

# Adaptive World Models: Learning Behaviors by Imagination Under Non-Stationarity

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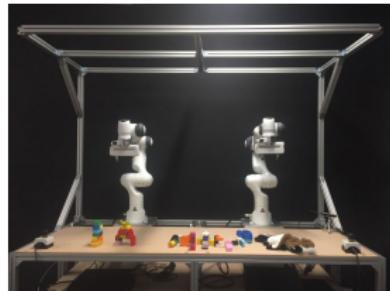
## Existing Gap

- Dreamer agents showed SOTA-performance **mainly on single, stationary tasks**:
  - Can Dreamer world models **adapt to changes** and be used to **infer adaptable behaviors?**

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Observation changes: Color



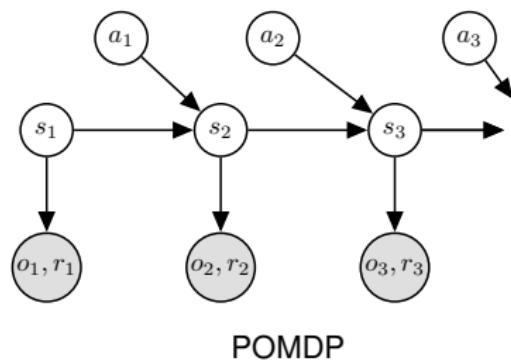
Dynamics changes: Mass



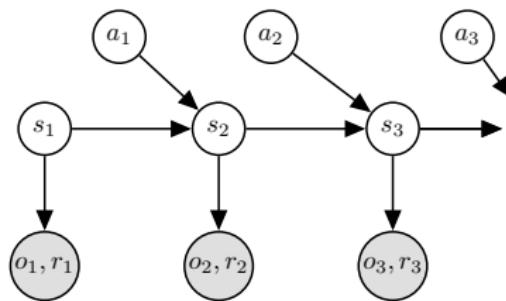
Objective changes: Skills



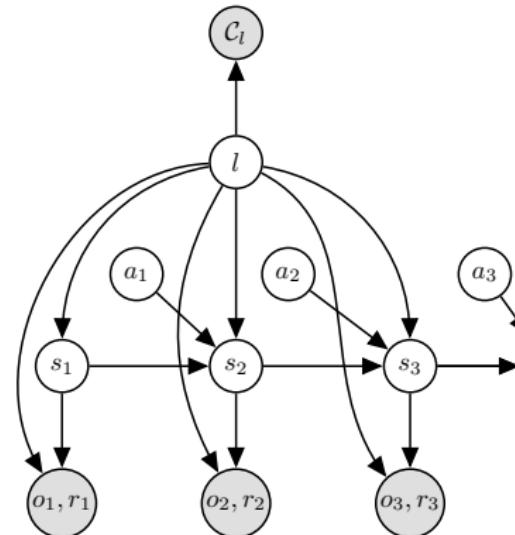
# Non-Stationary RL Formalisms



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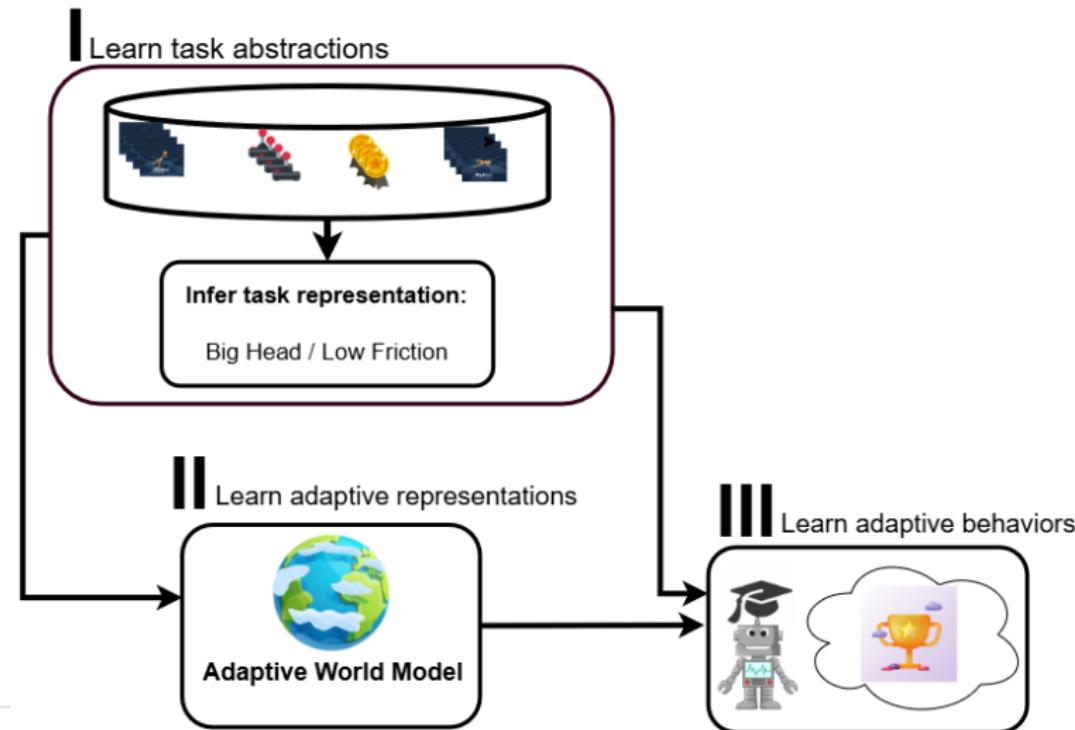


POMDP

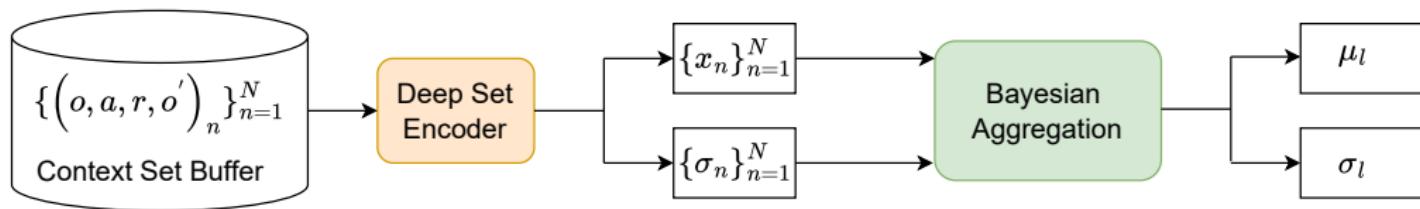


HiP-POMDP

# Adaptive MBRL Agents

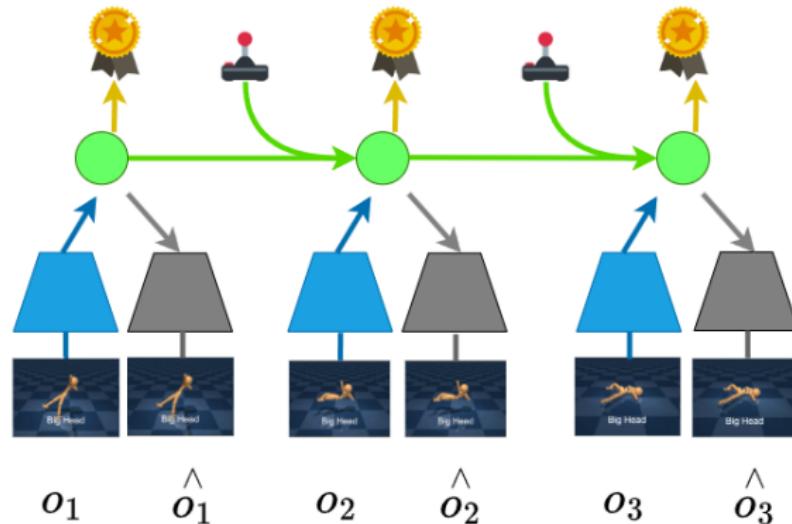


# I: Latent Task Inference using Bayesian Context Aggregation

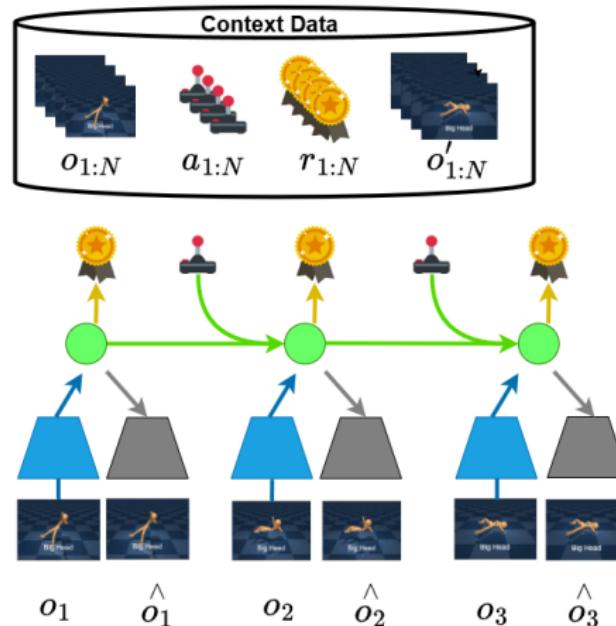


Volpp et al. 2021

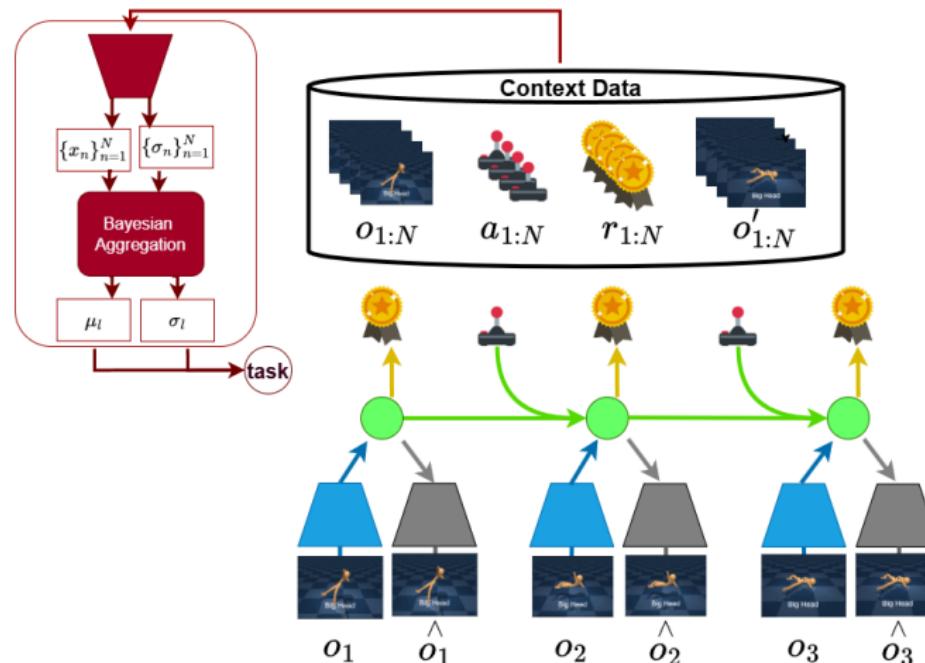
## II: Learning Adaptive Representations



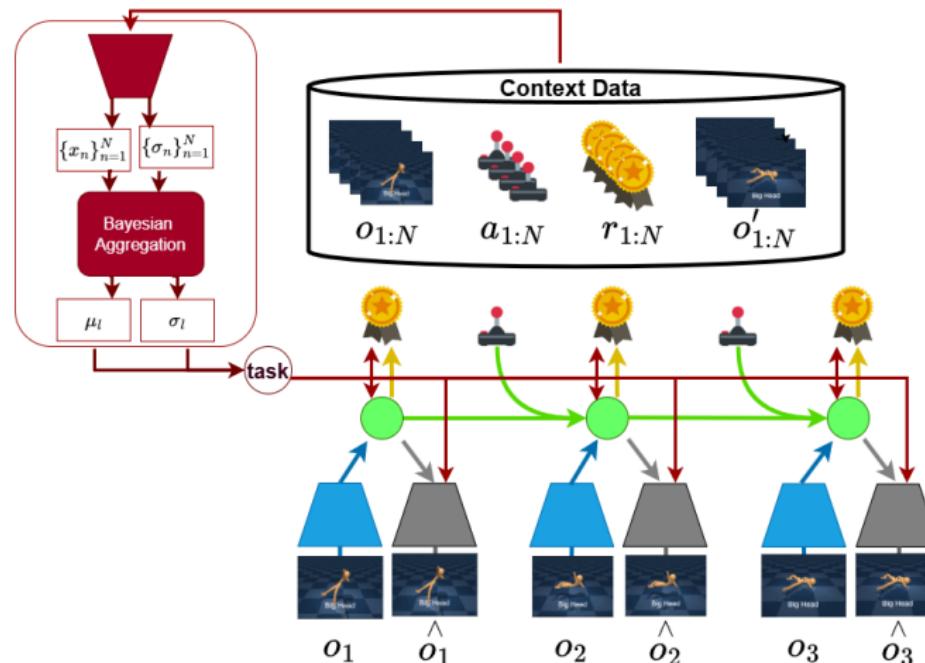
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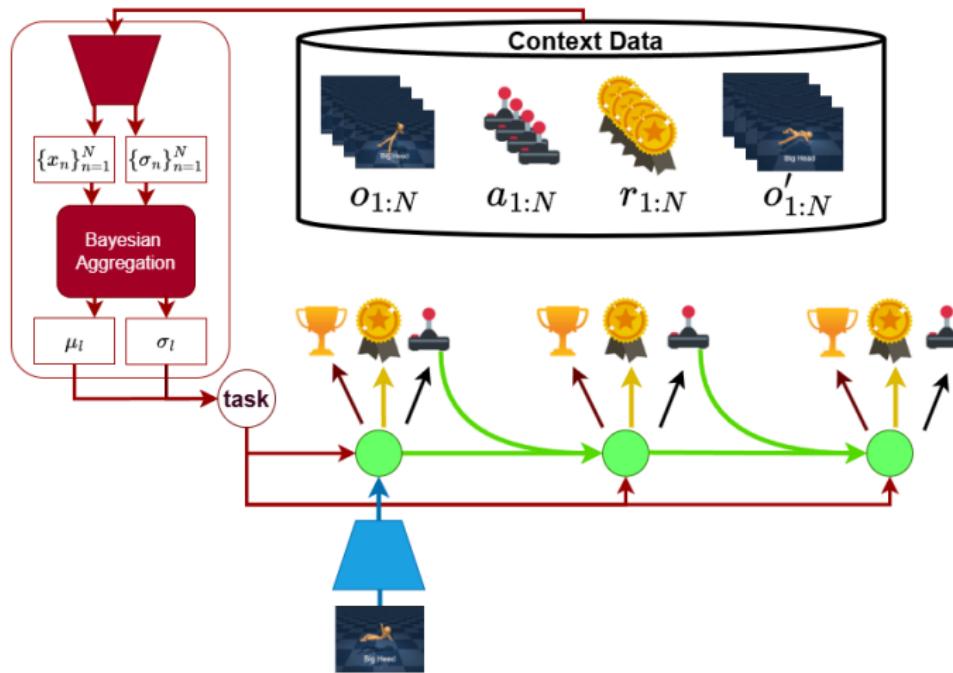
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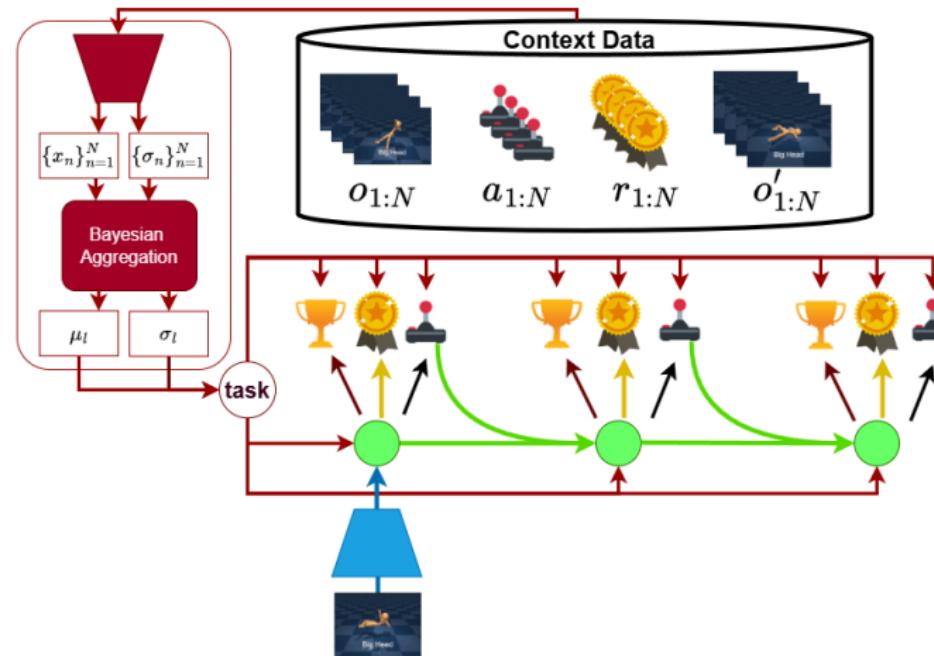
## II: Learning Adaptive Representations



### III: Learning Adaptive Behaviors



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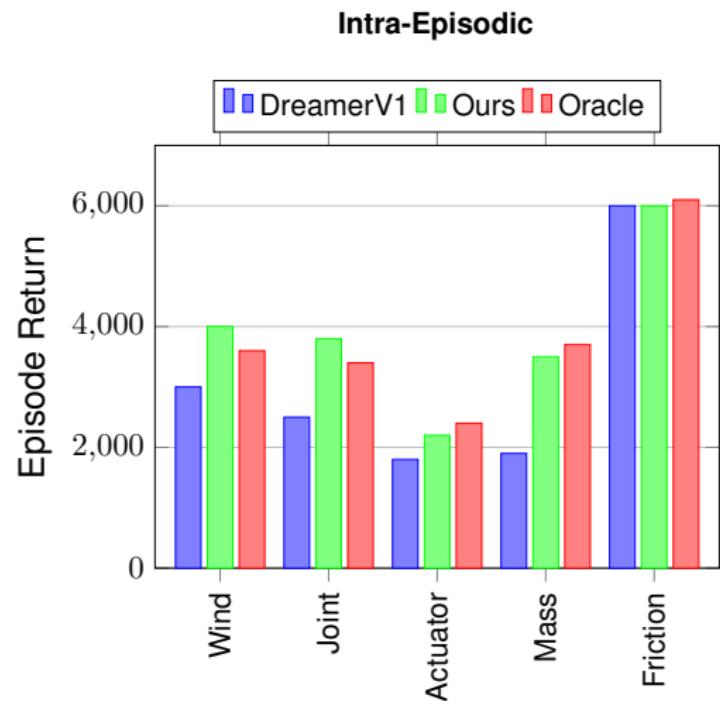
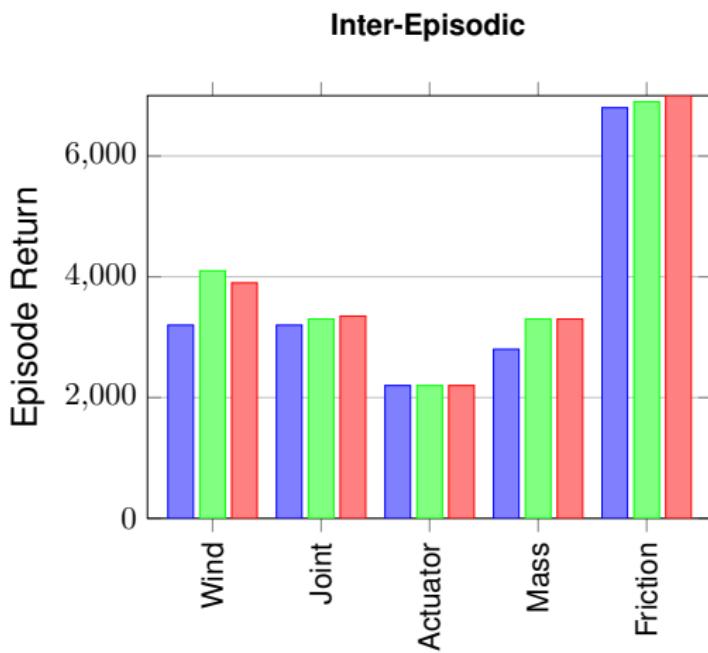


# Modified Gymnasium + DMC Benchmarks

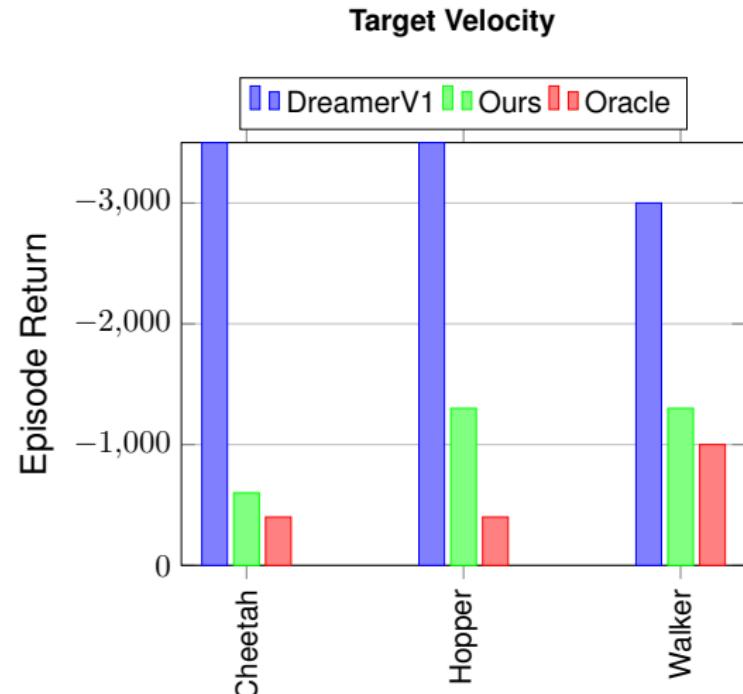
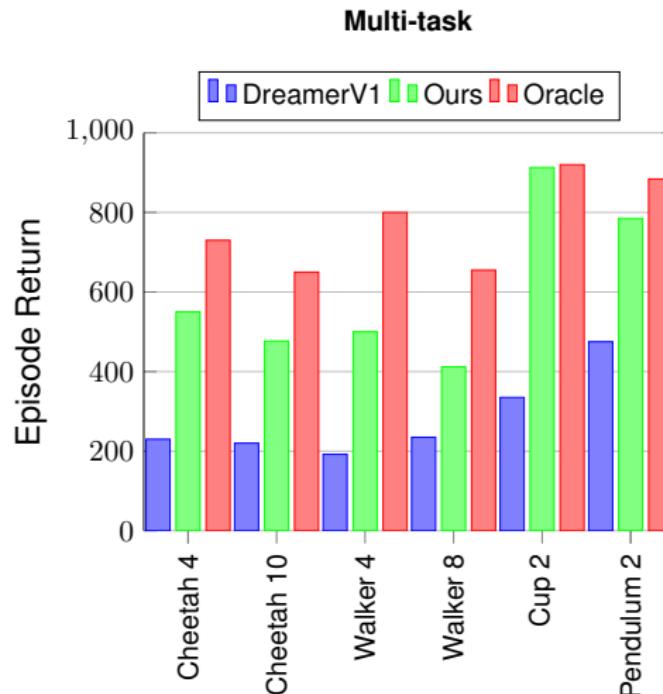
Gymnasium

DMC Multi-task

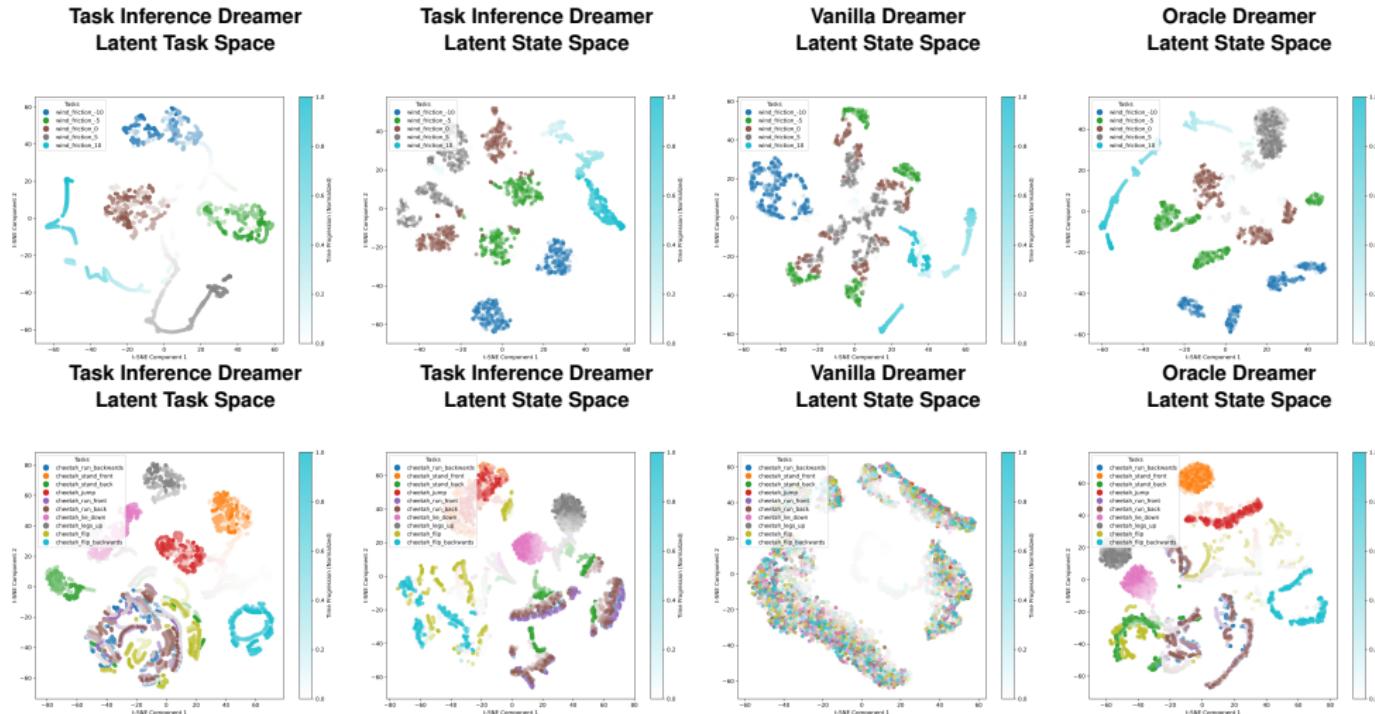
# Can agents handle changing dynamics?



# Can agents handle objective changes?



# Latent space visualizations



# Conclusion

- Bayesian context aggregation as a **general** task inference **approach**.
- POMDP formalism **can handle** dynamical changes, **not** objective changes.
- HiP-POMDP results in **more structured latent spaces, improving** the performance.