# INVARIANCE THROUGH INFERENCE

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## ABSTRACT

We introduce a general approach, called Invariance through Inference, for improving the test-time performance of an agent in deployment environments with unknown perceptual variations. Instead of producing invariant visual features through interpolation, invariance through inference turns adaptation at deployment-time into an unsupervised learning problem. This is achieved in practice by deploying a straightforward algorithm that tries to match the distribution of latent features to the agent's prior experience, without relying on paired data. Although simple, we show that this idea leads to surprising improvements on a variety of adaptation scenarios without access to deployment-time rewards, including changes in camera poses and lighting conditions. Results are presented on challenging distractor control suite, a robotics environment with image-based observations.

## 1 INTRODUCTION

Let us consider the ability of an intelligent agent to generalize to unseen domains. To have such a discussion, we must first consider what generalization means. In much of the learning literature, we typically assume that an agent will accrue experiences of sufficient variation during training, and that these experiences will allow the agent to generalize to novel settings during deployment. Since the richness of the agent's experience is of paramount importance to the quality of its generalization, there exist a broad family of methods that expand the support distribution of the agent's training set. Domain transfer, domain randomization, and meta learning all fall into this category.

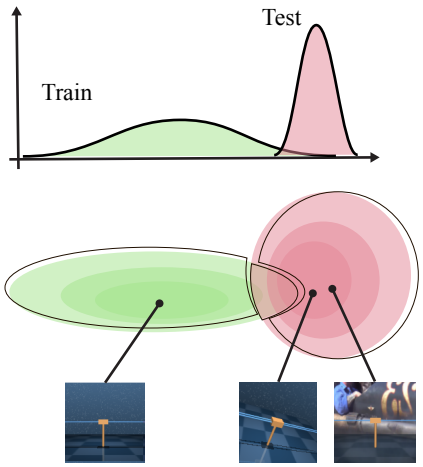



Figure 1: Methods such as data augmentation try to make the training distribution large at the expense of complexity and performance. In spite of these efforts, these methods still often fail to adequately cover the target distribution.

Expanding the support of the training distribution is most often accomplished via artificial data augmentation. In pixel-based control tasks, for example, image observations are cropped, shifted, rotated, and discolored to make learned policies more robust to shifts in the input observation at test time (Hansen & Wang, 2020; Yarats et al., 2021). In RL, this type of augmentation can cause value function estimation to become unstable (Laskin et al., 2020; Raileanu et al., 2020; Kumar et al., 2021), and so care must be taken to avoid destabilizing training.

While these approaches are powerful, they are often prone to failure in the case where the target domain is not known *a priori*. In this case, if the target domain falls out-of-distribution, the agent will lack the ability to self correct and will fail, even if great pains were taken to significantly widen the size of its training support. Indeed, as we show in Section 5, even the most robust data augmentation schemes fail when the target observation space differs substantially from that of training. We refer to these approaches *Invariance through Interpolation*, which aims to improve an agent's generalization by increasing the richness of its experiences, as in-distribution generalization.

A more challenging problem—but one that is also more realistic—is generalizing out-of-distribution. In this setting, we assume the specifics of the agent's deployment are not known in advance. Taking this even further, we assume that access to instrumented reward supervision is unavailable in the deployment environment. Here, the burden placed on the agent hoping to generalize is significant. Since we do not have access to reward, fine-tuning via reinforcement learning is impossible. Prior experience will help, but a truly out-of-distribution environment of which the agent has no prior knowledge will make the transfer problem non-trivial. While difficult, this setting of out-of-distribution generalization is nevertheless pervasive in fields such as robotics, wherein a robot trained from pixel observations in the factory will inevitably encounter new settings with different lighting conditions, environmental objects, physical dynamics, and sensor modalities during deployment.

To make progress on out-of-distribution generalization, we consider how we can best leverage the information we do have: the agent's prior experiences during training. Specifically, if we assume the original task the agent was optimized for during training remains well-defined in the target domain, then it is also safe to assume that the agent does have some understanding of the underlying Markov decision process in the target domain. Without further assumptions or loss of generality, we may recast the out-of-distribution generalization problem into an unsupervised adaptation between two MDPs that share underlying dynamics and reward structure, but with distinct observations.

This type of unsupervised adaptation in RL has not been explored widely yet to the best of our knowledge. One of the simplest approaches in this vein is to train a policy with a self-supervised auxiliary task such as inverse dynamics, and rely entirely on it during adaptation (Hansen et al., 2020b). Yet attractive for its simplicity, it often performs relatively poorly, as discussed in Section 5. Another approach is to enforce Cycle-GAN (Zhu et al., 2017) style objective to learn cycle-consistent mappings between domains (Zhang et al., 2020). Although it is shown to work well in multiple scenarios, it requires access to states, which is not generally available in pixel-based control tasks we consider.

In this paper, we investigate ways to improve generalization under this challenging scenario. Rather than producing policy invariance by explicitly baking this property into training, we harness probabilistic inference to produce invariance by taking advantage of the latent structure the agent has already discovered in the environment. As we will see, this pays great dividends in producing robotic agents that can function effectively in deployment environments that exhibit different lighting, object texture, or camera poses. To distinguish our approach from prior works that attempt to produce generalization by baking invariances into the policy at training time, we refer to our method as "*Invarivance Through Inference*."

## 2 Related Work

**Generalization in reinforcement learning** is a longstanding problem. Recent work has shown that accurately quantifying generalization in this setting poses a challenge (Lee et al., 2019; Cobbe et al., 2019; Zhang et al., 2018). This challenge is further amplified in visual RL from pixels, where measuring the difference between two problems is especially difficult. One promising class of techniques for generalization in image-based RL utilize image augmentation to greatly increase the size of the training distribution. These techniques have enjoyed success in vision research (Chen et al., 2020a; He et al., 2020). However, it was only recently shown that such data augmentation leads to instability in value function estimation in RL algorithms (Hansen & Wang, 2020; Hansen et al., 2021a). This line of work showed how to stabilize data-augmented RL, which lead to a significant increase in the generalization capabilities of RL algorithms. The primary shortcoming of these methods is that it is largely impossible to effectively cover the entire potential test distribution by expanding the training distribution, and some test time adaptation is often needed. Several recent works (Hansen et al., 2020b; Wang et al., 2020) consider this setting of adaptation at test time, and are further discussed in Section 3.

**Invariant Representation Learning** is a broad class of techniques for learning representations that are robust across changes in the agent's environment or reward. Often, the agent will use auxiliary information related to dynamics (Hafner et al., 2020) or reward prediction (Jaderberg et al., 2016) to learn a latent representation that is invariant across changing environmental conditions. This is closely related to the idea of **self-supervised learning** (Chen et al., 2020b; Grill et al., 2020).

When applied to visual space RL, it has been shown that self-supervised pre-training provides an efficient way to bootstrap useful invariant representations, even in the absence of a ground-truth reward (Schwarzer et al., 2020; Srinivas et al., 2020).

**Domain Shift** considers the problem of test-time shift in the underlying input data distribution (Ganin et al., 2016). One common class of techniques for addressing this problem is to learn representations that maximize domain confusion, thus requiring that the agent learn domain-invariant features. This idea has been applied successfully in imitation learning (Stadie et al., 2017). More recent advances have combined Cycle-GANs with imitation learning to produce features that are cycle consistent across domains (Smith et al., 2019). Another approach bottlenecks the information on the latent code of a VAE-based architecture to learn features that are more robust across domain shift in a variety of adversarial settings (Peng et al., 2018).

**Meta Learning** tries to solve generalization by aggregating learning across distributions of tasks (Finn et al., 2017; Duan et al., 2016; Rakelly et al., 2019). Often, meta learning pipelines focus heavily on fast inference at test time. This is most often accomplished through using some form of bi-level optimization (Rothfuss et al., 2018; Houthooft et al., 2018). Unfortunately, meta learning methods generally require training over entire task distributions. Worse still, this results in the need for a distribution of reward functions for each task during both training and test time. Defining even a single reward function is often quite difficult, let alone many closely related reward functions. Recent work has tried to alleviate this burden with unsupervised training (Hsu et al., 2018).

## 3 Problem Formulation

Consider the standard infinite horizon Markov decision process (MDP) (Puterman, 2014) parameterized via the tuple $\mathcal{M} = \langle S, O, A, R, P, \gamma \rangle$, where $S$, $O$, and $A$ are the state, observation, and action spaces, respectively, $P : S \times A \mapsto S$ is the transition function, $R : S \times A \mapsto \mathbb{R}$ is the scalar reward, and $\gamma$ is the discount factor. Recall that the state space $S$ usually represents ground-truth information about the agent's environment, which we assume the agent can not directly access. Instead, the agent receives a stream of observations $o \in O$ that convey information about the environment. In this paper, we assume the environment is fully-observable. In other words, the true state can be perfectly inferred from the corresponding observation, given the right feature extractor. The goal of reinforcement learning is to solve for the policy $\pi : O \times A \mapsto [0, 1]$ that maximizes the expected discounted return $\mathcal{J} = \mathbb{E}\left[\sum_{\infty} \gamma^t R(s_t, a_t)\right]$ over infinite horizon, represented as the $Q^{\pi}(o, a)$ function. In this paper, we assume that the policy $\pi$ consists of an encoder $F : O \mapsto Z$, where $Z$ is a compact latent space, and a policy $\pi_z : Z \times A \mapsto [0, 1]$.

We consider a setting wherein there are two distinct domains: a source domain $\mathcal{M}_{\text{src}}$ and a target domain $\mathcal{M}_{\text{tgt}}$. Crucially, when the agent is placed in the previously unseen target domain, we assume that it can only access its observations and the actions it took, but not reward. Often, we are most interested in the case where shift between $\mathcal{M}_{\text{src}}$ and $\mathcal{M}_{\text{tgt}}$ is induced by differences in the observation spaces $O_{\text{src}}$ and $O_{\text{tgt}}$. That is, the state and reward dynamics between the source and target domains are quite similar, but the observation spaces between the two are significantly different. Practically speaking, this can happen quite easily in the presence of distractors, corrupted or malformed inputs, or shifts in sensor readings at test time. Consider a robot that is trained from image observations in a clean environment, and then expected to perform the same task in the wild, where changing lighting conditions and environmental conditions might lead to significantly different image observations. As a result of this distributional shift in the observations on which the policy is conditioned, deploying an agent trained in the source domain directly in the target domain (i.e., zero-shot transfer) results in poor performance.

Given an agent pre-trained on source domain, our goal is to adapt it to the target domain. As we do not have knowledge about the correspondence of observations in the two domains, this setting essentially requires us to make use of unpaired trajectory samples from each domain to drive adaptation. The proposed method, Invariance through Inference, aims to only adapt the encoder $F$ in a manner that minimizes distributional shift in $Z$ between the domains and, in turn, enables the policy $\pi_z$ to transfer to the unseen target domain, by utilizing only unpaired transitions. We achieve this by jointly optimizing two objectives: *distribution matching* and *dynamics consistency*.

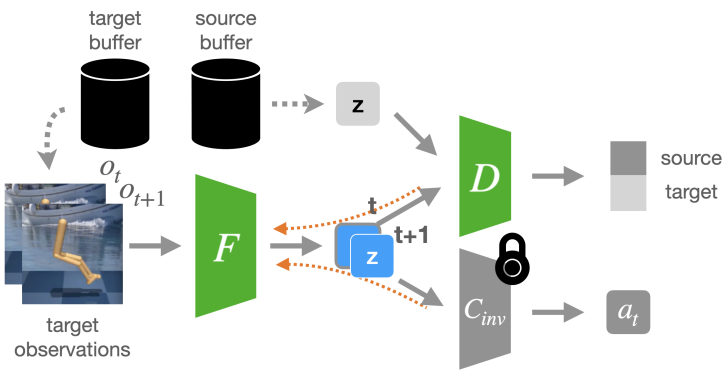



Figure 2: Our proposed Invariance through Inference architecture. The encoder $F$ takes an observation of target domain, and learns to fool the discriminator, while the discriminator $D$ predicts whether the input is an encoded target observation or a latent sample from source buffer. This adversarial training encourages the distribution of encoder outputs to be similar to the latent embedding sampled from the source buffer. The inverse dynamics network $C_{\text{inv}}$ is pretrained and used only to guide the encoder during adaptation.

# 4 Invariance through Inference

## 4.1 Distribution Matching

We first deploy a random exploration policy in both the source and target domains to collect samples of observation trajectories

$$\mathcal{B}_{\text{src}} = \left(\ldots, o_t^{\text{src}}, a_t^{\text{src}}, o_{t+1}^{\text{src}}, \ldots\right) \sim P_{\bar{\pi}}(\mathcal{M}_{\text{src}}) \tag{1a}$$

$$\mathcal{B}_{\text{tgt}} = \left(\ldots, o_t^{\text{tgt}}, a_t^{\text{tgt}}, o_{t+1}^{\text{tgt}}, \ldots\right) \sim P_{\bar{\pi}}(\mathcal{M}_{\text{tgt}}), \tag{1b}$$

where $P_{\bar{\pi}}(\mathcal{M})$ denotes the distribution of transitions produced with a random policy in domain $\mathcal{M}$. Given an observation $o_t$, an encoder $F$ with parameters $\theta$ produces a corresponding latent representation $z_t$

$$z_t^{\text{src}} = F(o_t^{\text{src}}) \tag{2a}$$

$$z_t^{\text{tgt}} = F(o_t^{\text{tgt}}). \tag{2b}$$

We seek to match the distribution over $z_t^{\text{tgt}}$ with that over $z_t^{\text{src}}$ by adapting the weights of the encoder $F$, without access to test-time rewards. We employ adversarial training to achieve this. Specifically, our architecture (Fig. 2) includes a discriminator $D$ that tries to distinguish between embeddings from the source domain $z_t^{\text{src}}$ and those from the target domain $z_t^{\text{tgt}}$. At the same time, we adapt the parameters of the encoder to produce a latent embedding that is indistinguishable to the discriminator. This results in matching latent distribution over $z_t^{\text{src}}$ and $z_t^{\text{tgt}}$. Following the Wasserstein GAN (Arjovsky et al., 2017) formulation, we express our distribution matching loss as

$$\mathcal{J}_{\text{adv}} = \mathbb{E}_{P_{\bar{\pi}}(\mathcal{M}_{\text{src}})}\left[D\left(\bar{F}(o_t^{\text{src}})\right)\right] + \mathbb{E}_{P_{\bar{\pi}}(\mathcal{M}_{\text{tgt}})}\left[1 - D\left(F(o_t^{\text{tgt}})\right)\right], \tag{3}$$

where $\bar{F}$ indicates that the weights of the network are frozen. The encoder tries to minimize this objective while the discriminator acts as an adversary and seeks to maximize it, resulting in a GAN-like minimax game.

## 4.2 Dynamics Consistency

Theoretically, the use of adversarial training can result in an encoder that maps source and target domain observations to latent embeddings that have identical distributions. However, it is possible for a sufficiently expressive encoder to map the same target observations to a random perturbation of observations in the source domain while still matching the distributions (Zhu et al., 2017). To

mitigate this, we take advantage of the shared underlying dynamics as a feature-rich and informative source of mutual information between the two domains.

Specifically, let $C_{\text{inv}}(z_t, z_{t+1})$ be the inverse dynamics network that predicts the action $a_t$ associated with the transition from $z_t$ to $z_{t+1}$. We then define the *dynamics consistency loss* as the error in the inverse dynamics predictions

$$\mathcal{L}_{\text{dyn}}(z_t, z_{t+1}, a_t; \psi_{\text{inv}}) = \|C_{\text{inv}}(z_t, z_{t+1}; \psi_{\text{inv}}) - a_t\|_2^2. \tag{4}$$

Most importantly, we pre-train the inverse dynamics network on transitions sampled from the source domain $\mathcal{B}_{\text{src}} \sim P_{\bar{\pi}}(\mathcal{M}_{\text{src}})$ (Eqn. 1a) with observations encoded with $F$

$$\psi^*_{\text{inv}} = \arg\min_{\psi_{\text{inv}}} \mathbb{E}_{P_{\bar{\pi}}(\mathcal{M}_{\text{src}};F)} \left[\mathcal{L}_{\text{dyn}}(z_t^{\text{src}}, z_{t+1}^{\text{src}}, a_t^{\text{src}}; \psi_{\text{inv}})\right], \tag{5}$$

where $P_{\bar{\pi}}(\mathcal{M}; F)$ is the distribution over latent trajectories. Under the assumption that the underlying dynamics are shared by the domains, we then utilize these learned inverse dynamics model to further encourage the latent embeddings for the target domain to align with those of the source domain. Specifically, during adaptation, we freeze the weights of the inverse dynamics network, and minimize the following dynamics consistency loss with respect to encoder $F$ using transitions sampled from the target domain $\mathcal{B}_{\text{tgt}} \sim P_{\bar{\pi}}(\mathcal{M}_{\text{tgt}})$ (Eqn. 1b)

$$\mathcal{J}_{\text{dyn}} = \mathbb{E}_{P_{\bar{\pi}}(\mathcal{M}_{\text{tgt}};F)} \left[\mathcal{L}_{\text{dyn}}(z_t^{\text{tgt}}, z_{t+1}^{\text{tgt}}, a_t^{\text{tgt}}; \psi^*_{\text{inv}})\right]. \tag{6}$$

### 4.3 Joint Objective

We adapt our encoder by minimizing a loss that combines both the adversarial loss $\mathcal{J}_{\text{adv}}$ (Eqn. 3) and the dynamics consistency loss $\mathcal{J}_{\text{dyn}}$ (Eqn. 6). Specifically, we solve for the parameters of the encoder through the following minimax objective

$$\arg\min_{F} \arg\max_{D} \left[\mathcal{J}_{\text{adv}} + \mathcal{J}_{\text{dyn}}\right]. \tag{7}$$

This adaptation objective is effectively maximizing the mutual information between the prototypical representation kept from during training, and the adapted representations of the new observations. Algorithm 1 summarizes the whole procedures to sample trajectory, pretrain dynamics network and adapt encoder via the objective.

In summary, in contrast to those methods that produce invariance through interpolation, our adaptation objective produce invariance by making statistical inference in the latent space. For this reason we refer to the derived method as Invariance through Inference.

## 5 Experiments

We want to understand the impact of test-time inference on an agent's ability to perform out-of-distribution generalization. To wit, this section will compare Invariance through Inference with two state-of-the-art methods for data-augmented reinforcement learning: SVEA (Hansen et al., 2021b) and DrQ-v2 (Yarats et al., 2021). Recall from the introduction that these methods vie for increased generalization capabilities by expanding the support of the training distribution. We expect this form of generalization to be less performant than inference at test time. In our experiments, we will also compare against Policy Adaptation during Deployment (PAD) (Hansen et al., 2020a), a baseline that, like our method, adapts the policy without access to the reward at test time.

To further probe the generalization abilities of test-time inference, we conduct an experiment wherein we vary the intensity of environmental distractions. The upshot here is that test-time inference significantly increases the robustness of our policy to distractions during deployment. We will conclude with some general discussion and remarks regarding the design tradeoffs involved in test-time inference.

**Setup** We conduct experiments using five domains from the DeepMind Control Suite (DMC) (Tassa et al., 2018). We use DMC as a clean training environment the Distracting Control Suite (DistractingCS) (Stone et al., 2021) for the distracted test environment. DistractingCS adds three types of distractions to the DeepMind Control Suite through deviations in background, camera pose, and color.

**Algorithm 1** Invariance through Inference

**Require:** Pre-trained encoder $F$, discriminator $D$, buffers $\mathcal{B}^*_{\text{src}}$ and $\mathcal{B}_{\text{tgt}}$, inverse dynamics network parameterized with $\psi_{\text{inv}}$

**for** i=1:N **do** ▷ Pre-fill buffers
  Sample $z_t, a_t, z_{t+1} \sim P_{\bar{\pi}}(\mathcal{M}_{\text{src}}; F)$
  Sample $o_t, a_t, o_{t+1} \sim P_{\bar{\pi}}(\mathcal{M}_{\text{tgt}})$
  $\mathcal{B}^*_{\text{src}} \leftarrow \mathcal{B}^*_{\text{src}} \cup (z_t, a_t, z_{t+1})$
  $\mathcal{B}_{\text{tgt}} \leftarrow \mathcal{B}_{\text{tgt}} \cup (o_t, a_t, o_{t+1})$

**for** i=1:$\text{T}_{\text{dynamics}}$ **do** ▷ Pre-train dynamics network
  Sample $z_t, a_t, z_{t+1} \sim \mathcal{B}^*_{\text{src}}$
  $g_{\text{inv}} \leftarrow \nabla_{\psi_{\text{inv}}} \mathcal{L}_{\text{dyn}}(z_t, z_{t+1}, a_t; \psi_{\text{inv}})$
  $\psi_{\text{inv}} \leftarrow \text{Optimizer}(\psi_{\text{inv}}, g_{\text{inv}})$

**for** i=1:$\text{T}_{\text{adapt}}$ **do** ▷ Adaptation main loop
  Sample $z_t^{\text{src}}, a_t^{\text{src}}, z_{t+1}^{\text{src}} \sim \mathcal{B}^*_{\text{src}}$
  Sample $o_t^{\text{tgt}}, a_t^{\text{tgt}}, o_{t+1}^{\text{tgt}} \sim \mathcal{B}_{\text{tgt}}$
  $g_D \leftarrow \nabla_{\theta_D} \left[ D(z_t^{\text{src}}) + (1 - D(F(o_t^{\text{tgt}}))) \right]$ ▷ Distribution matching (adversarial) loss
  $g_{F_1} \leftarrow \nabla_{\theta_F} \left[ D(z_t^{\text{src}}) + (1 - D(F(o_t^{\text{tgt}}))) \right]$
  $g_{F_2} \leftarrow \nabla_{\theta_F} \mathcal{L}_{\text{dyn}}(F(o_t^{\text{tgt}}), F(o_{t+1}^{\text{tgt}}), a_t; \psi^*_{\text{inv}})$ ▷ Dynamics consistency loss
  $\theta_D \leftarrow \text{Optimizer}(\theta_D, g_D)$
  $\theta_F \leftarrow \text{Optimizer}(\theta_F, g_{F_1}, g_{F_2})$

**Modifications to DistractingCS** The default configuration of DistractingCS changes distractions at the start of every episode (e.g., different background images are used at every episode). However, we are interested in measuring an agent's ability to perform inference across several episodes on the same target environment. Thus, we modify DistractingCS to sample a distraction once in the beginning of learning, and then use the same distraction across all learning epochs. This also ensures consistent evaluation across algorithms. In accordance with this change, we also modify the intensity benchmark from DistractingCS. In our experiments, intensity measures the deviation between an environment distraction and the train environment's default value. For example, intensity may measure how far the distracting color is from the default. Finally, we modify the environments to only apply a single distraction during testing (rather than all three) in order to better understand the impact of each type of distraction on overall performance.

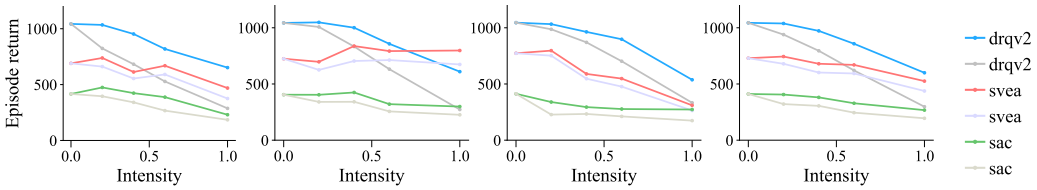
### 5.1 Invariance through Inference On DMControl

This section studies the impact of test-time adaptation on DMControl performance. We begin by pre-trained SAC, SVEA, and DrQ-v2 in a non-distracting training-time environment. After training, we evaluate the learned policies on distracted test environments of varying intensities. This evaluation is zero-shot, there is no additional training on the test environment.

Figure 3 visualizes the performance of the different methods as a function of the intensity of the distractions. Since the baseline methods are trained with image augmentation, they do exhibit some robustness to distraction. However, we see this robustness rapidly diminishes as the distraction intensity increases. In particular, large changes to camera pose or the image background proved challenging for standard augmentation procedures. Comparatively, Invariance through Inference saw much smoother and slower degradation of performance. This supports our hypothesis that adaptation powered by unsupervised learning can significantly widen the generalization abilities of learning algorithms.

### 5.2 Comparisons with PAD

Similar to our approach, PAD pre-trains the agent in a clean environment, and then adapts the agent via unsupervised transfer, without assuming access to the target environment's reward function (Hansen et al., 2020a). To evaluate the robustness of PAD to distractions, we consider DistractingCS with a fixed distraction intensity of $0.6$. Table 1 compares the performance as the difference between the reward before and after adaptation along with the reward in the clean environment.




(a) Background (b) Colors (c) Camera Pose (d) Combined

Figure 3: The gain of applying Invariance through Inference to various distracted baselines. Lines in color denote base agent + ITI (our method), whereas gray and unsaturated lines correspond to the base agent's performance.

Across all environments, we see that PAD struggles to adapt to distractions at test time. We suspect this instability is caused by the large deviations in the latent variable distribution as a result of changes in the target environment. In particular, we posit that the signal from PAD's inverse dynamics head does not encourage the latent train and test distributions to match, which is a feature specifically baked into Invariance through Inference.

Table 1: Comparison against PAD

| | Before Adaptation | | After Adaptation | |
|---|---|---|---|---|
| Distraction | PAD | ITI | PAD | ITI |
| None | $851.65 \pm 102.22$ | $1042.62 \pm 57.64$ | — | — |
| Camera | $461.55 \pm 256.83$ | $683.68 \pm 296.22$ | $418.62 \pm 231.91$ | $804.40 \pm 246.51$ |
| Background | $377.53 \pm 324.54$ | $526.15 \pm 395.97$ | $396.90 \pm 271.48$ | $737.94 \pm 353.69$ |
| Color | $437.48 \pm 344.91$ | $590.39 \pm 377.42$ | $452.31 \pm 337.98$ | $749.90 \pm 342.24$ |
| Average | $425.51 \pm 313.04$ | $600.07 \pm 360.21$ | $422.60 \pm 284.76$ | $764.08 \pm 314.83$ |

### 5.3 Further Discussion

**Unsupervised Pipeline Ablations** To verify that the adversarial training scheme actually contributes to the performance gain during adaptation, we run Invariance through Inference while setting either the adversarial training losses to 0. This corresponds to an approach that relies purely on inverse dynamics models to drive the latent code.

In these experiments, we use a pre-trained DrQ-v2 for the algorithm's base policy, and then run adaptation across all distractions with intensity 0.6. The results in Table 2 show that the adversarial training is critical for the unsupervised pipeline to learn properly. We theorize that the inverse dynamics head has a tendency to simply memorize dynamics in the training and testing domains without collapsing the commonalities, i.e. it memorizes rather than learns. The adversarial training component insures that the learning is projected onto a latent space that is agnostic of the underlying MDP.

Table 2: Impact of adversarial training

| Distraction | w/o adv. training | w/o inv dynamics | ITI |
|---|---|---|---|
| Camera | $295 \pm 361$ | $792 \pm 267$ | $804 \pm 247$ |
| Background | $254 \pm 280$ | $726 \pm 330$ | $738 \pm 354$ |
| Color | $338 \pm 347$ | $756 \pm 317$ | $750 \pm 342$ |
| Average | $296 \pm 329$ | $758 \pm 303$ | $764 \pm 315$ |

**Pre-Filling the Replay Buffer** In our experiments, we pre-filled both the original latent buffer and the target observation buffer with data collected via random exploration. There is nothing particularly special about this choice, random exploration may be subbed out with any exploration strategy.

One interesting strategy is to pre-fill the buffer with an exploration strategy that relies on unsupervised pre-training. Given the recent success of these strategies on improving exploration, it seems likely this could further improve performance. This is left to future work.

## 6 Closing Remarks

We introduced Invariance through Inference, a new method for leveraging unsupervised data to improve the test-time adaptation of reinforcement learning systems. Empirical results demonstrate that as discrepancies between training and deployment environments become more intense, Invariance through Inference is more capable of adaptation than data augmentation techniques. The problem of test-time adaptation in visual reinforcement learning using unsupervised test-time trajectories is relatively new, but has thus far shown great promise.

Future work in this area might develop better techniques for the initial exploration phase. Many of the environments we considered were quite reversible, with a small intrinsic dimensionality. Expanding this class of methods to work on longer horizon multi-stage tasks is an intriguing possibility.

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