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PPL: Predictive Preference Learning from Human Interventions

Haoyuan Cai, Zhenghao Peng, Bolei Zhou

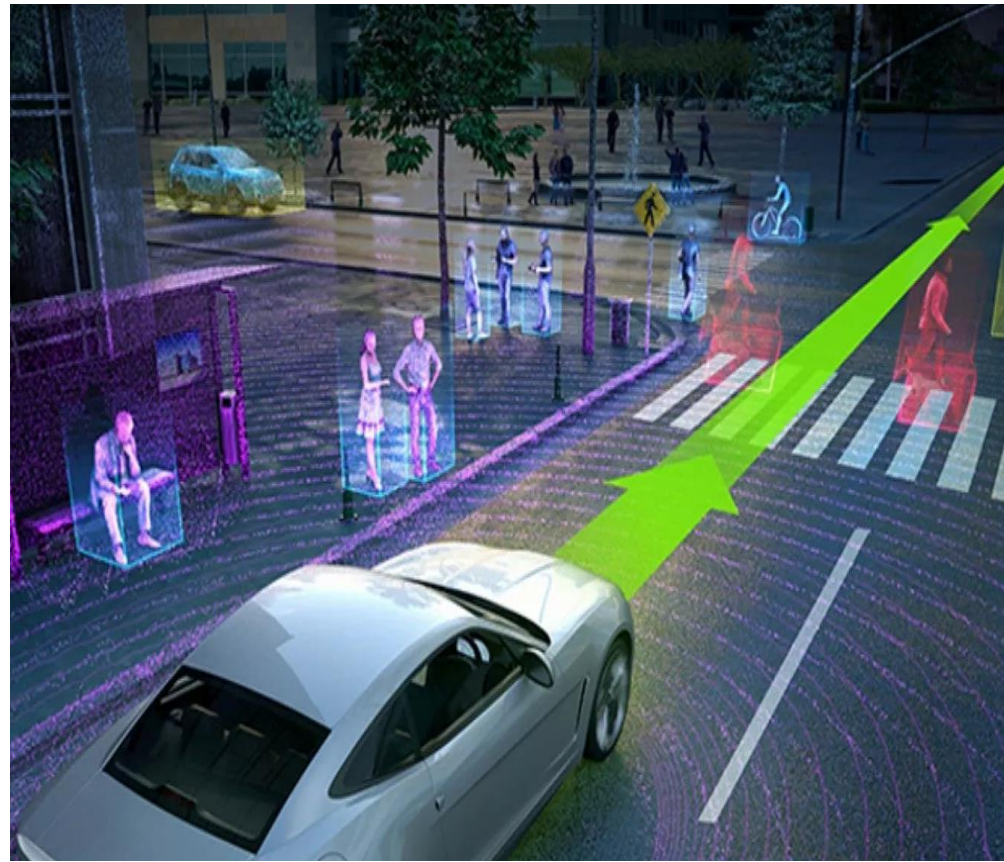
University of California, Los Angeles

NeurIPS 2025 **Spotlight**



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Interactive Imitation Learning from Human Interventions



Autonomous driving



Robot grasping

Human intervenes and demonstrates correct actions only when needed.

Goal:

Reduce human effort and training time.

MetaDrive - At Training Time



Baseline: Proxy Value Propagation (PVP)

Trajectory Prediction Model Guides Human Intervention

Human uses a gamepad to control the car.



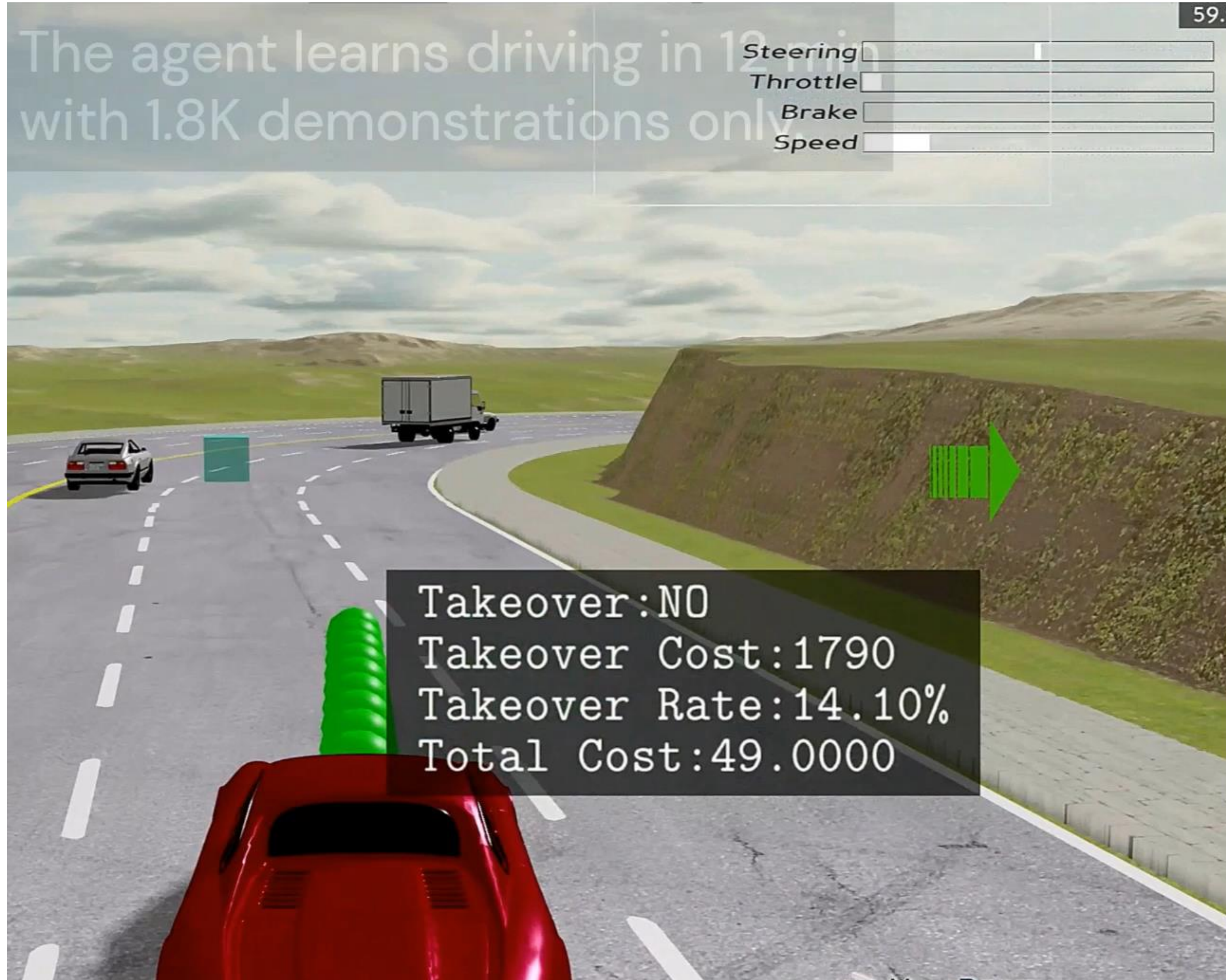
Ours: Predictive Preference Learning (PPL)

PPL Propagates Expert Interventions to Future Failures

Key Idea: Preference Learning on Predicted Future States



PPL trains a driving agent in 12 min & 1.8K demonstrations.



PPL Achieves 2x Improvement in Sample Efficiency

MetaDrive



— PPL (Ours) — PVP

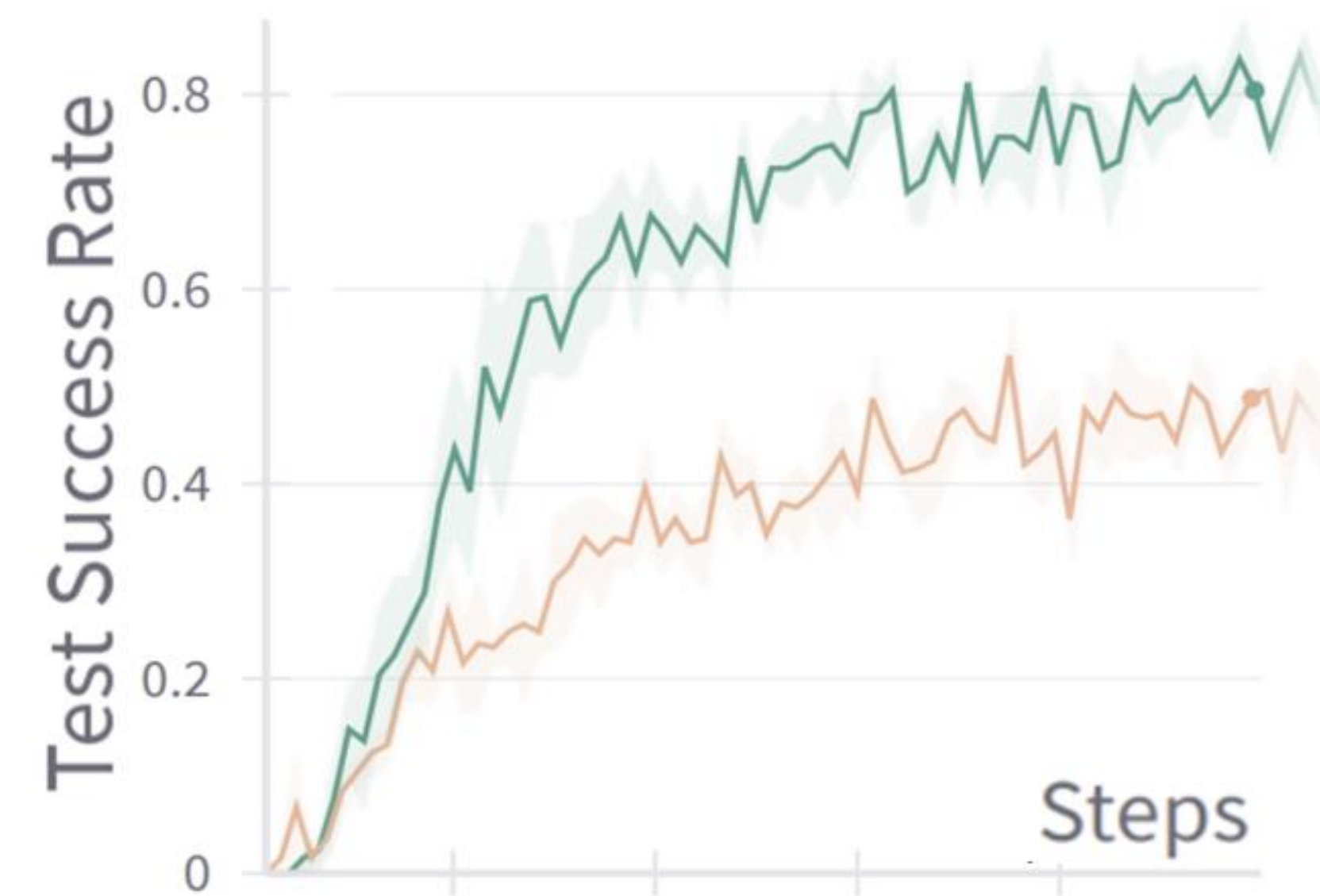
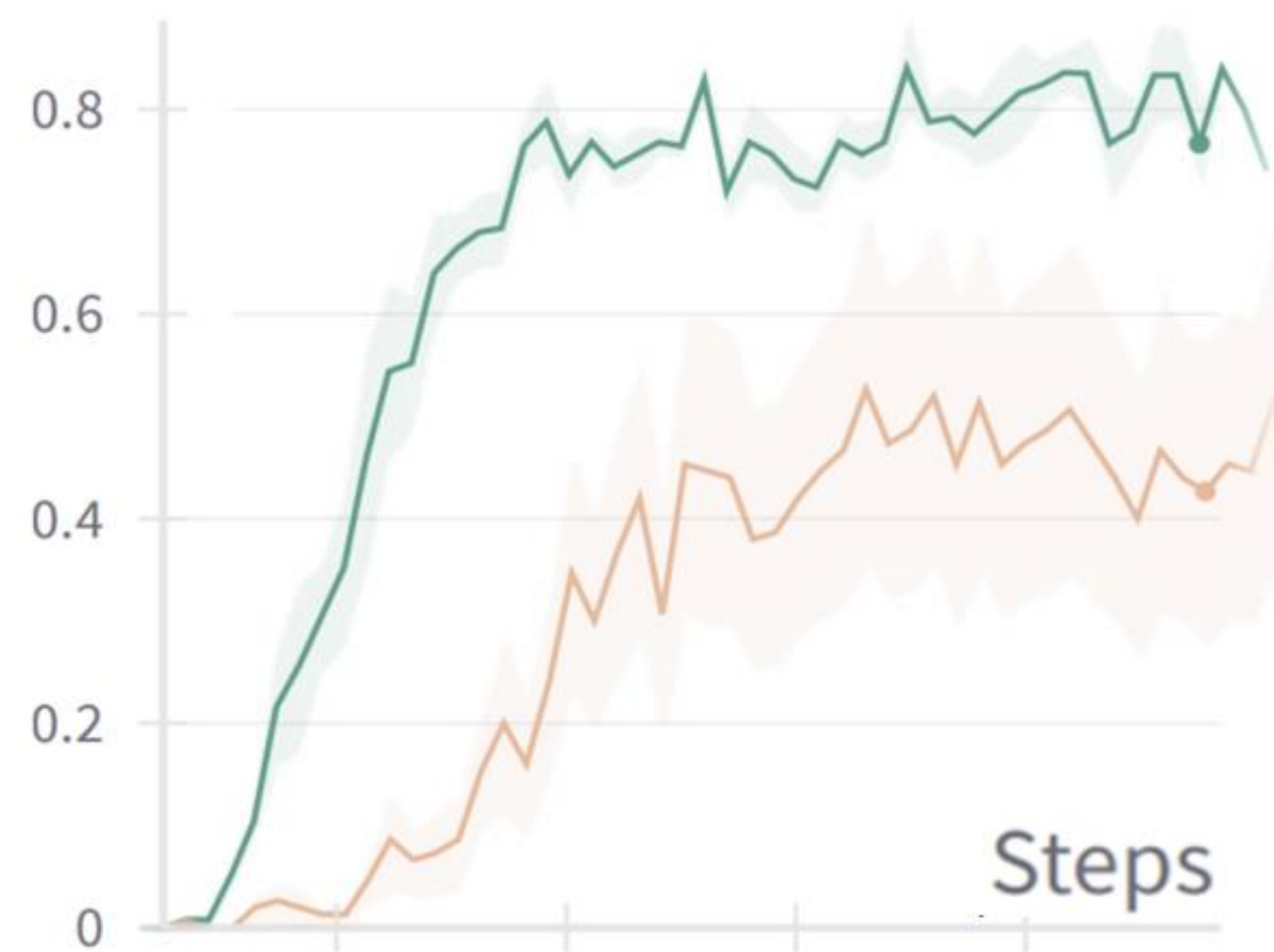


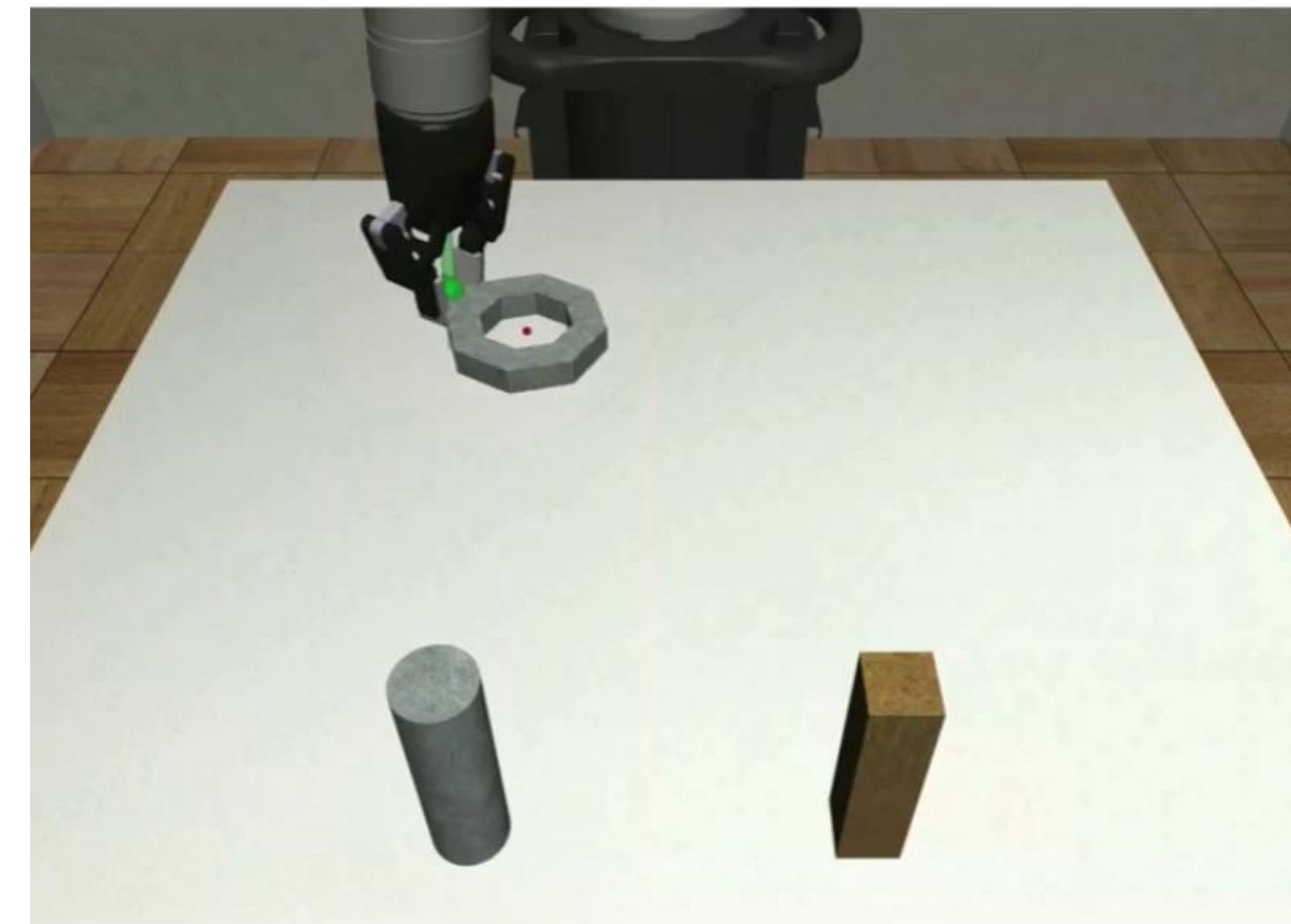
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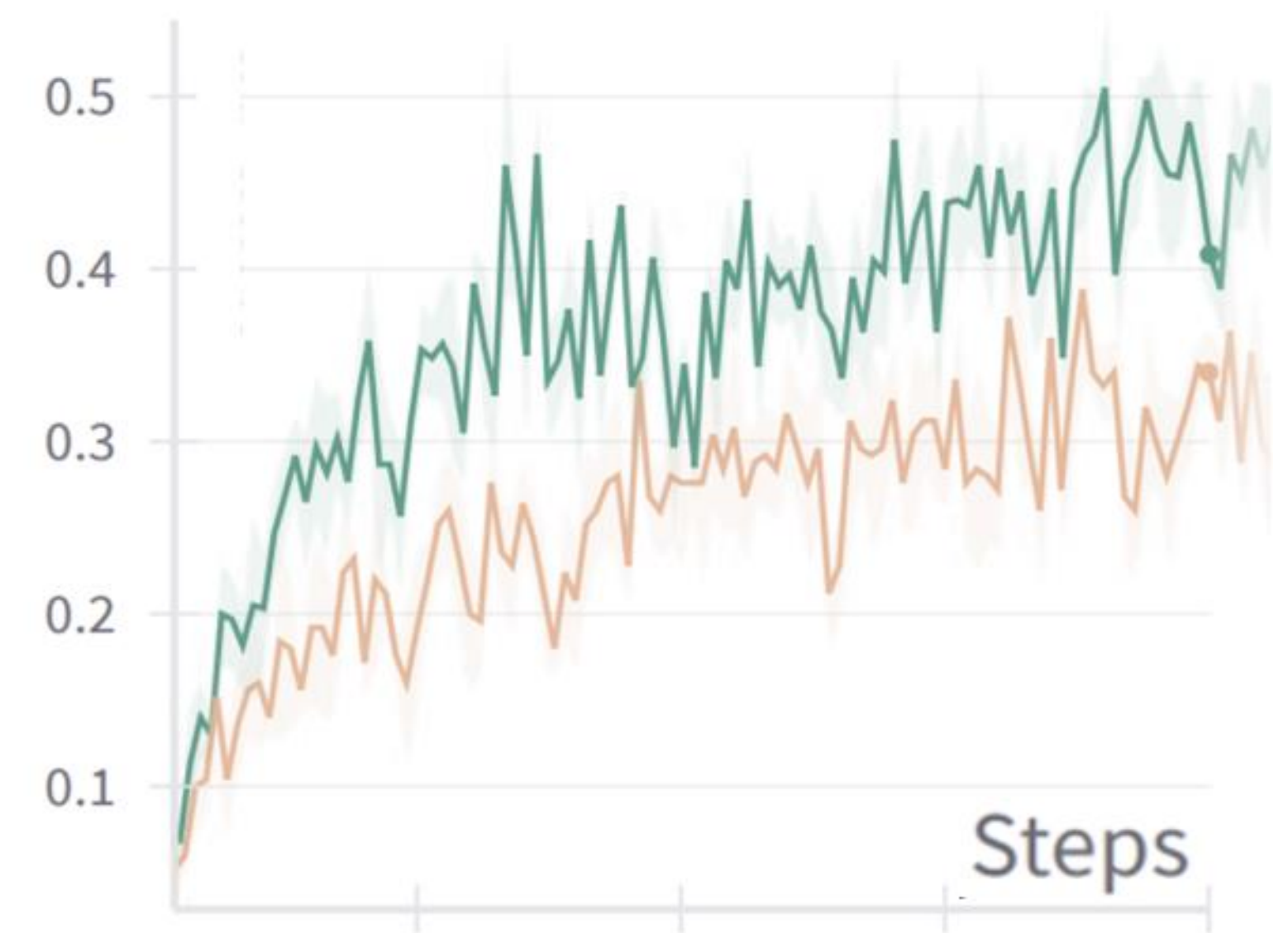
— PPL (Ours) — PVP



Nut Assembly



— PPL (Ours) — PVP



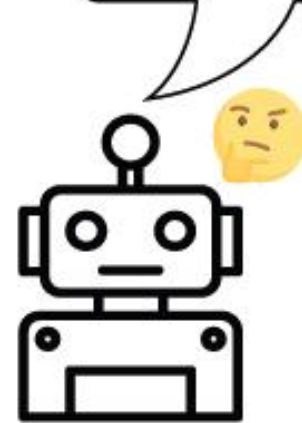
Predictive Preference Learning from Human Interventions

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1) Trajectory Prediction Facilitating Human Intervention

Can I turn right here?



You will crash soon!

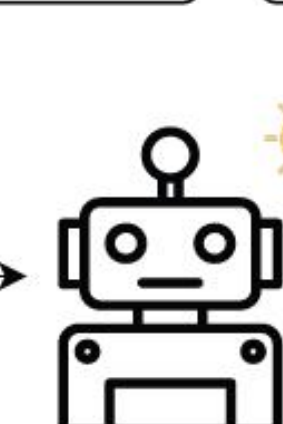
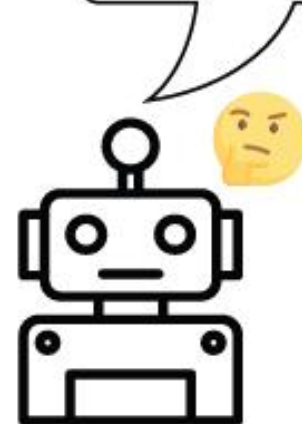


Let me help you.



2) Learning Human Preferences in Forecasted Rollouts

Human rejects my right-turn.



I understand human preferences in these states.



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