

# On Trajectory Augmentations for Off-Policy Evaluation

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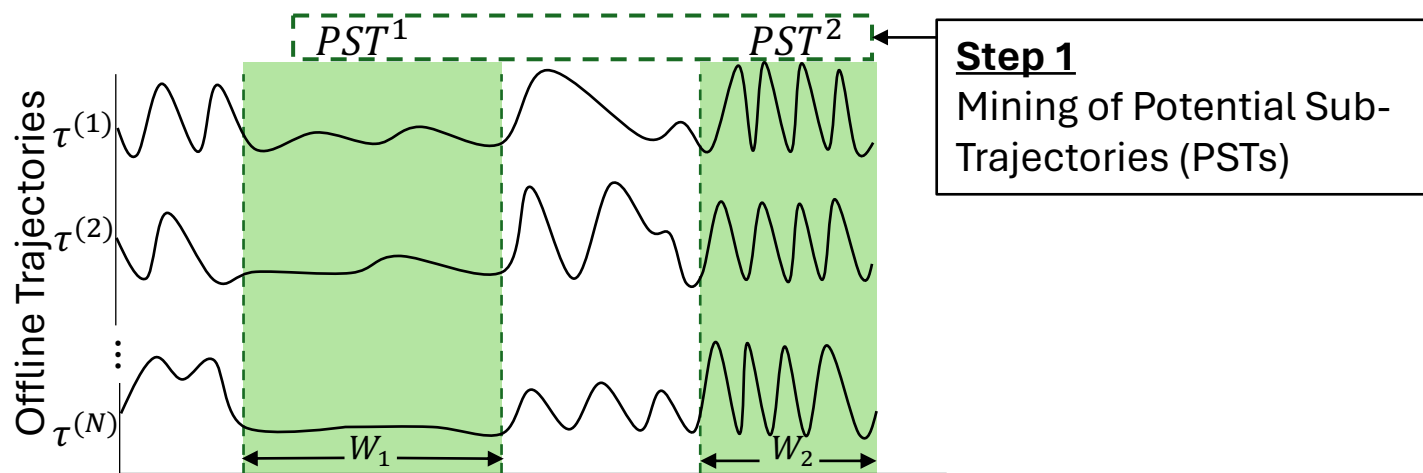
# Background

- Off-policy evaluation (OPE)
  - Estimates the performance of a target policy using historical data collected over a (different) behavior policy.
  - Safety: evaluate diverse interventions/policies

# Background

- Offline trajectories: limited coverage of the entire state-action space
  - Hinder OPE methods to evaluate diverse policies
- Data augmentation: powerful for data enrichment; present effectiveness in varied tasks (e.g., supervised learning) [Deng09, Yoon19, Kamycki19, Iwana21, Xie20]
  - General supervised and unsupervised learning: ignore Markovian nature
  - RL policy optimization: different goals. Learning from high-reward regions of the state-action space (policy optimization) vs both high- and low-reward regions (OPE)

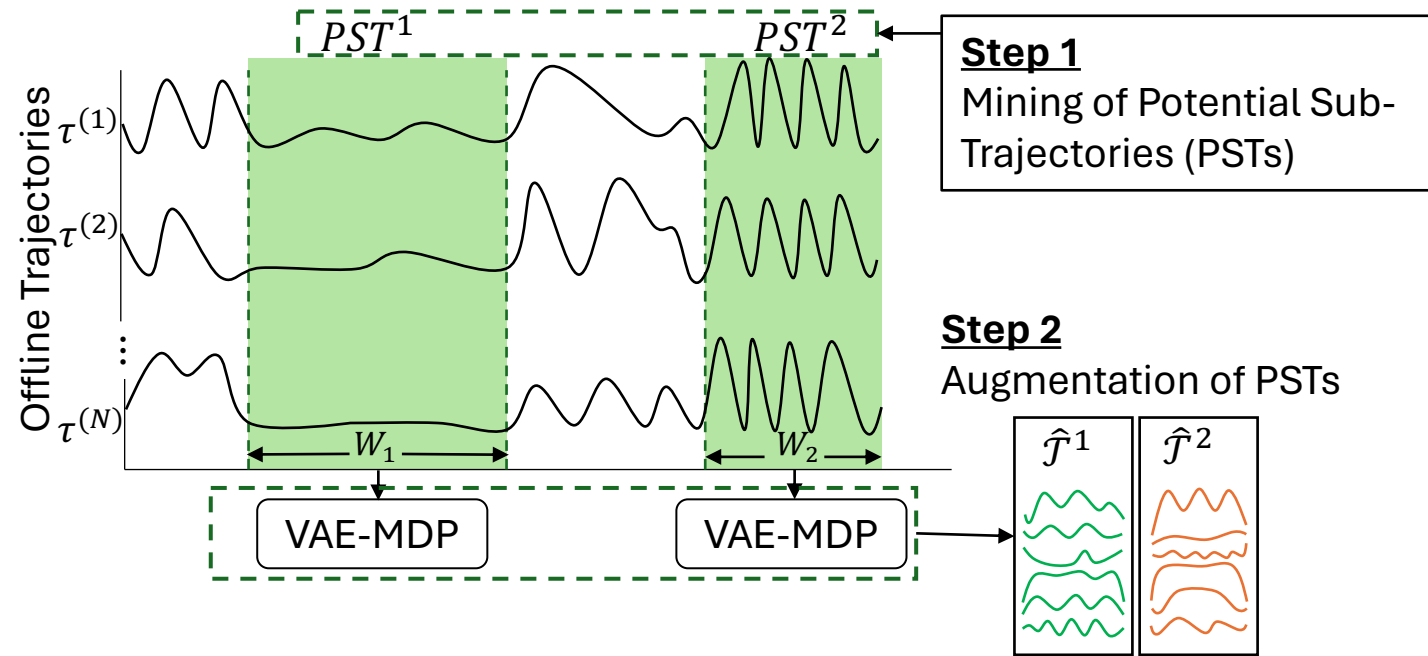
# Methods



Share similar behaviors while may have more potential to behave diversely under heterogenous target policies

**Facilitate OPE with Augmented Trajectories (OAT)**

# Methods

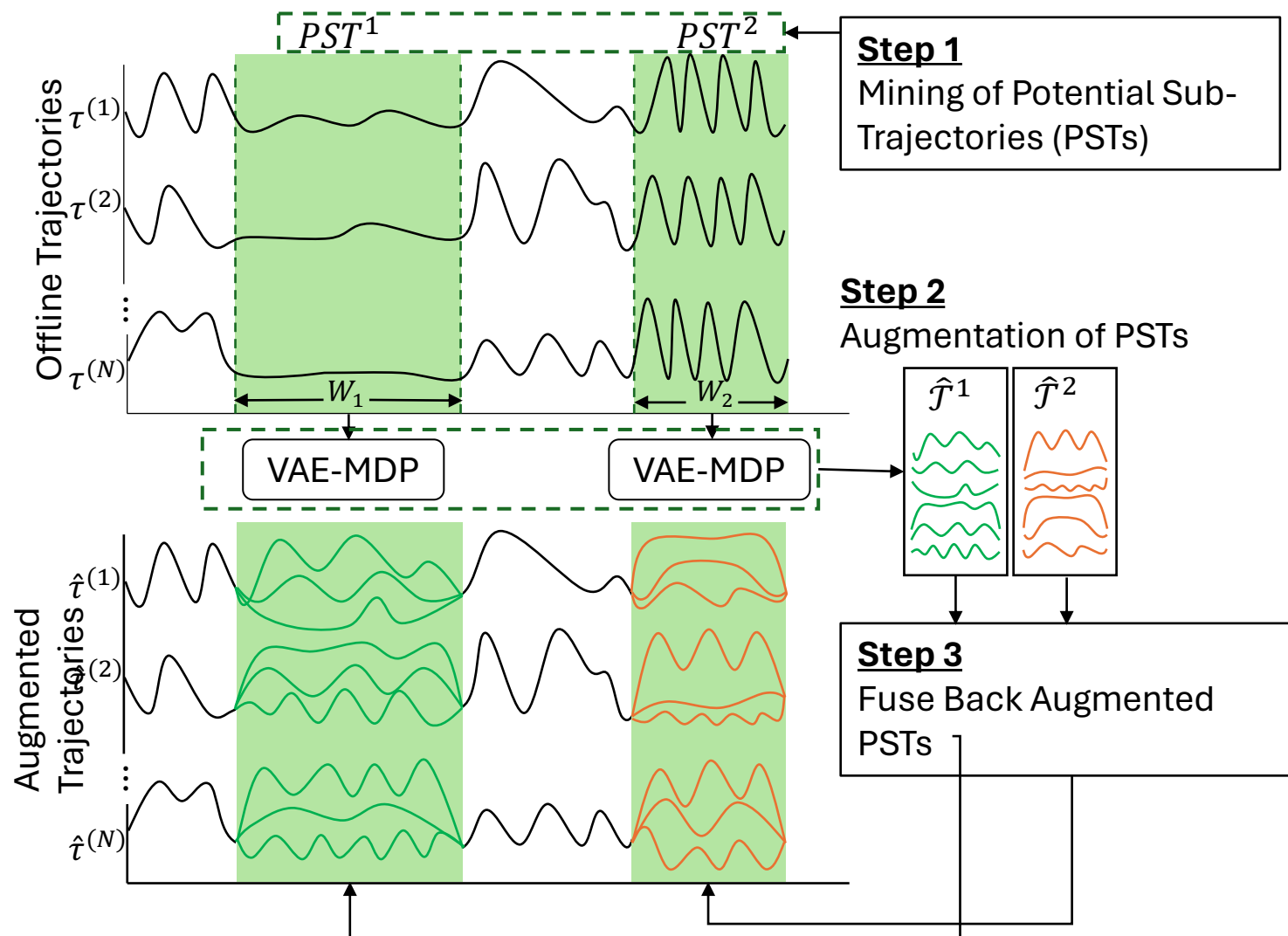


## Enrich state-action coverage of PSTs

- (i) The latent prior: represents distributions of initial latent space over PSTs
- (ii) The encoder: encodes MDP transitions into the latent space
- (iii) The decoder: reconstructs new PST samples

Objective: maximize the evidence lower bound (ELBO)

# Methods



# Experiment 1: Adroit

Adroit [Rajeswaran18]:

- 4 tasks: a simulated Shadow Hand robot is asked to hammer a nail (***hammer***), open a door (***door***), twirl a pen (***pen***), or pick up and move a ball (***relocate***)
- Deep OPE settings [Fu20]
- Behavior policy: behavior clone
- Target policies: 11 DAPG-based policies ranging from random to expert performance

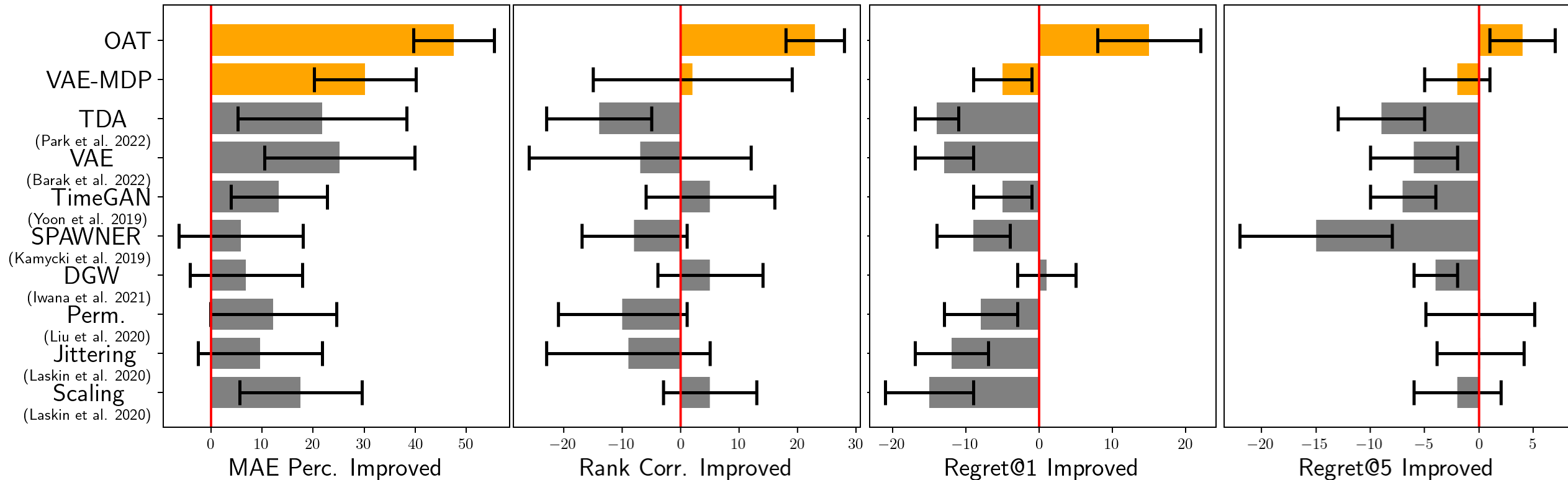


# Baselines and Evaluation Metrics

- Baselines:
  - RL-oriented: TDA [Park22], permutation, jittering, scaling [Laskin20, Liu20, Raileanu21]
  - Generative methods: TimeGAN [Yoon19], VAE [Barak22]
  - Time series-oriented: SPAWNER [Kamycki19], DGW [Iwana21]
  - VAE-MDP
- OPE methods considered:
  - WIS, FQE [Le19], DualDICE [Yang20], DR [Thomas16], MB [Zhang20]
- Evaluation Metrics: Absolute error, Regret@1, Regret@5, Spearman's rank correlation



# Experiment 1: Results (100% human-involving datasets)



Averaging across 5 OPE methods and 4 tasks  
Results from each dataset averaging over 3 random seeds

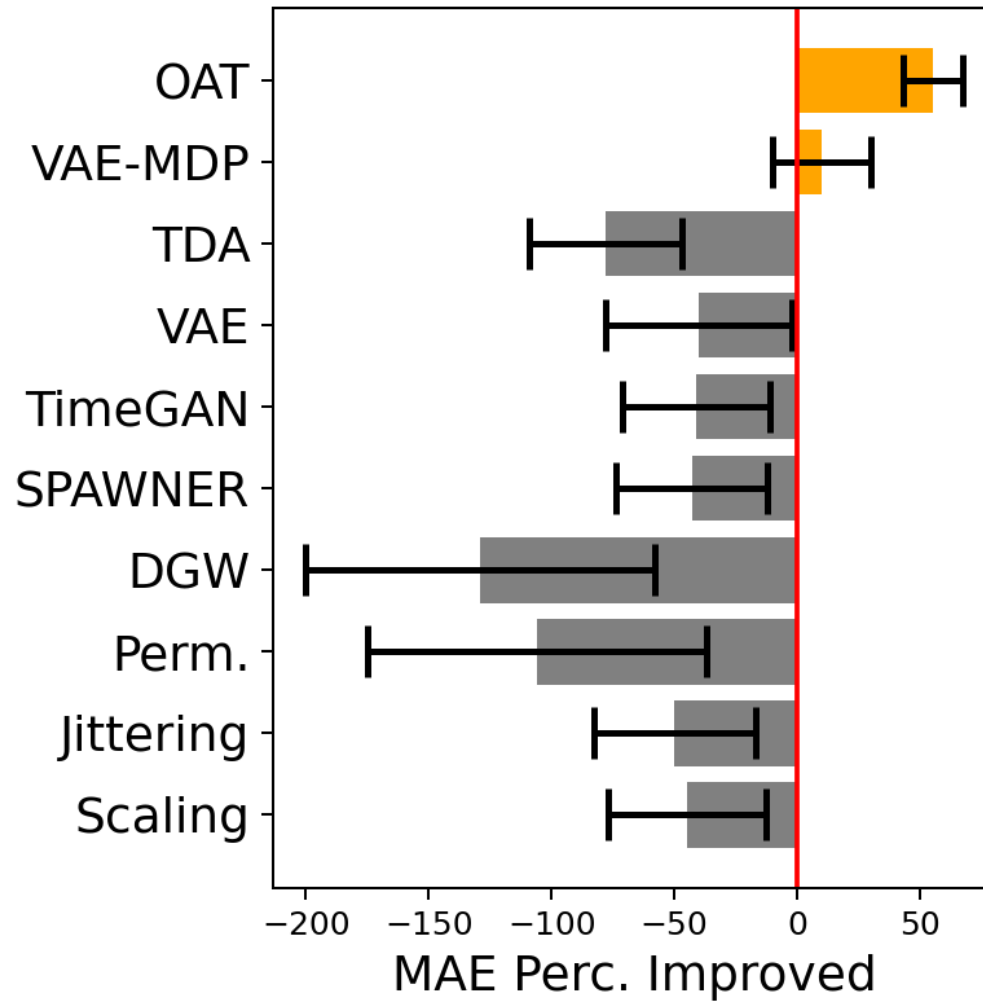
# Experiment 2: Intelligent Tutoring

The screenshot shows a web-based tutoring interface. At the top, a 'Problem' section contains the text: 'The families "a", "b" and "c" are invited to dinner. The probabilities that each family will come are 0.8, 0.6 and 0.9, respectively. In addition, each family's decision is independent of the decisions of the other families. Find the probability that NONE of the families come. Define Event A: the family "a" comes; Event B: the family "b" comes; Event C: the family "c" comes.' Below this is a 'Variables' section with a list:  $p(A) = 0.8$ ,  $p(B) = 0.6$ ,  $p(C) = 0.9$ , and  $p(\sim A \cap \sim B \cap \sim C) = \text{None}^{****}\text{TARGET VARIABLE}^{****}$ . To the right, a 'Tutor' panel shows a prompt: 'Please enter the equation for "The definition of independent event on  $\sim A \cap \sim B \cap \sim C$ ." then press the Submit button:'. Below the prompt is a 'Response' area with a toolbar containing symbols for complement (~), intersection ( $\cap$ ), union ( $\cup$ ), set difference ( $|$ ), and events A, B, and C. An 'Input' field is below the toolbar. At the bottom of the interface are 'SUBMIT', 'HELP', and 'CALCULATOR' buttons.

1,307 students over seven semesters (Prior 6 for training and evaluating, the following one for testing)

- States: 142 attributes
- Actions: 3 types of next problem
- Rewards: students' normalized learning gain
- Behavior policy: behavior clone.
- Target policy: 3 DQN-based policies and 1 instructor hand-designed policy.

# Experiment 2: Results



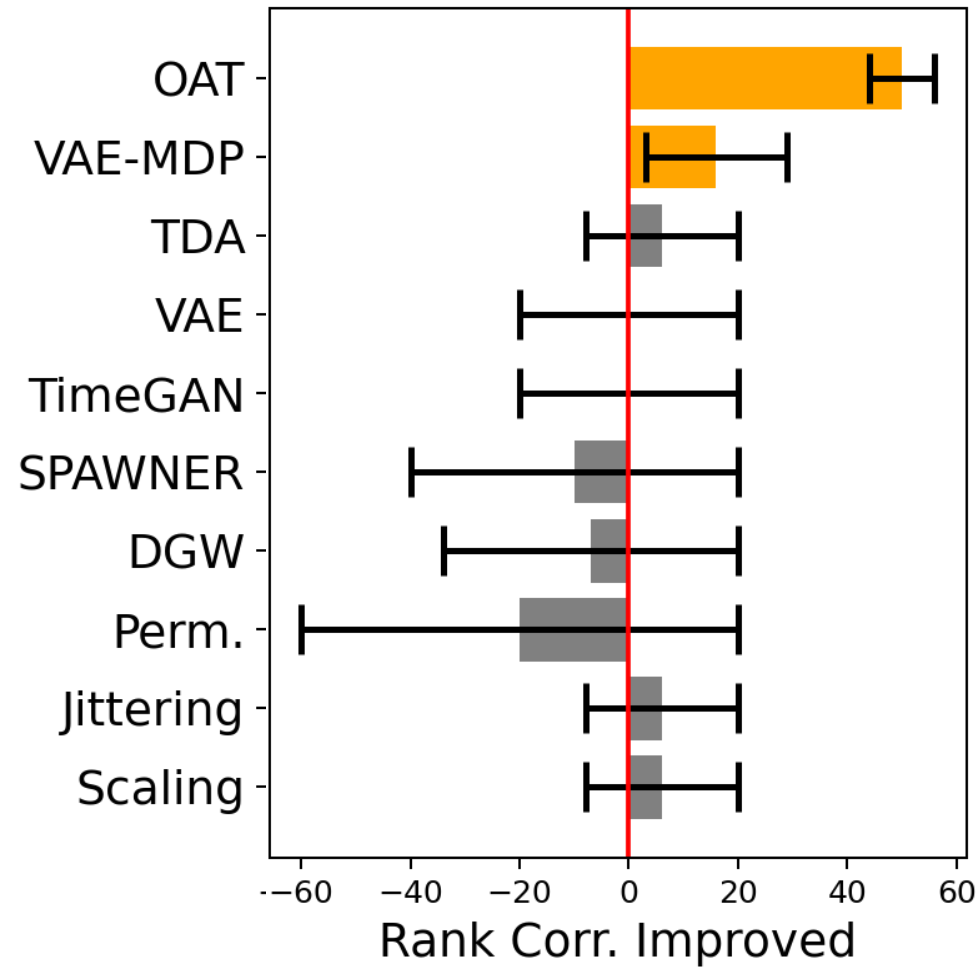
# Experiment 3: Sepsis Treatment

Sepsis treatment: challenging problem; fully offline evaluation

Our data: 221,700 visits of patients over two years. (80-20 split for training and testing)

- States: 15 continuous attributes (e.g., heart rate)
- Actions: 4. Binary options over antibiotic administration & oxygen assistance.
- Rewards: Obtain on the four stages of sepsis (infection ( $\pm 5$ ), inflammation ( $\pm 10$ ), organ failure ( $\pm 20$ ), and septic shock ( $\pm 50$ )).
- Behavior policy: behavior clone
- Target policy: 5 DQN-policies

# Experiment 3: Results



# Summary

- OAT:
  - Improve the state-action coverage of offline trajectories
  - Potential-sub-trajectory mining; VAE-MDP
  - Superior performance across domains, including robotic control, education, and healthcare



Thank you!