

OCALM: Object-Centric Assessment with Language Models

Timo Kaufmann*,^{1,2,3}

Jannis Blüml*,^{4,5}

Antonia Wüst*,⁴

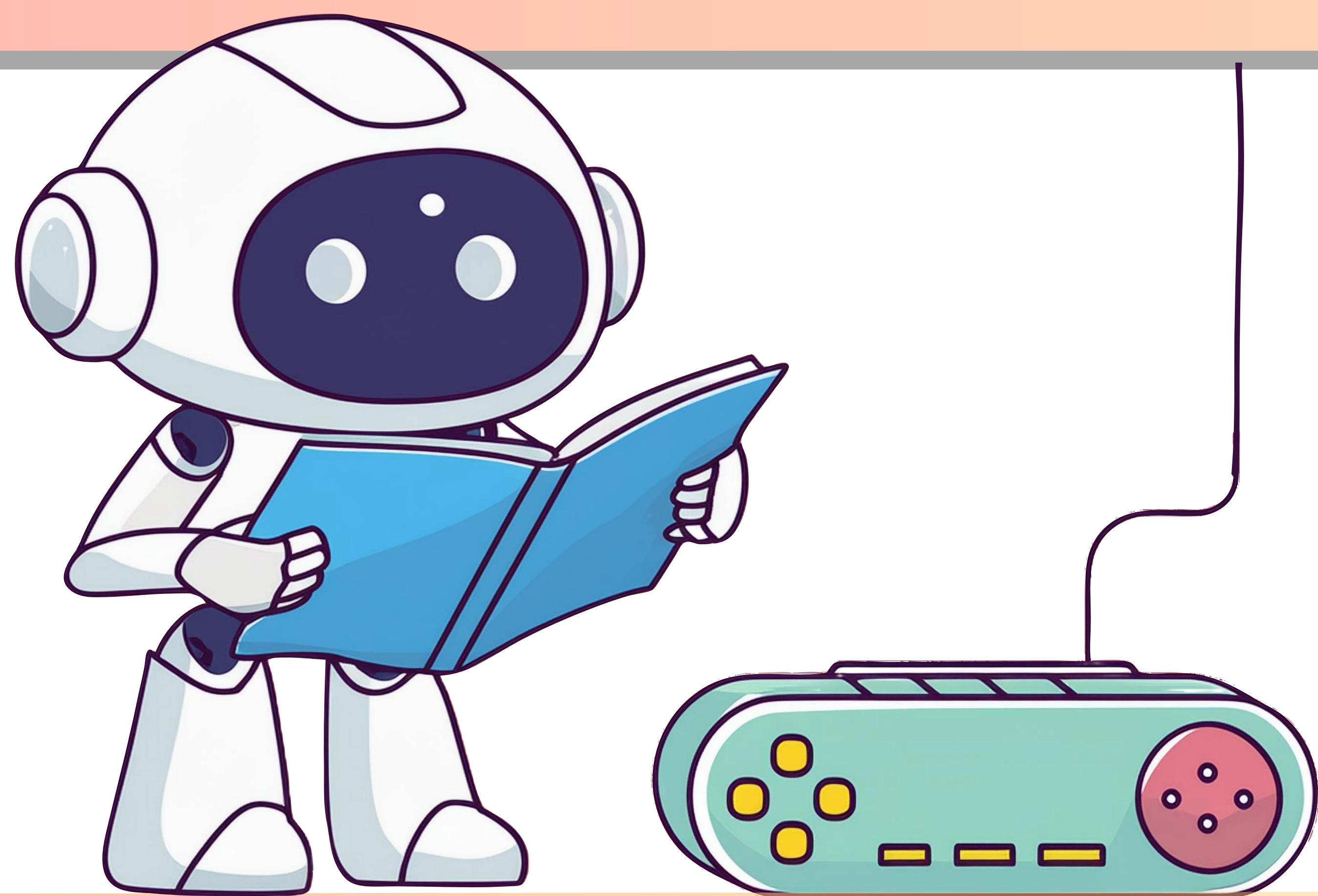
Quentin Delfosse*,^{4,6}

Kristian Kersting^{4,5,7}

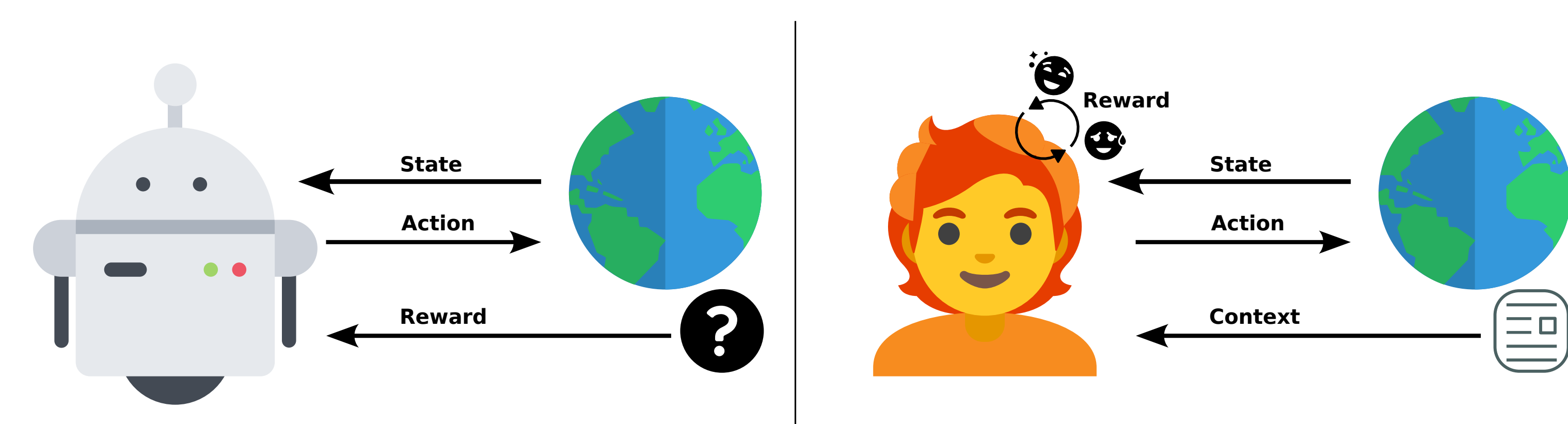
Eyke Hüllermeier^{1,2}

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

SCAN ME



Goal: Context-Based Rewards

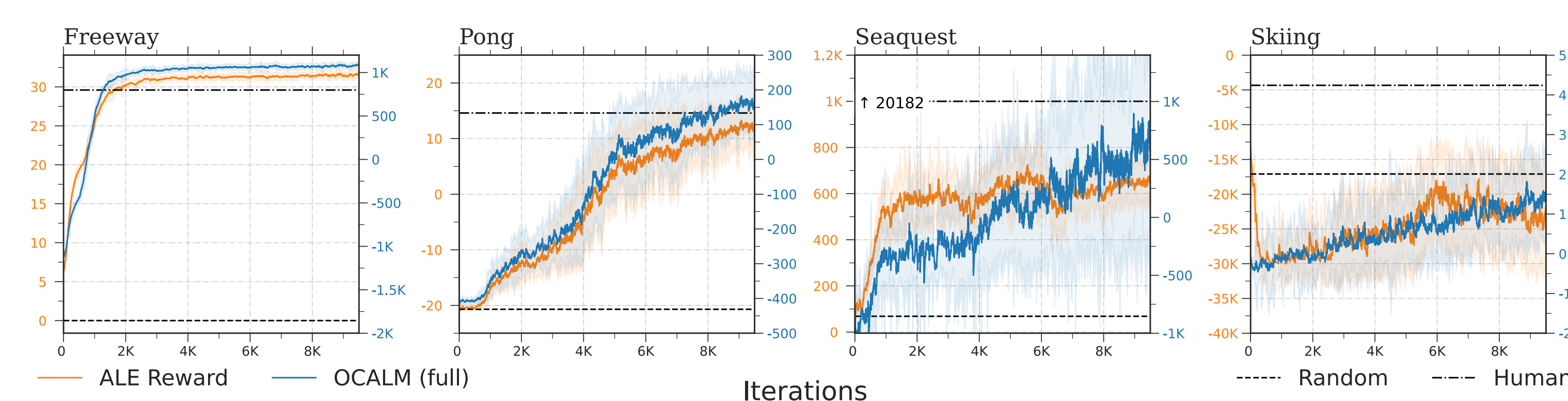


Idea: Contrary to humans, RL agents struggle to derive tasks' objectives from a contextual description.

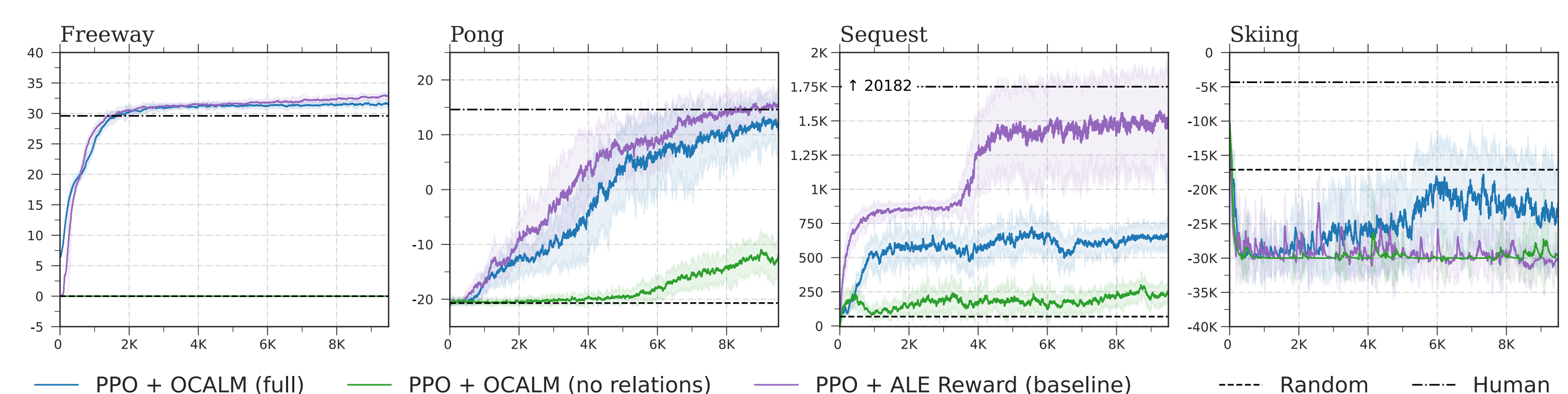
Aim: Self-generated effective reward signals for RL agents.

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

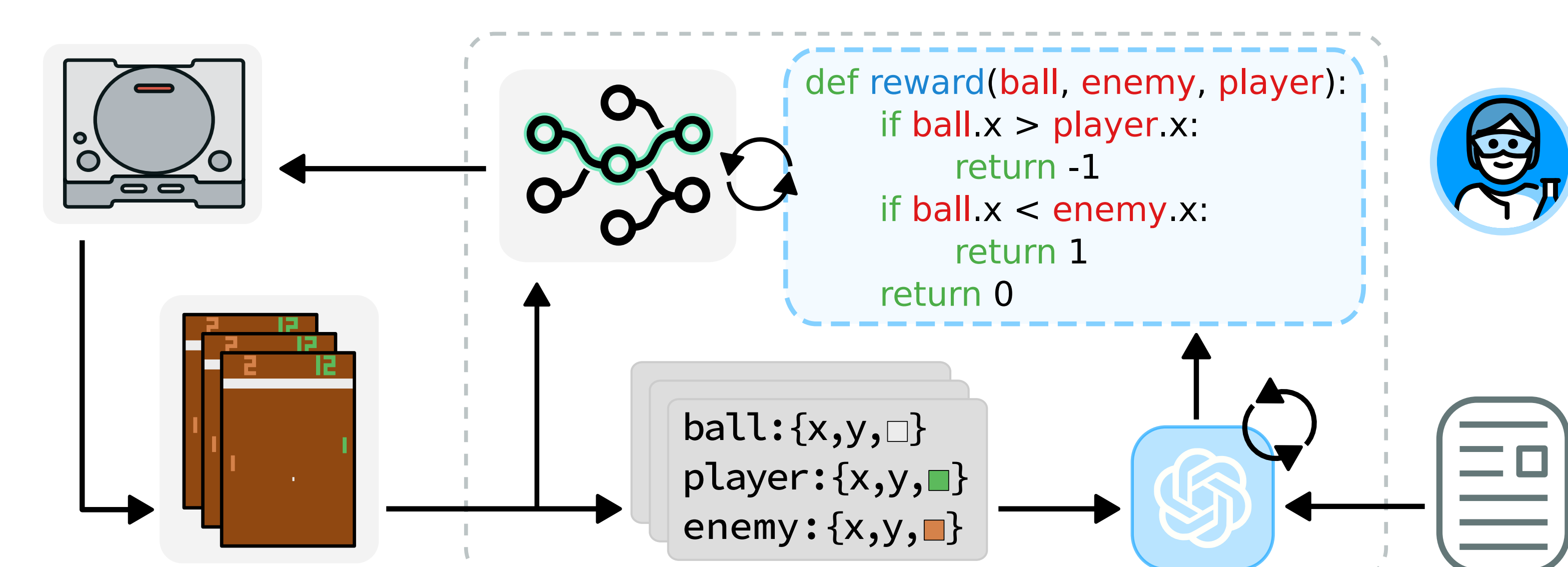
Results: LLMs Generate Useful Rewards



Results: Relational Concepts Help



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:

(i) LLMs can generate learnable reward functions in one shot,

(ii) the derived signals are effective in guiding the agent to learn the desired behavior,

(iii) incorporating object-centric reasoning significantly improves the quality and applicability of the generated reward functions, and reduce the inference costs.



Timo Kaufmann



Jannis Blüml



Quentin Delfosse



¹LMU Munich



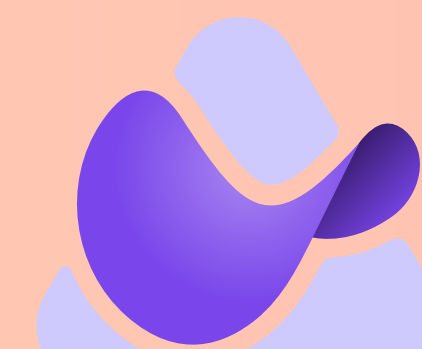
²Munich Center of Machine Learning



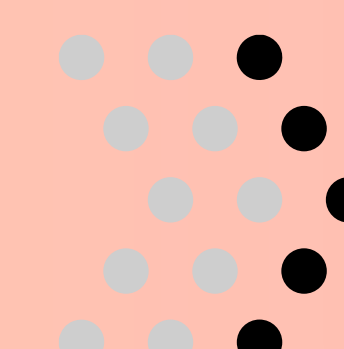
³ONE Munich



⁴AIML Lab TU Darmstadt



⁵hessian.AI



⁶ATHENE



⁷German Research Center for AI