Granger Causal Interaction Skill Chains

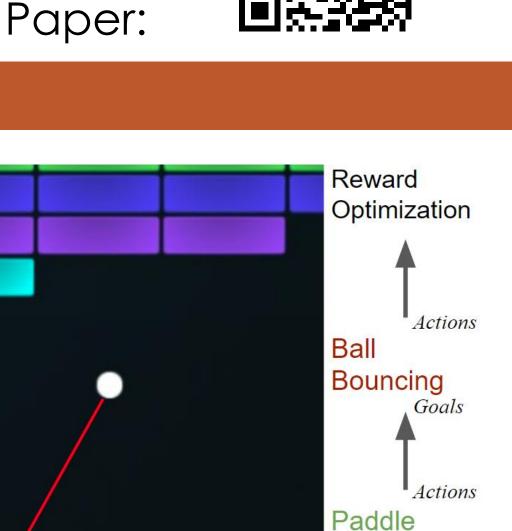
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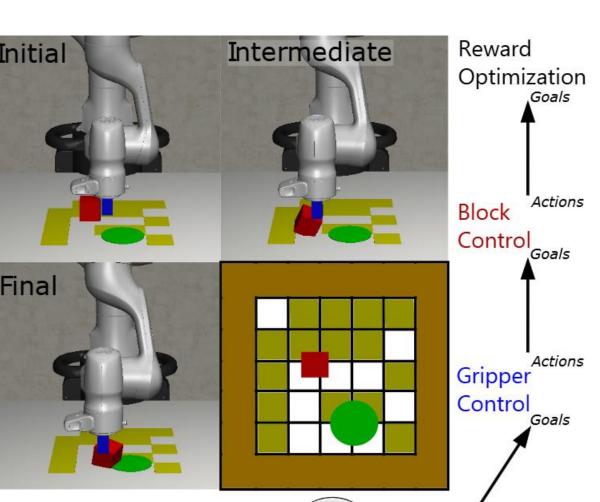
Code: https://github.com/CalCharles/object-options Contact: calebc@cs.utexas.edu



Overview

Core Takeaway: Goal-conditioned skills that induce interactions offer improved sample efficiency, overall performance and transferability in long-horizon factored environments.





Step 1

Learn Granger-Causal factored dynamics models: "passive" autoregressive model and "active" pairwise model.

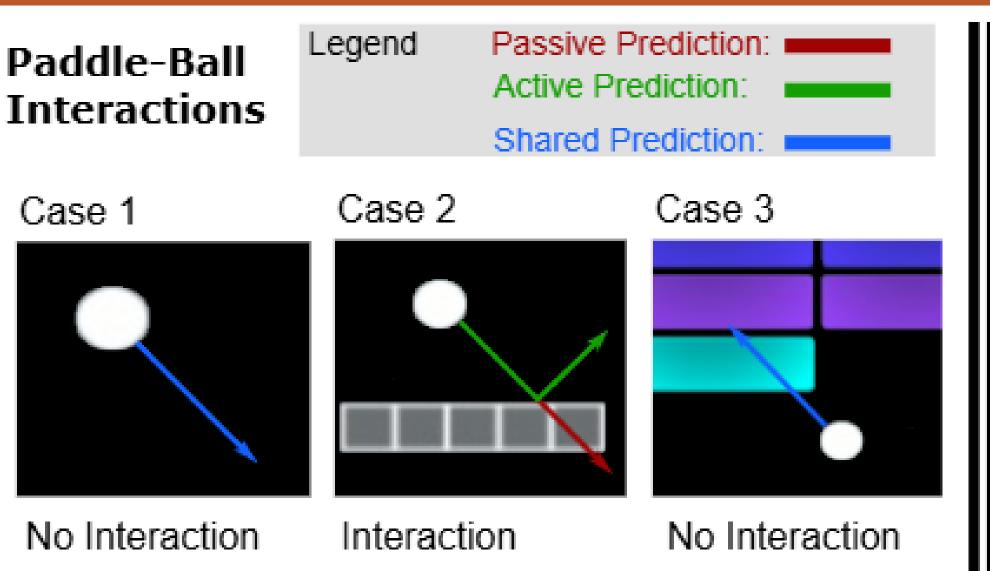
→ Step 2

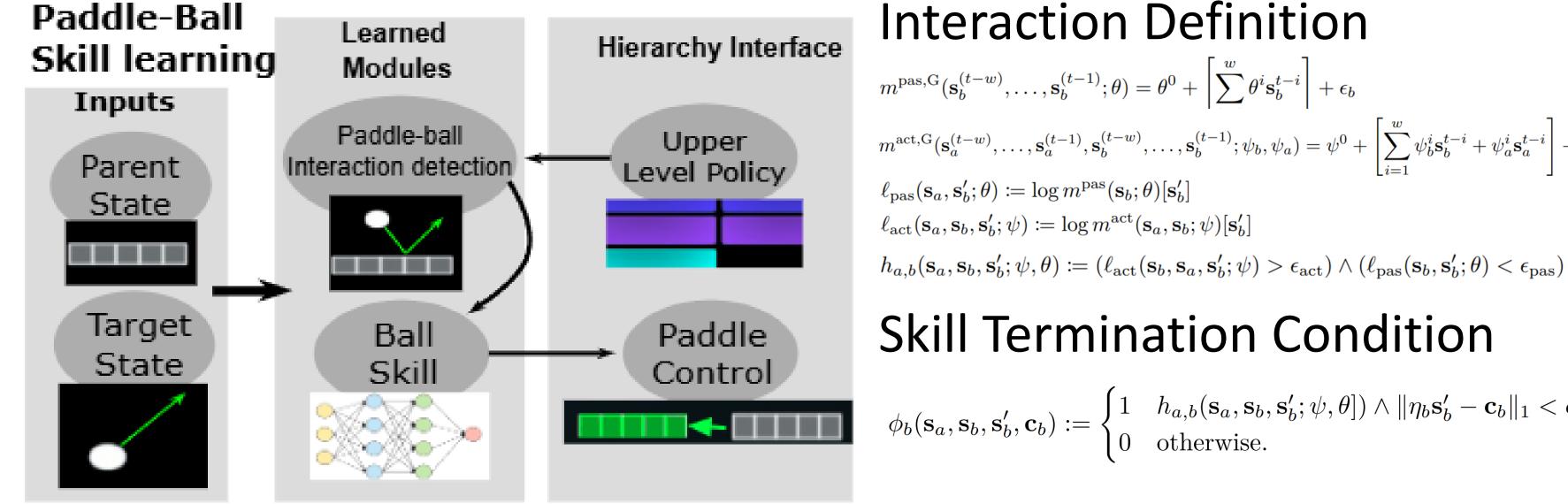
Identify desired interactions for skill goals: states with disagreement between the passive and active models.

→ Step 3

Learn Goal-conditioned policy with hindsight: reward desired interactions using previously learned policies as actions

Granger Causal Interactions





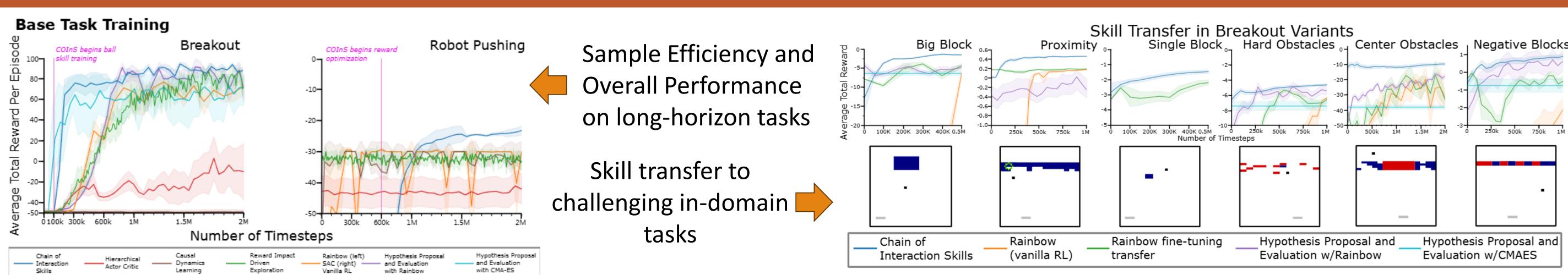
Interaction Definition

 $m^{\text{pas,G}}(\mathbf{s}_b^{(t-w)}, \dots, \mathbf{s}_b^{(t-1)}; \theta) = \theta^0 + \left[\sum_{i=0}^w \theta^i \mathbf{s}_b^{t-i}\right] + \epsilon_b$ $m^{\text{act,G}}(\mathbf{s}_{a}^{(t-w)}, \dots, \mathbf{s}_{a}^{(t-1)}, \mathbf{s}_{b}^{(t-w)}, \dots, \mathbf{s}_{b}^{(t-1)}; \psi_{b}, \psi_{a}) = \psi^{0} + \left[\sum_{i=1}^{w} \psi_{b}^{i} \mathbf{s}_{b}^{t-i} + \psi_{a}^{i} \mathbf{s}_{a}^{t-i}\right] + \epsilon_{a}$ $\ell_{\text{pas}}(\mathbf{s}_a, \mathbf{s}_b'; \theta) := \log m^{\text{pas}}(\mathbf{s}_b; \theta)[\mathbf{s}_b']$ $\ell_{\text{act}}(\mathbf{s}_a, \mathbf{s}_b, \mathbf{s}_b'; \psi) := \log m^{\text{act}}(\mathbf{s}_a, \mathbf{s}_b; \psi)[\mathbf{s}_b']$

Skill Termination Condition

 $\phi_b(\mathbf{s}_a, \mathbf{s}_b, \mathbf{s}_b', \mathbf{c}_b) := \begin{cases} 1 & h_{a,b}(\mathbf{s}_a, \mathbf{s}_b, \mathbf{s}_b'; \psi, \theta]) \land \|\eta_b \mathbf{s}_b' - \mathbf{c}_b\|_1 < \epsilon_c \\ 0 & \text{otherwise.} \end{cases}$

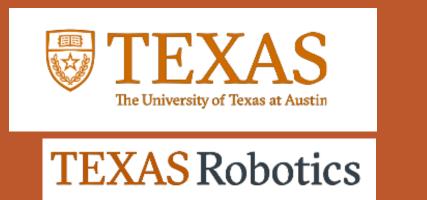
Evaluation













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