Sample-efficient Reinforcement Learning with Implicitly Quantized Representations

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Motivation: Robotic Manipulation





button press door open









pick place

FCAI

push

reach







peg insert side







Motivation: Robotic Manipulation





button press door open









pick place

FCAI

push

reach







peg insert side

















States $s \in \mathcal{S}$









Reinforcement Learning (RL) Markov Decision Process (MDP) States $s \in \mathcal{S}$ Actions $a \in \mathscr{A}$





Reinforcement Learning (RL) Markov Decision Process (MDP) States $s \in \mathcal{S}$ Actions $a \in \mathscr{A}$ Policy $\pi: \mathcal{S} \to \mathcal{A}$





States $s \in \mathcal{S}$

Actions $a \in \mathscr{A}$

Policy $\pi: \mathcal{S} \to \mathcal{A}$

Transition function $P(s_{t+1} | s_t, a_t)$







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States $s \in \mathcal{S}$

Actions $a \in \mathscr{A}$ $S_{t+1},$

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Transition function $P(s_{t+1} \mid s_t, a_t)$

Reward function $r_t = r(s_t, a_t)$









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Goal:









States $s \in \mathcal{S}$

- Actions $a \in \mathscr{A}$ $S_{t+1},$
- Policy $\pi: \mathcal{S} \to \mathcal{A}$

Transition function $P(s_{t+1} \mid s_t, a_t)$

Reward function $r_t = r(s_t, a_t)$

Discount factor $\gamma \in [0,1]$

Goal:

 π





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t=0

States $s \in \mathcal{S}$

Actions $a \in \mathscr{A}$

Policy $\pi: \mathcal{S} \to \mathcal{A}$

Transition function $P(s_{t+1} | s_t, a_t)$

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In model-based RL

 $S_{t+1},$

Discount factor $\gamma \in [0,1]$

Goal:

ma





Transition function

$$\max_{\pi} \mathbb{E}_{\pi,P} \Big[\sum_{t=0}^{\infty} \gamma^t r(s_t, a_t) \mid s_0 = s, \pi \Big]$$

States $s \in \mathcal{S}$

Actions $a \in \mathscr{A}$

Policy $\pi: \mathcal{S} \to \mathcal{A}$

Transition function $P(s_{t+1} | s_t, a_t)$

Reward function $r_t = r(s_t, a_t)$

In model-based RL

 $S_{t+1},$

Discount factor $\gamma \in [0,1]$

Goal:

ma





$$\max_{\pi} \mathbb{E}_{\pi, P_{\phi}} \Big[\sum_{t=0}^{\infty} \gamma^{t} r_{\xi}(s_{t}, a_{t}) \mid s_{0} = s, \pi \Big]$$





























































































$\mathsf{Codebook}\ \mathscr{C}$
















$\begin{array}{c} \textbf{Codebook} \ \ensuremath{\mathscr{C}} \\ \textbf{c}^{(1)} \\ \textbf{c}^{(2)} \\ \textbf{c}^{(3)} \end{array}$



































































































DCWM: World Model Training Codebook \mathscr{C}





0












































































Results: Overview Strong Performance in DMControl and MetaWorld Manipulation Tasks









pick place

drawer close

drawer open

peg insert side

push



reach



window open

window close

Results: Overview Strong Performance in DMControl and MetaWorld Manipulation Tasks









pick place

drawer close

drawer open

peg insert side

push



reach



window open

window close

Why Does DCWM Work So Well? Combination of Discrete Representation and Cross Entropy Loss





Why Does DCWM Work So Well? **Combination of Discrete Representation and Cross Entropy Loss**



























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Main Takeaway:

Learning discrete codebook encodings with a selfsupervised cross-entropy loss improves sample efficiency in continuous control tasks





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Learning discrete codebook encodings with a selfsupervised cross-entropy loss improves sample efficiency in continuous control tasks



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Results: DeepMind Control Suite Strong Performance in Hard DMControl Tasks







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Results: DeepMind Control Suite Strong Performance in Hard DMControl Tasks







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Results: MetaWorld Competitive Performance in Robotic Manipulation





Results: MetaWorld Competitive Performance in Robotic Manipulation



















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



5,1}





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

 $e_{\text{label}} = 2$







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









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









Results: Latent Space Size DCWM is Fairly Robust to its Latent Space Size



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DCWM: Discrete Codebook World Model









Encoder

 $\mathbf{x}_t = e_{\theta}(\mathbf{s}_t) \in \mathbb{R}^{d \times b}$



)

15

Encoder

$$\mathbf{x}_t = e_{\theta}(\mathbf{s}_t) \in \mathbb{R}^{d \times t}$$

Latent quantization $\mathbf{c}_t = f(\mathbf{x}_t) \in \mathscr{C}$



b

15







$\hat{\mathbf{c}}_{t+1} \sim \text{Categorical}(p_1, \dots, p_{|\mathscr{C}|}) \text{ with } p_i = P_{\phi}(\mathbf{c}_{t+1} = \mathbf{c}^{(i)} | \mathbf{c}_t, \mathbf{a}_t)$











$\hat{\mathbf{c}}_{t+1} \sim \text{Categorical}(p_1, \dots, p_{|\mathscr{C}|}) \text{ with } p_i = P_{\phi}(\mathbf{c}_{t+1} = \mathbf{c}^{(i)} | \mathbf{c}_t, \mathbf{a}_t)$











$\hat{\mathbf{c}}_{t+1} \sim \text{Categorical}(p_1, \dots, p_{|\mathcal{C}|}) \text{ with } p_i = P_{\phi}(\mathbf{c}_{t+1} = \mathbf{c}^{(l)} | \mathbf{c}_t, \mathbf{a}_t)$









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Encoder







Encoder

$$\mathbf{x}_t = e_{\theta}(\mathbf{s}_t)$$

Latent quantization

$$\mathbf{c}_t = f(\mathbf{x}_t) \in \mathscr{C}$$











$\hat{\mathbf{c}}_{t+1} \sim \text{Categorical}(p_1, \dots, p_{|\mathscr{C}|}) \text{ with } p_i = P_{\phi}(\mathbf{c}_{t+1} = \mathbf{c}^{(i)} \mid \mathbf{c}_t, \mathbf{a}_t)$









$\hat{\mathbf{c}}_{t+1} \sim \text{Categorical}(p_1, \dots, p_{|\mathscr{C}|}) \text{ with } p_i = P_{\phi}(\mathbf{c}_{t+1} = \mathbf{c}^{(i)} \mid \mathbf{c}_t, \mathbf{a}_t)$



Encoder	$\mathbf{x}_t = e_{\theta}(\mathbf{s}_t)$
Latent quantization	$\mathbf{c}_t = f(\mathbf{x}_t) \in \mathscr{C}$
Dynamics	$\hat{\mathbf{c}}_{t+1} \sim \text{Categorical}(p_1,$
Reward	$\hat{r}_{t+1} = R_{\xi}(\mathbf{c}_t, \mathbf{a}_t)$
Critic	$q_t = Q_{\psi}(\mathbf{c}_t, \mathbf{a}_t)$





$\dots, p_{|\mathscr{C}|}$ with $p_i = P_{\phi}(\mathbf{c}_{t+1} = \mathbf{c}^{(i)} | \mathbf{c}_t, \mathbf{a}_t)$



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Critic	$q_t = Q_{\psi}(\mathbf{c}_t, \mathbf{a}_t)$
Prior Policy	$\mathbf{a}_t \sim \pi_\eta(\mathbf{a}_t \mid \mathbf{c}_t)$





$\dots, p_{|\mathscr{C}|}$ with $p_i = P_{\phi}(\mathbf{c}_{t+1} = \mathbf{c}^{(i)} | \mathbf{c}_t, \mathbf{a}_t)$
















i. For i in number of episodes



- i. For *i* in number of episodes
 - Collect trajectory $\tau_i = \{\mathbf{s}_t, \mathbf{a}_t, \mathbf{s}_{t+1}, r_t\}_{t=0}^T$ i.





- i. For i in number of episodes
 - i. Collect trajectory $\tau_i = \{\mathbf{s}_t, \mathbf{a}_t, \mathbf{s}_{t+1}, r_t\}_{t=0}^T$
 - ii. Add trajectory to replay buffer $\mathcal{D} \leftarrow \mathcal{D} \cup \tau_i$







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 - iii. Perform T updates to world model







- i. For i in number of episodes
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 - iii. Perform T updates to world model
 - i. Sample batch from replay buffer ${\ensuremath{\mathscr D}}$



$$\mathcal{D} \leftarrow \mathcal{D} \cup \tau_i$$

- i. For i in number of episodes
 - i. Collect trajectory $\tau_i = \{\mathbf{s}_t, \mathbf{a}_t, \mathbf{s}_t\}$
 - ii. Add trajectory to replay buffer
 - iii. Perform T updates to world model
 - i. Sample batch from replay buffer ${\mathscr D}$
 - ii. Update encoder, dynamics and reward



$$\mathcal{D} \leftarrow \mathcal{D} \cup \tau_i$$



- i. For *i* in number of episodes
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 - ii. Add trajectory to replay buffer \subseteq
 - iii. Perform T updates to world model
 - Sample batch from replay buffer \mathscr{D} Ι.
 - ii. Update encoder, dynamics and reward
 - iii. Update actor and critic



$$\mathcal{D} \leftarrow \mathcal{D} \cup \tau_i$$















For each environment step









For each environment step

Observe state *s*









For each environment step

Observe state *s*

*H***-**1 Plan $a_{0:H}$ to maximise return $\sum \gamma^t r(s_t, a_t) + \gamma^H Q_{\theta}(s_H, a_H)$ t=0



















Execute a_0 and discard a_1, \ldots, a_H







Execute a_0 and discard a_1, \ldots, a_H



Diverged from planned trajectory...





Execute a_0 and discard a_1, \ldots, a_H



Diverged from planned trajectory...

Discard a_1, \ldots, a_H

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Execute a_0 and discard a_1, \ldots, a_H



Diverged from planned trajectory...

Discard a_1, \ldots, a_H

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Execute a_0 and discard a_1, \ldots, a_H



Diverged from planned trajectory...

Discard a_1, \ldots, a_H

So let's replan.

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Execute a_0 and discard a_1, \ldots, a_H



Diverged from planned trajectory...

Discard a_1, \ldots, a_H

So let's replan.

FCAI



Execute a_0 and discard a_1, \ldots, a_H



Diverged from planned trajectory...

Discard a_1, \ldots, a_H

So let's replan.

FCAI



For each environment step



Execute a_0 and discard a_1, \ldots, a_H







For each environment step

Execute a_0 and discard a_1, \ldots, a_H







For each environment step

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For each environment step

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For each environment step

Execute a_0 and discard a_1, \ldots, a_H



And so on...





For each environment step

Execute a_0 and discard a_1, \ldots, a_H
































$$\mathbf{r}_{+1} = \mathbf{c}^{(i)} \mid \hat{\mathbf{c}}_h, \mathbf{a}_h) \quad \underline{\mathbf{c}}^{(i)}$$

code



$$\mathbf{r}_{+1} = \mathbf{c}^{(i)} \mid \hat{\mathbf{c}}_h, \mathbf{a}_h) \quad \underline{\mathbf{c}}^{(i)}$$

code prob. of code *i*





ob. of code *i*
mics
$$p(\hat{\mathbf{c}}_2 \mid \hat{\mathbf{c}}_1, \mathbf{a}_1)$$

code





$$\mathbf{c}_{1} = \mathbf{c}^{(i)} \mid \hat{\mathbf{c}}_{h}, \mathbf{a}_{h} \quad \underline{\mathbf{c}}^{(i)}$$

$$\mathbf{c}^{(i)} \quad \mathbf{c}^{(i)} \quad \mathbf{c}$$









$$\mathbf{c}^{(i)} = \mathbf{c}^{(i)} | \hat{\mathbf{c}}_h, \mathbf{a}_h \rangle \quad \underline{\mathbf{c}}^{(i)}$$

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 \hat{r}_2



DCWM: Decision-time Planning Encoder $\mathbb{E}[\hat{\mathbf{c}}_{h+1}] = \sum_{i=0}^{10} \frac{\Pr(\hat{\mathbf{c}}_{h+1} = \mathbf{c}^{(i)} \mid \hat{\mathbf{c}}_h, \mathbf{a}_h)}{\Pr ob. of code_i} \underbrace{\mathbf{c}^{(i)}}_{\text{code}}$ _ code **X**₀ **a**₁ \mathbf{a}_0 \mathbf{a}_{H-1} Dynamics **Dynamics Dynamics** $\mathbb{E}[\hat{\mathbf{c}}_{H-1}]$ \mathbf{c}_0 $\mathbb{E}[\hat{\mathbf{c}}_1]$ $p(\hat{\mathbf{c}}_2 \mid \hat{\mathbf{c}}_1, \mathbf{a}_1)$ $p(\hat{\mathbf{c}}_H \mid \hat{\mathbf{c}}_{H-1}, \mathbf{a}_{H-1})$ $p(\mathbf{c}_1 \mid \mathbf{c}_0, \mathbf{a}_0)$ FCAI fcai.fi \hat{r}_1 \hat{r}_2







$\mathbb{E}[\hat{\mathbf{c}}_{h+1}] = \sum_{i=0}^{10} \frac{\Pr(\hat{\mathbf{c}}_{h+1} = \mathbf{c}^{(i)} \mid \hat{\mathbf{c}}_{h}, \mathbf{a}_{h})}{\underbrace{\mathbf{c}^{(i)}}_{\text{prob. of code } i} \underbrace{\mathbf{c}^{(i)}}_{\text{code}}}$ ^code \mathbf{a}_{H-1} Dynamics $\mathbb{E}[\hat{\mathbf{c}}_{H-1}]$ $p(\hat{\mathbf{c}}_2 \mid \hat{\mathbf{c}}_1, \mathbf{a}_1)$ $p(\hat{\mathbf{c}}_H \mid \hat{\mathbf{c}}_{H-1}, \mathbf{a}_{H-1})$ fcai.fi \hat{r}_H \hat{r}_2





$$\mathbf{a}_{H} + \sum_{h=0}^{H-1} \gamma^{h} R_{\xi}(\hat{\mathbf{c}}_{h}, \mathbf{a}_{h})$$

$$\mathbf{c}_{h+1} = \mathbf{c}^{(i)} \mid \hat{\mathbf{c}}_h, \mathbf{a}_h) \quad \underline{\mathbf{c}}^{(i)}$$





Reward func.

$$\mathbf{a}_{H}) + \sum_{h=0}^{H-1} \gamma^{h} R_{\xi}(\mathbf{\hat{c}}_{h}, \mathbf{a}_{h})$$

$$\mathbf{r}_{+1} = \mathbf{c}^{(i)} \mid \hat{\mathbf{c}}_h, \mathbf{a}_h) \quad \underbrace{\mathbf{c}^{(i)}}_{}$$







Iteration 1









Iteration 1







Initialise action sampling distribution $\{a_t \sim \mathcal{N}(\mu_t, \sigma_t^2)\}_{t=0}^H$





Iteration 1







Initialise action sampling distribution $\{a_t \sim \mathcal{N}(\mu_t, \sigma_t^2)\}_{t=0}^H$

For each iteration





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Evaluate objective $J(\mathbf{a}_{0}^{i}, \mathbf{s})$ for each sample





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Select top K performing samples



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