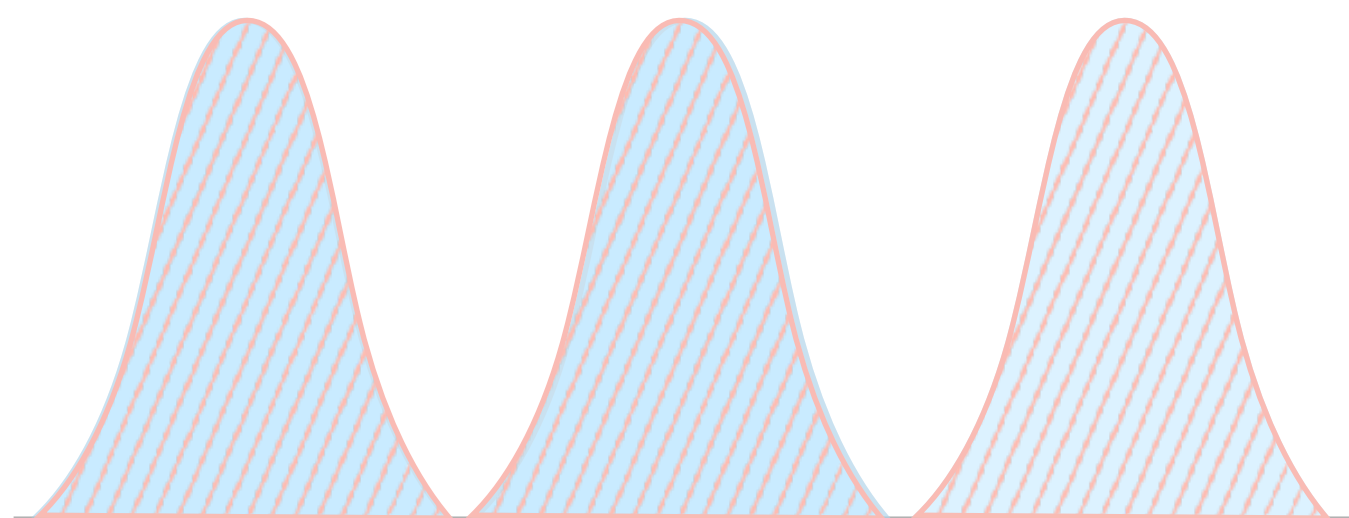
Easy



Expert is **realizable**

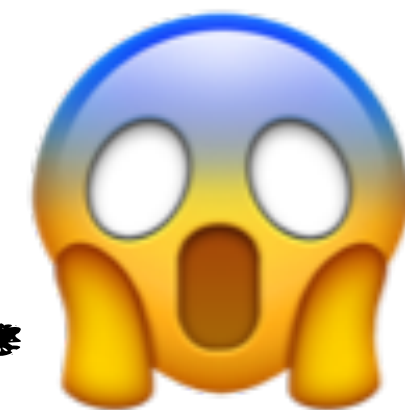
$$\pi^E \in \Pi$$

As  $N \rightarrow \infty$ , drive down  
 $\epsilon = 0$  (or Bayes error)



Nothing special.  
Collect lots of data and  
do Behavior Cloning

Hard



Non-realizable expert +  
limited expert support

Even as  $N \rightarrow \infty$ ,  
behavior cloning  $O(\epsilon T^2)$

