

Primitive Skill-based Robot Learning from Human Evaluative Feedback

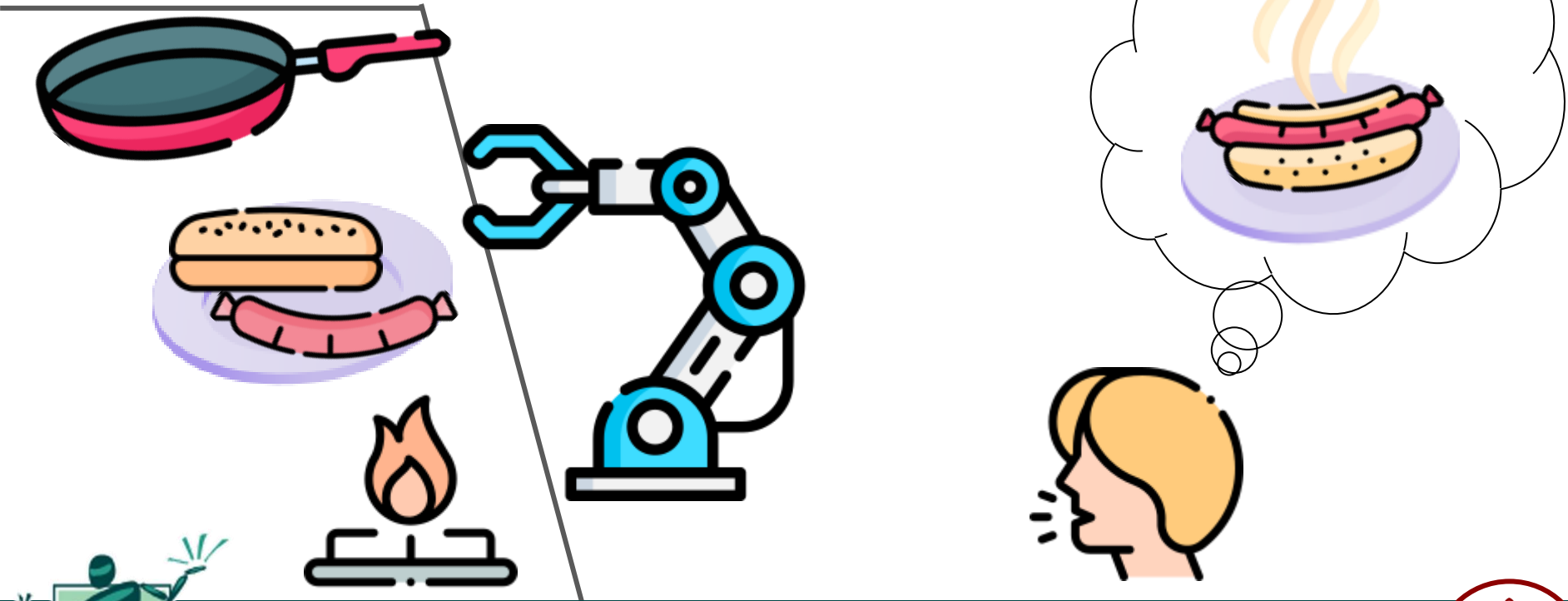
Ayano Hiranaka*, Minjune Hwang*, Sharon Lee, Chen Wang, Li Fei-Fei, Jiajun Wu, Ruohan Zhang
Stanford University



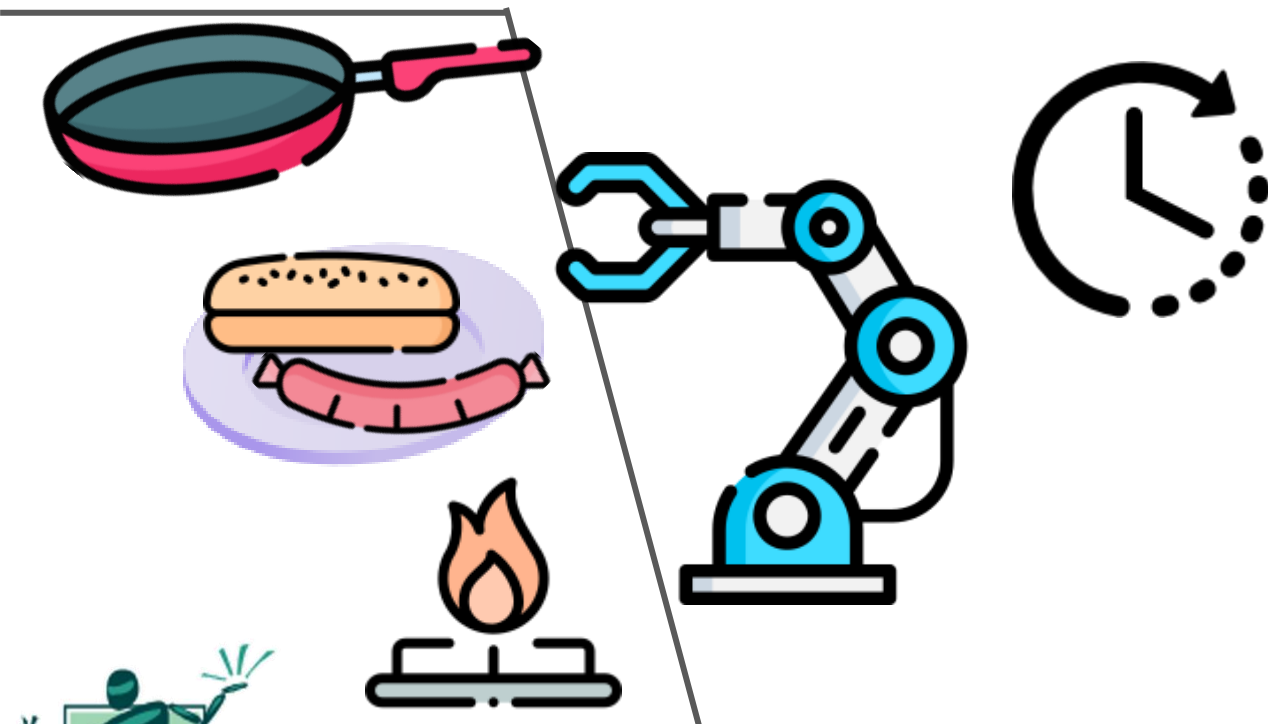
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Suppose we want the robot to cook a hotdog.



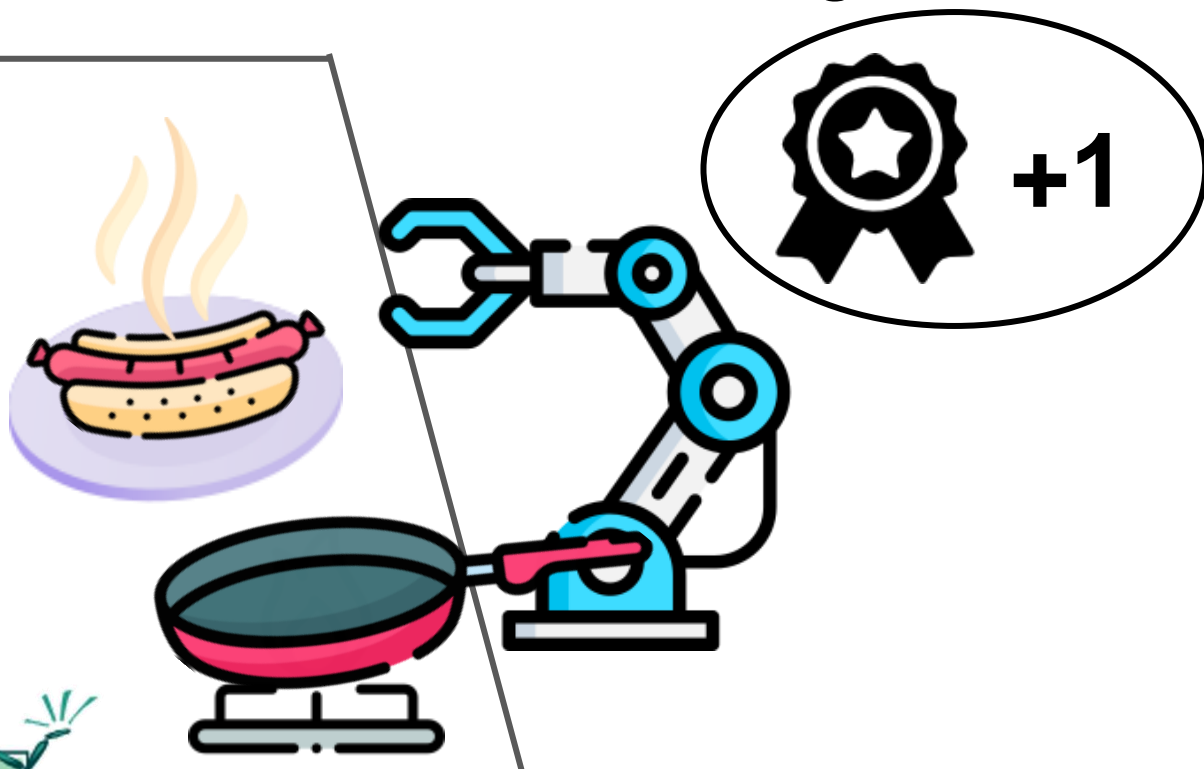
*RL in the real world is **sample inefficient**.*



Challenges with RL

Sample Inefficiency

*RL in the real world has **challenges in reward design.***

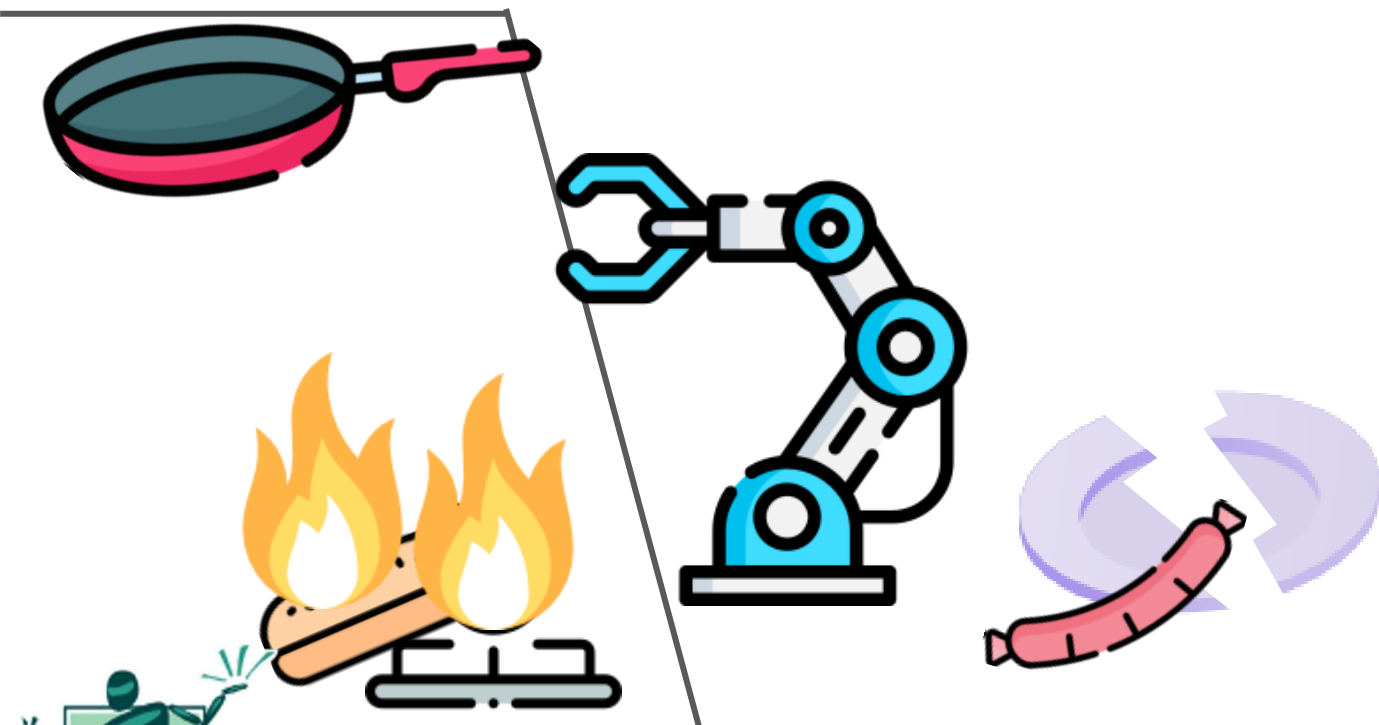


Challenges with RL

Sample Inefficiency

Sparse Rewards

*RL in the real world can be **dangerous**.*



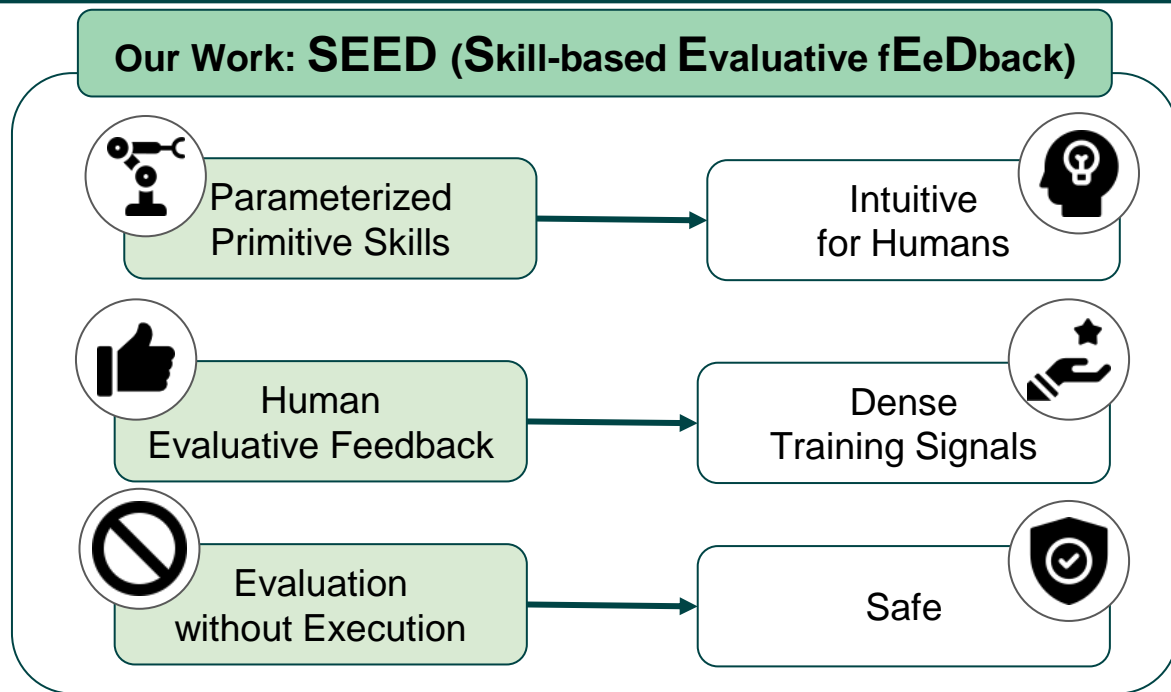
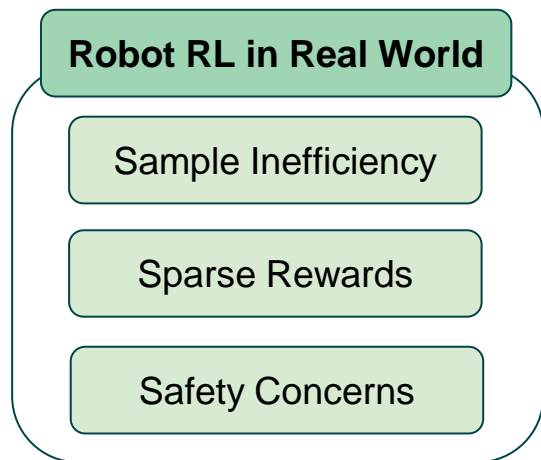
Challenges with RL

Sample Inefficiency

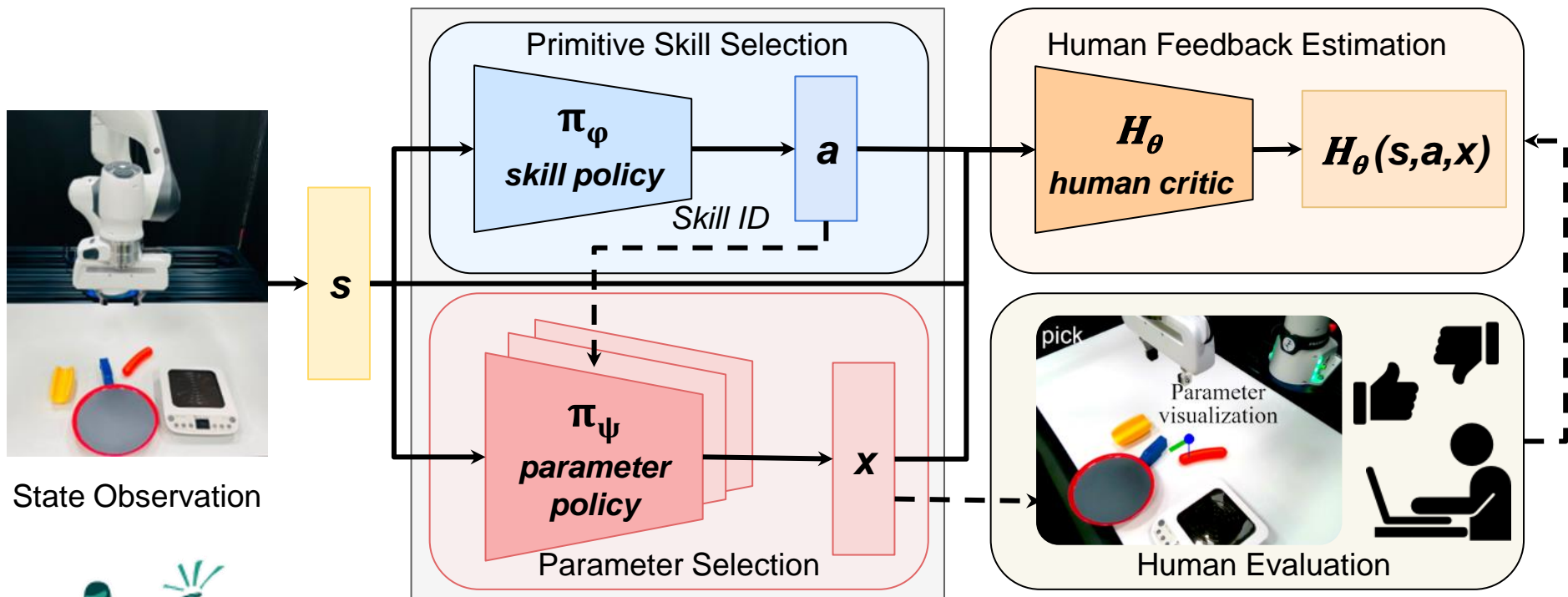
Sparse Rewards

Safety Concerns

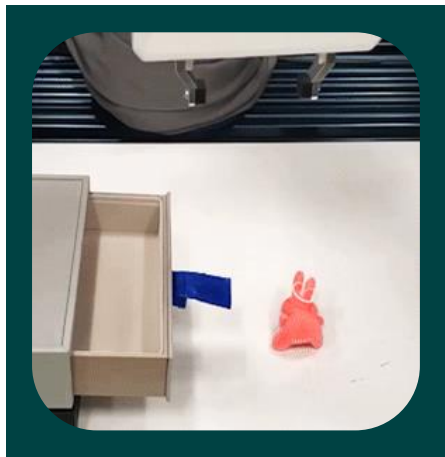
Goal of Our Work



Method: Network Architecture



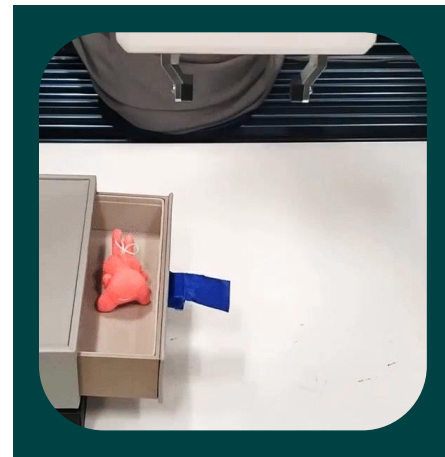
Method: Primitive Skills



pick (x, y, z)



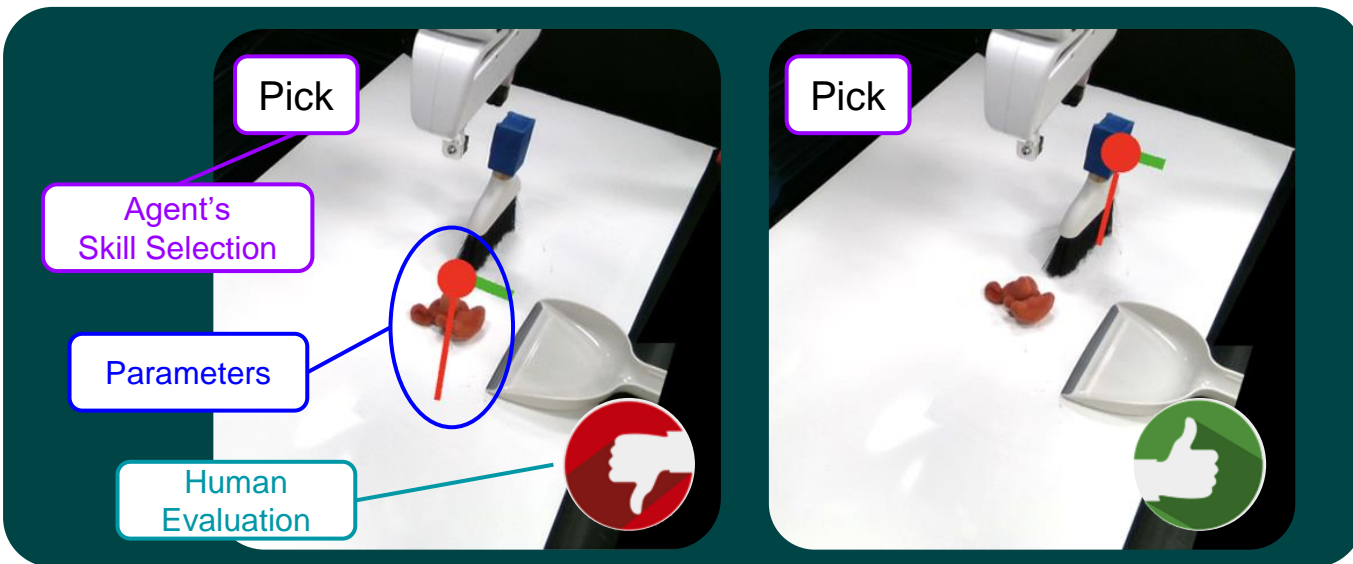
place (x, y, z)



push (x, y, z, δ)

Skills designed with operational space controller (OSC) and deployed on Franka arm

Method: Evaluation without Execution



Next Subgoal: Pick up the Broom

Robot Proposes Action



Human Evaluates

When human is confident



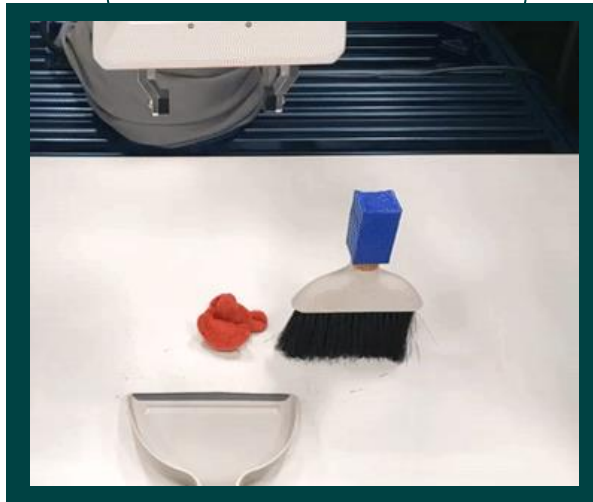
Robot Executes Action

Sample Rollouts for Long-Horizon Tasks

Cooking Hotdog



Sweeping



Putting Toy Away



Learned policy can recover from errors!

Result Highlights

Compared to baselines:

Sample Efficiency

10x faster training

Training Outcome

9x higher success rate

Safety

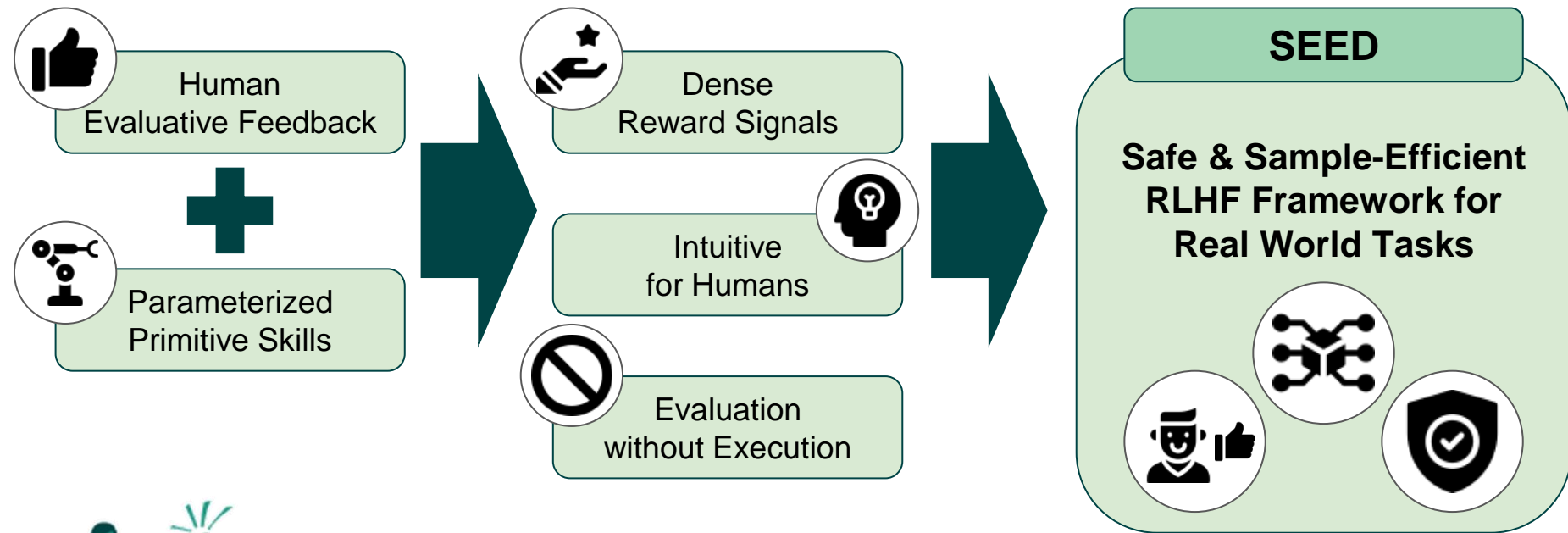
3-7x fewer safety violations



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Summary



Thank You

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