ELDEN makes RL exploration efficient by reasoning about local dependencies between objects.

**Method**

- **Ensembled dynamics model**
- **Dynamics model training**

\[ L_f = \left\| \delta s_{t+1} - \hat{\delta s}_{t+1} \right\| + \lambda \left\| \frac{\partial \delta s_{t+1}}{\partial [s_t, a_t]} \right\| \]

\[ \text{prediction error} \]

\[ \text{regularization} \]

**Results**

- **Crafter**
  - Initial state
  - Goal state
  - Technology tree
  - **Mini-Behavior: Thawing**
  - **Mini-Behavior: Car Wash**

- **Kitchen**
  - Initial state
  - Goal state
  - **butler**
  - **meatball**