## Cross-Modal Domain Adaptation for Cost-Efficient Visual Reinforcement Learning

Xiong-Hui Chen\*, Shengyi Jiang\*, Feng Xu, Zongzhang Zhang<sup>†</sup>, Yang Yu

National Key Laboratory of Novel Software Technology Nanjing University, Nanjing 210023, China Pazhou Lab, Guangzhou 510330, China {chenxh, jiangsy, xufeng}@lamda.nju.edu.cn, {zzzhang, yuy}@nju.edu.cn





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#### An example of Sim2Real Reinforcement Learning



Simulation

Real world

An example of reality-gap which is the core challenge in Sim2Real RL





#### The Framework of Unsupervised Domain Adaptation in Sim2Real RL



Fig. An example of reality-gaps in observation-space in Sim2Real RL [1]



 $map^* = \min_{map} Dist_{JS}(SimData||map(RealData))$ 

-> trained via GAN-style algorithms

Fig. The framework of Unsupervised Domain Adaptation for Sim2Real RL



**Unsupervised domain adaptation (UDA)** learns a mapping function to align the data distribution of the source and the target domain to handle the challenge of reality-gap on observation-space in Sim2Real RL



#### Cross-Modal UDA: A cost-efficient Framework for Sim2Real RL







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Image-to-image UDA introduce three extra cost, which is ignored in discussion in previous work.

- 1. human labor of building a visual simulator
- 2. huge computation resource required by running the simulator
- 3. inferior policy training on visual simulator.





#### Cross-Modal UDA: A cost-efficient Framework for Sim2Real RL



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Can be solved in Cross-modal UDA



#### Ill-posedness of the raw objective in current UDA solutions



-> trained via GAN-style algorithms

We cannot adopt the previous Unsupervised Domain Adaptation to Cross-Modal UDA setting.





#### Ill-posedness of the raw objective in current UDA solutions





Since  $s_t$  and  $s_t'$  have similar probabilities, mapping an instance  $o_t$  to anywhere of a similar probability in the source domain is "reasonable" if we only consider distribution matching.

In image-to-image UDA, current methods rely on additional constraints on modality consistency to handle the problem implicitly

- special model structure [2], e.g. U-Net, Cycle-GAN;
- auxiliary losses, e.g. geometry consistency [3];

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 $map^* = \min_{map} Dist_{JS}(SimData||map(RealData))$ 

However, these constraints cannot hold anymore in Cross-modal UDA setting.



#### Ill-posedness of the raw objective in current UDA solutions









Fig. An example of ill-posedness of the distribution minimization objective in current UDA algorithms

Fig. A toy example of ill-posed UDA

Since  $s_t$  and  $s_t'$  have similar probabilities, mapping an instance  $o_t$  to anywhere of a similar probability in the source domain is "reasonable" if we only consider distribution matching.

#### Our research question: Can we handle the ill-posedness of the objective directly?





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#### Any other potential way to handle the ill-posedness of the objective?



If we can make use of **the sequential structure in the Markov Decision Processes**, the historical information will give us the ability to identify the difference between  $s_t$  and  $s_t$ ,

then the proposed ill-posedness of the objective will be fixed.





# Reformulate the objective of UDA in RL based on the framework of variational inference







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## Embedded Dynamics Model for Stable Training

Inference Function only outputs a small  $\Delta s_t$ . The main part is from **Embedded DM**  $(p_{\phi})$ .

 $egin{aligned} \hat{s}_t =& p_arphi(s_{t-1}, a_{t-1}) + lpha \Delta s_t, \ & ext{where} \Delta s_t \sim q_\phi(\Delta s \mid s_{t-1}, a_{t-1}, o_t) \end{aligned}$ 

The parameters of **Embedded DM** are copied from a DM trained by:

$$\min_{\varphi} \mathbb{E}_{(s,a,s') \sim D^{s} \cup D^{\hat{s}}} [\left(p_{\varphi}\left(s,a\right) - s'\right)^{2}]$$



Figure: Detailed Structure of the Inference Function with Embedded DM





#### Overall Model Structure



A simulator of the source domain



Pre-collected dataset in the target domain







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#### Performance on MuJoCo Tasks



Swimmer



Half Cheetah



Hopper



Inverted Double Pendulum



#### Walker2d



Inverted Pendulum





## Comparative Evaluation in MuJoCo Tasks





Figure 6: Root mean squared error between mapped states and ground-truth states. The solid lines denote the mean value. The shadows denote the standard deviation.

For all of the tasks, CODAS can map the correct states (i.e., with the smallest MSE-loss to the oracle states) and the performance of the deployment policies reach reasonable performance (75%~100%)





## Visualization of the Learned Mapping on MuJoCo Tasks



Fig. A visual illustration of (a) original images, (b) reconstructed images, and (c) re-rendered images of the mapped states in Hopper.

Both reconstructed images and re-rendered images match the original ones well. Rerendered images can even match the original ones well in the last falling frames which are sparse in the dataset.





## Performance on Robot Hand Manipulation Tasks



Relocate





Hammer



Door





# Performance on Robot Hand Manipulation Tasks

#### Data collecting policy



#### Re-rendered video



#### Reconstructed video



Tasks	hammer	pen	door	relocate
Reward Ratio	0.820	0.701	0.886	0.090

In three out of four tasks, CODAS yields reasonable mapping functions for policy deployment.





## Take-home Message

#### **KEY point:**

The Formulation of Variational Inference which considered the sequential structure in MDP can handle the ill-posedness of the objective and solve the UDA problem without relying on the knowledge of modality consistency.

#### Future work:

- 1. CODAS solve the UDA problem in a general way, it can be adopted to image-to-image UDA in theory and the practical adoption can be tried.
- 2. In the current formulation, we assume the policies/dynamics in the source and target domains are the same, which might not hold in real-world applications. By modeling the mismatching of dynamics models and data-collected policies into the CODAS framework, we can build a more practical UDA algorithm.





#### >> Thanks



