

# Learning from diverse feedback types

- demonstrations:  $\mathcal{D}$
- comparisons (preferences):  $\mathcal{R}_A \cap \mathcal{R}_B$  ?
- physical corrections  $\tilde{C}$
- turning the robot off  $\text{off}$   $\text{off}$
- saying something  $x = \text{\"dauH step on the carpet}$
- specifying a reward?  $\tilde{R}$
- the current state of the world  $S_t$

$$b'(\theta) \propto b(\theta) \underbrace{\text{PC feedback } (1-\theta)}_{\text{human model}}$$

choices  $c \in \mathcal{C}$

choice based on reward

$$R_\theta(c) ? \times$$

$$R_\theta(\psi(c))$$

↑ grounding of  $c$  into features

$$\psi: \mathcal{C} \mapsto \mathcal{Z}$$

$$\text{or } \psi: \mathcal{C} \mapsto \Delta \quad \mathbb{E}[R_\theta(s) | s \sim \psi(c)]$$

$$P(c^* | \theta) = \frac{e^{R_\theta(\psi(c^*))}}{\sum_{c \in C} e^{R_\theta(\psi(c))}}$$

demonstrations

$$C = \{s\} \quad \psi(s) = s \quad P(s_D | \theta) = \frac{e^{R_\theta(s_D)}}{\sum_s e^{R_\theta(s)}}$$

comparisons

$$C = \{s_A, s_B\} \quad \psi(s) = s \quad P(s_A | \theta) = \frac{e^{R_\theta(s_A)}}{e^{R_\theta(s_A)} + e^{R_\theta(s_B)}} \\ = \frac{1}{1 + e^{R_\theta(s_B) - R_\theta(s_A)}}$$

switch

$$C = \{0, -\} \quad \psi(-) = s_R \quad \psi(0) = s_D^0 \dots s_D^t \dots s_R^t$$

corrections

$$C = \{\Delta q\} \quad \psi(\Delta q) = s_R + A^{-1} \Delta q$$

(proxy) specified reward

$$C = \{\theta\} \quad \psi(\theta) \sim P(s | \theta, \underline{M_{device}})$$

current state

$$C = \{s\} \quad \psi(s) \sim \text{Unif} ( \mathcal{S}_H^{-T:0} \mid \mathcal{S}_H^0 = s )$$