#### Playing Atari games with an Interpretable Agent

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June 3, 2021

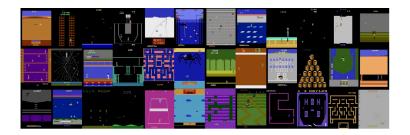


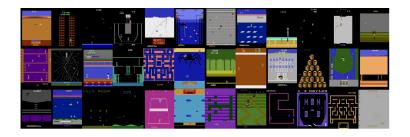


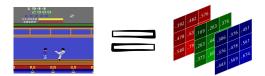


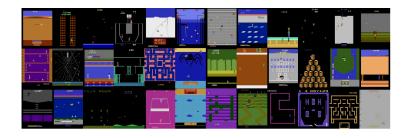






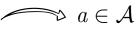


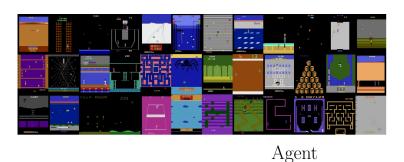






















Interpretability

Interpretability

Interpretability is the degree to which a human can understand the cause of a decision<sup>1</sup>.

<sup>&</sup>lt;sup>1</sup>Miller, Tim. "Explanation in artificial intelligence: Insights from the social sciences." Artificial intelligence 267 (2019): 1-38

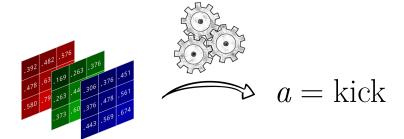


Why did you take the action "kick"?



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#### Because:





Why did you take the action "kick"?

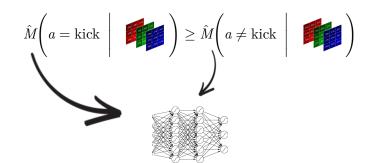
#### Because:

$$\hat{M}\left(a=\mathrm{kick}\;\middle|\;\;\hat{M}\left(a\neq\mathrm{kick}\;\middle|\;\;\;$$



Why did you take the action "kick"?

#### Because:



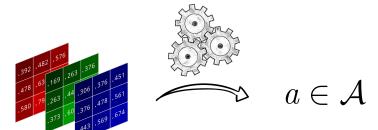


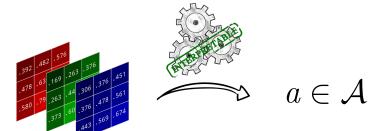
# Why did you take the action "kick"?

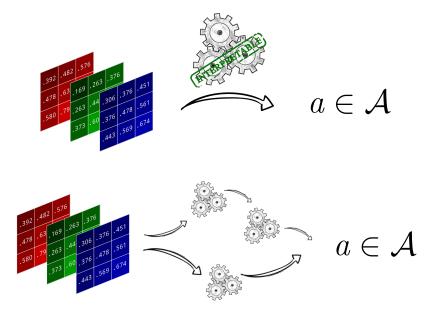
#### Because:

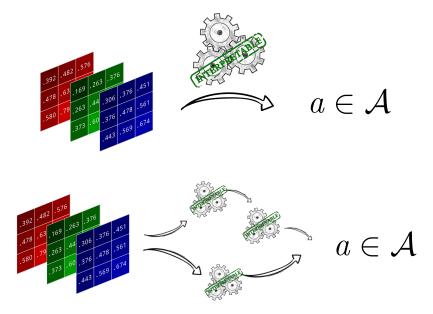
 $\sigma$  (0.403  $\times$  0.635 + 0.472  $\times$  0.687 + 0.281  $\times$  0.53 + 0.866  $\times$  0.931 + 0.182  $\times$  0.427 ± 0.834  $\times$  0.913 ±  $\sigma$  (0.986  $\times$  0.993 ± 0.169  $\times$  0.412) ± 0.755  $\times$ 0.869 ± 0.352 × 0.593 ± 0.366 × 0.605) ±  $\sigma$  (0.662 × 0.813 ± 0.639 × 0.8 + 0.281 × 0.53 + 0.516 × 0.718 + 0.187 × 0.432) +  $\sigma$  (0.867 × 0.931 + 0.917 X 0.958 ± 0.793 X 0.89 ± 0.393 X 0.627 ± 0.281 X 0.531 ± 0.5 X  $0.707 + 0.772 \times 0.879) + \sigma (0.854 \times 0.924 + 0.411 \times 0.641 + 0.052 \times$  $0.228 + \sigma$  (0.712 × 0.844 + 0.959 × 0.979) + 0.197 × 0.444 + 0.456 ×  $0.675 + 0.785 \times 0.886) + \sigma (0.72 \times 0.849 + 0.998 \times 0.999 + 0.216 \times 0.465$ + 0.034 × 0.184 + 0.003 × 0.058 + 0.55 × 0.741 + 0.949 × 0.974 + 0.815  $\times$  0.903) +  $\sigma$  (0.768  $\times$  0.876 + 0.494  $\times$  0.703 + 0.838  $\times$  0.915) +  $\sigma$  (0.153 X 0.391 ± 0.103 X 0.322 ± 0.344 X 0.587 ± 0.136 X 0.369 ± 0.115 X 0.339 + 0.295 × 0.543 + 0.656 × 0.81 + 0.04 × 0.21 + \u03c4 \u03c4 0.403 × 0.635 + 0.472 X 0.687 ± 0.281 X 0.53 ± 0.866 X 0.931 ± 0.182 X 0.427 ± 0.834 X 0.913  $+\sigma$  (0.986  $\times$  0.993 + 0.169  $\times$  0.412) + 0.755  $\times$  0.869 + 0.352  $\times$  0.593 + $0.366 \times 0.605) + \sigma (0.662 \times 0.813 + 0.639 \times 0.8 + 0.281 \times 0.53 + 0.516)$  $\times$  0.718 + 0.187  $\times$  0.432) +  $\sigma$  (0.867  $\times$  0.931 + 0.917  $\times$  0.958 + 0.793  $\times$  $0.89 + 0.393 \times 0.627 + 0.281 \times 0.531 + 0.5 \times 0.707 + 0.772 \times 0.879) + \sigma$ (0.854 × 0.924 ± 0.411 × 0.641 ± 0.052 × 0.228 ± \sigma (0.712 × 0.844 ± 0.959 X 0.979) ± 0.197 X 0.444 ± 0.456 X 0.675 ± 0.785 X 0.886) ±  $\sigma$  (0.72 X 0.849 ± 0.998 X 0.999 ± 0.216 X 0.465 ± 0.034 X 0.184 ± 0.003 X 0.058  $+0.55 \times 0.741 + 0.949 \times 0.974 + 0.815 \times 0.903) + \sigma (0.768 \times 0.876 +$  $0.494 \times 0.703 + 0.838 \times 0.915) + \sigma (0.153 \times 0.391 + 0.103 \times 0.322 +$ 0.344 X 0.587 + 0.136 X 0.369 + 0.115 X 0.339 + 0.295 X 0.543 + 0.656 X 0.81 + 0.04 X 0.2)

0.753 × 0.869 + 0.352 × 0.569 + 0.366 × 0.660) + OF (0.153 × 0.391 + 0.153 × 0.392 + 0.364 × 0.867 + 0.168 × 0.389 + 0.115 × 0.331 + 0.675 × 0.561 + 0.664 × 0.81 + 0.61 × 0.279 × 0.561 + 0.665 × 0.81 + 0.61 × 0.279 × 0.279 + 0.615 × 0.627 + 0.261 × 0.621 + 0.62 × 0.228 + OF (0.712 × 0.841 + 0.309 × 0.279 + 0.101 × 0.641 + 0.602 × 0.228 + OF (0.712 × 0.844 + 0.309 × 0.279 + 0.107 × 0.444 + 0.465 × 0.679 + 0.715 × 0.869 + 0.70 (0.72 × 0.844 + 0.369 × 0.279 + 0.107 × 0.444 + 0.465 × 0.679 + 0.715 × 0.869 + 0.70 (0.72 × 0.844 + 0.368 × 0.879 + 0.478 × 0.878 + 0.678 × 0.718 + 0.718 × 0.719 + 0.718 × 0.719 × 0.71









#### Atari Image

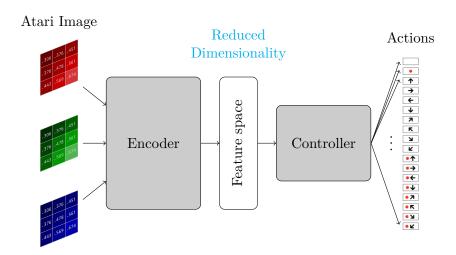


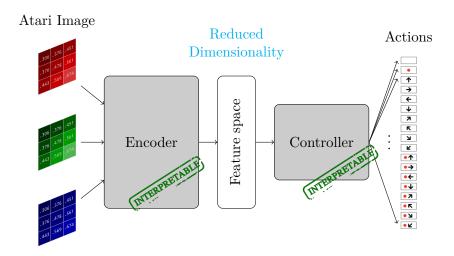


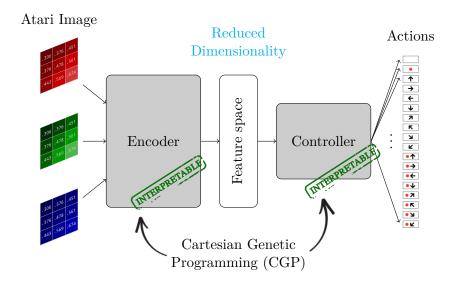


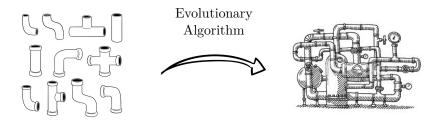
#### Actions

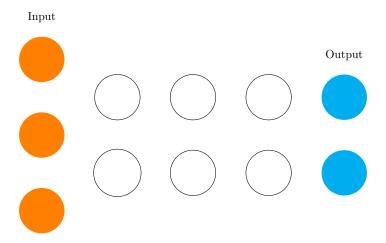


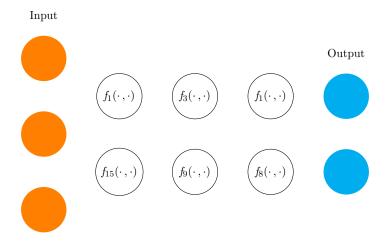




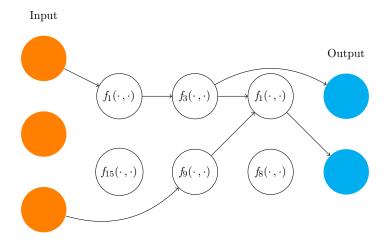




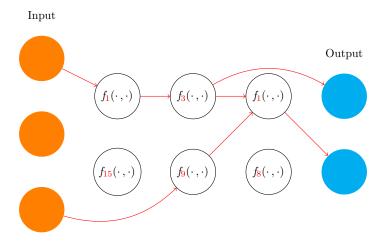




Function pool:  $\{f_i: \mathcal{X}^2 \to \mathcal{X}\}_i$ 



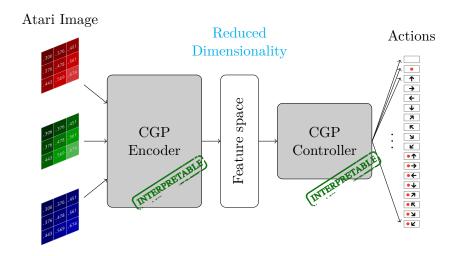
Function pool:  $\{f_i: \mathcal{X}^2 \to \mathcal{X}\}_i$ 

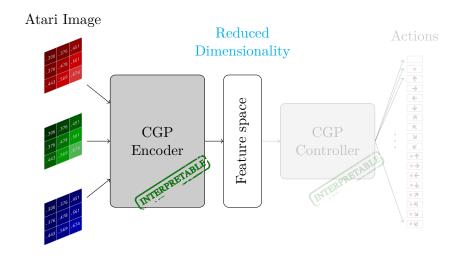


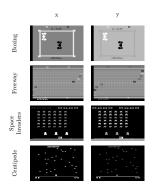
Function pool:  $\{f_i: \mathcal{X}^2 \to \mathcal{X}\}_i$ 

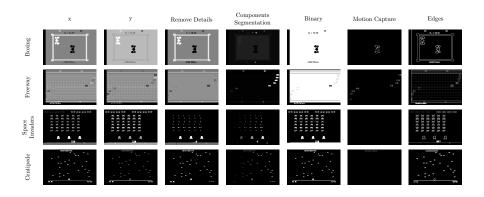
Genotype:

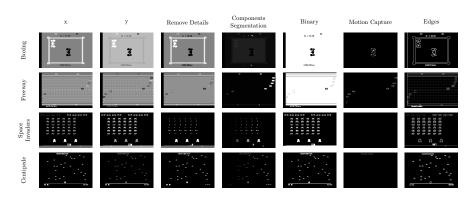
 $[1,1,2,13,1,\ldots,3] \in \mathbb{N}^{3 imes number of nodes + number of outputs}$ 











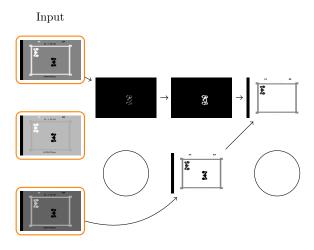


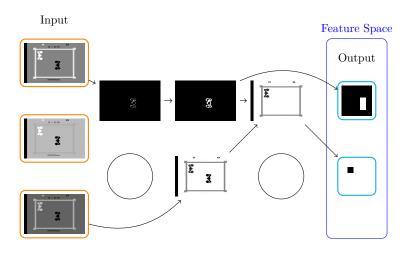
Input



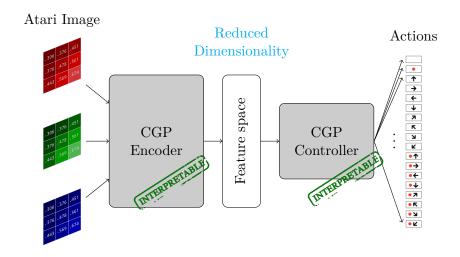




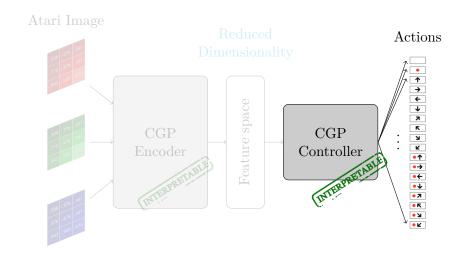




# Approach: Interpretable Encoder – Controller



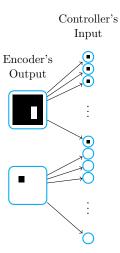
# Approach: Interpretable Encoder – Controller

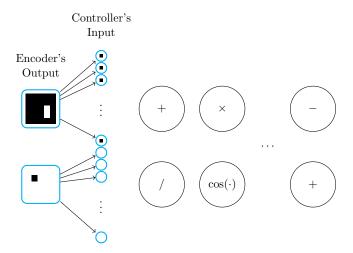


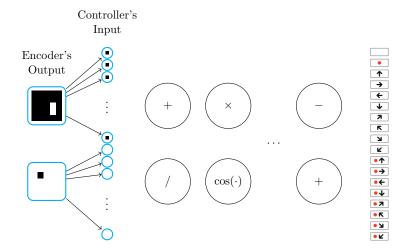
 $\begin{array}{c} {\rm Encoder's} \\ {\rm Output} \end{array}$ 

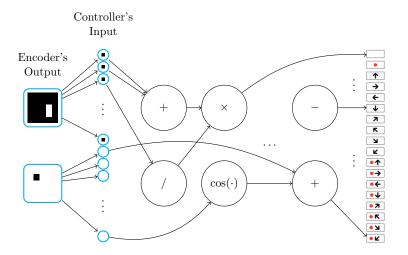


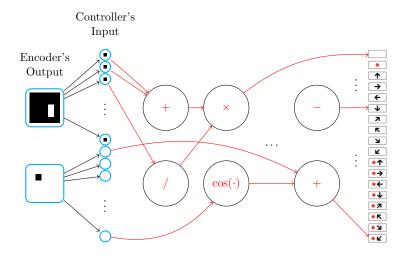








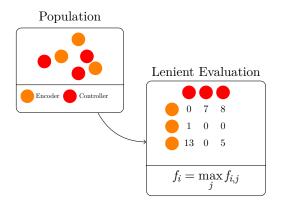


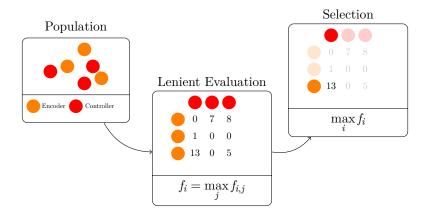


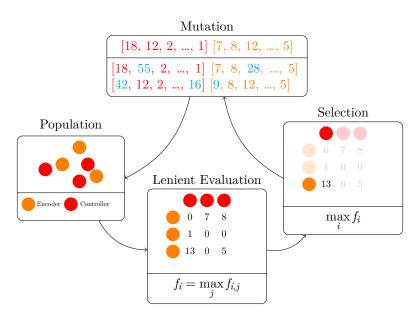
#### Genotype:

 $[1,1,2,13,1,\dots,3] \in \mathbb{N}^{3 \times \text{number of nodes} + \text{number of outputs}}$ 

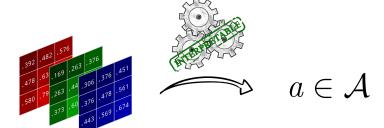
# Population Encoder Controller



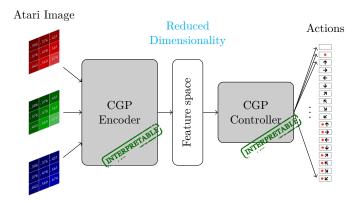




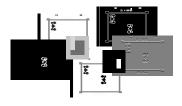
▶ Objective: interpretable agent in pixel-based Atari games



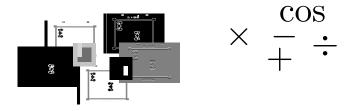
- ▶ Objective: interpretable agent in pixel-based Atari games
- ► Approach: CGP co-evolution in an encoder-controller scheme



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- ► Approach: CGP co-evolution in an encoder-controller scheme
- ► Encoder: interpretable image processing functions



- ▶ Objective: interpretable agent in pixel-based Atari games
- ► Approach: CGP co-evolution in an encoder-controller scheme
- ► Encoder: interpretable image processing functions
- ► Controller: interpretable scalar functions



- ▶ Objective: interpretable agent in pixel-based Atari games
- ► Approach: CGP co-evolution in an encoder-controller scheme
- ► Encoder: interpretable image processing functions
- ► Controller: interpretable scalar functions
- ► Experiments: running





Images: pixabay.com and Wilson, Dennis G., et al. "Evolving simple programs for playing Atari games." GECCO 2018