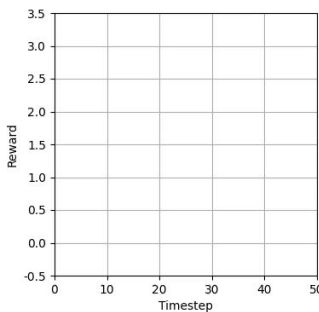
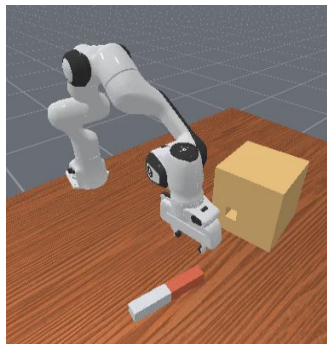


DEMO³

Multi-Stage Manipulation with Demonstration-Augmented Reward, Policy, and World Model Learning

Adrià López Escoriza, Nicklas Hansen, Stone Tao, Tongzhou Mu, Hao Su



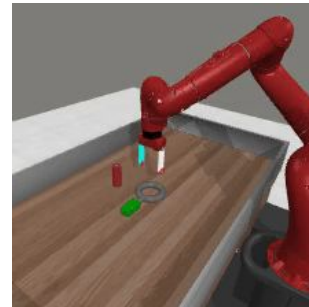
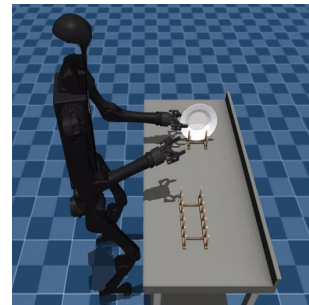
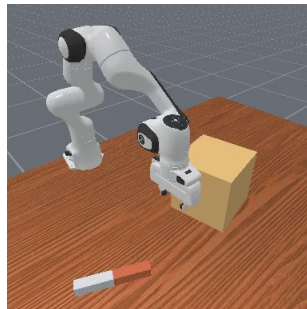
Long-horizon manipulation

Hard problem for RL

- **High precision** tasks
- **Complex reward** design
- **Large exploration** space



RL becomes too **inefficient**

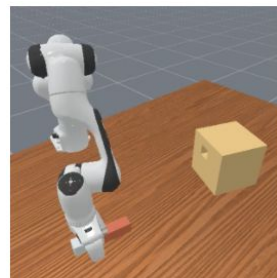


Multi-stage feedback

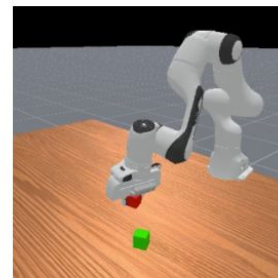
Long-horizon tasks have a **multi-stage structure**

Key idea:
Stage feedback + demos can guide learning

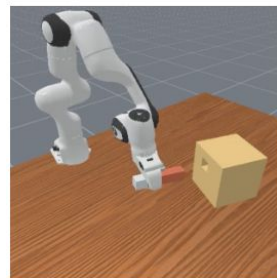
DEMO3:
Sample efficient RL for multi-stage manipulation



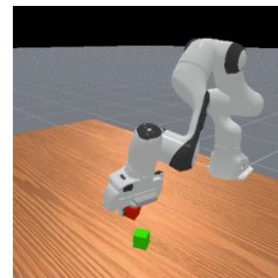
Stage 1: Grasp



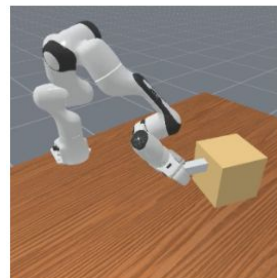
Stage 1: Grasp



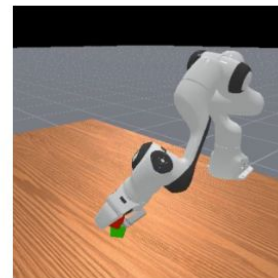
Stage 2: Align with hole



Stage 2: Hover over cube



Stage 3: Insert



Stage 3: Stack

How do we achieve this?



Demonstration to simultaneously learn:

- 1. Online reward function**
- 2. Policy pre-training**
- 3. World Model for planning**

How do we achieve this?

From images observations!

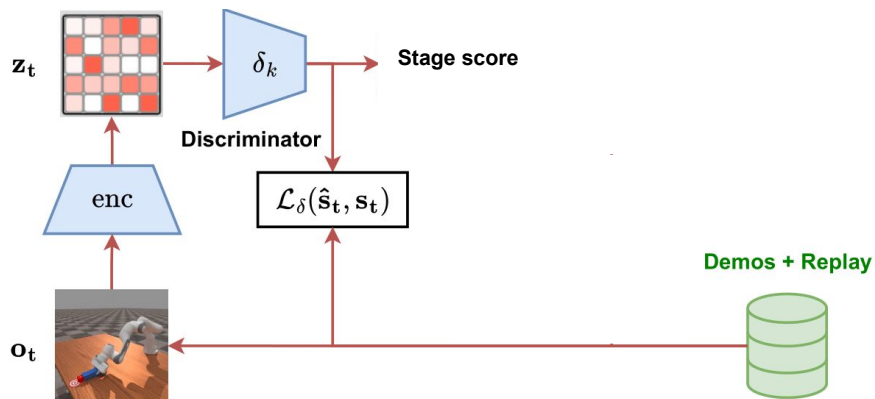
Demonstration to simulate

1. Online reward function
2. Policy pre-training
3. World Model for planning

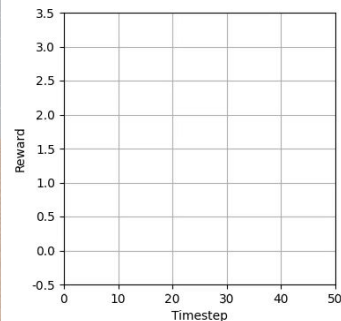
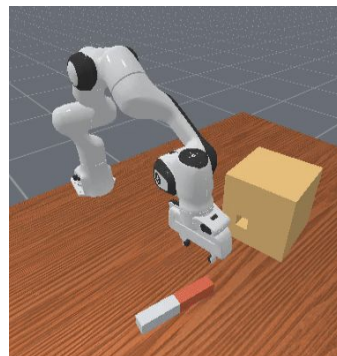
Online reward learning

Use demos for **online reward learning**:

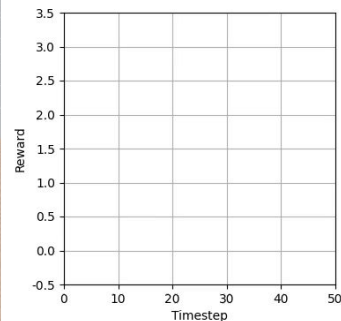
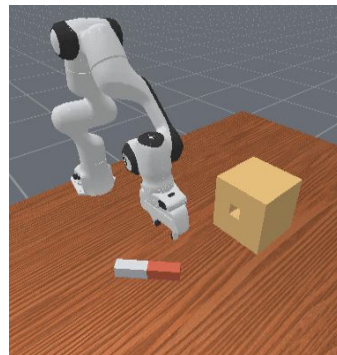
- Dataset: Demos + Replays
- Discriminator separates success / fail frames
- Policy trained on learned dense reward



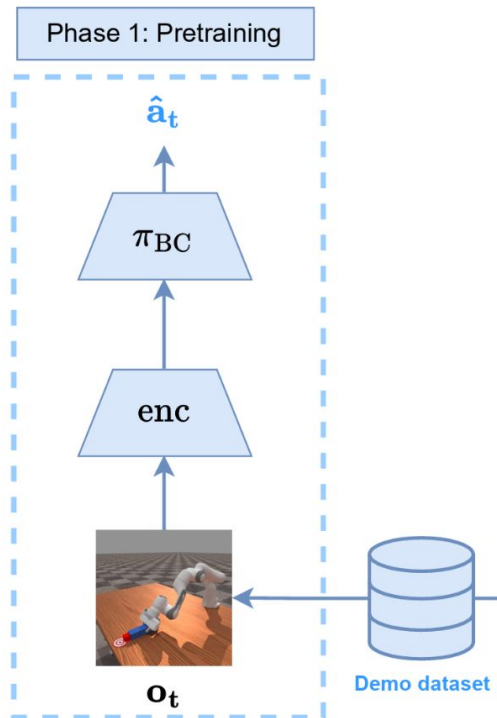
Successful rollout



Failed rollout



Policy pre-training

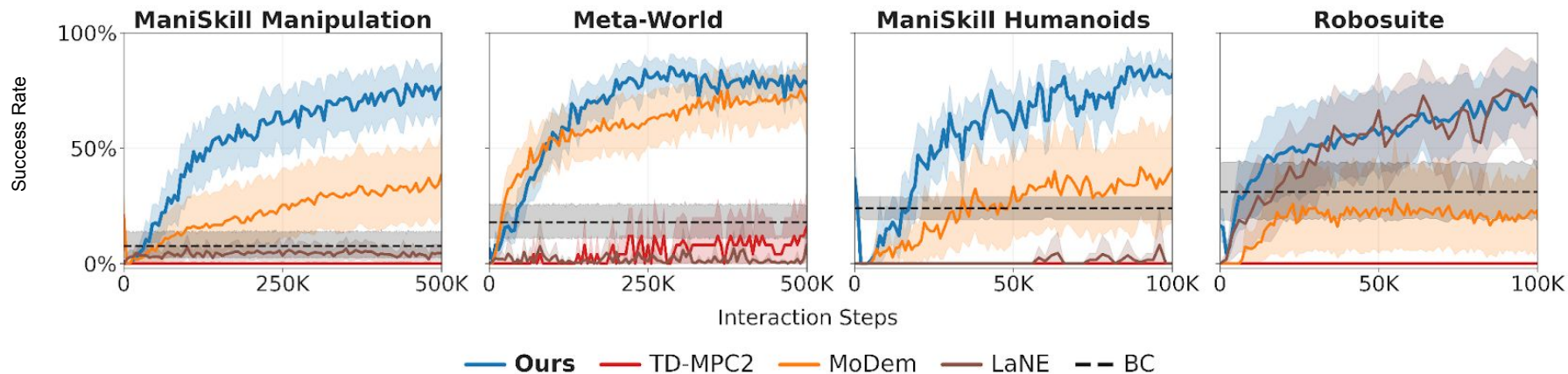
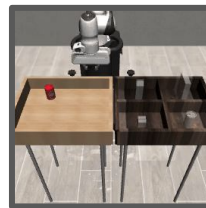
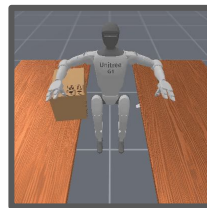
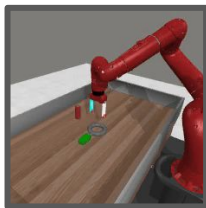
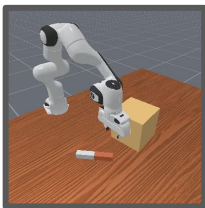


Behavioral cloning warm-starts **policy** and **encoder**

We sample from BC policy in **early stages**

Progressively transition to RL policy

Results: Sample Efficiency

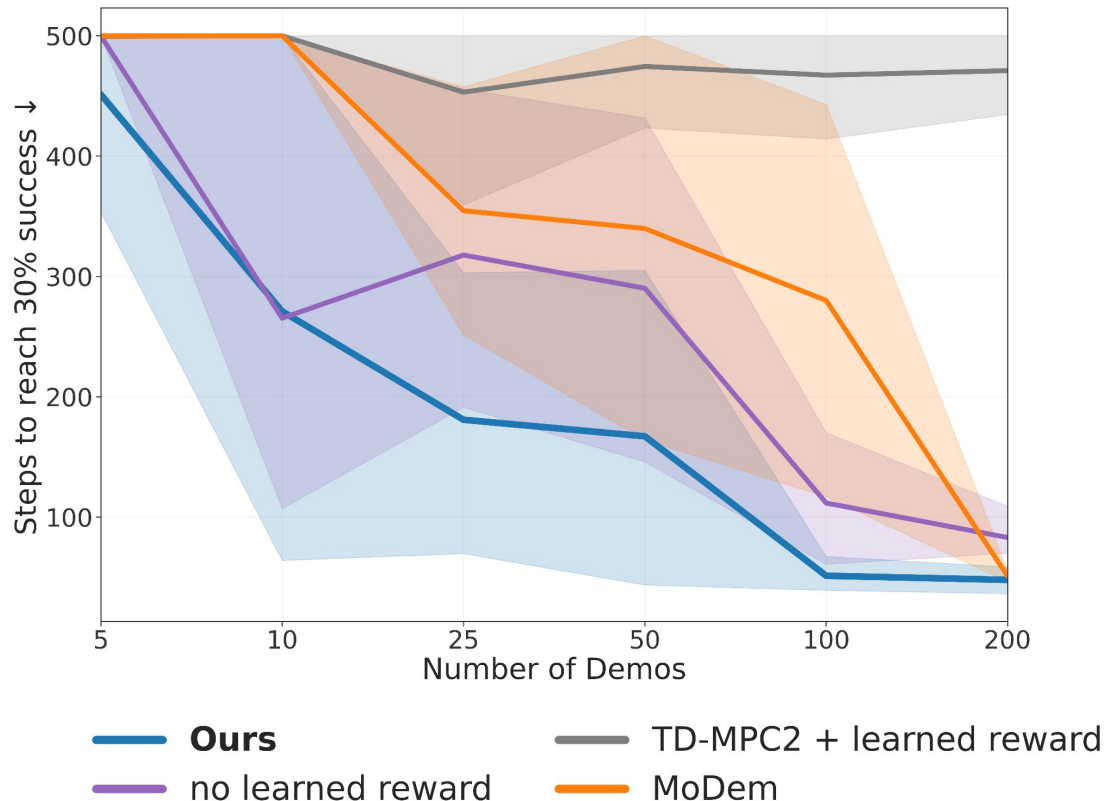


We solve hard tasks in < 100K Steps from **only images and sparse rewards**

Results: Demonstration Efficiency

DEMO3 excels at
demonstration efficiency

Hard tasks solved with **only 5**
demos



Thank you!

