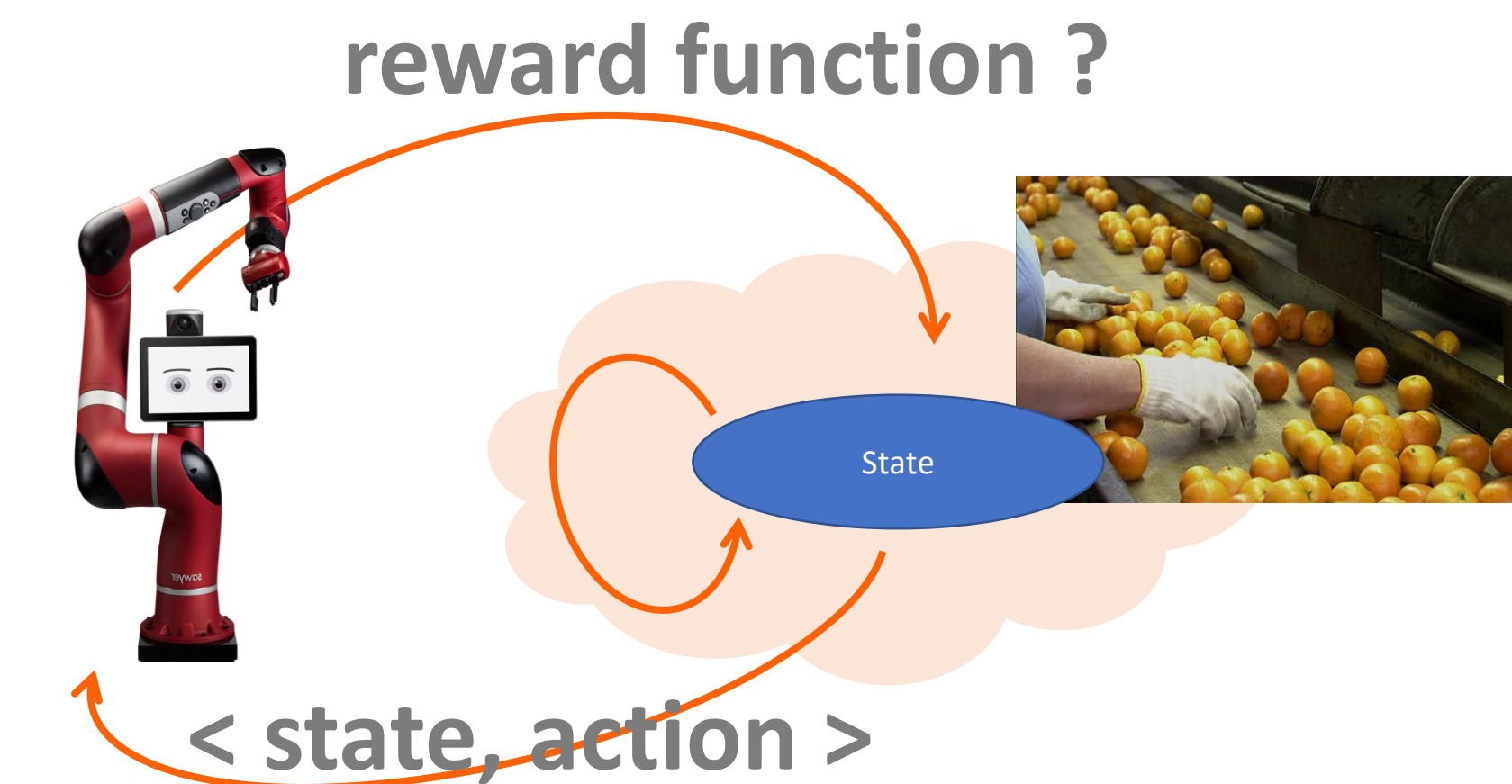


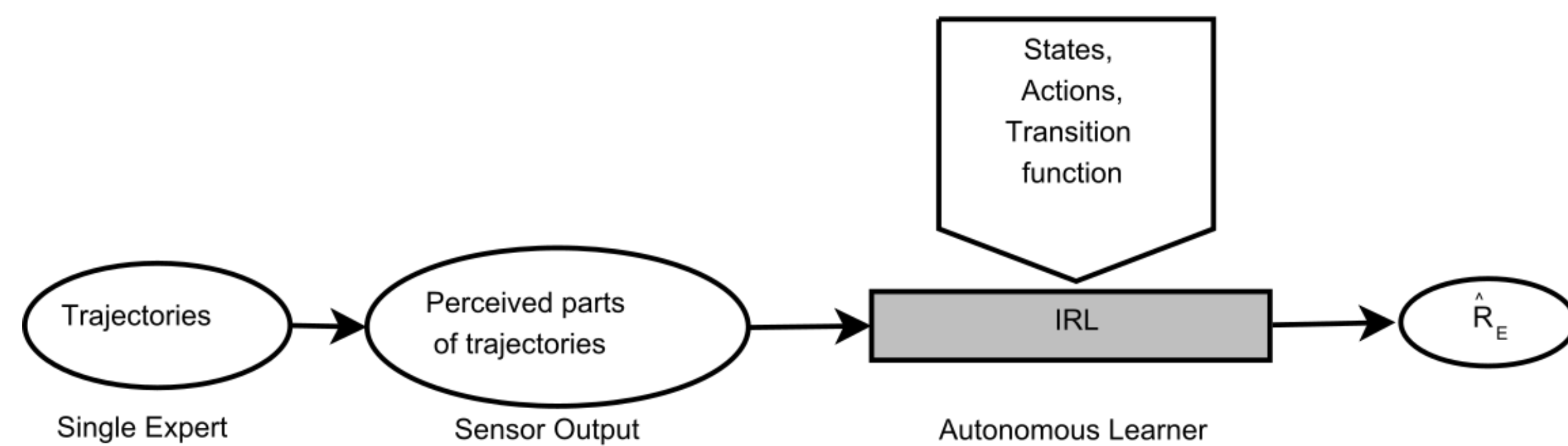
Prashant Doshi, PI Computer Science, University of Georgia

Yi Hong, Co-PI Computer Science, University of Georgia

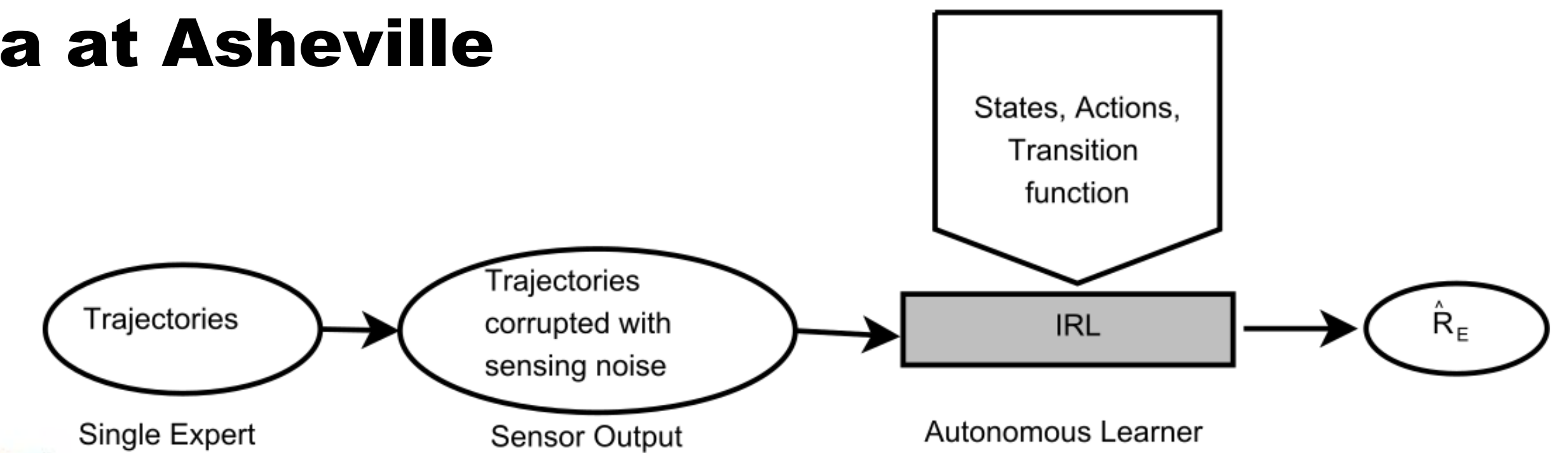
Kenneth Bogert, Co-PI Computer Science, University of North Carolina at Asheville



Inverse Reinforcement Learning



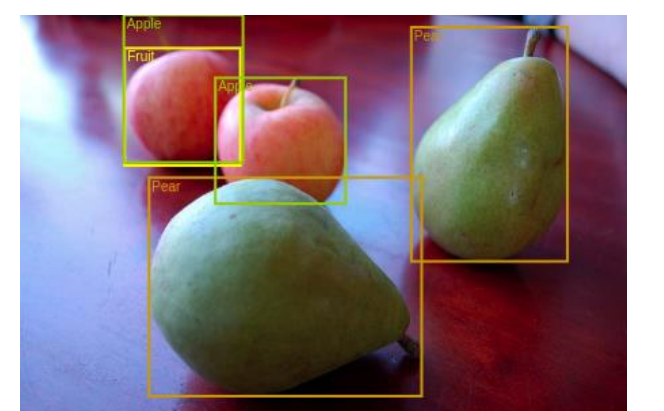
- Deploy expert in environment
- Deploy learner in environment
- Learner uses Robust IRL to learn expert's preferences
- Revise learned preferences to model interactions
- Perform decision making and planning for teamwork
- Solve the framework to obtain plan for spontaneous collaboration



Task #2: Uncertainty due to Imperfect Observations

Method: Integrate noisy observations with latent MaxEnt using an observation model

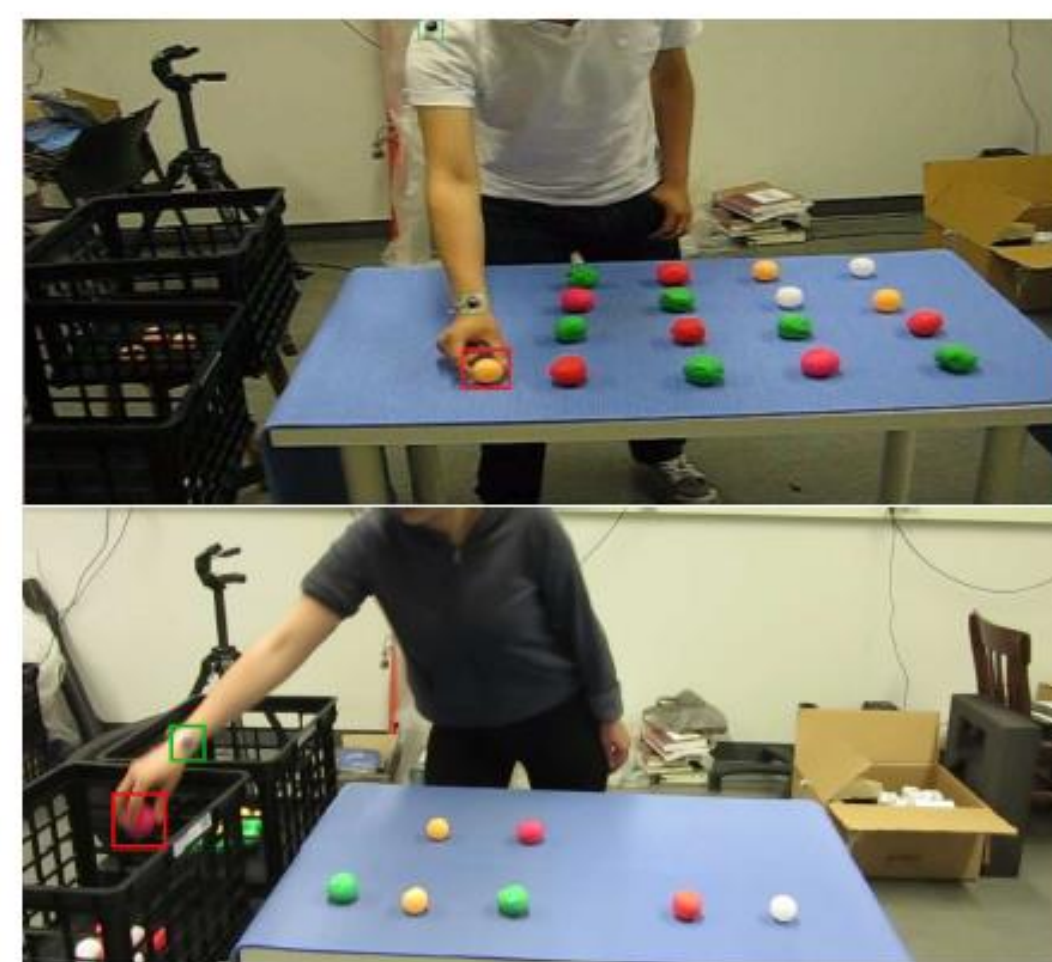
Proposed research: Learn the observation model and efficiently perform the optimization in the context of many variables



Task #1: Hidden Variables and Occlusion in Demonstrations

Method: EM formulation of maximum entropy IRL takes expectations over latent variables.

Proposed research: Extraneous perceptual features may help and build a deep learning architecture for improved recognition of state and action trajectories



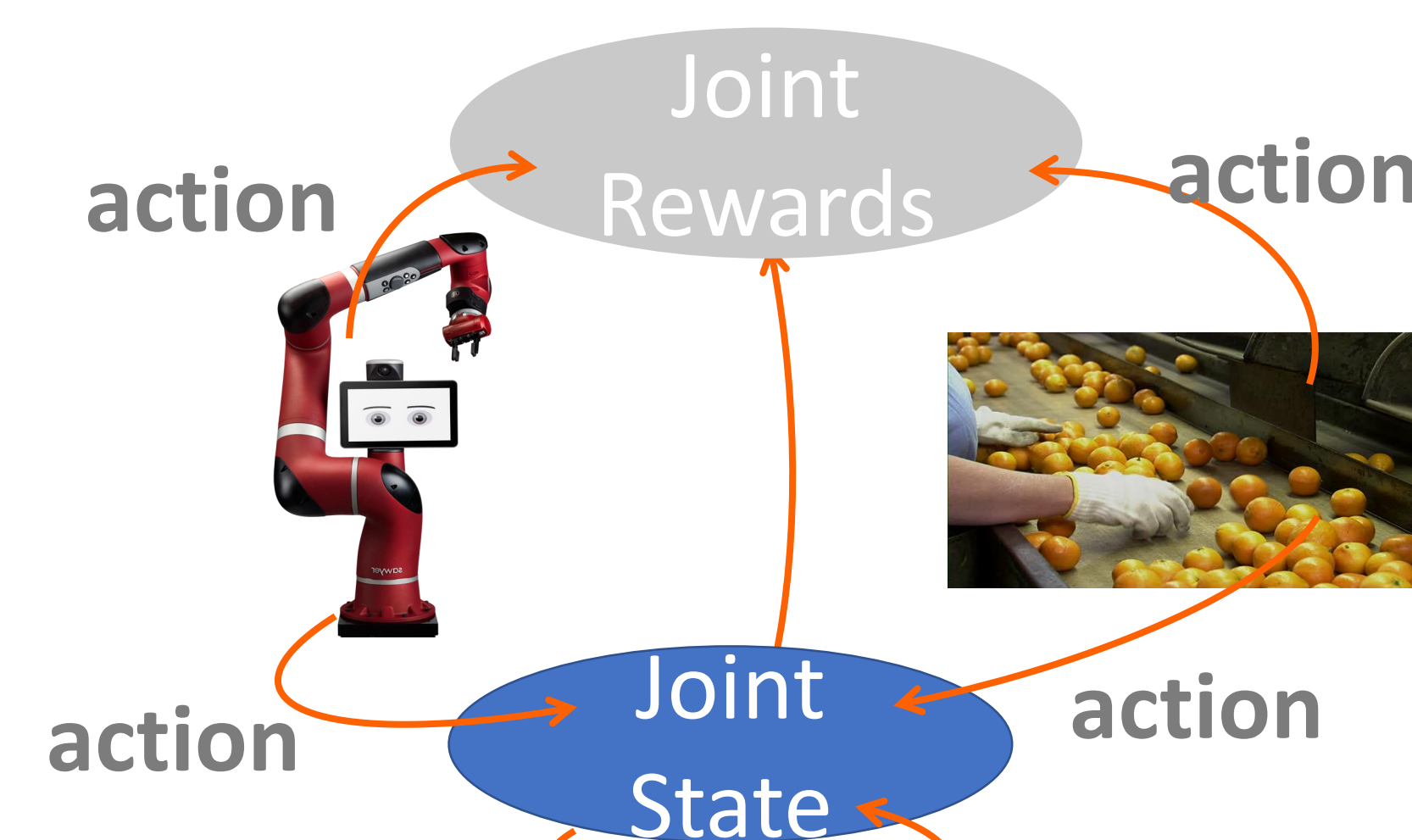
| Method | Correctly sorted | Balls dropped | Balls damaged |
|------------------------|------------------|---------------|---------------|
| MaxEnt IRL | 23 | 1 | 11 |
| IRL* | 21 | 3 | 5 |
| Hidden Data EM | 23 | 1 | 0 |
| Occlusion-free control | 23 | 1 | 0 |

(b)

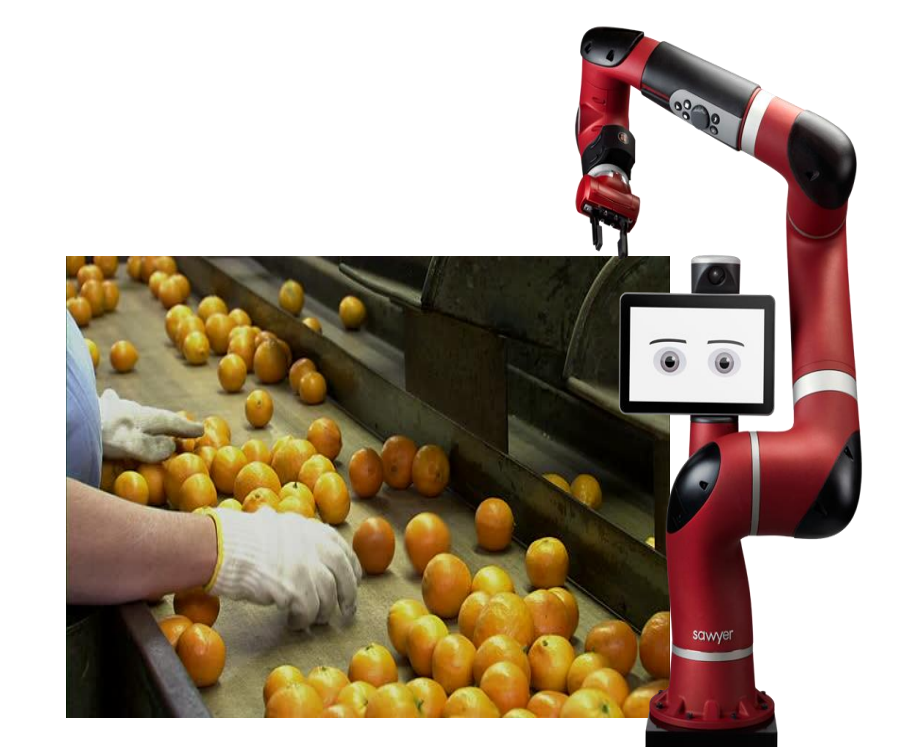


(c)

Task #3: Ad-Hoc collaboration between human and robot



Formulate DEC MDP to model collaboration and interactions. Solve using Bayesian learning



Spontaneously collaborate