



Discrete Codebook World Models for Continuous Control

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Arno Solin, Joni Pajarinen

University of Edinburgh
Finnish Center for Artificial Intelligence (FCAI)
Aalto University

World Models

$$p(s_{t+1}, r_t \mid s_t, a_t)$$

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$$p(\boxed{s_{t+1}}, r_t \mid s_t, a_t)$$

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World Models

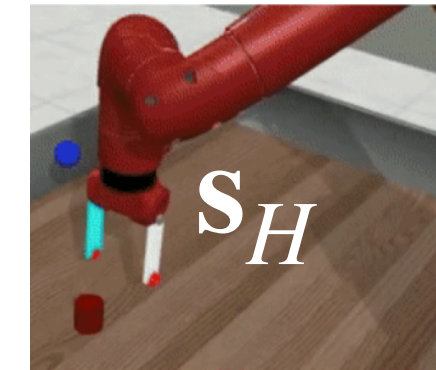
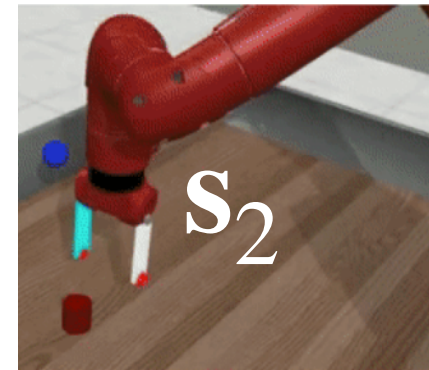
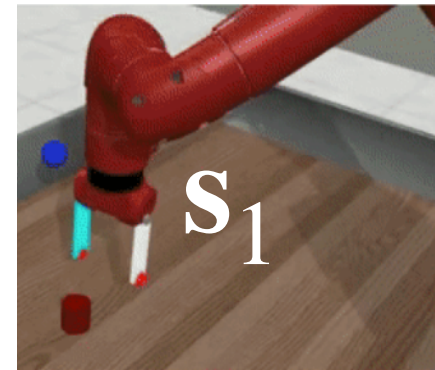
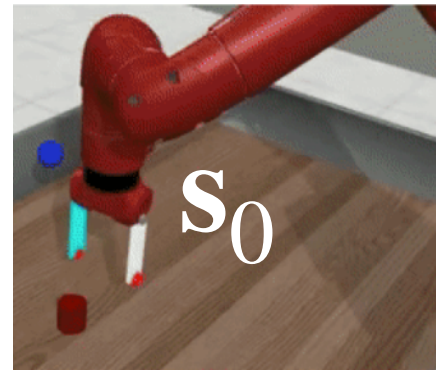
$$p(s_{t+1}, r_t \mid \boxed{s_t}, a_t)$$

World Models

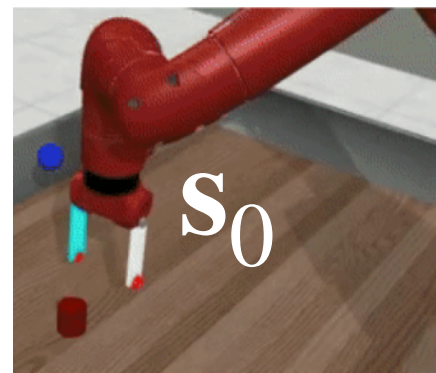
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World Models

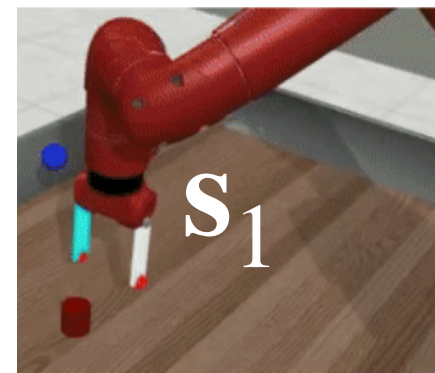
World Models



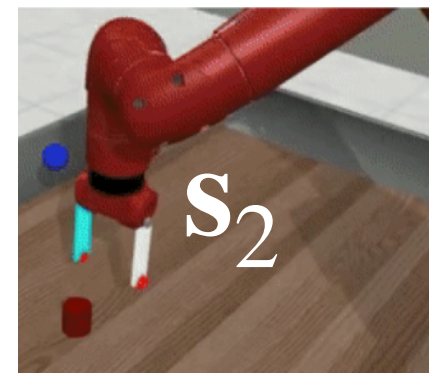
World Models



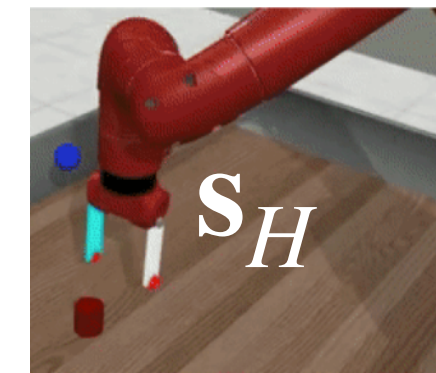
Encoder



Encoder

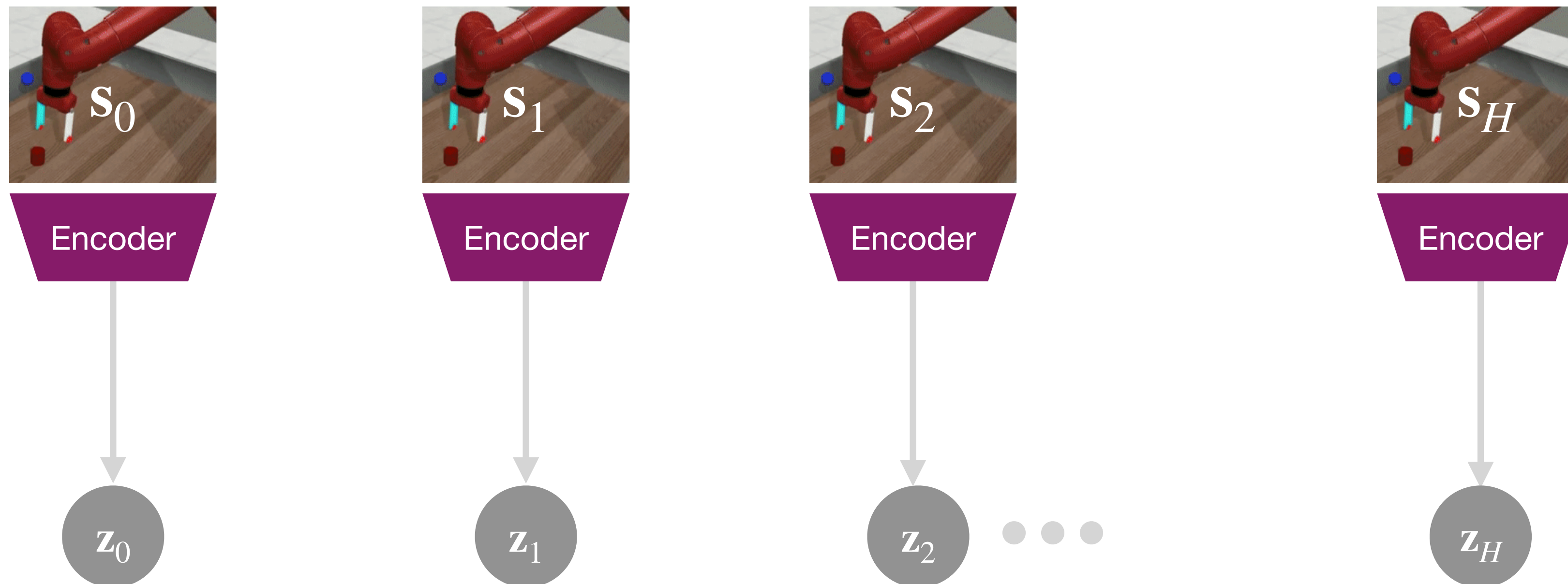


Encoder

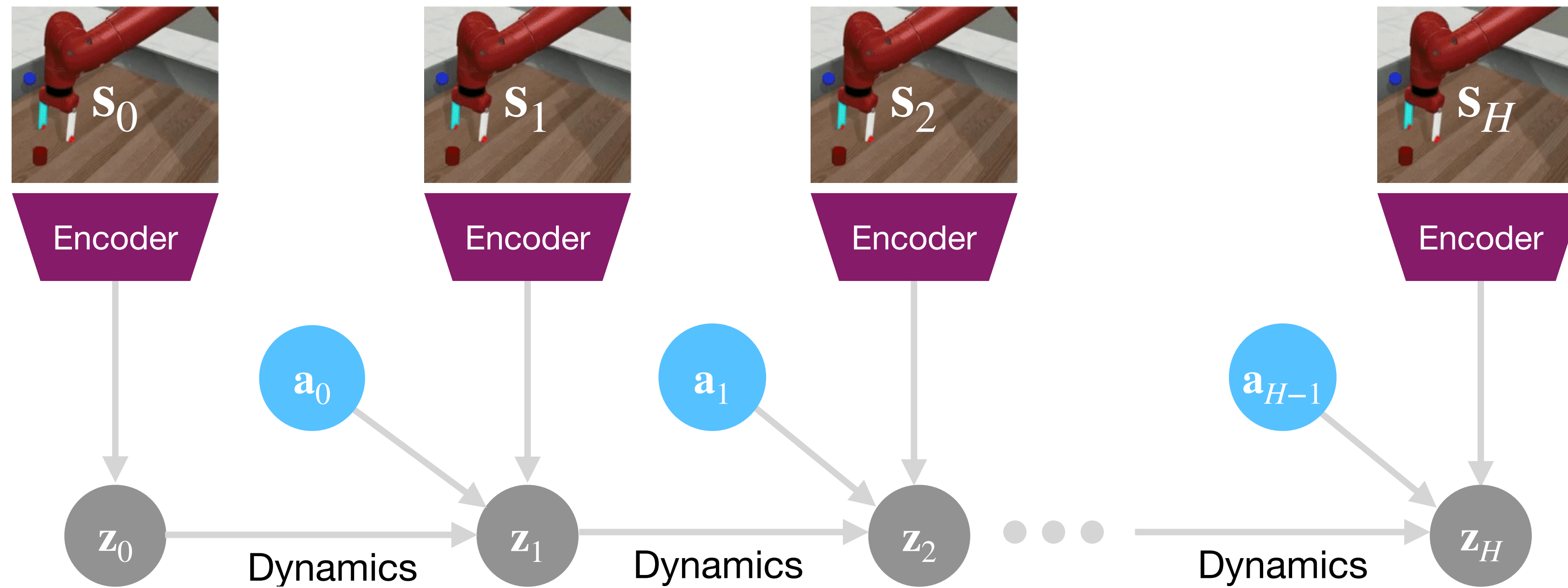


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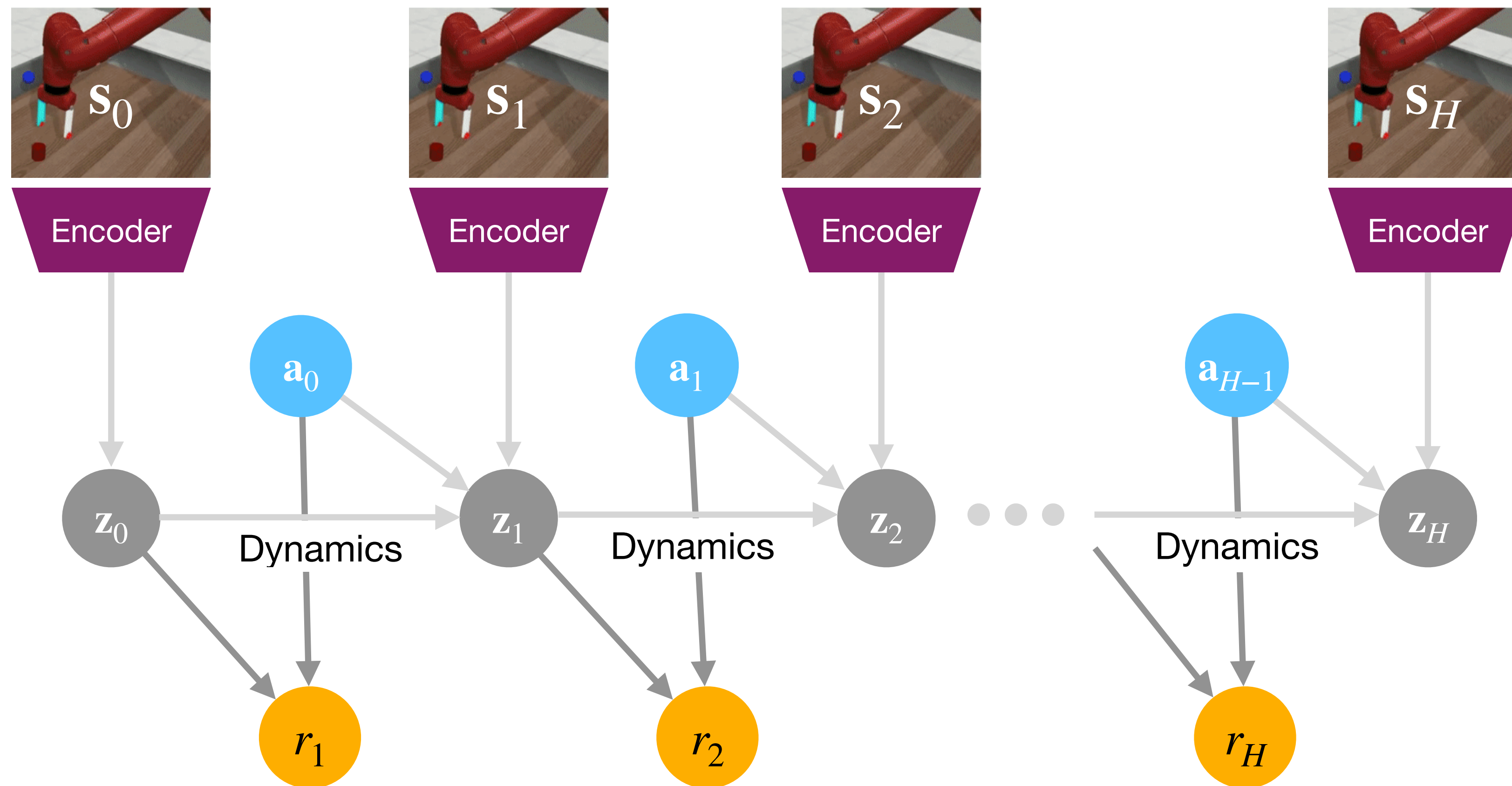
World Models



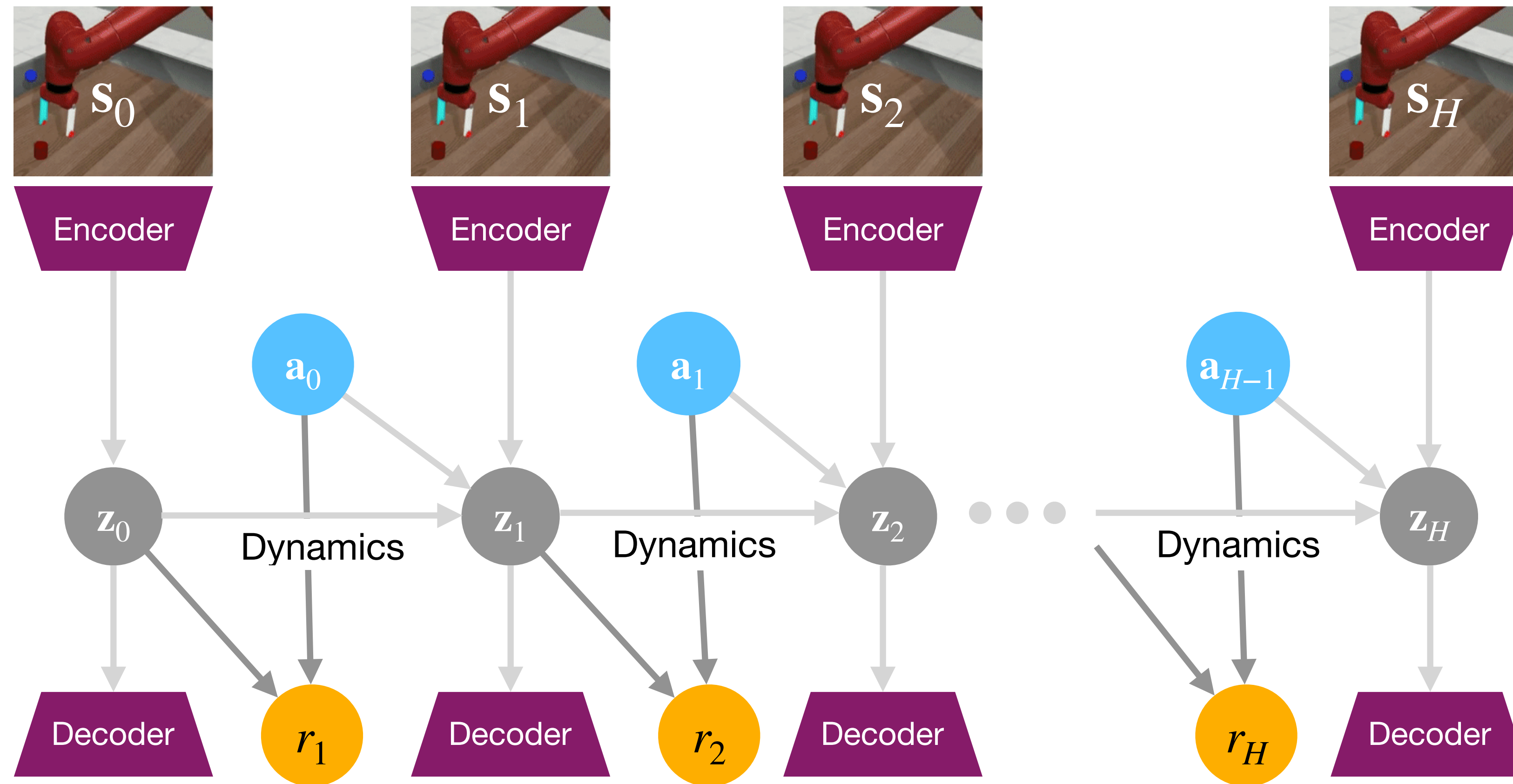
World Models



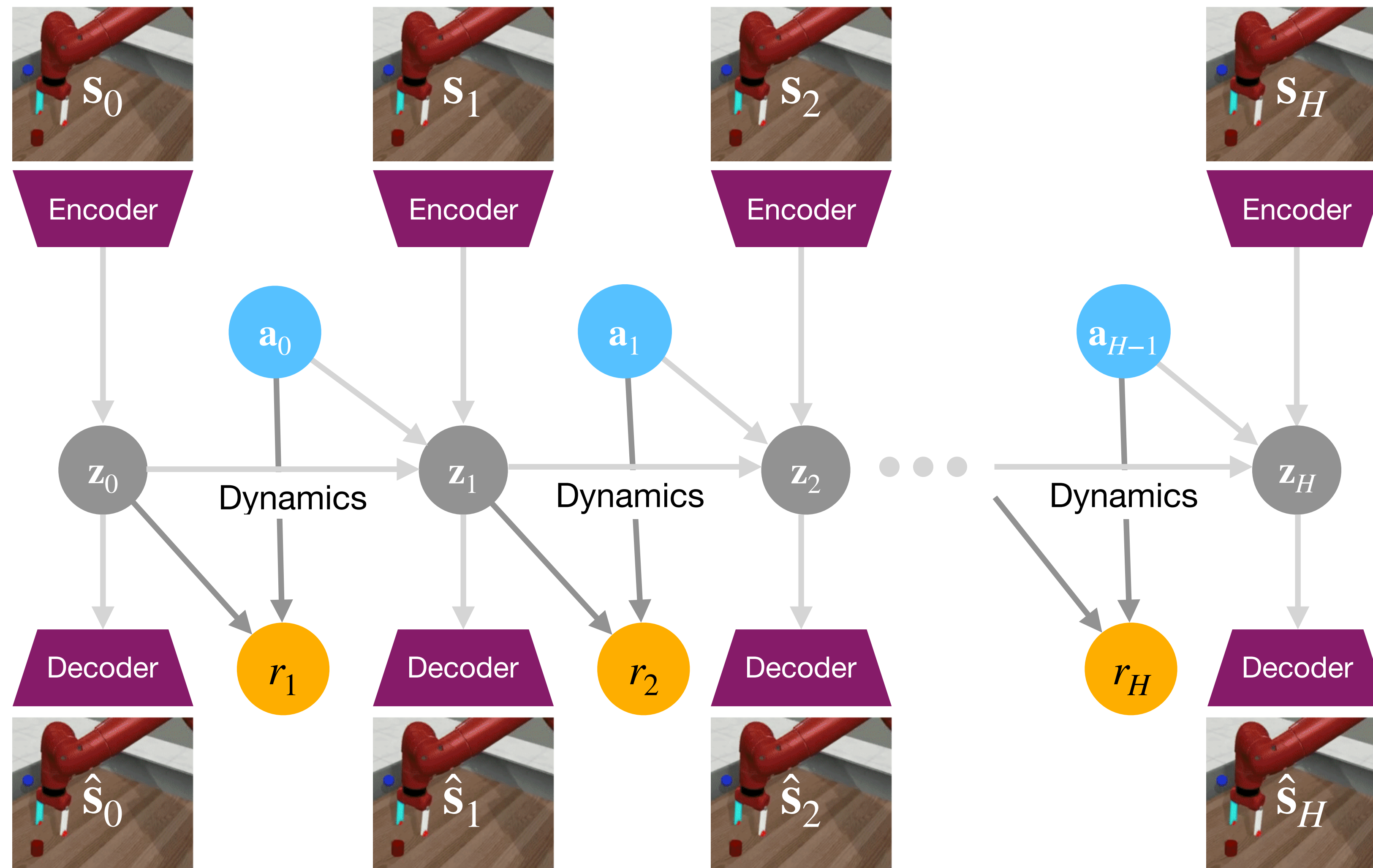
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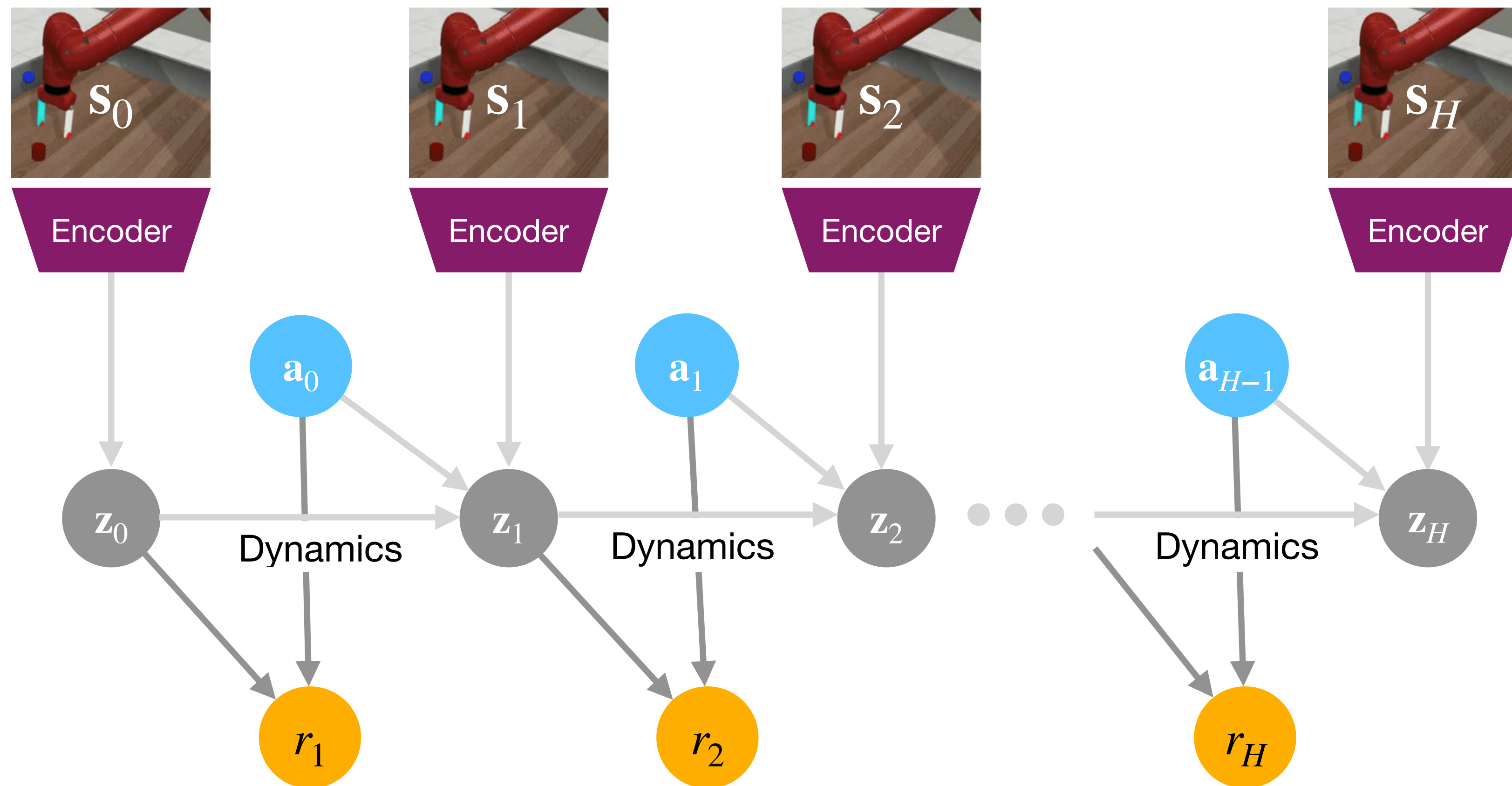
World Models



World Models



World Models



Latent Space Design Choices

Latent Space Design Choices

	Discrete Latent States?	Discrete Encoding Type	Stochastic Dynamics?	Reconstruction?
DreamerV3	✓	One-hot	✓	✓
TD-MPC2	✗	N/A	✗	✗

Danijar Hafner, et al. Mastering diverse domains through world models. arXiv preprint arXiv:2301.04104, 2023.

Nicklas Hansen, et al. TD-MPC2: Scalable, Robust World Models for Continuous Control. In The Twelfth International Conference on Learning Representations, October 2023.

Latent Space Design Choices

1. Do discrete latent spaces offer benefits over continuous ones?

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1. Do discrete latent spaces offer benefits over continuous ones?
2. How does the choice of discrete encoding (e.g., one-hot, label, or codebook encodings) affect performance?
3. Are there advantages to modelling the latent dynamics stochastically rather than deterministically?

Latent Space Design Choices

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Latent Space Design Choices

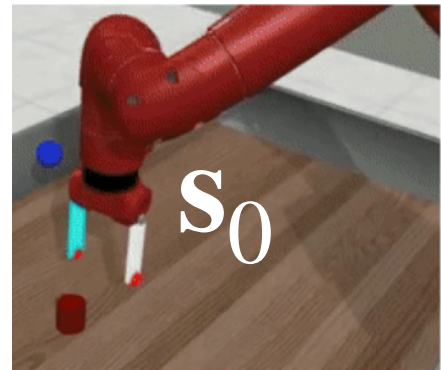
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TD-MPC2	✗	N/A	✗	✗
DC-MPC (ours)	✓	Codebook	✓	✗

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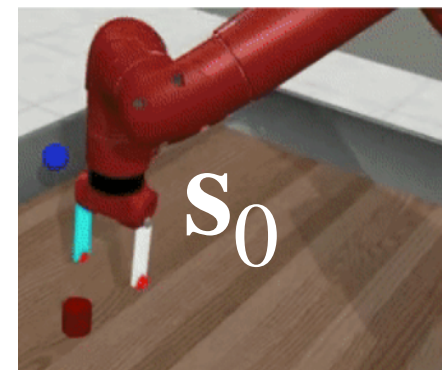
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DC-MPC: World Model Training

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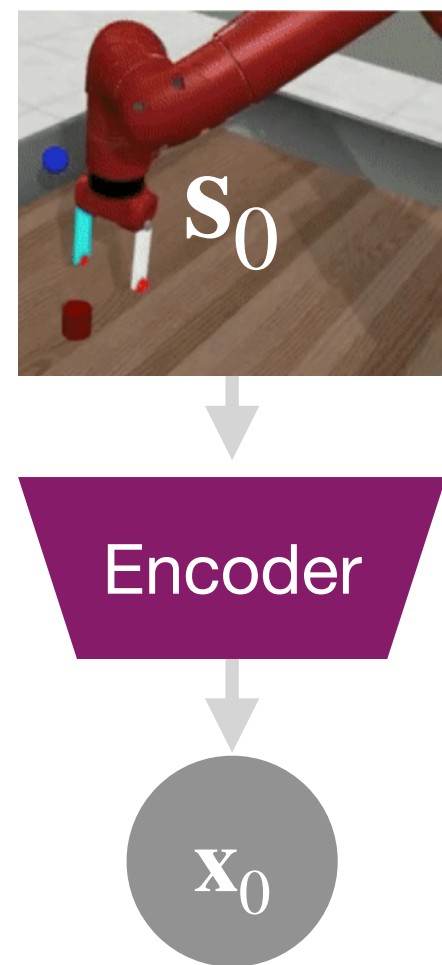


DC-MPC: World Model Training

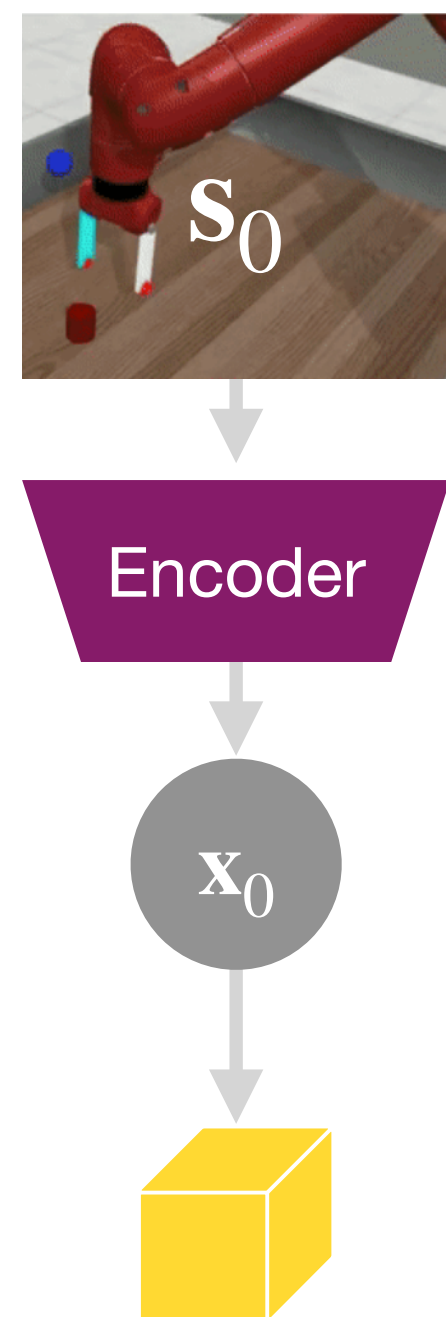


Encoder

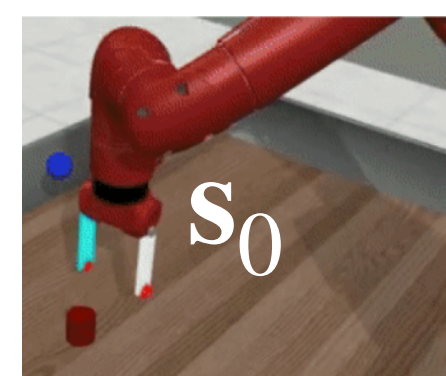
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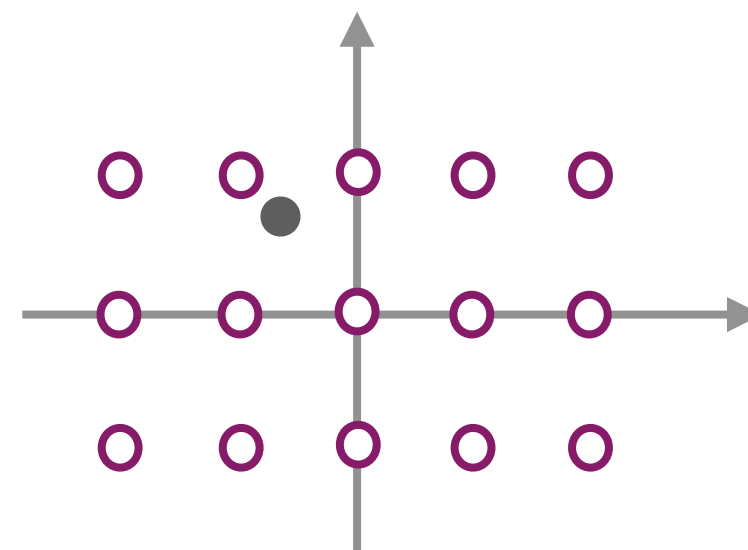
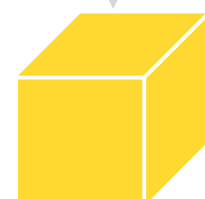


DC-MPC: World Model Training



Encoder

$\mathbf{x}_0$



Codebook $\mathcal{C}$

$\mathbf{c}^{(1)}$



$\mathbf{c}^{(2)}$



$\mathbf{c}^{(3)}$

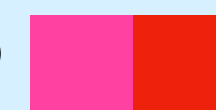


⋮

⋮

⋮

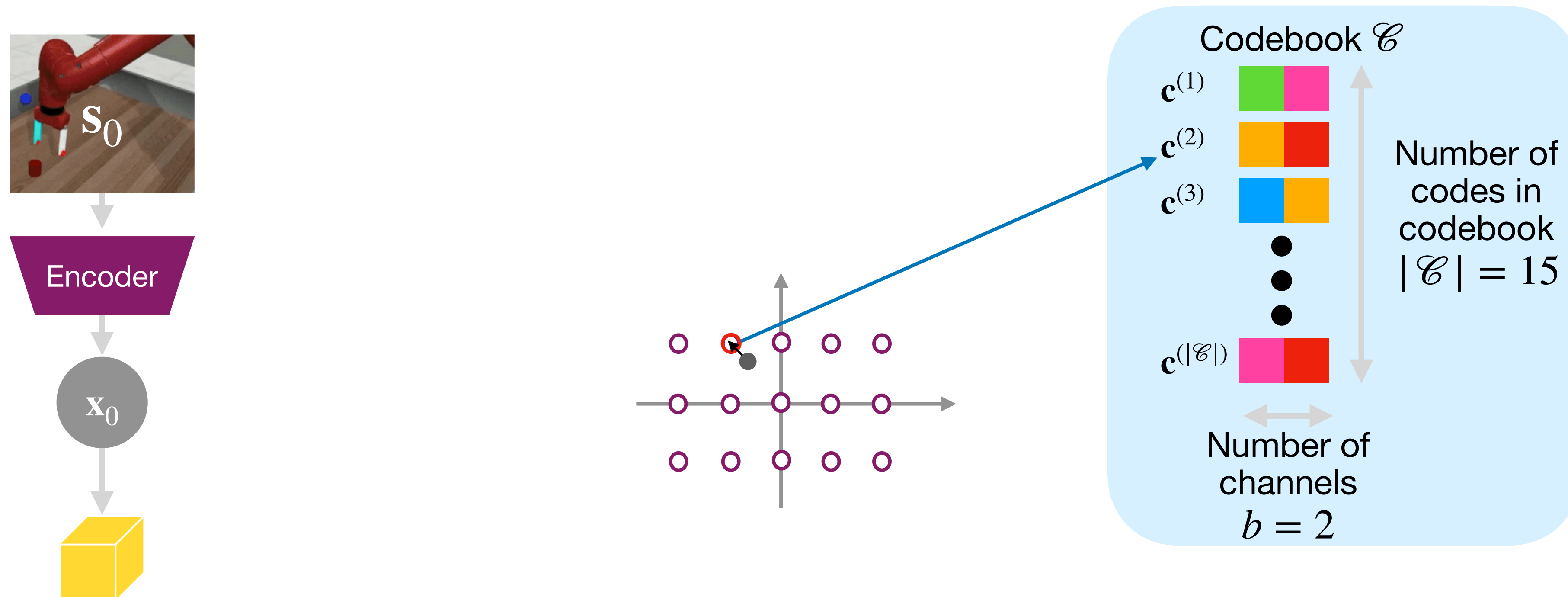
$\mathbf{c}^{(|\mathcal{C}|)}$



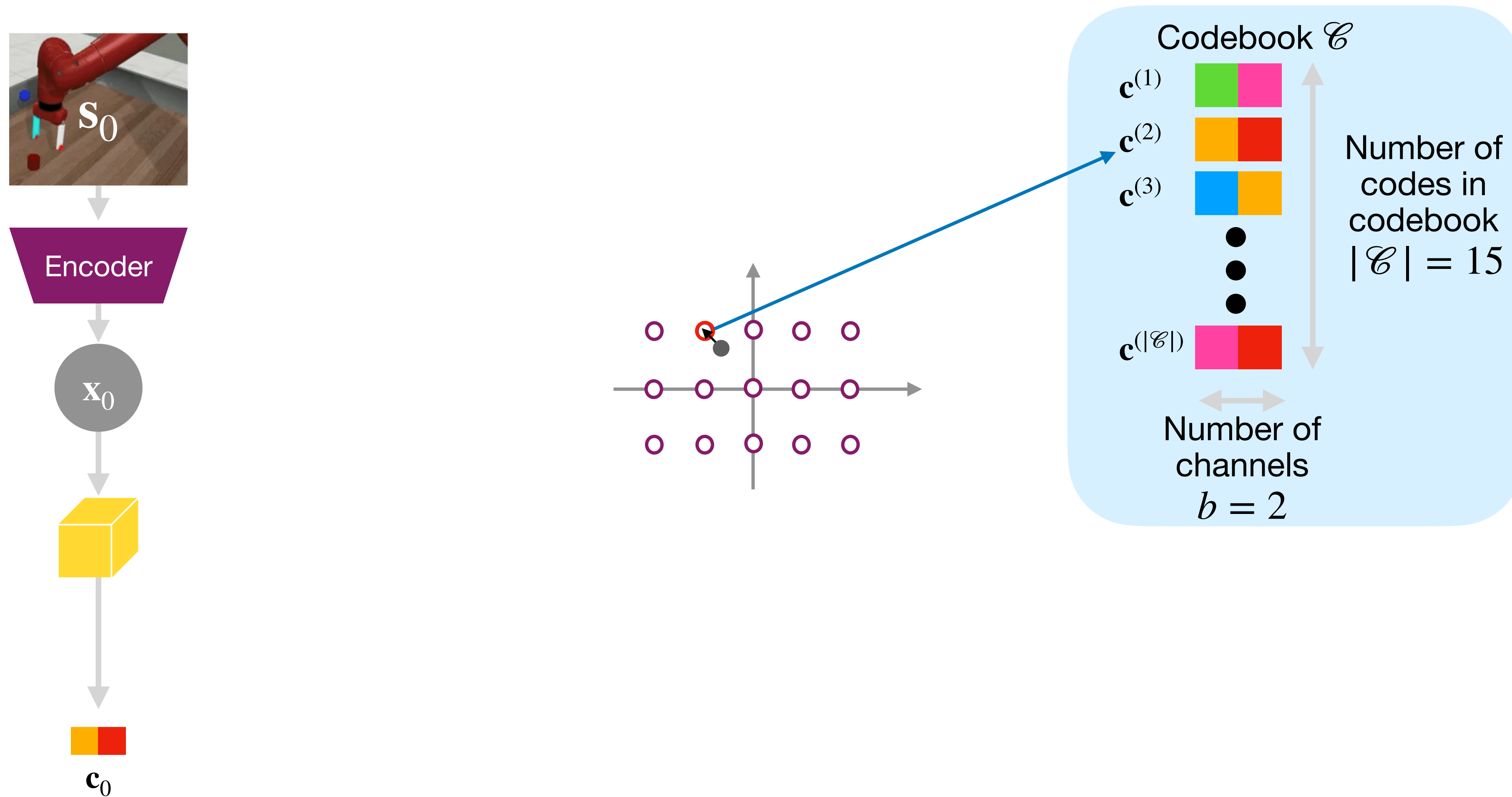
Number of
codes in
codebook
 $|\mathcal{C}| = 15$

Number of
channels
 $b = 2$

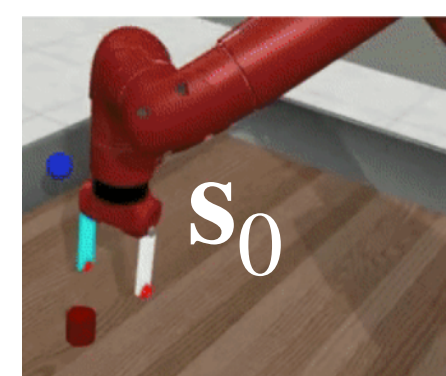
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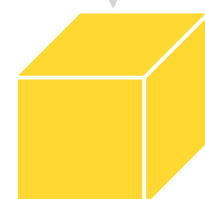


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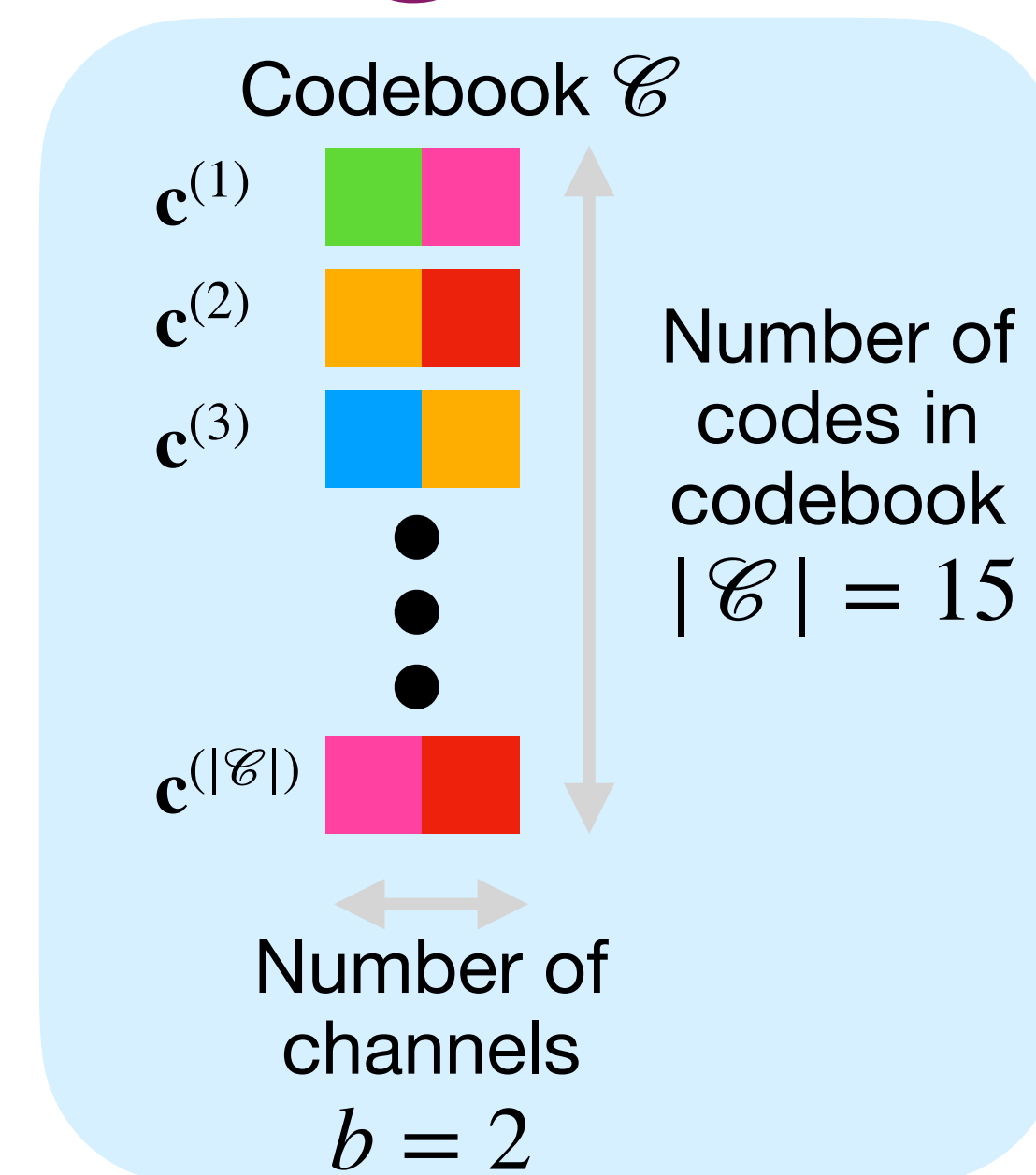


Encoder

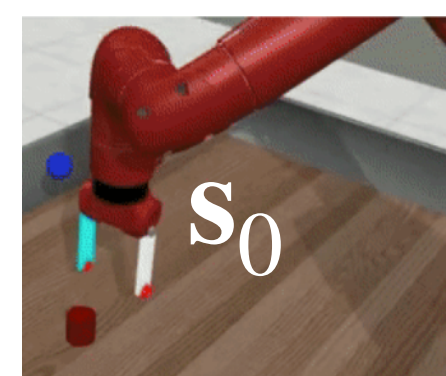
$\mathbf{x}_0$



$\mathbf{c}_0$

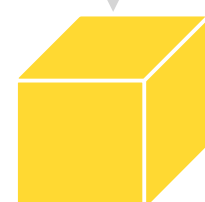


DC-MPC: World Model Training



Encoder

$\mathbf{x}_0$



$\mathbf{c}_0$

Dynamics

$\mathbf{a}_0$

$p(\mathbf{c}_1 | \mathbf{c}_0, \mathbf{a}_0)$

Codebook $\mathcal{C}$

$\mathbf{c}^{(1)}$



$\mathbf{c}^{(2)}$



$\mathbf{c}^{(3)}$



$\vdots$

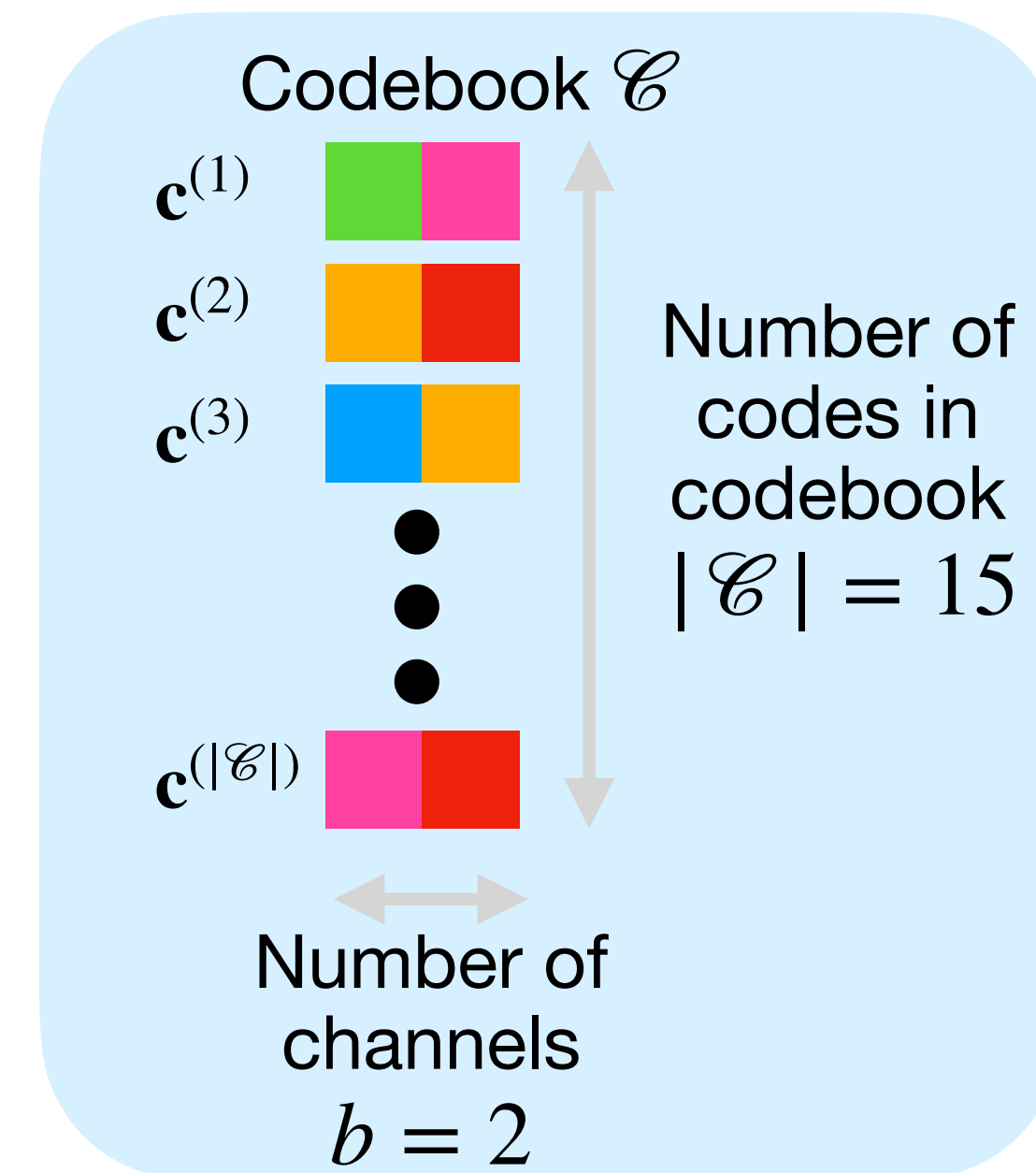
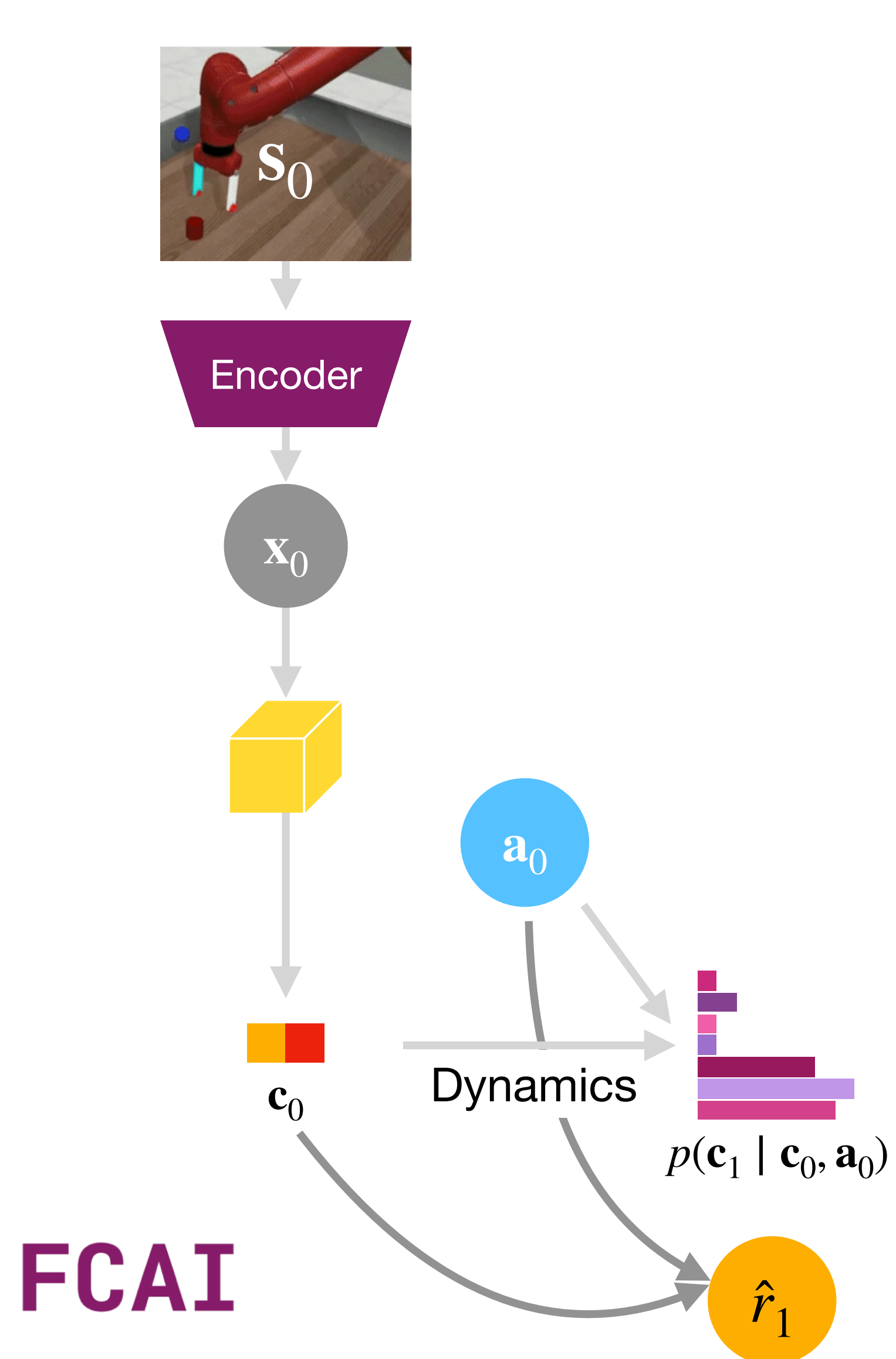
$\mathbf{c}^{(|\mathcal{C}|)}$



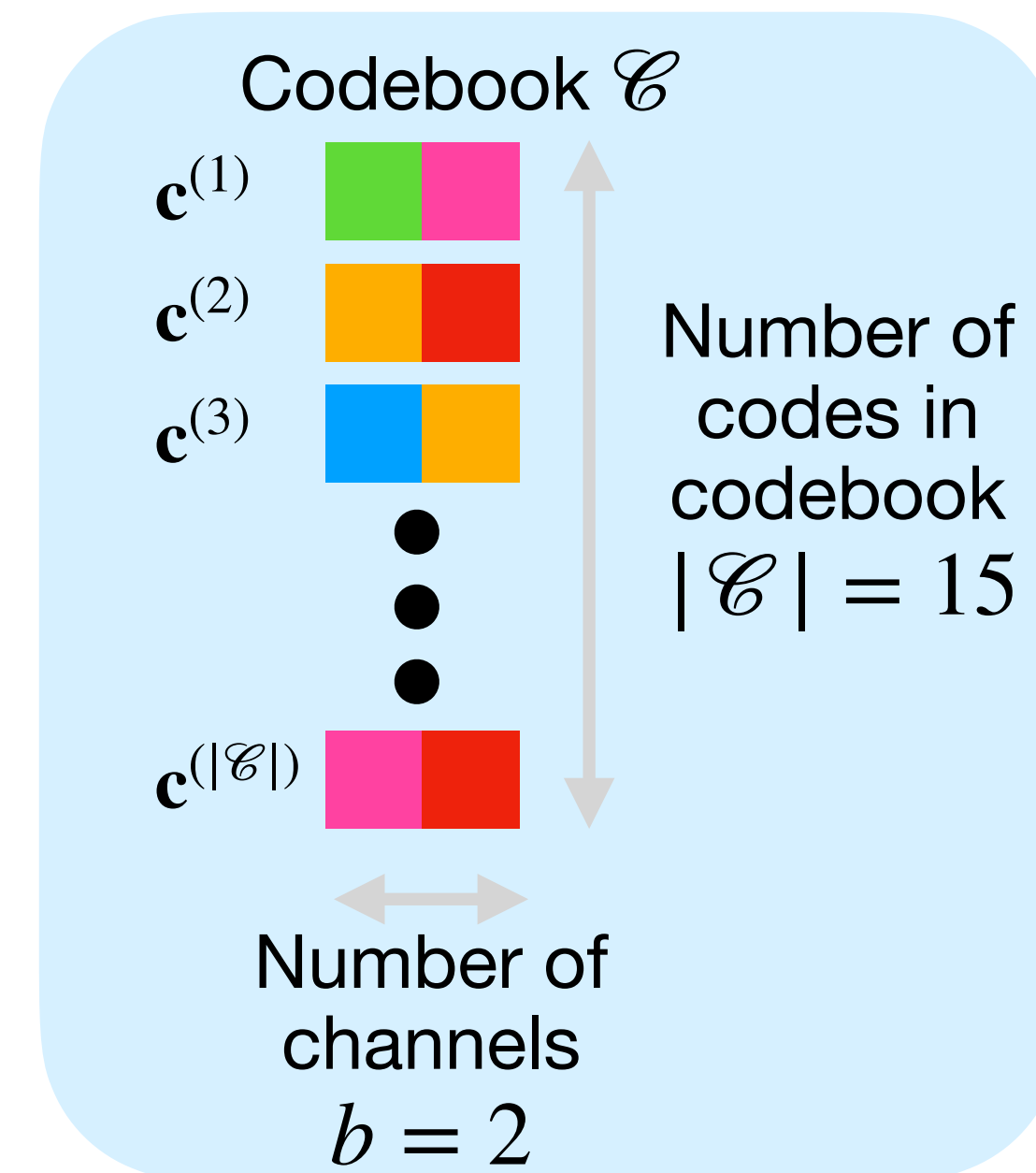
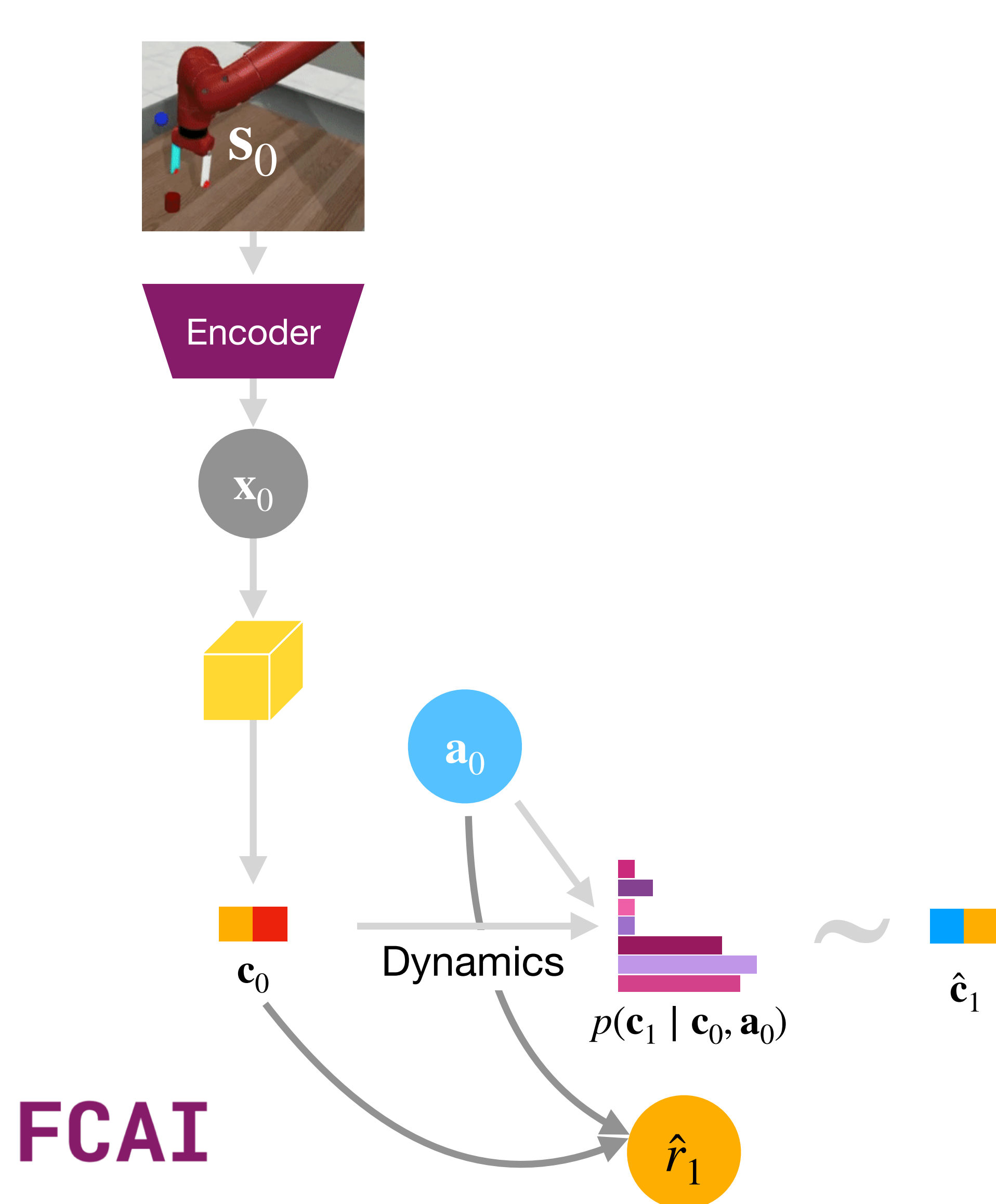
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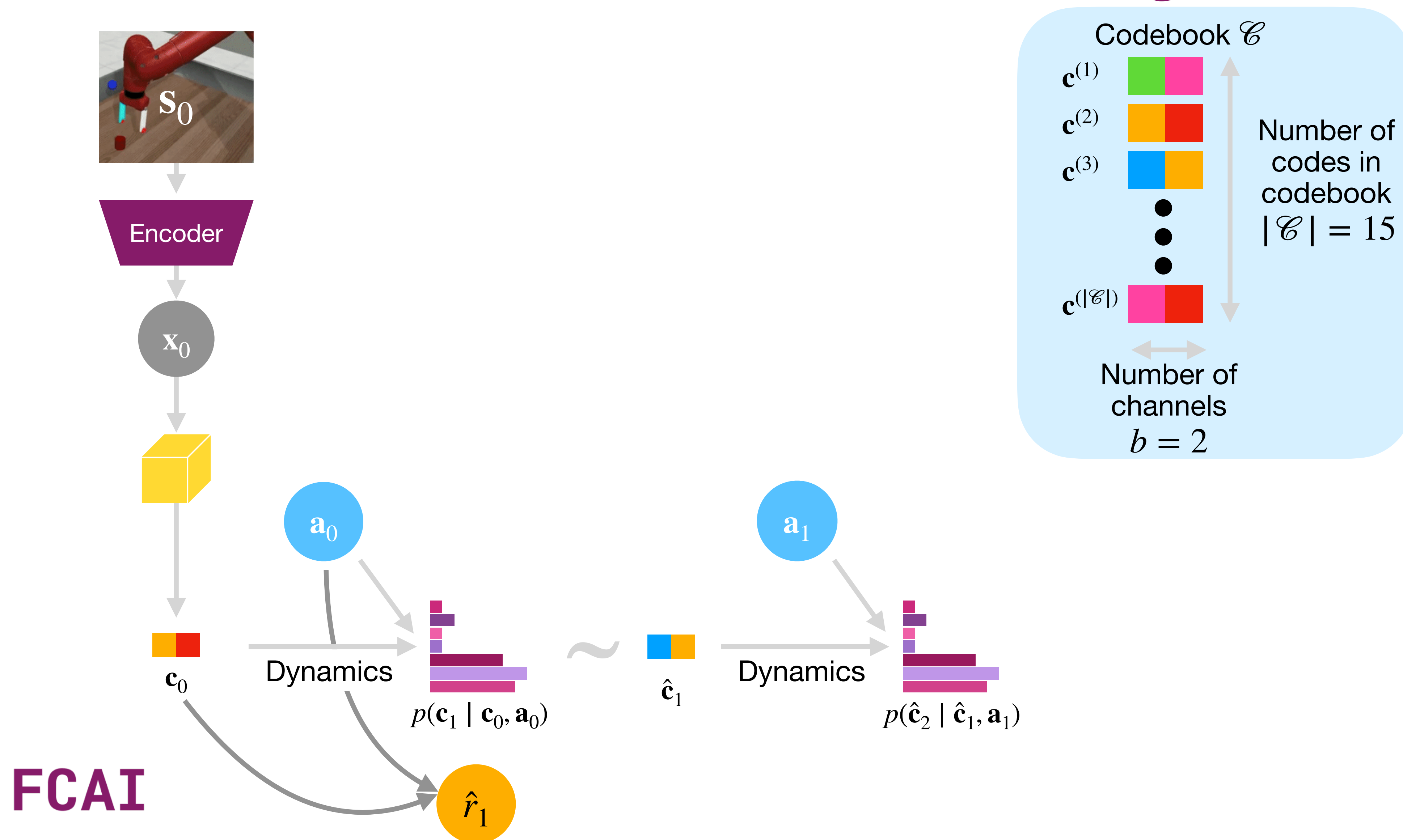
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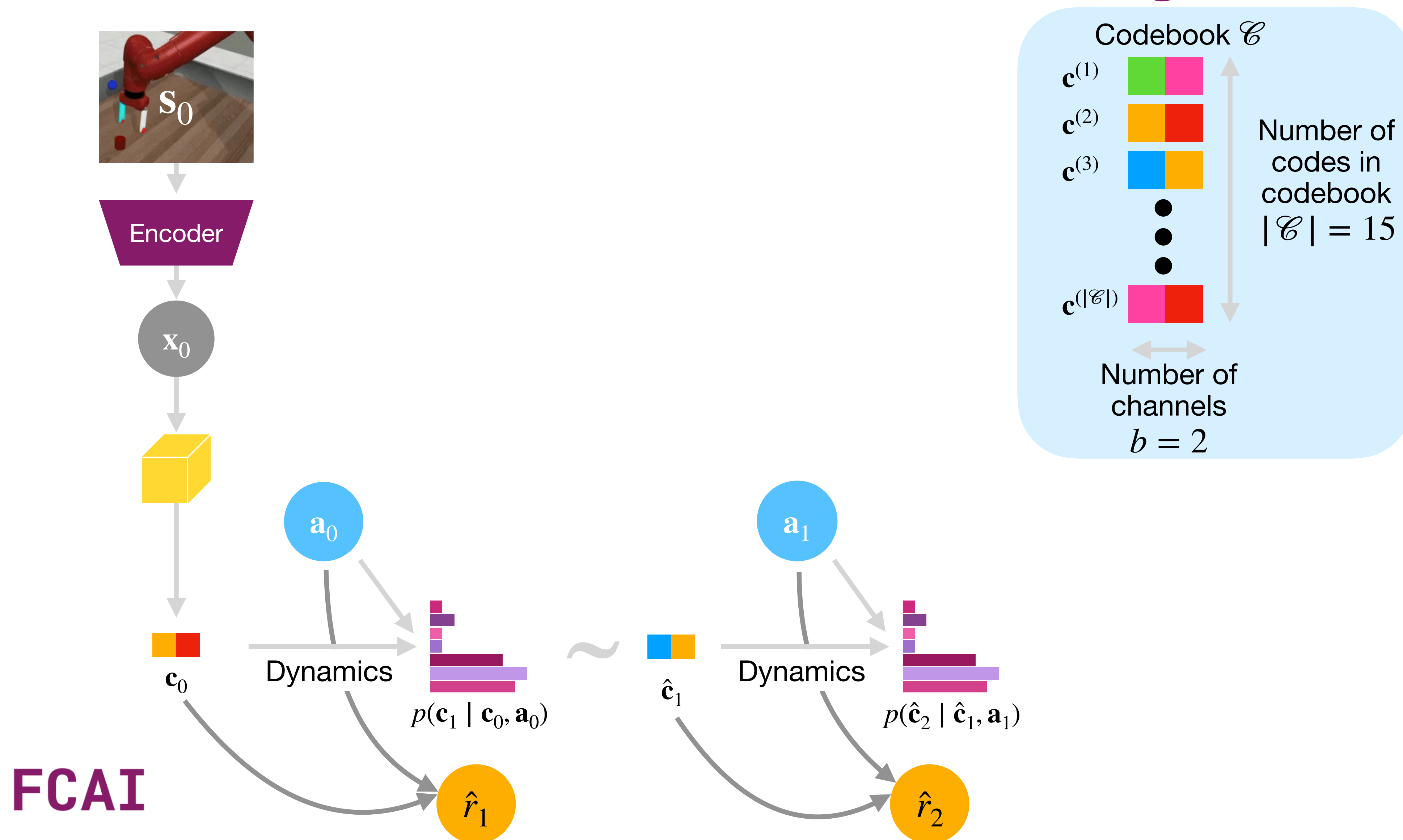
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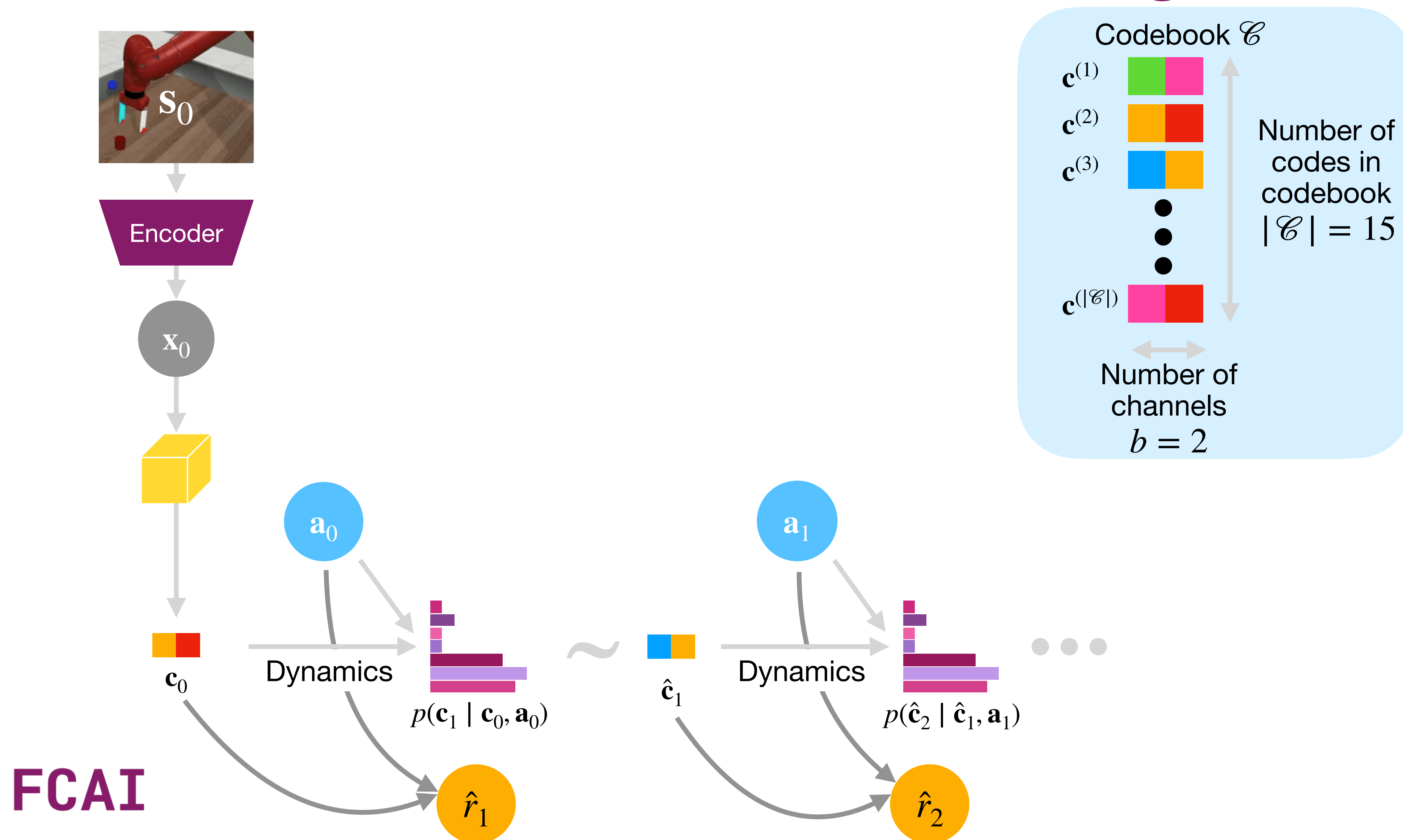
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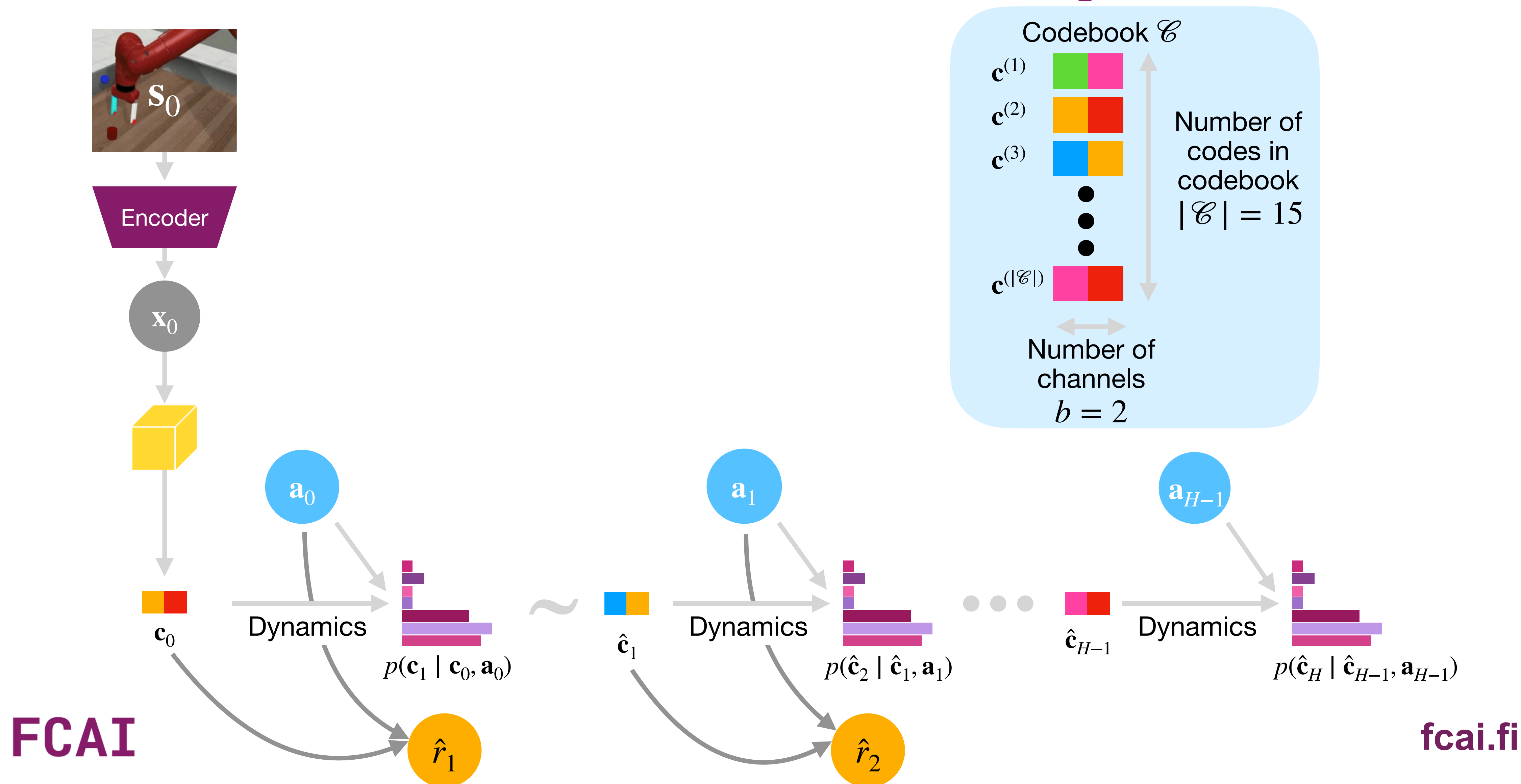
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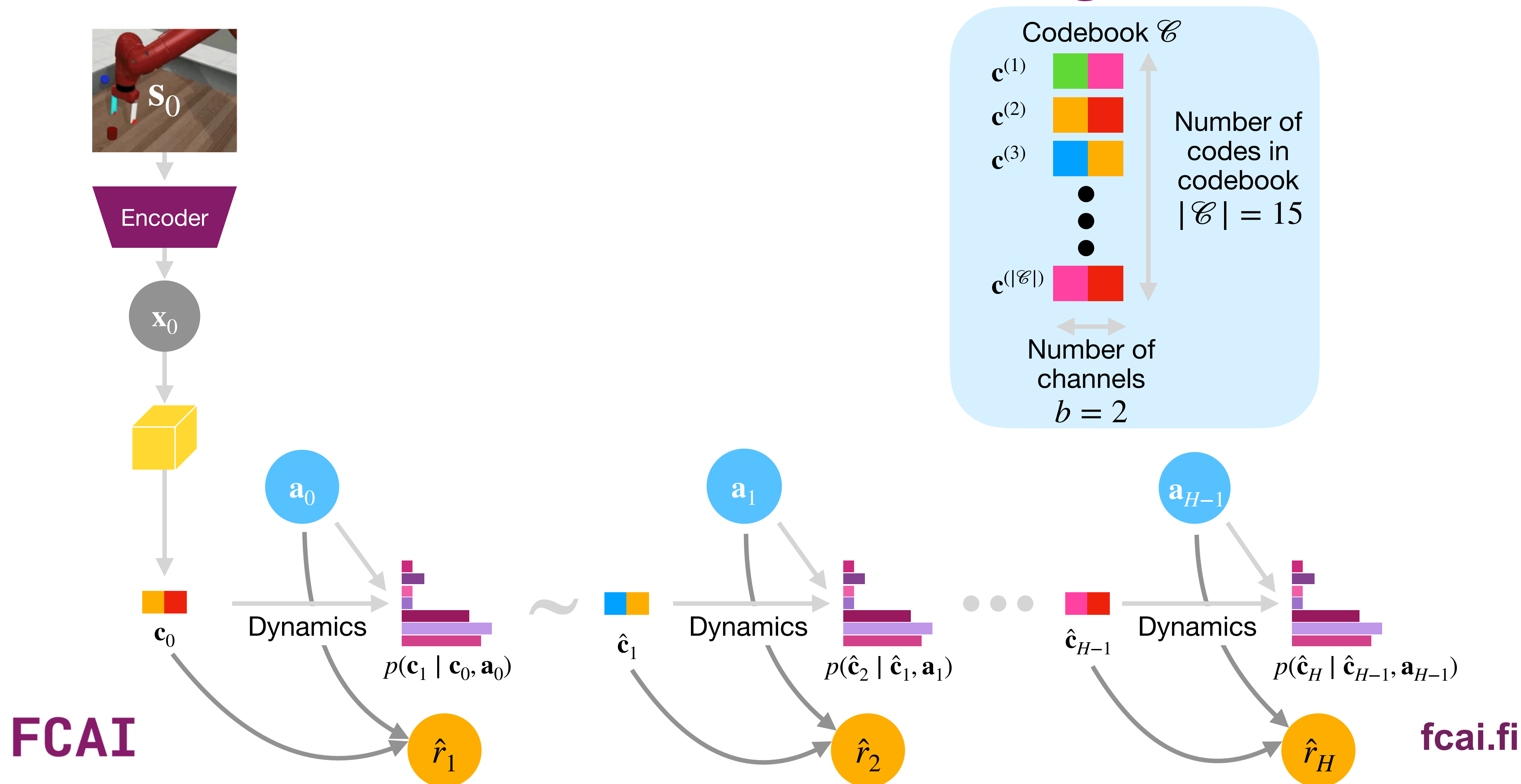
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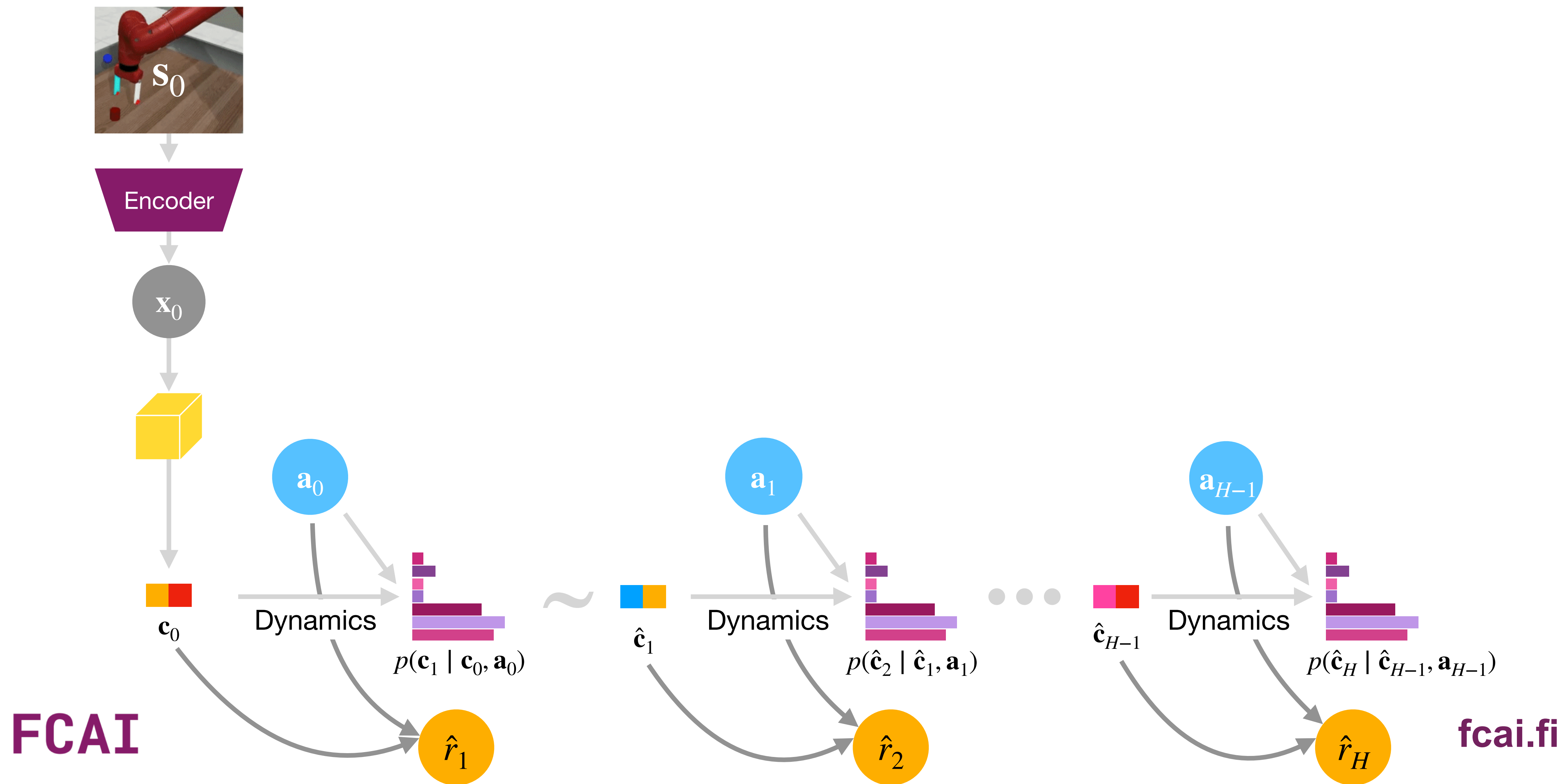
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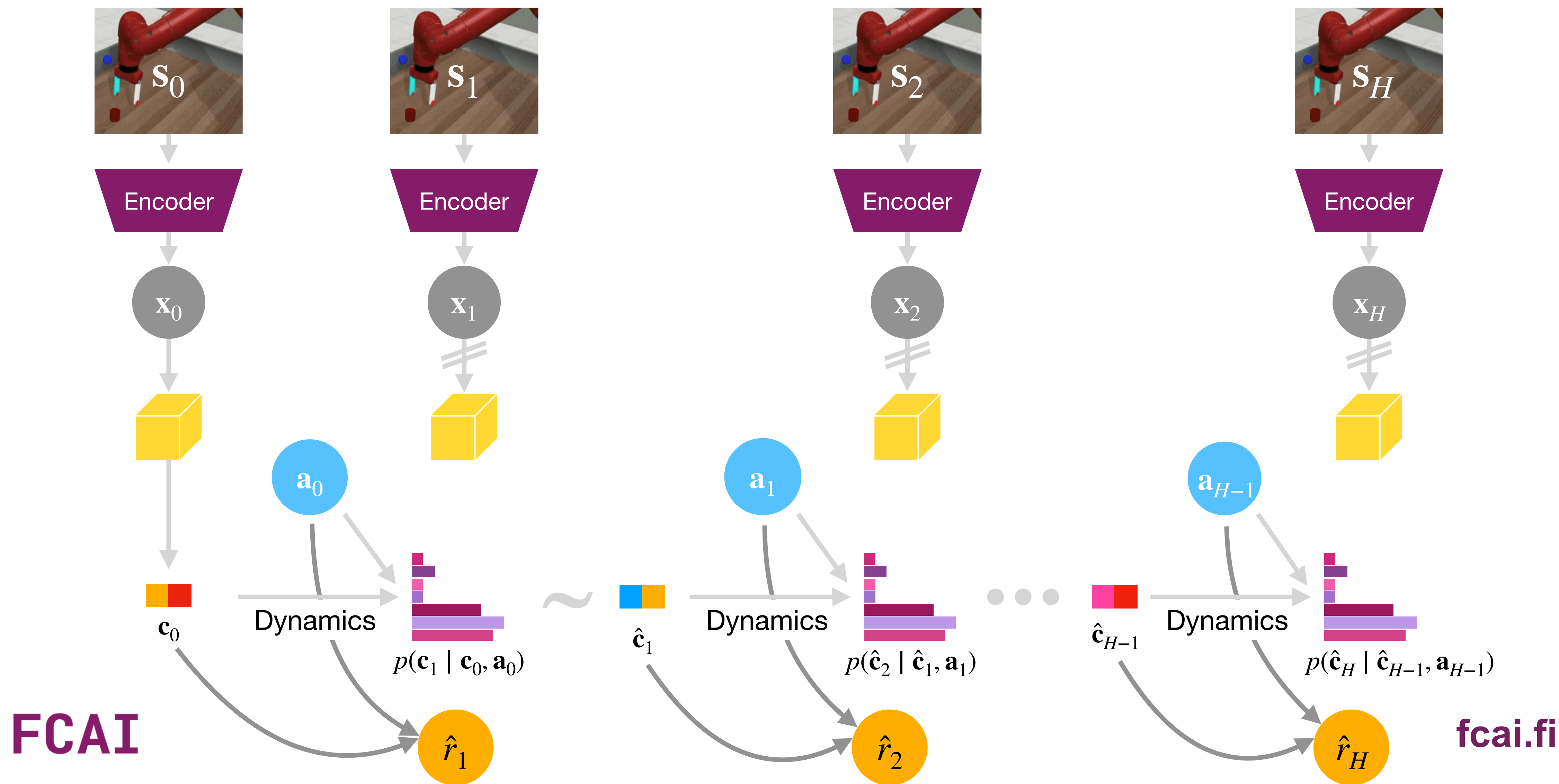
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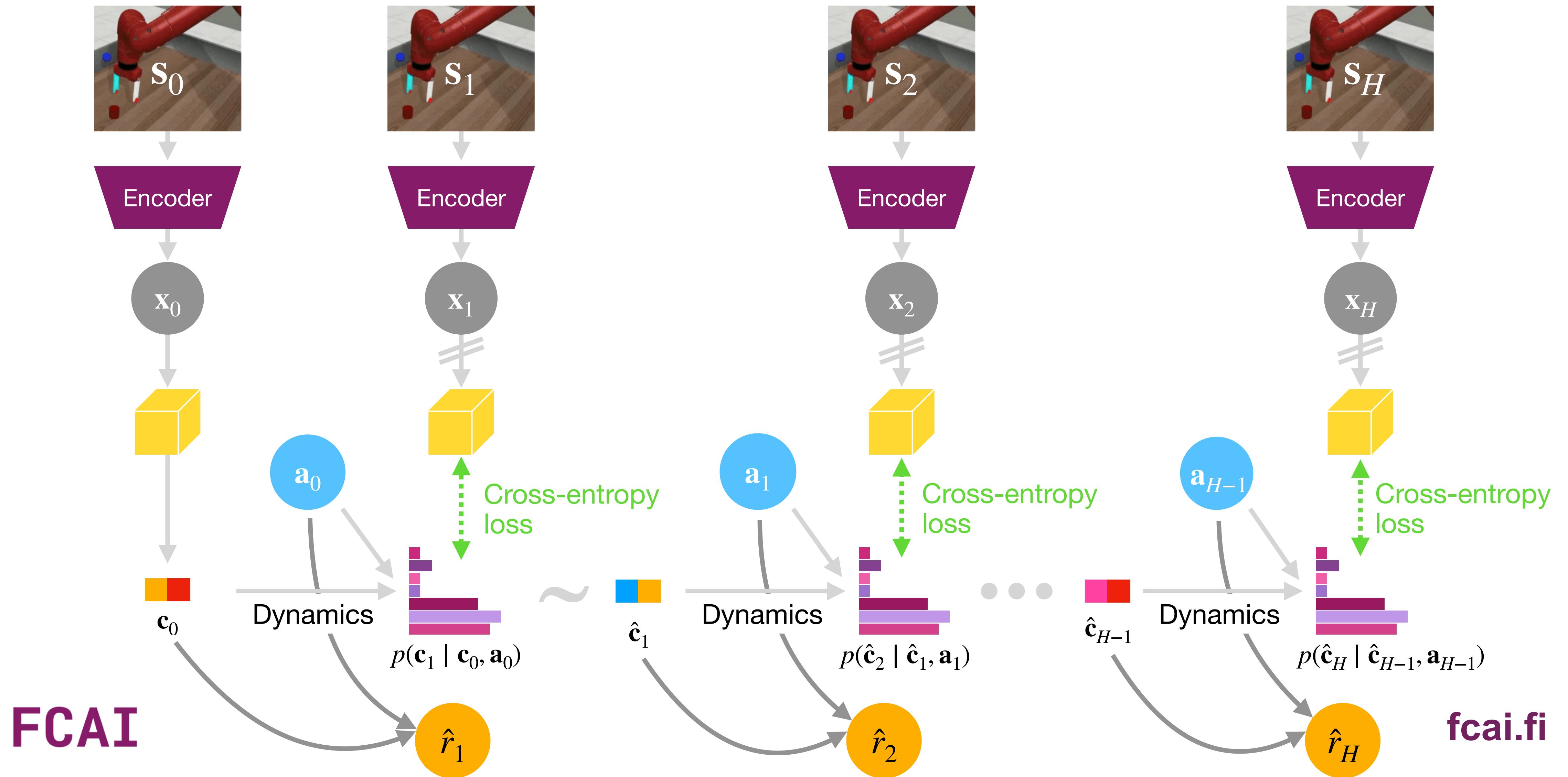
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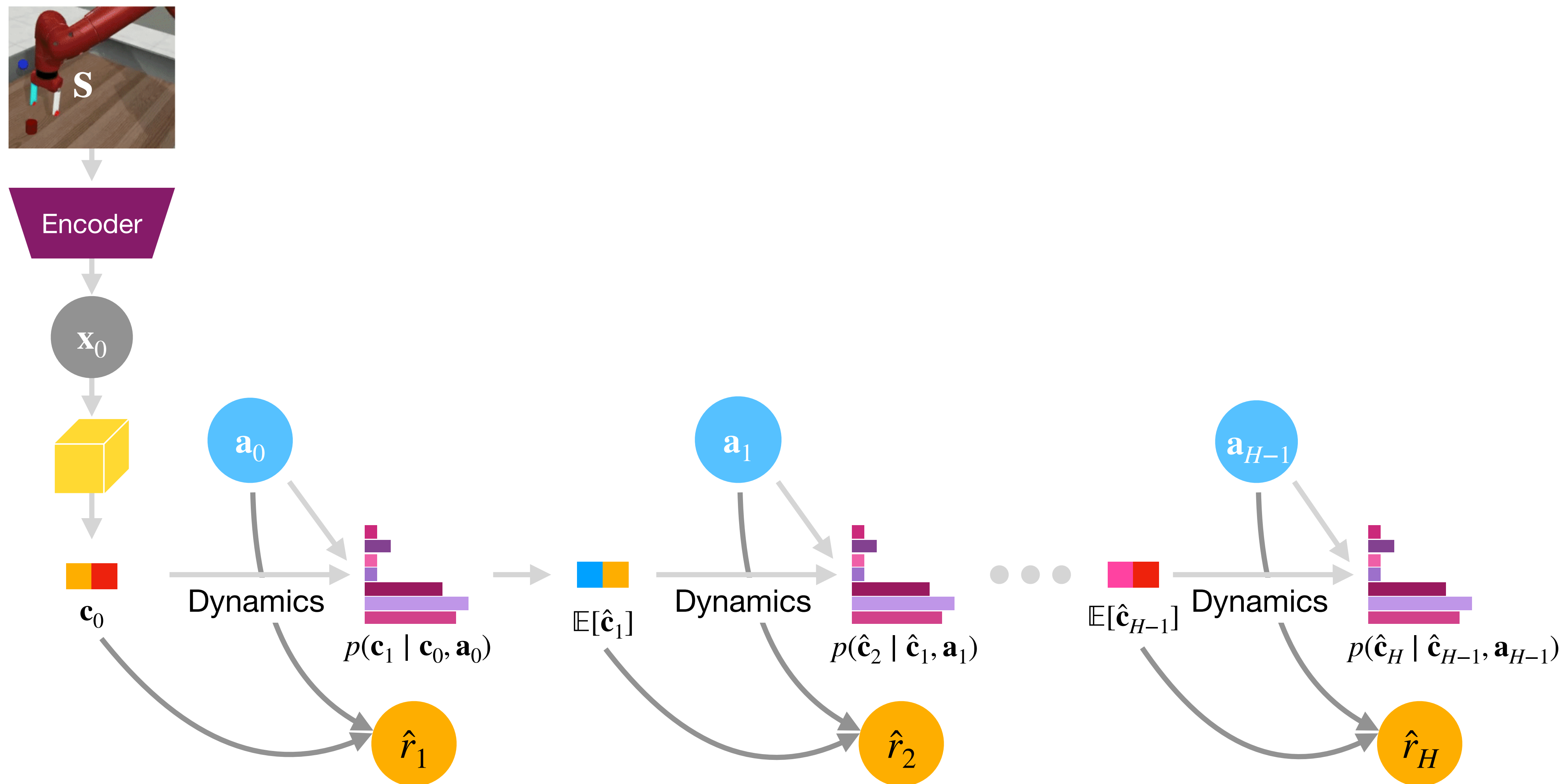
DC-MPC: World Model Training



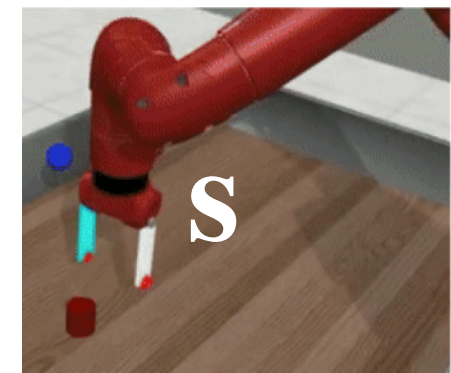
DC-MPC: World Model Training



DC-MPC: Decision-time Planning

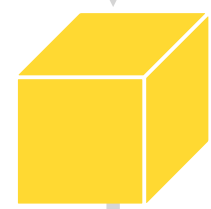


DC-MPC: Decision-time Planning



Encoder

$\mathbf{x}_0$



$\mathbf{c}_0$

Dynamics

$\mathbf{a}_0$

$p(\mathbf{c}_1 | \mathbf{c}_0, \mathbf{a}_0)$

$\mathbb{E}[\hat{\mathbf{c}}_1]$

Dynamics

$\mathbf{a}_1$

$p(\hat{\mathbf{c}}_2 | \hat{\mathbf{c}}_1, \mathbf{a}_1)$

$\mathbb{E}[\hat{\mathbf{c}}_{H-1}]$

Dynamics

$\mathbf{a}_{H-1}$

$p(\hat{\mathbf{c}}_H | \hat{\mathbf{c}}_{H-1}, \mathbf{a}_{H-1})$

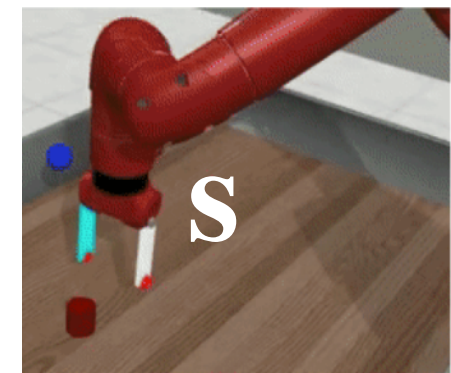
$$J(\mathbf{a}_{0:H}, \mathbf{s}) = \gamma^H Q_\psi(\hat{\mathbf{c}}_H, \mathbf{a}_H) + \sum_{h=0}^{H-1} \gamma^h R_\xi(\hat{\mathbf{c}}_h, \mathbf{a}_h)$$

$\hat{r}_1$

$\hat{r}_2$

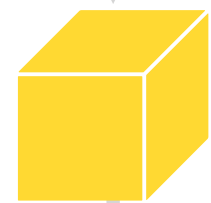
$\hat{r}_H$

DC-MPC: Decision-time Planning



Encoder

$\mathbf{x}_0$



$\mathbf{c}_0$

Dynamics

$\mathbf{a}_0$

$p(\mathbf{c}_1 | \mathbf{c}_0, \mathbf{a}_0)$

$\mathbb{E}[\hat{\mathbf{c}}_1]$

Dynamics

$\mathbf{a}_1$

$p(\hat{\mathbf{c}}_2 | \hat{\mathbf{c}}_1, \mathbf{a}_1)$

$\mathbb{E}[\hat{\mathbf{c}}_{H-1}]$

Dynamics

$\mathbf{a}_{H-1}$

$p(\hat{\mathbf{c}}_H | \hat{\mathbf{c}}_{H-1}, \mathbf{a}_{H-1})$

Reward func.

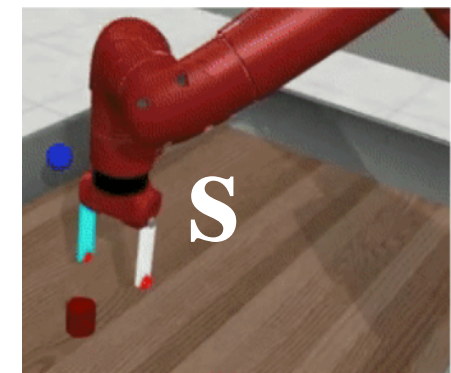
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$\hat{r}_1$

$\hat{r}_2$

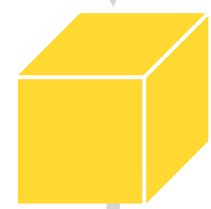
$\hat{r}_H$

DC-MPC: Decision-time Planning



Encoder

$\mathbf{x}_0$



$\mathbf{c}_0$

Dynamics

$p(\mathbf{c}_1 | \mathbf{c}_0, \mathbf{a}_0)$

$\mathbf{a}_0$

$\hat{r}_1$

$\mathbf{a}_1$

Dynamics

$p(\hat{\mathbf{c}}_2 | \hat{\mathbf{c}}_1, \mathbf{a}_1)$

$\mathbb{E}[\hat{\mathbf{c}}_1]$

$\hat{r}_2$

$\mathbf{a}_{H-1}$

Dynamics

$p(\hat{\mathbf{c}}_H | \hat{\mathbf{c}}_{H-1}, \mathbf{a}_{H-1})$

$\mathbb{E}[\hat{\mathbf{c}}_{H-1}]$

$\hat{r}_H$

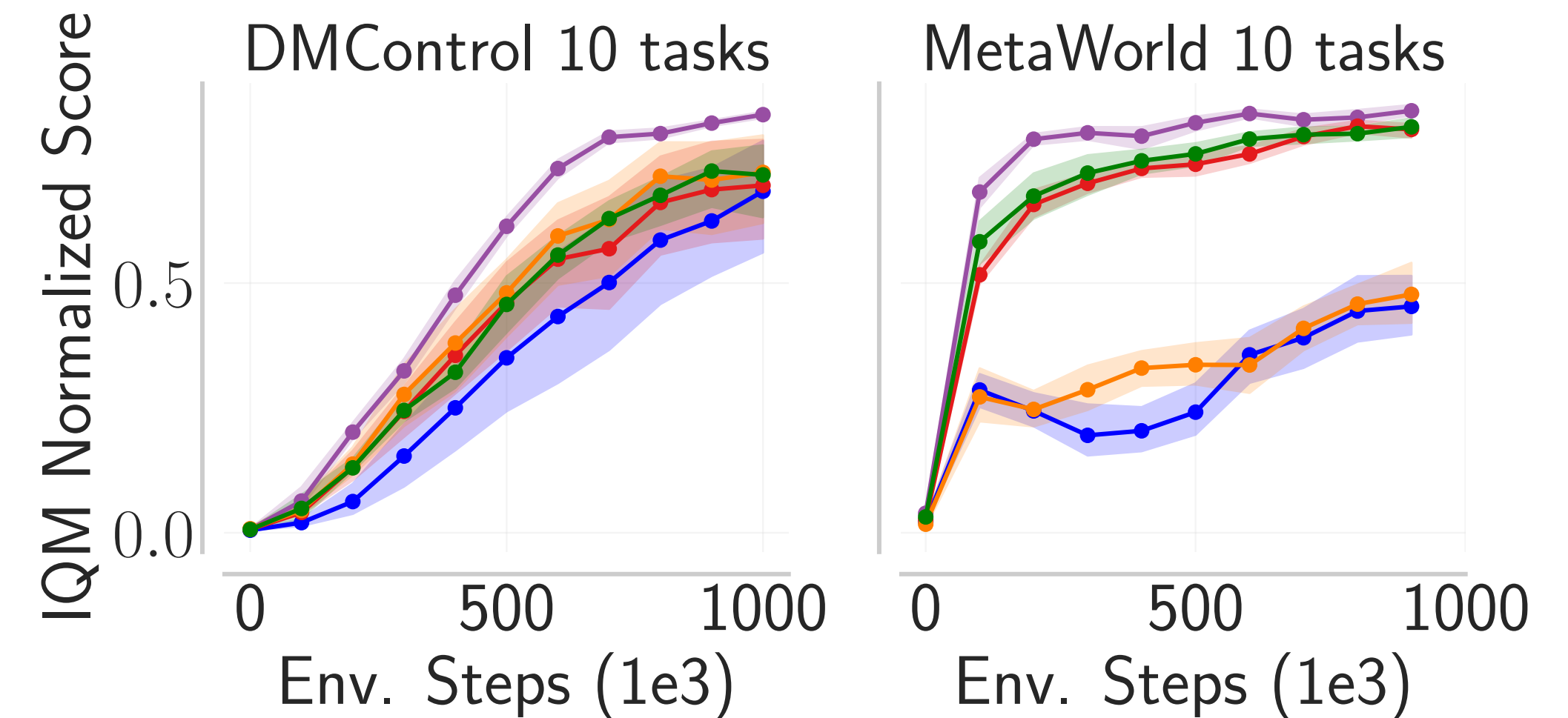
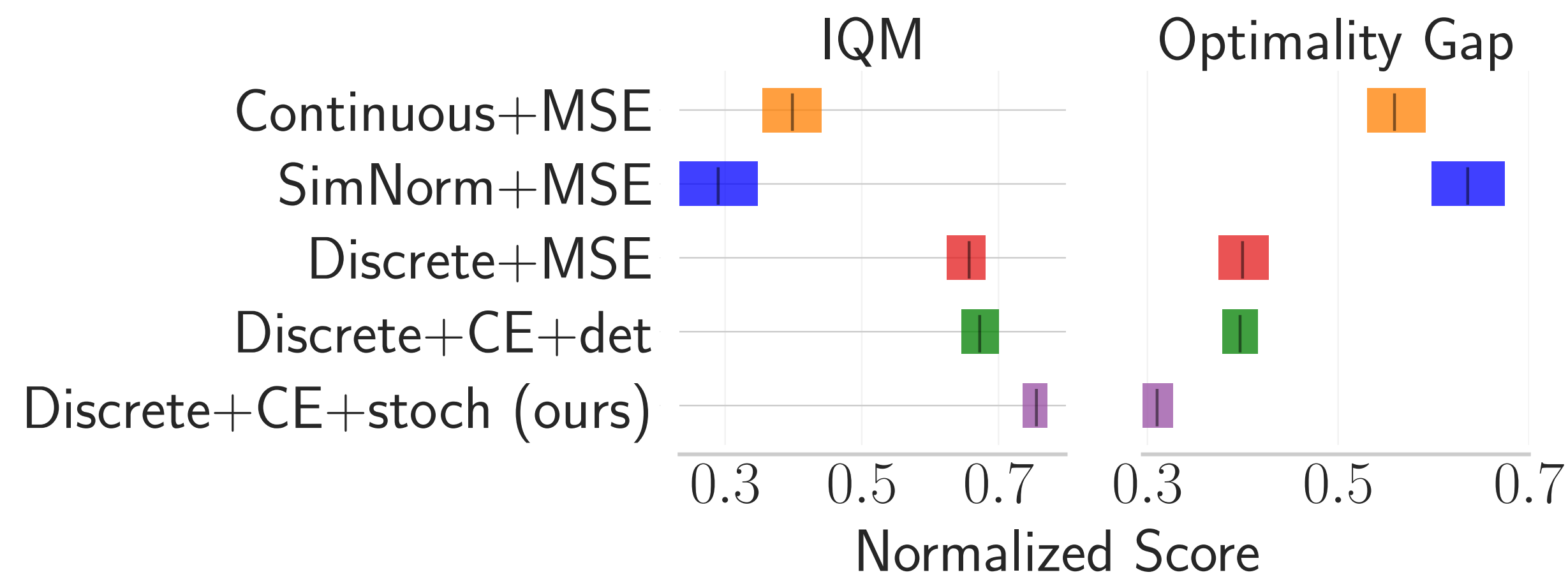
Bootstrap with
action-value

Reward func.

$$J(\mathbf{a}_{0:H}, \mathbf{s}) = \boxed{\gamma^H Q_\psi(\hat{\mathbf{c}}_H, \mathbf{a}_H)} + \boxed{\sum_{h=0}^{H-1} \gamma^h R_\xi(\hat{\mathbf{c}}_h, \mathbf{a}_h)}$$

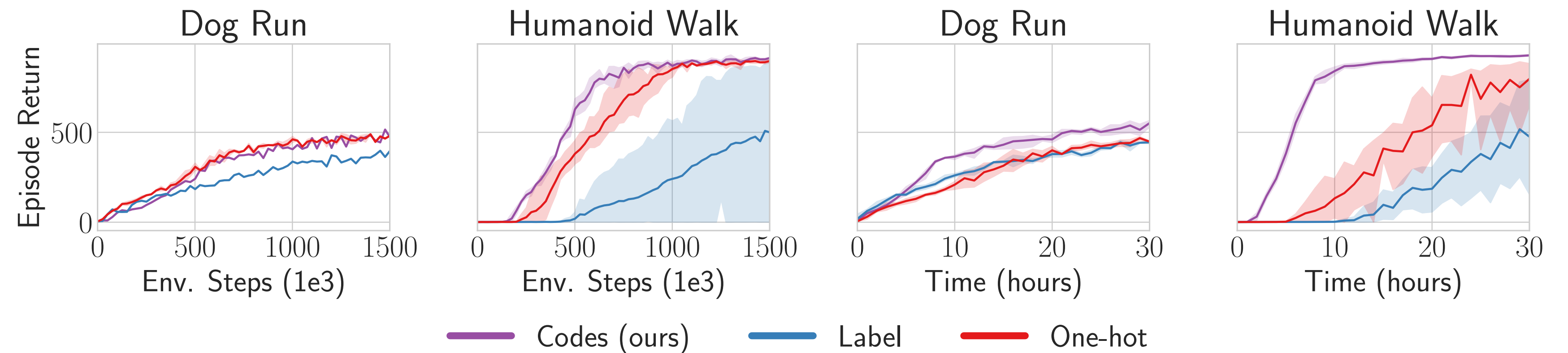
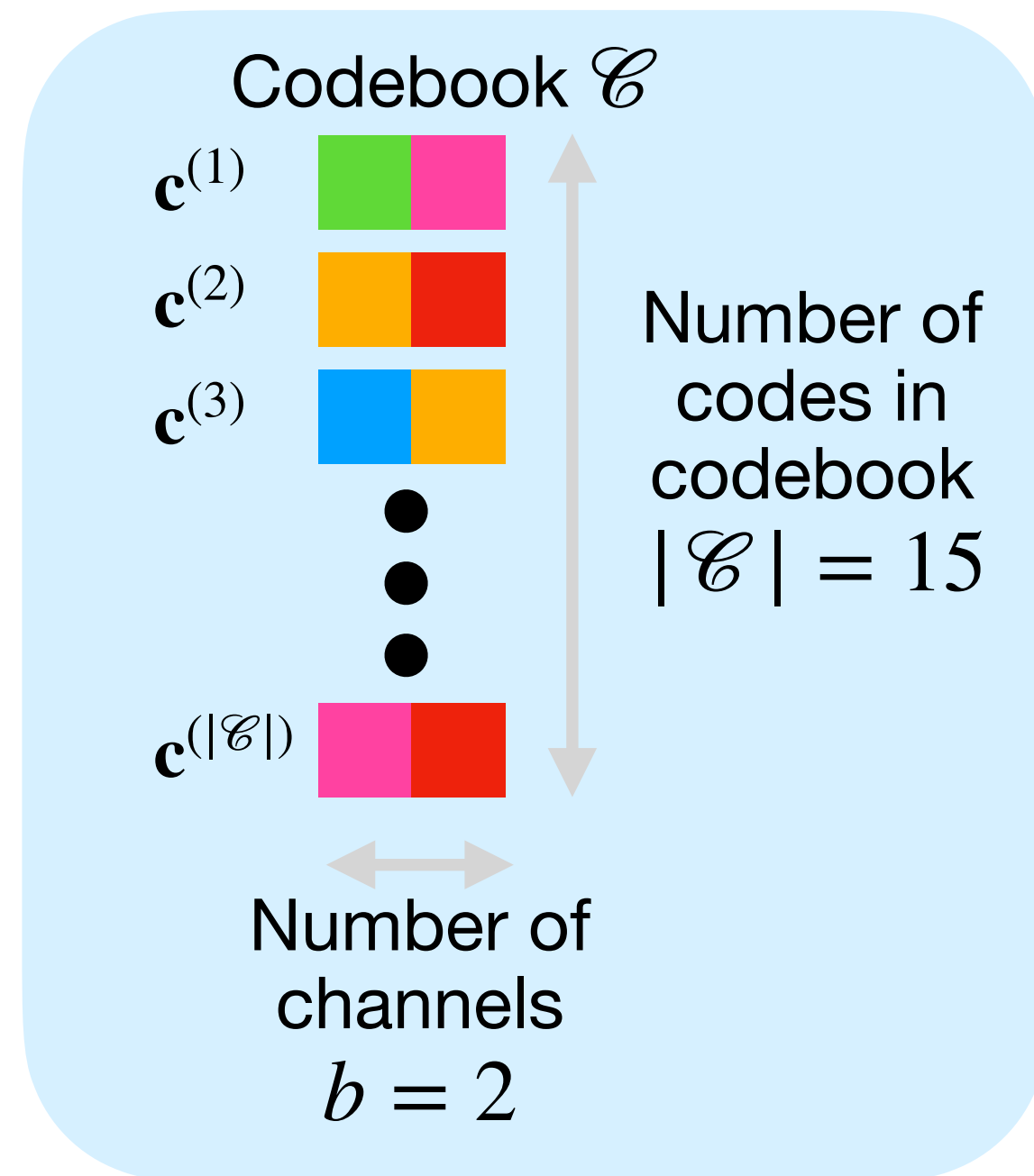
Why Does DC-MPC Work So Well?

Combination of Discrete Codebook and Stochastic Dynamics



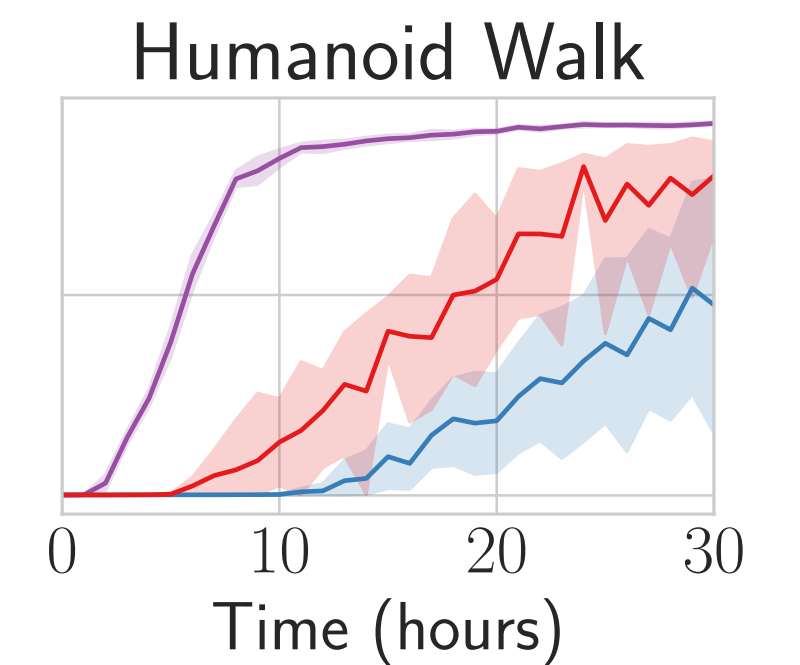
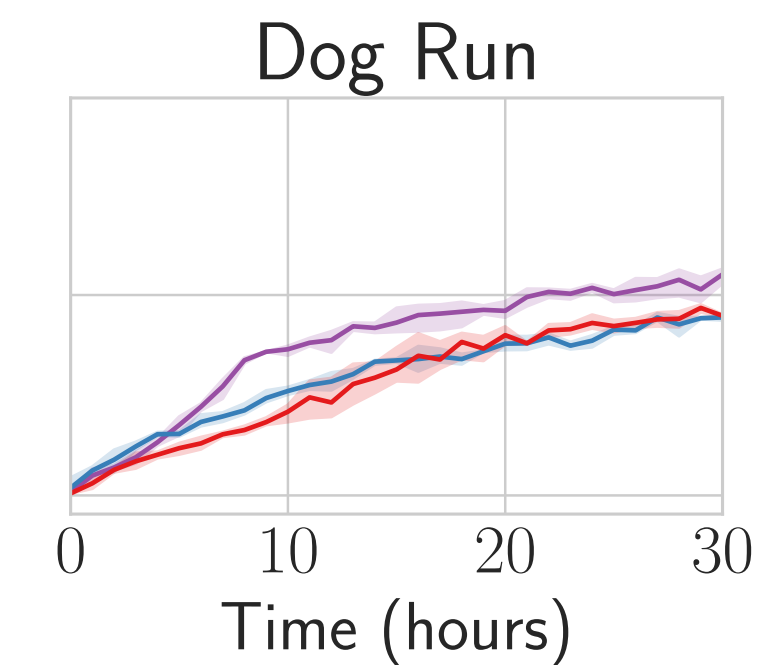
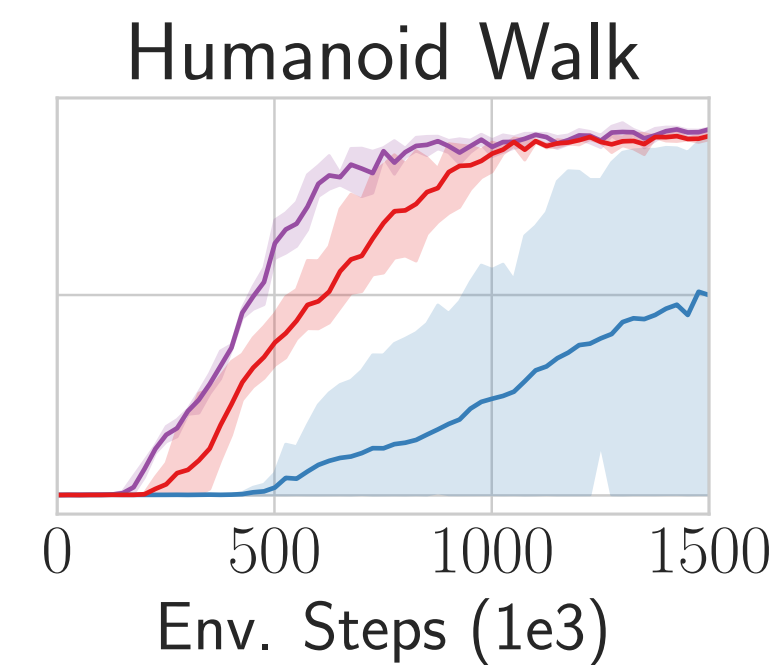
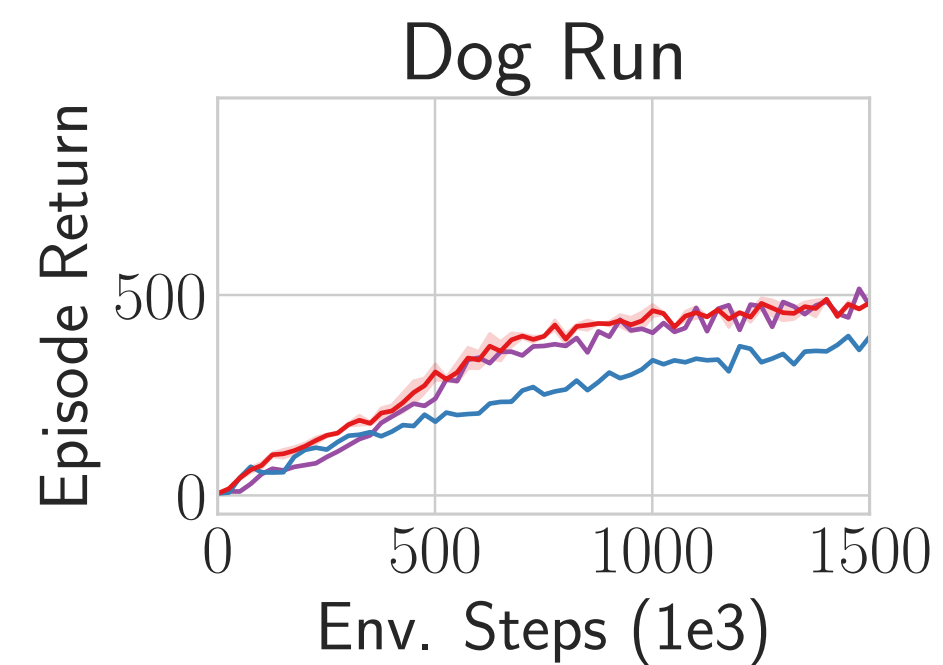
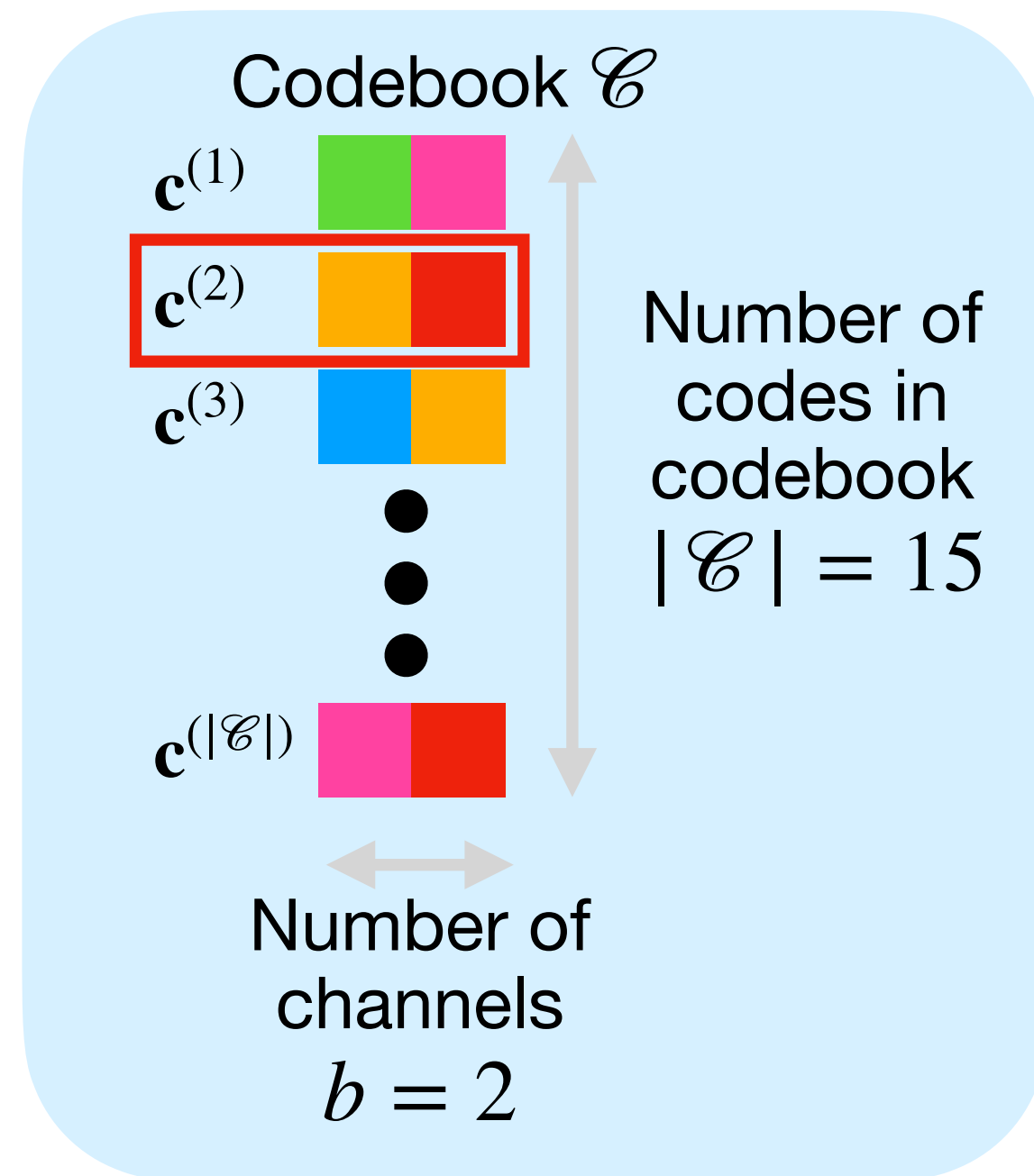
Comparison of Different Discrete Encodings

Codebook > One-hot > Label



Comparison of Different Discrete Encodings

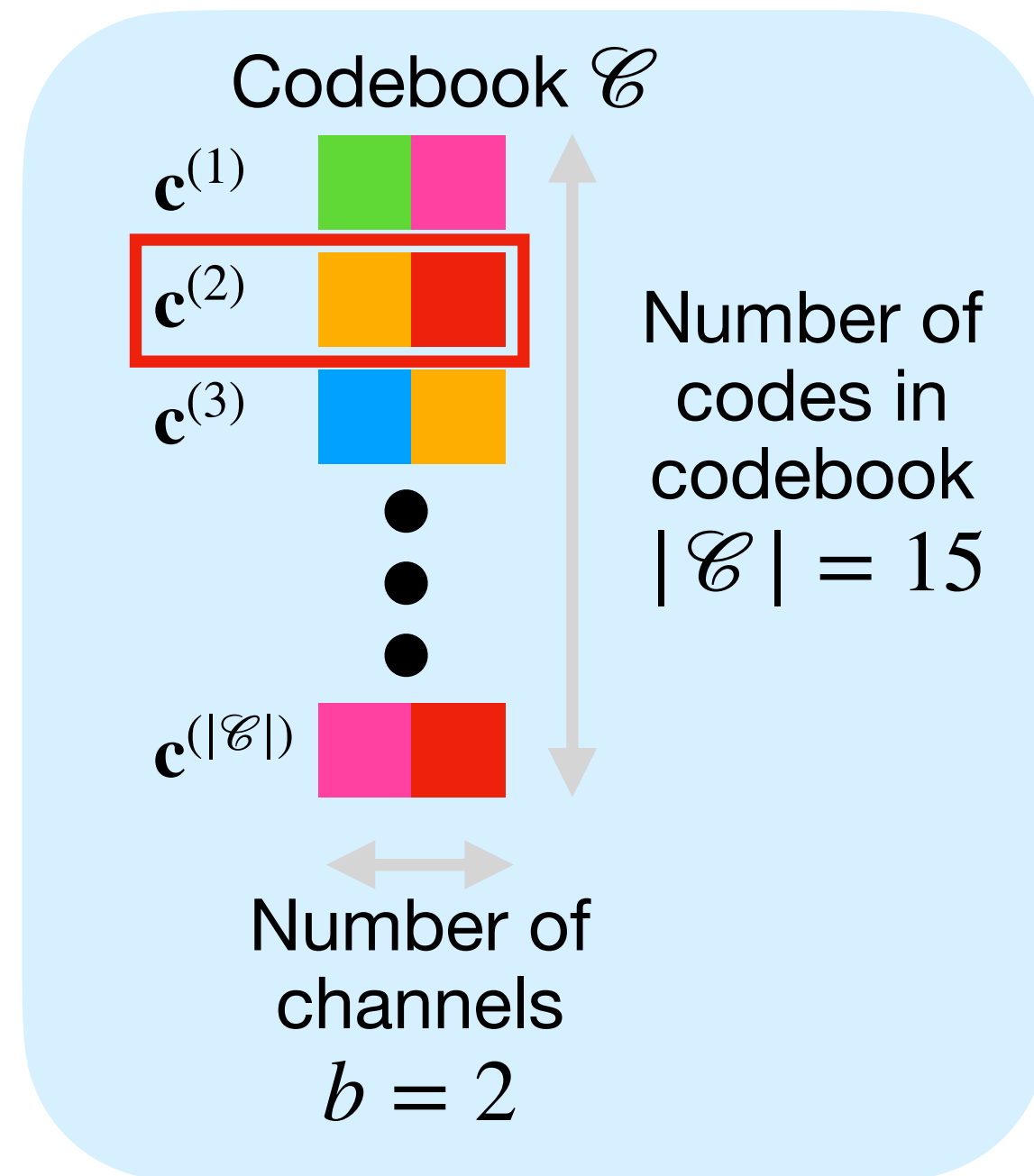
Codebook > One-hot > Label



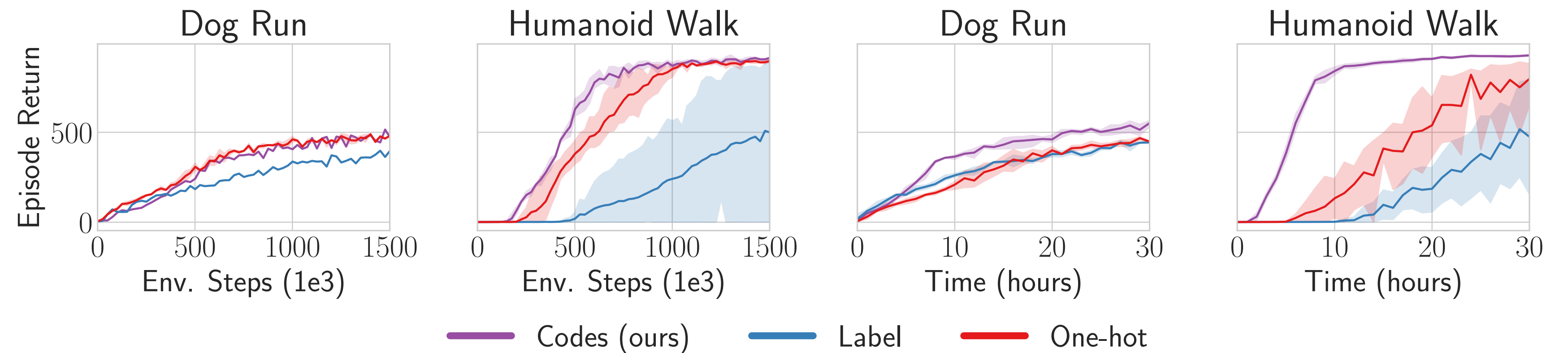
— Codes (ours) — Label — One-hot

Comparison of Different Discrete Encodings

Codebook > One-hot > Label

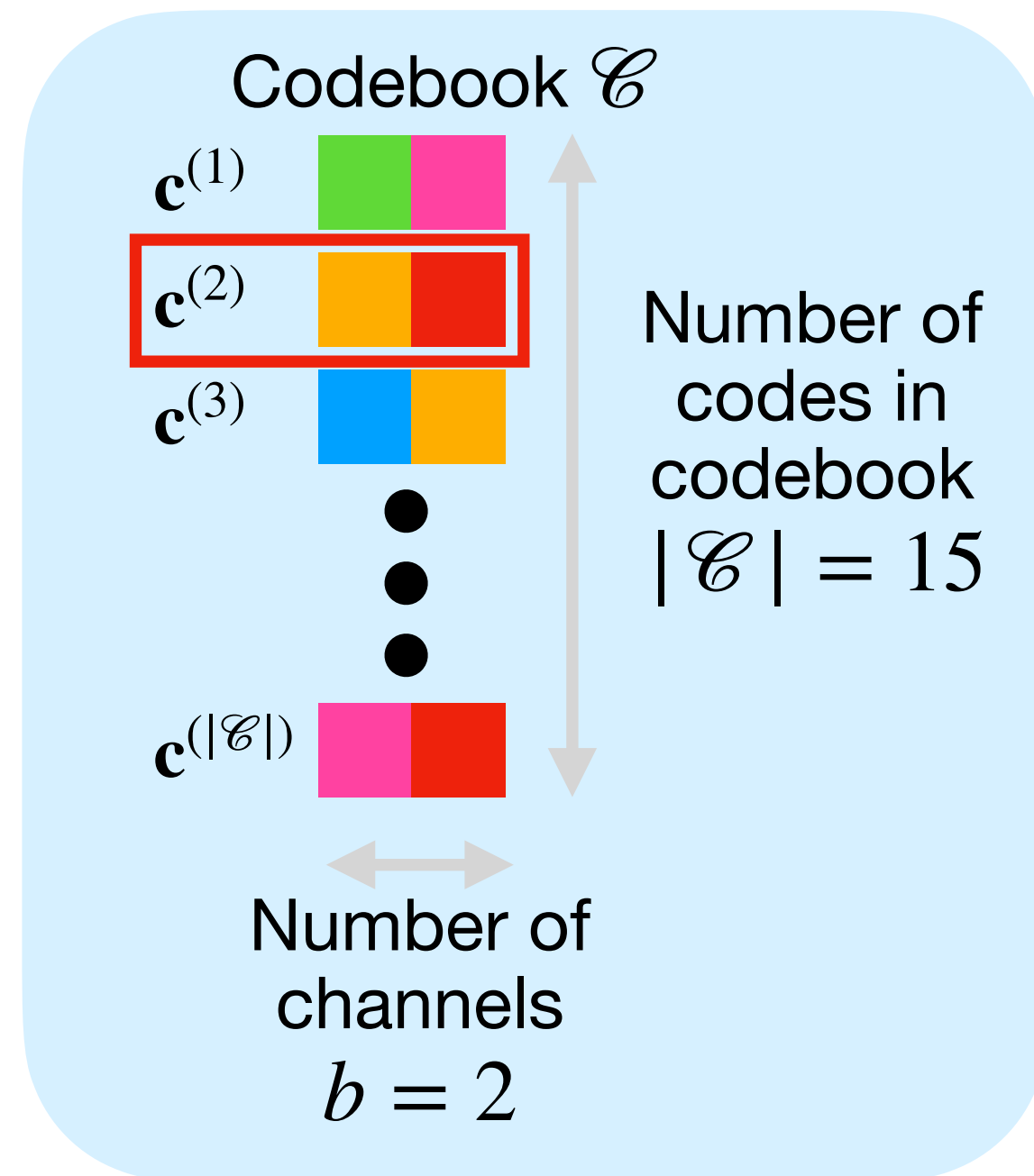


$$e_{\text{code}} = c^{(2)} = \{-0.5, 1\}$$



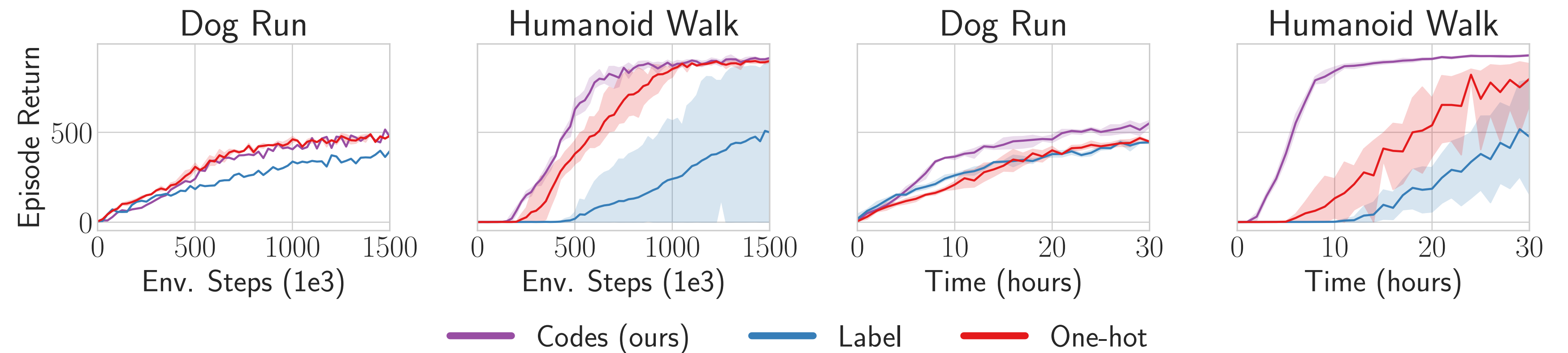
Comparison of Different Discrete Encodings

Codebook > One-hot > Label



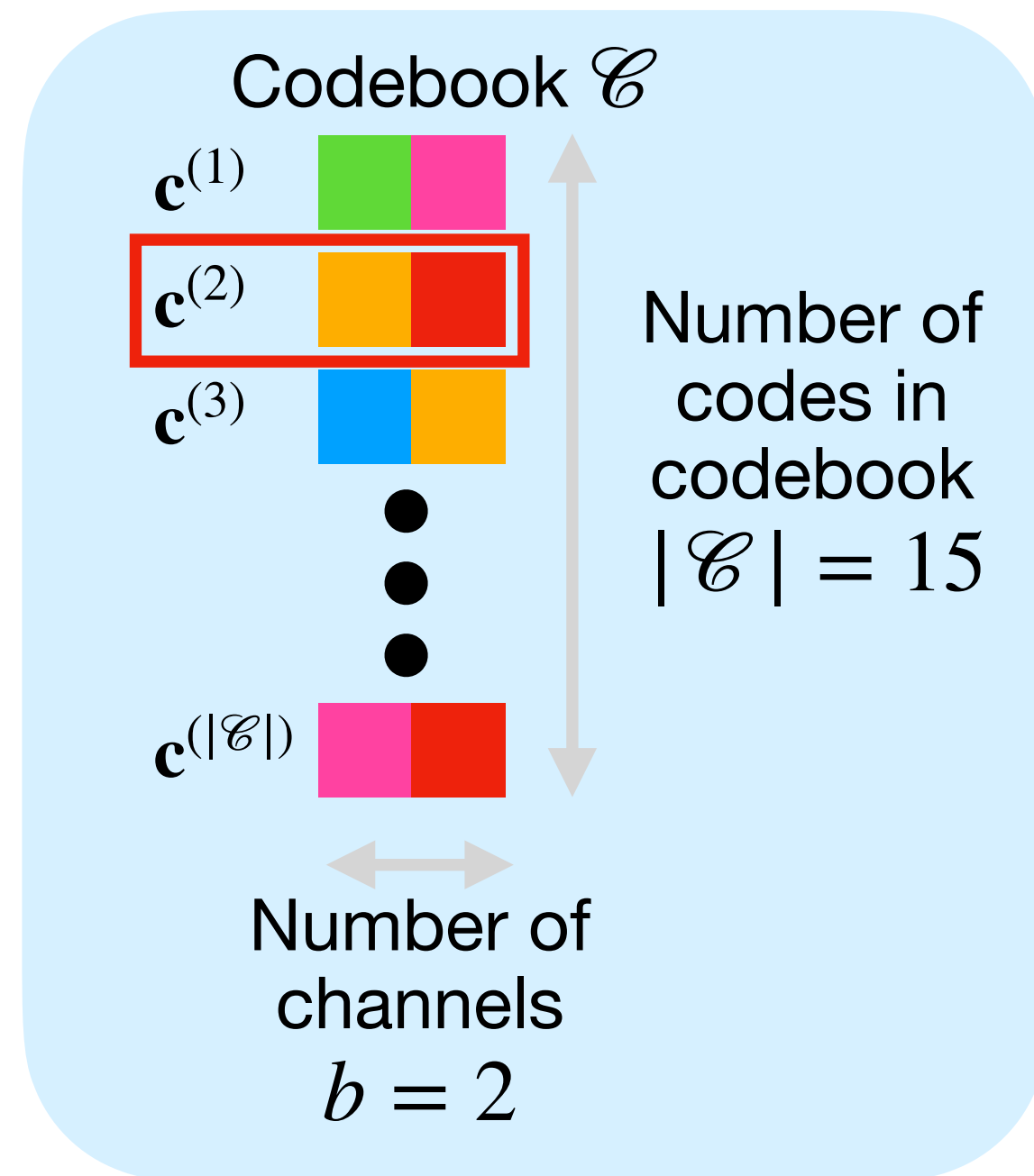
$$\mathbf{e}_{\text{code}} = \mathbf{c}^{(2)} = \{-0.5, 1\}$$

$$\mathbf{e}_{\text{label}} = 2$$



Comparison of Different Discrete Encodings

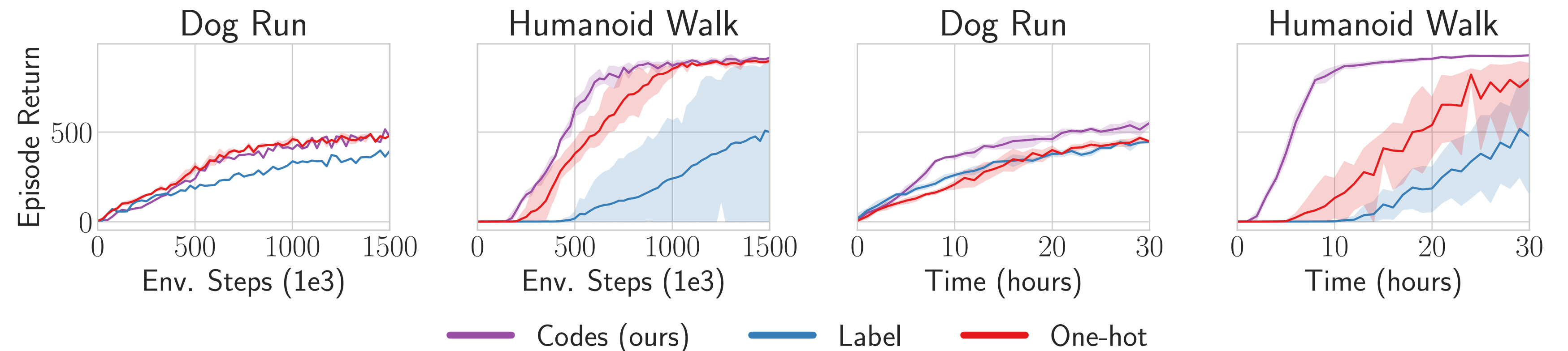
Codebook > One-hot > Label



$$\mathbf{e}_{\text{code}} = \mathbf{c}^{(2)} = \{-0.5, 1\}$$

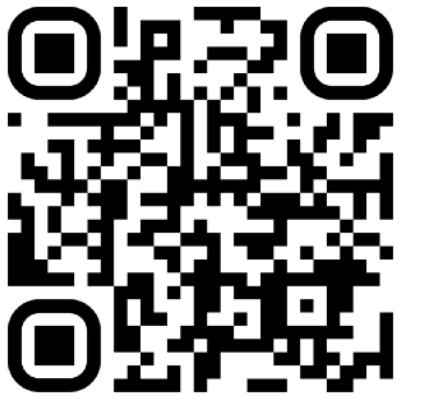
$$\mathbf{e}_{\text{label}} = 2$$

$$\mathbf{e}_{\text{one-hot}} = \{0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0\}$$



Email: ascannel@ed.ac.uk

Website: www.aidanscannell.com/dcmpc



Poster 28506:

Wednesday 23rd April 10 am - 12.30 pm (GMT+8)