Explaining Deep Adaptive Programs via Reward Decomposition



Martin Erwig, Alan Fern, Magesh Murali, Anurag Koul

1. Adaptive Programs

- Employ choice points to replace uncertain logic in the code
- Train choice points via Reinforcement Learning to maximize assigned reward
- Decisions at choice points are learned via deep neural networks

```
state = env.reset()
move = Adaptive(choices = [UP, DOWN,LEFT,RIGHT])
while not done:
    direction = move.choose(state)
```

```
state, reward, done = env.step(direction)
move.adapt(reward)
```

4. Explanation via Reward Decomposition

- Reward can be broken down into multiple reward types, each corresponding to semantically distinct ways of acquiring reward
- Total Reward = Each fruit reward + Lightning cost
- Distinct Q-function is learned for each reward type

```
state = env.reset()
move = Adaptive(choices = [UP, DOWN, LEFT, RIGHT])
while not done:
    direction = move.choose(state)
    state, rewards, done = env.step(direction)
    for typedReward in rewards:
        move.adapt(typedReward)
```

2. Example Environment

- Goal: Collect maximum number of fruits
- Fruits have fixed location
- Lightning kills the agent
- Horizon: 100 steps

Fruit	Agent Lightning		
	Reward:[0, 0, 0, 0, 0, 0, 0, 0] Steps:1	10- 8- 6- 4- 2- 0.2	
	(b) without (a) and b) lightning	0- 0 5 10 Lightning Occurrence Probabilit of Cells	ty

3. Explanation

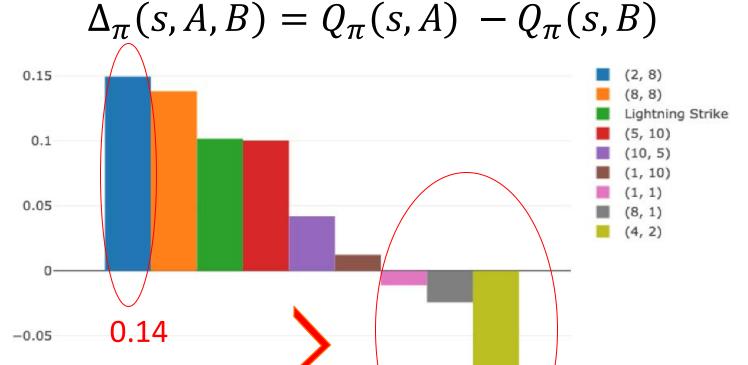
- Why choice *A* was selected over other choices?
- Selected choice has the maximum expected future award given by Q(s, A)
- Each adaptive variable is associated with a Q-function

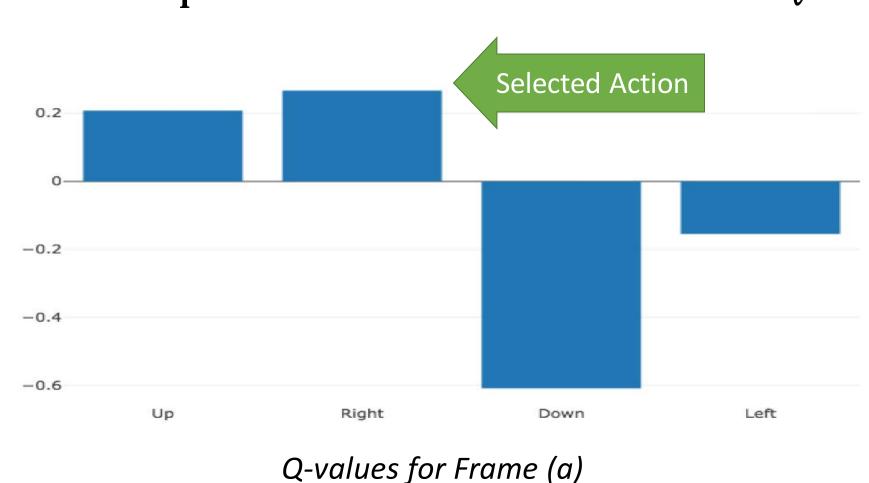


Decomposed Q-values for each reward type in Frame (a)

5. Reward Difference Explanation (RDX)

- Why choice *A* was selected over choice *B* ?
- Reward-type-indexed difference between the decomposed rewards of two actions





- Insufficient Explanation by single Q-value
- What factors were responsible for the Q-value? Fruits? Lightning?

= -0.12 $\Delta_{\pi}(s, Right, Left)$

6. Minimum Sufficient Explanation(MSX)

• The minimal subset of $\Delta_{\pi}(s, A, B)$ whose sum of rewards exceeds the sum of all negative rewards from $\Delta_{\pi}(s, A, B)$.

 $\mu_{\pi}(s, A, B) = S \in Sub^{+}(Q) : \Sigma(S) > R^{-}(Q) \land |S| \text{ is minimal}$ $where, Sub^{+}(Q) = \{S \subseteq Q \mid (r, x) \in S \Rightarrow x > 0\}$ $P^{-}(Q) = \Sigma(\{(r, x)\} \in Q \land x \in Q\}) = Q = A \land (r, A, B)$

