

MBRL needs online world models

Tackling non-stationarity, forgetting... Follow-The-Leader Online Learning

$$\forall t, \mathbf{w}_t = \operatorname*{arg\,min}_{\mathbf{w} \in \mathcal{S}} \sum_{i=1}^{t-1} \ell_i(\mathbf{w})$$

Deep world models with replay?

 $\forall t, \theta_t = \arg\min \mathbb{E}_{\mathcal{D}_{t-1}} \| f_{\theta}(\mathbf{s}, \mathbf{a}) - \mathbf{s}' \|_2^2$

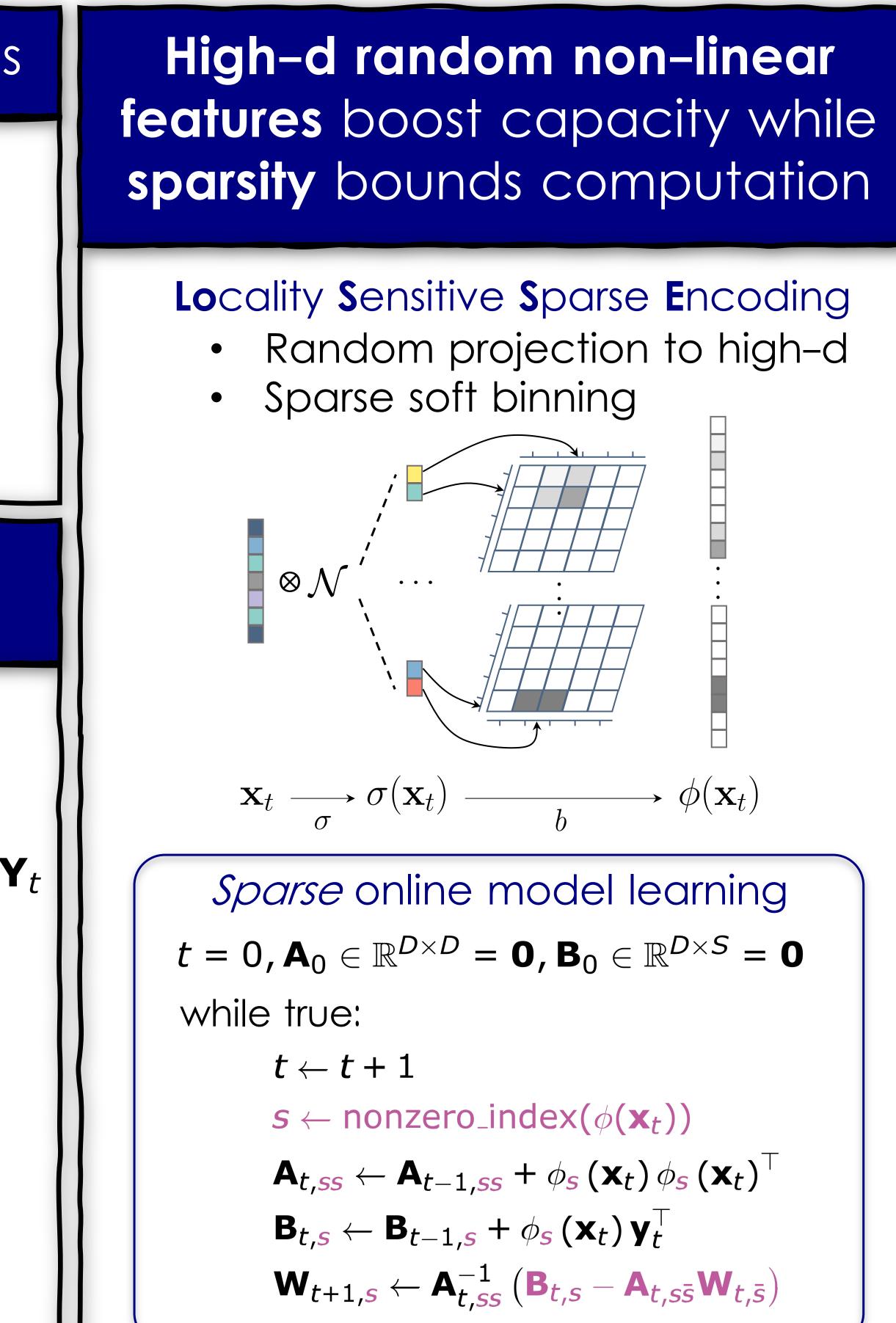
Linear models learn online analytically & incrementally

$\forall t, \mathbf{W}_t = \underset{\mathbf{W} \in \mathbb{R}^{D \times S}}{\operatorname{argmin}} \ \mathbf{\Phi}_{t-1} \mathbf{W} - \mathbf{Y}_{t-1} \ _F^2$
\Leftrightarrow

 $\mathbf{W}_{t+1} = \mathbf{A}_t^{-1} \mathbf{B}_t$, where $\mathbf{A}_t = \mathbf{\Phi}_t^{\top} \mathbf{\Phi}_t$, $\mathbf{B}_t = \mathbf{\Phi}_t^{\top} \mathbf{Y}_t$

Online model learning $t = 0, \mathbf{A}_0 \in \mathbb{R}^{D \times D} = \mathbf{0}, \mathbf{B}_0 \in \mathbb{R}^{D \times S} = \mathbf{0}$ while true: $t \leftarrow t + 1$ $\mathbf{A}_t \leftarrow \mathbf{A}_{t-1} + \phi(\mathbf{x}_t) \phi(\mathbf{x}_t)^{\top}$ $\mathbf{B}_t \leftarrow \mathbf{B}_{t-1} + \phi(\mathbf{x}_t) \mathbf{y}_t^{\top}$ $\mathbf{W}_{t+1} \leftarrow \mathbf{A}_t^{-1} \mathbf{B}_t$

Locality Sensitive Sparse Encoding for Learning World Models Online Zichen Liu¹², Chao Du¹, Wee Sun Lee², Min Lin¹ ¹Sea AI Lab ²NUS



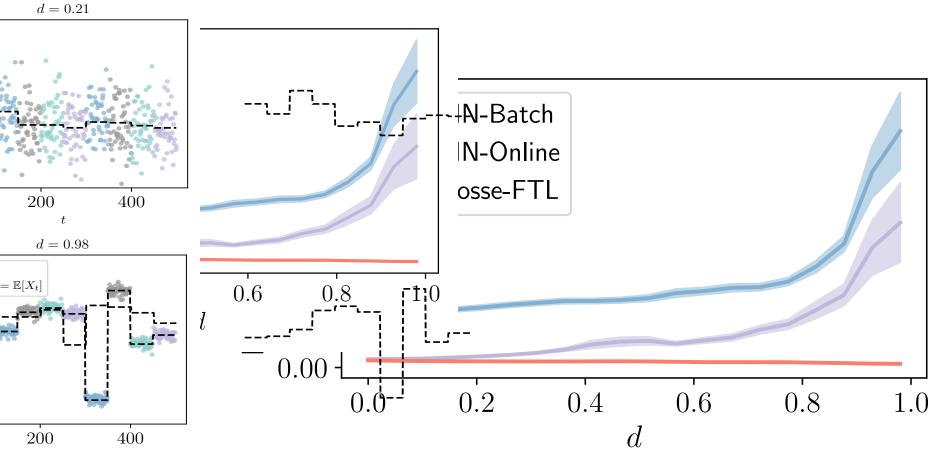
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Sparse Real-value 9 16 NN - - 0.36 0.3 Fourier X ✓ 0.32 0.3 ReLU ✓ ✓ 0.35 0.3 Tile Code ✓ X 0.36 0.3 Losse ✓ ✓ 0.28 0.2 Error of MNIST-recode	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$
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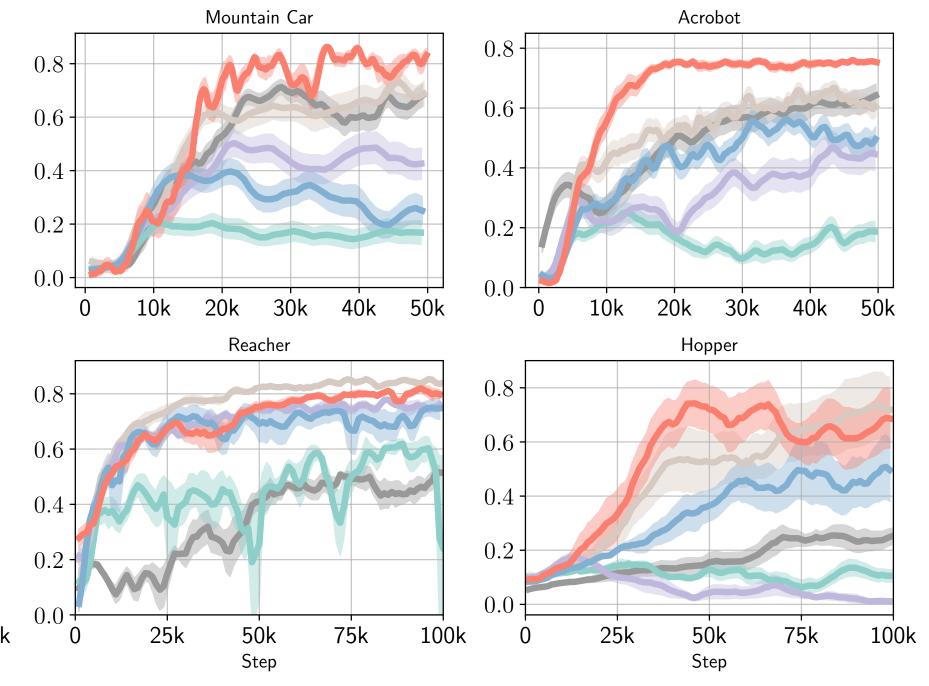
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Non-stationary stream learning



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without replay buffer ual learning techniques