

# OCALM: Object-Centric Assessment with Language Models



Timo Kaufmann\*, 1,2,3

Jannis Blüml\*, 4,5

Antonia Wüst\*, 4

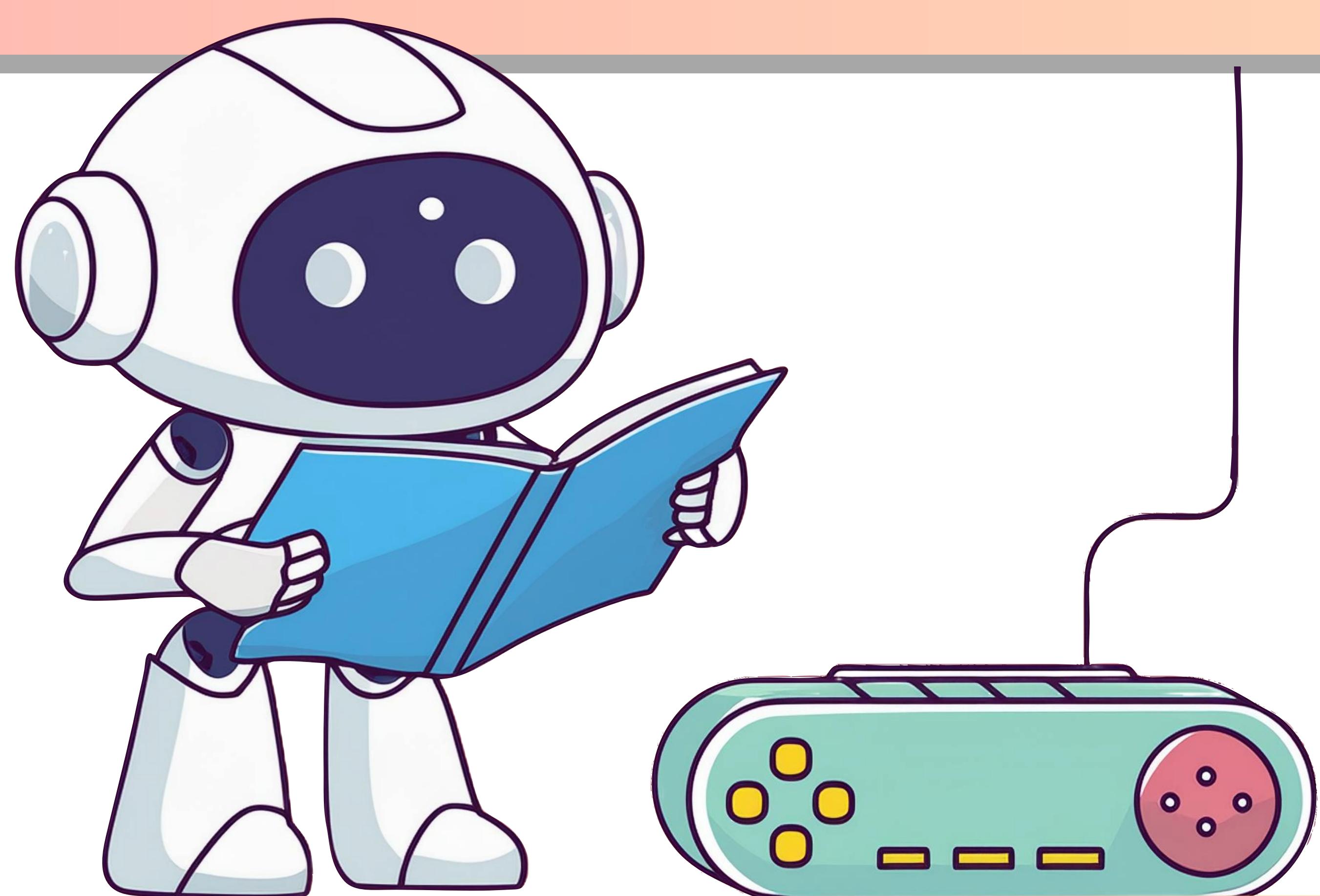
Quentin Delfosse\*, 4,6

Kristian Kersting<sup>4,5,7</sup>

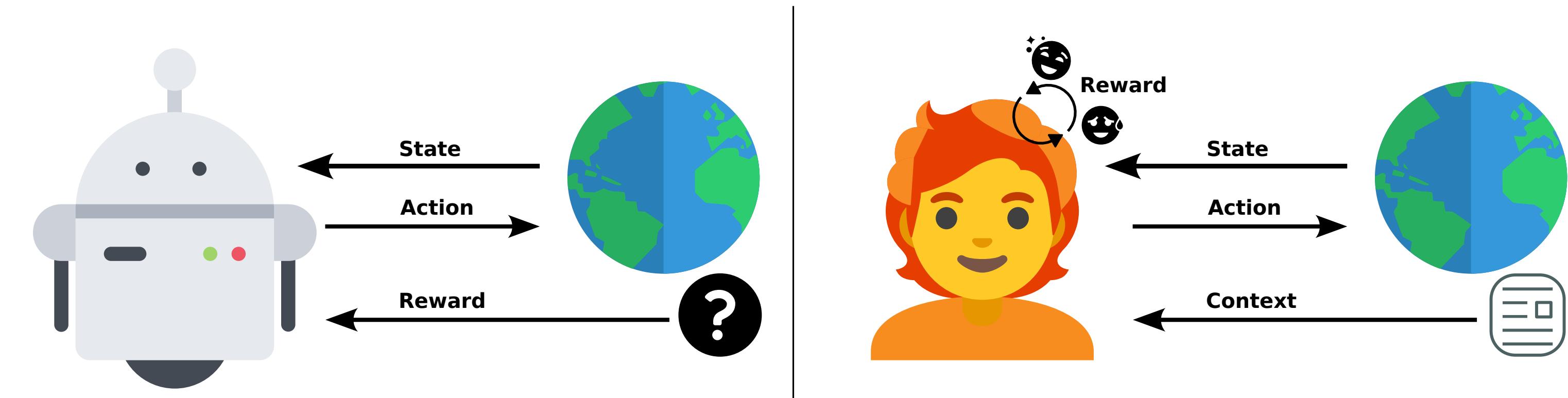
Eyke Hüllermeier<sup>1,2</sup>

## Relational concepts improve LLM-generated interpretable rewards from task descriptions.

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### Goal: Context-Based Rewards

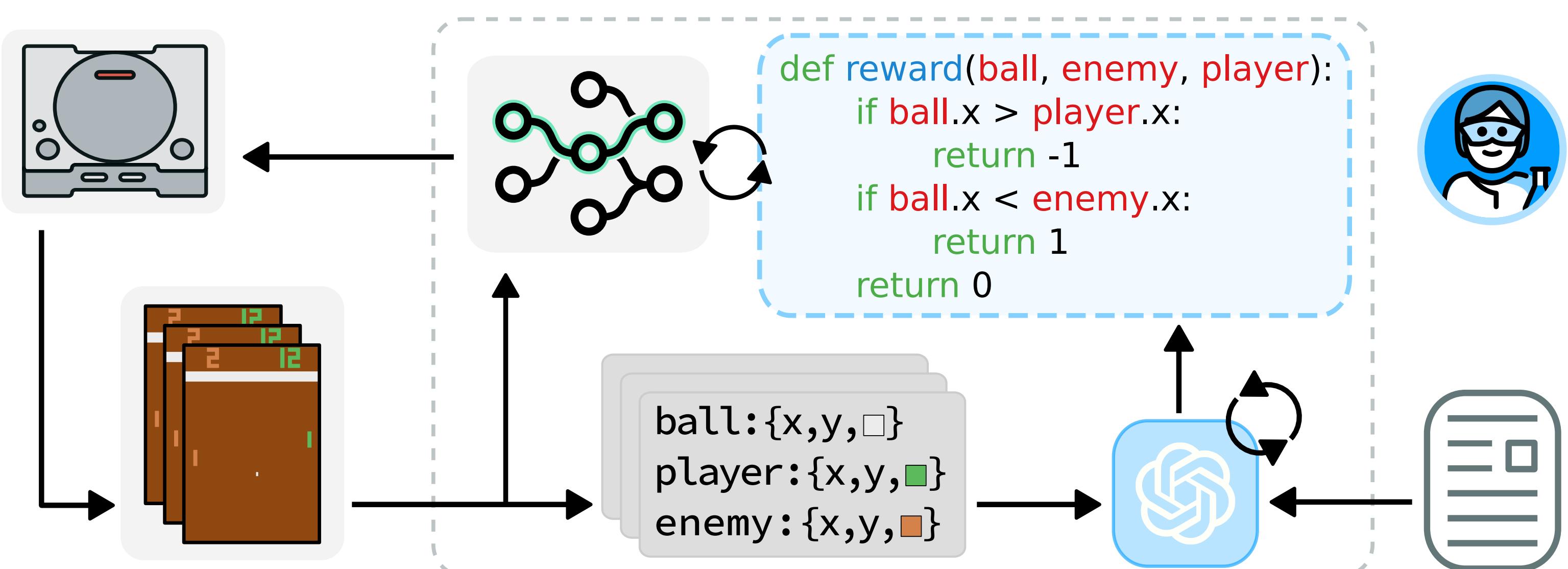


Idea: Contrary to humans, RL agents struggle to derive tasks' objectives from a contextual description.

Aim: Self-generated effective reward signals for RL agents.

OCALM: Deriving reward functions from natural language task descriptions using LLMs and object-centric reasoning.

### OCALM: Rewards Based on Task Description



#### I. Context and Objects:

(i) **Using Context:** Extract task descriptions from natural language representation.

(ii) **Create State Representation:** Identify object-centric (or neurosymbolic) state abstractions.

#### II. LLM-Driven Reward Generation:

(iii) **Generating Useful Relational Functions:** The LLM is tasked with generating relational functions to describe the relationships between objects in the given environment.

(iv) **Reward Generation:** Given the task context and the created relational functions, the LLM generates a readable neurosymbolic reward function.

(v) **Reward Scaling:** Adjust the created reward function in such a way that the rewards are on a scale from -1 to 1.

#### III. Policy Training:

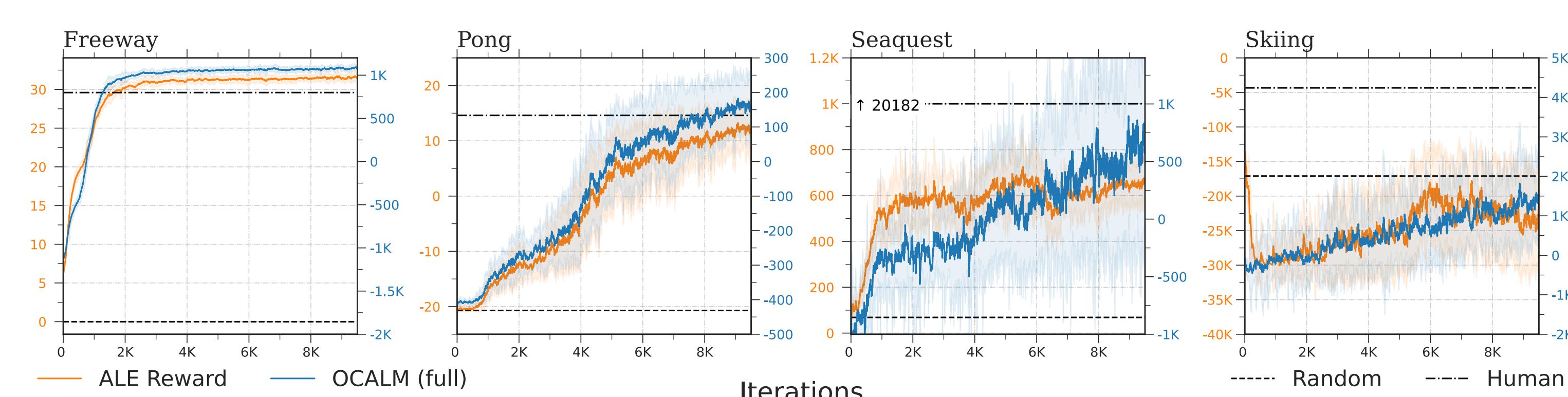
(vi) **Train DRL:** Train agents using the generated reward function instead of the one, given by the environment.

### Conclusion

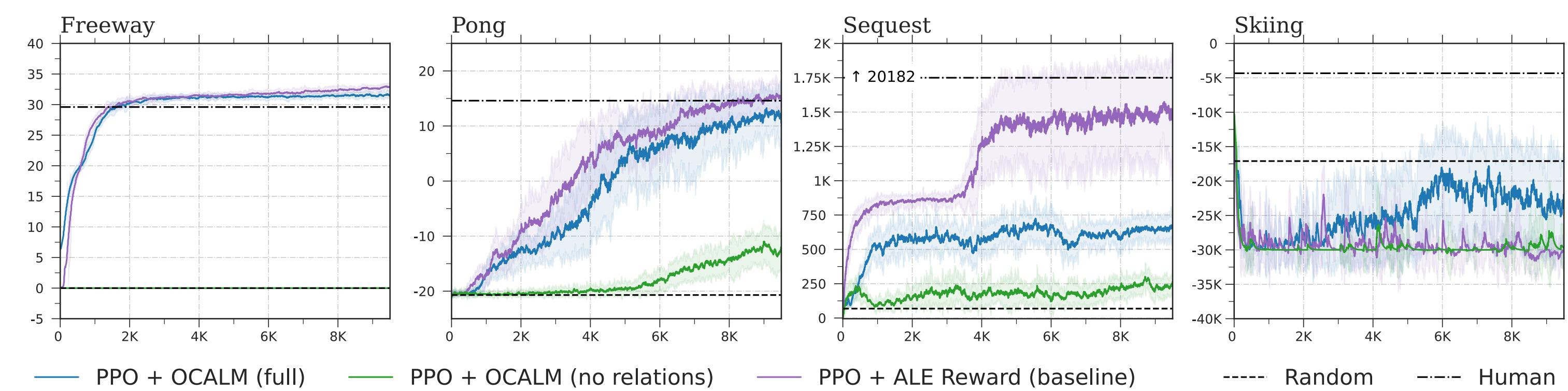
We introduce OCALM - generating reward functions for games, using NLP task descriptions. We demonstrate that:

- LLMs can generate learnable reward functions in one shot,
- the derived signals are effective in guiding the agent to learn the desired behavior,
- incorporating object-centric reasoning significantly improves the quality and applicability of the generated reward functions, and reduce the inference costs.

### Results: LLMs Generate Useful Rewards



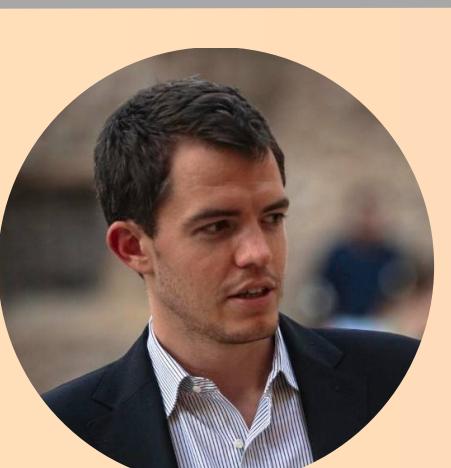
### Results: Relational Concepts Help



Timo Kaufmann



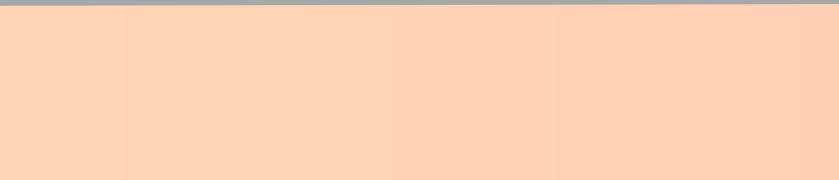
Jannis Blüml



Quentin Delfosse



<sup>1</sup> LMU Munich



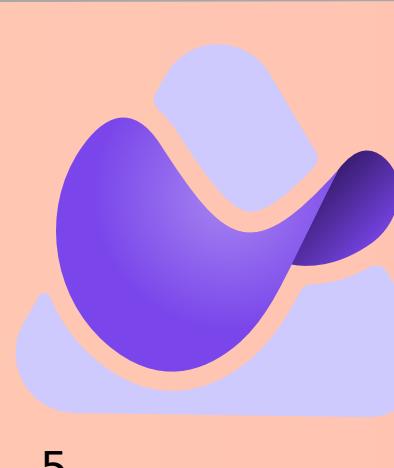
<sup>2</sup> Munich Center of Machine Learning



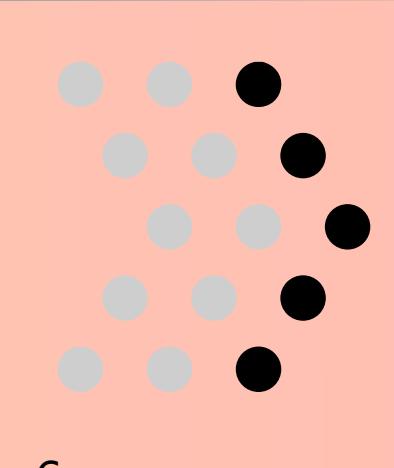
<sup>3</sup> ONE Munich



<sup>4</sup> AIML Lab  
TU Darmstadt



<sup>5</sup> hessian.AI



<sup>6</sup> ATHENE



<sup>7</sup> German Research Center for AI