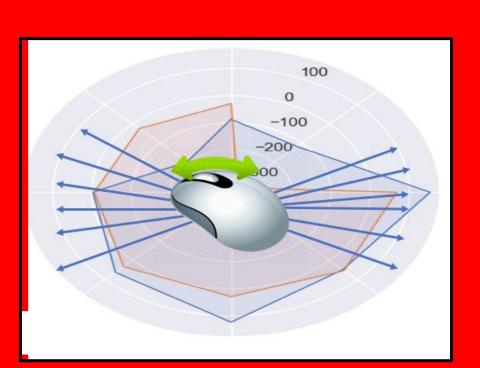
Inverse Reinforcement Learning (IRL) on Mouse Movement Data

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Motivation:

- Our goal was to run an inverse reinforcement learning (IRL) algorithm on mouse movement data to predict people's behaviors
- Be able to design webpages with their own personalized content
- Another aspect was to investigate how behavior is different in the general population than in different subpopulations
- It can be contended how characteristics such as age, health condition, and education have on daily routines.
- The results of the experimentation will help to automate diagnoses and predict behavioral features of individuals within a group
- In light of the evidence people in the areas of sociology, psychology, and anthropology will be able to align theories with human behavior.

Dataset implement the algorithm

Reinforcement Learning

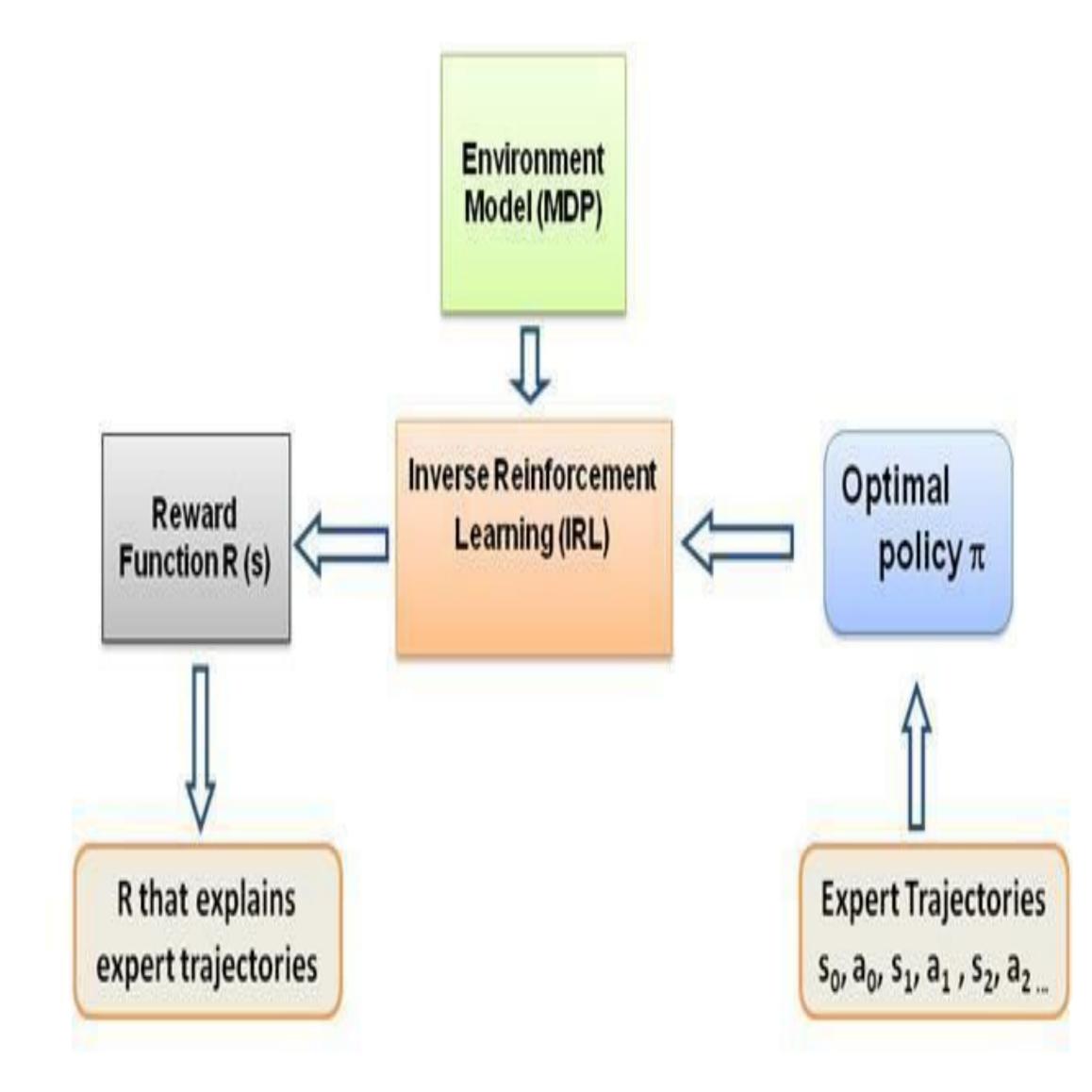
Environment

Rewards

- Primary data: Excel file with several columns that contains the x and y coordinates of the trajectories we need as well as several other important features present.
- Secondary Data: C_a_modified_main.py an example of an Inverse Reinforcement Learning (IRL) algorithm that was run on hh109 dataset. We then were able to run C a modified main.py on the windows terminal. Also there was readme file present that showed how to read the file on windows terminal

Future work

- . We want to be able to extend the inverse reinforcement learning framework to deep inverse reinforcement learning
- Being able to utilize deep learning in relative entropy irl



Objective

- Our objective was to use the example of the inverse reinforcement learning (irl) algorithm from C_a_modified_main.py on the excel file.
- •We want to use an example of a previously run code on an excel file
- •We want to be able to run the inverse reinforcement learning algorithm on the excel file.

Inverse Reinforcement Learning

The IRL paradigm: The RL paradigm: **EXPERT** WORLD Demo (Policy) Reward Agent Agent Task description (reward) Policy

https://sl.detodo/c.com/active-learning-for-reward-estimation-in-inverse-reinforcement

https://towardsdatascience.com/inverse-reinforcement-learning-6453b7cdc90d

Behavior

Provided **Observed Behavior** Environment Inverse Reinforcement Learning **Reward Function** Computed (Planning/RL) **Reward-Maximizing** Behavior

Rewards

Inverse Reinforcement Learning

Environment

Behavior

https://dkasenberg.github.io/inverse-reinforcement-learning-rescue/

What is Inverse Reinforcement Learning?

- Inverse Reinforcement Learning(IRL) is when given the policy, or observed behavior of agent or chatbot, one would want to infer their rewards
- Inverse Reinforcement Learning is framed as an optimization problem where we are trying to optimize:
- 1. the difference between the optimal action and the next best action
- 2. minimizing the size of the rewards in the reward function/vector

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