



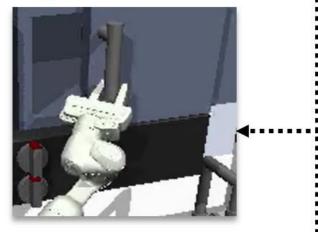
## 

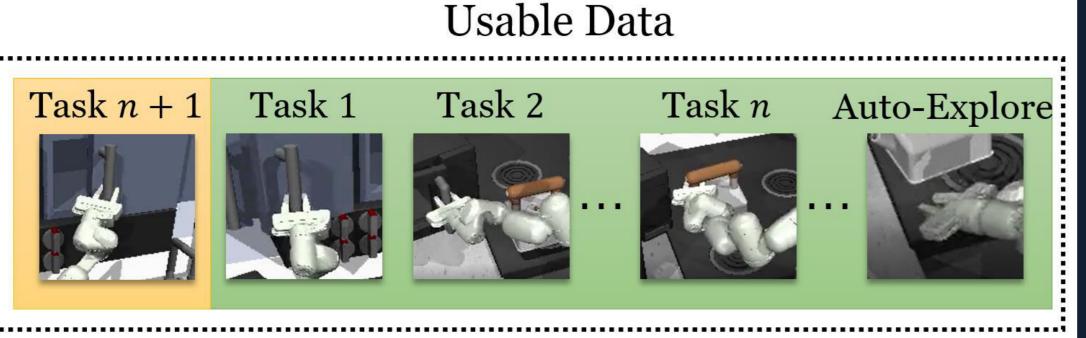
#### Motivation

**Goal:** Improve RL sample efficiency with demonstrations • Two types of demonstrations available in real life A) Task-specific: identical to target, expensive, few, need to be collected for every new task

**B)** Task-agnostic: less related, cheap, many, accumulated from existing tasks / auto exploration

Target Task n + 1





• Two ways to use demonstrations **A) Implicit Prior**: deep net encodes action; expressive **B)** Explicit Prior: database retrieves action; structured

Puer. s: states a: action **Implicit Prior:** Examples Normalizing Flow

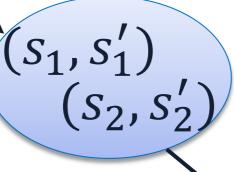
• We use **both types** of demonstrations in **both ways** 

#### Contribution

- A novel architecture that introduces explicit prior into RL community, combines explicit and implicit prior, and reaches state-of-the-art
- A new type of normalizing flow mixture, and the first to use flow mixture in RL / pioneering work for flow mixture application

# **CEIP: Combining Explicit and Implicit Priors for Reinforcement Learning with Demonstrations**

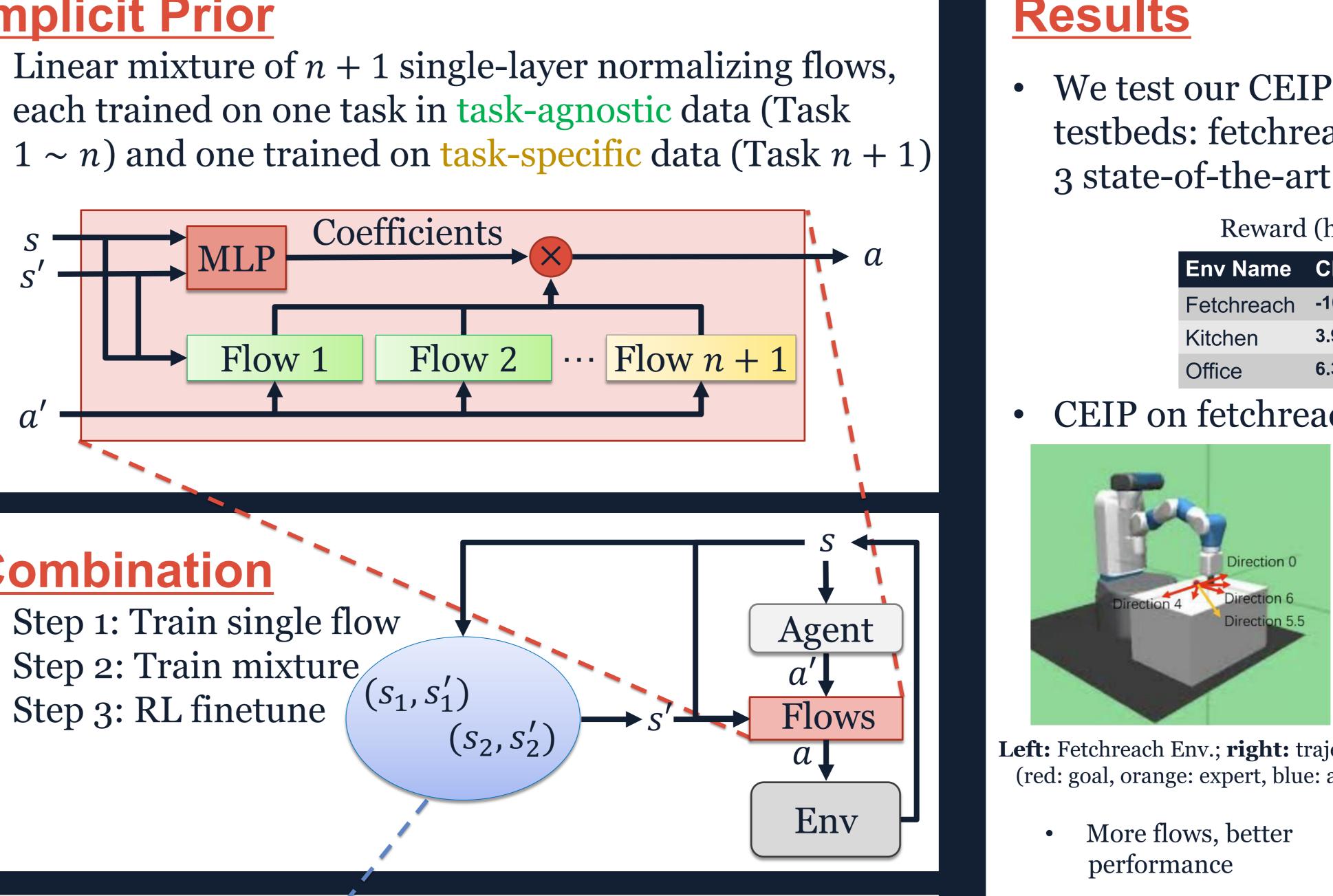
Kai Yan, Alexander G. Schwing, Yu-Xiong Wang https://289371298.github.io/jekyll/update/2022/10/25/CEIP



Future State s'

**Explicit Prior:** Database

#### **Implicit Prior**



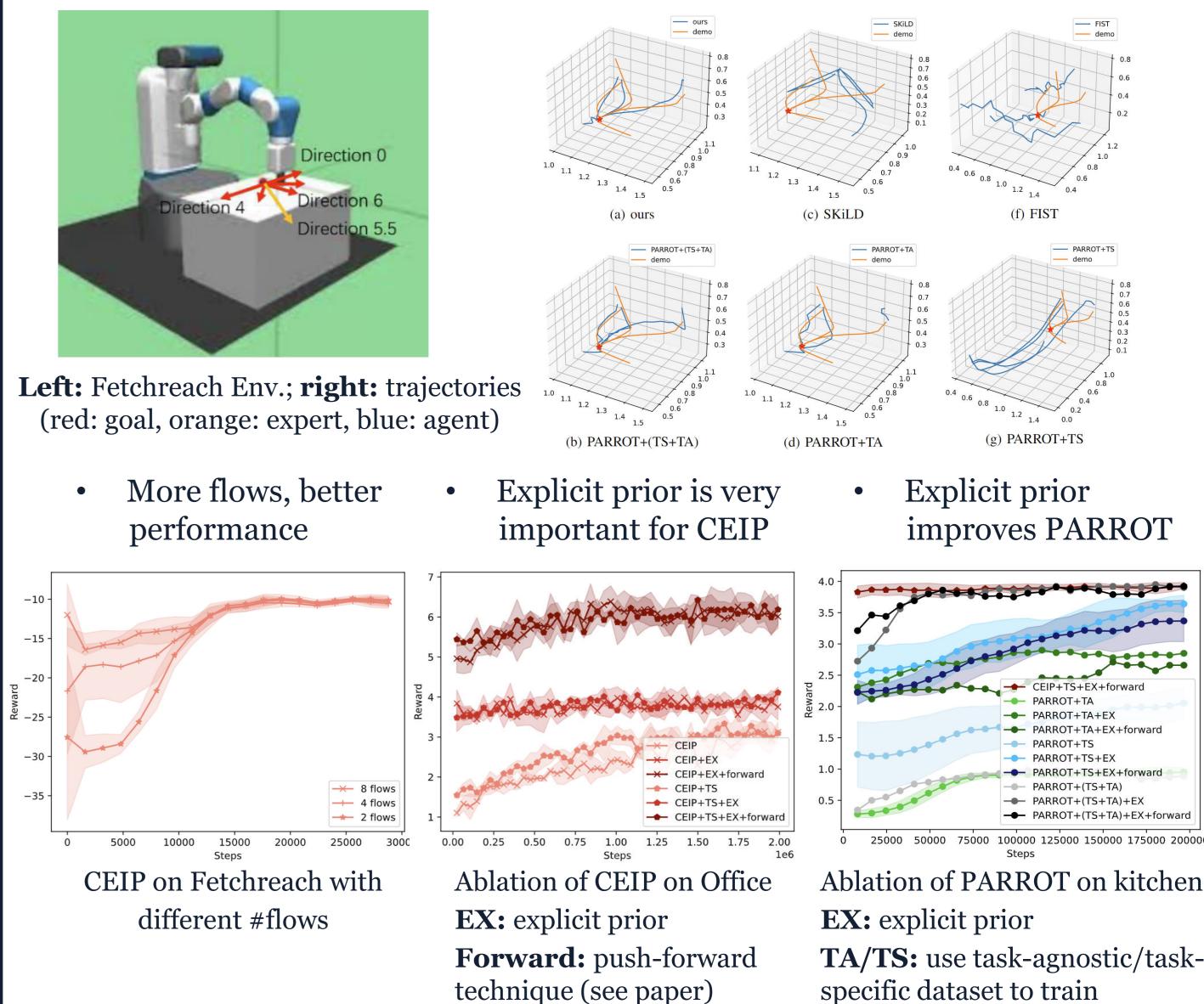
### Combination

### **Explicit Prior**

- $s' = s'_i, i = argmin_x ||s_x s||_2^2 + C(s'_x), where C(s'_x) is a$ penalty to push the agent forward along the path
- $C(s'_x) > 0$  if this (s, a) pair or another (s, a) pair later in the trajectory has been retrieved in this episode
- Enhances the input of each flow by predicting future state following expert trajectory

### Results

Env Name	CEIP (ours)	PARROT	FIST	SKiLD
Fetchreach	-10.03±0.64	-20.30±10.62	-34.80±8.33	-39.91±0.14
Kitchen	<b>3.94</b> ±0.07	2.27±0.24	0.53±0.50	1.67±0.58
Office	<b>6.33</b> ±0.30	1.97±0.22	5.50±1.12	$0.50 \pm 0.50$



**TS:** flow *n* + 1





#### • We test our CEIP on 3 robot arm manipulation testbeds: fetchreach, kitchen and office and compare to 3 state-of-the-art methods: FIST, PARROT and SKiLD

#### • CEIP on fetchreach yields the best trajectories