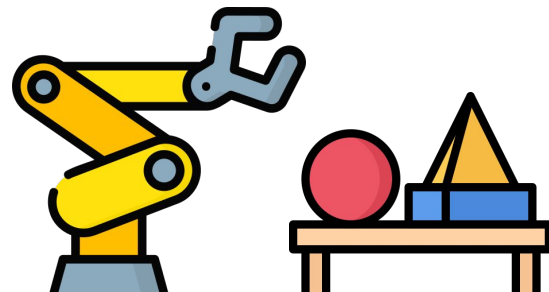


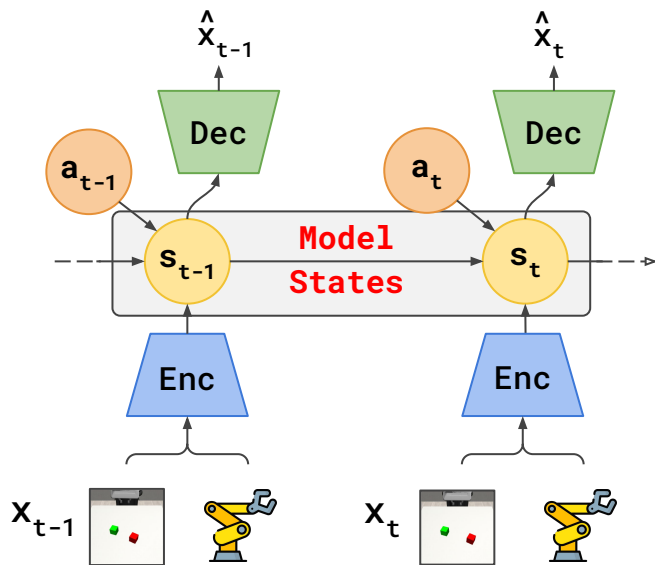
Representing Positional Information in Generative World Models for Object Manipulation

Stefano Ferraro, Pietro Mazzaglia, Tim Verbelen, Bart Dhoedt, Sai Rajeswar

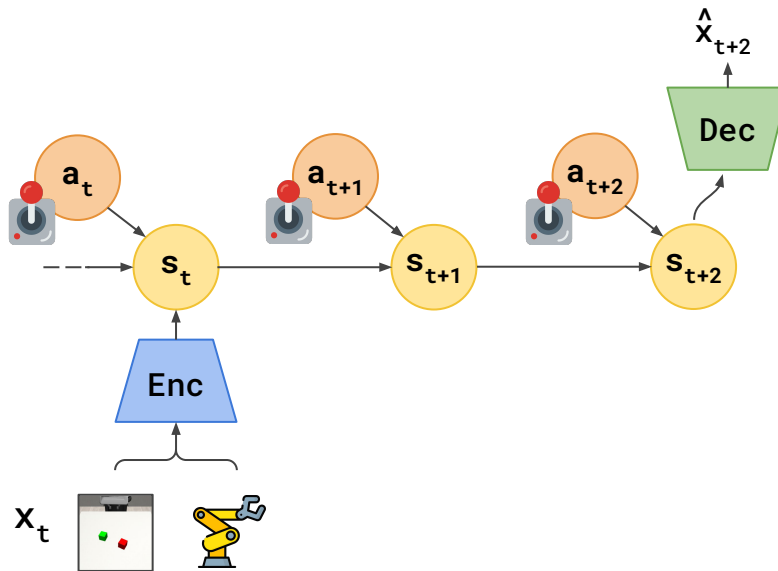


What is a world model?

“Latent representation with temporal consistency”



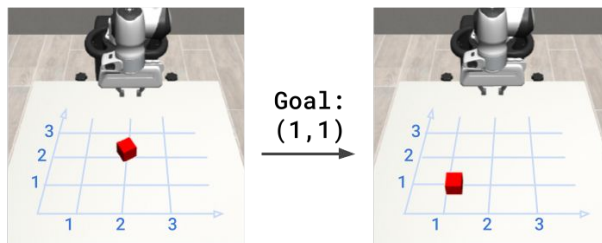
World Model learning



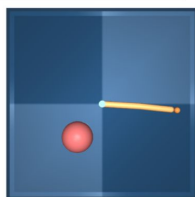
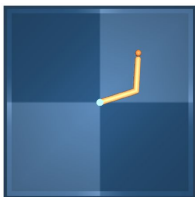
Planning in the future

The Limitations

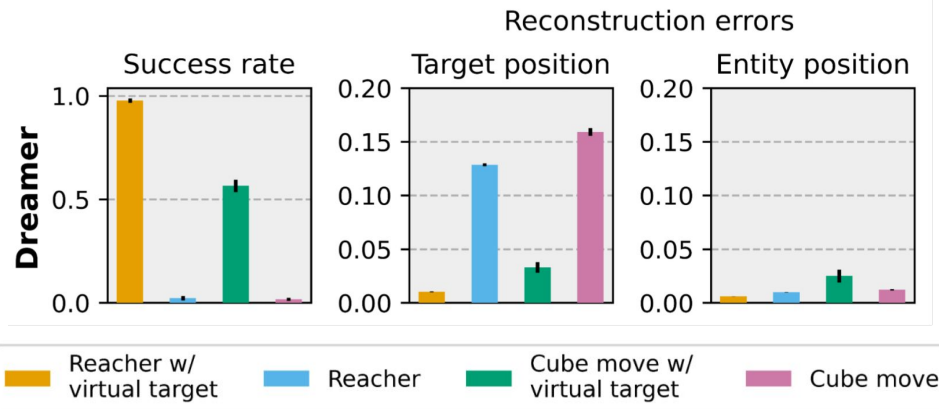
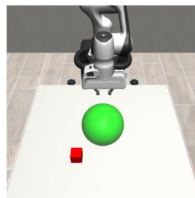
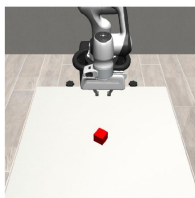
With Object Manipulation tasks



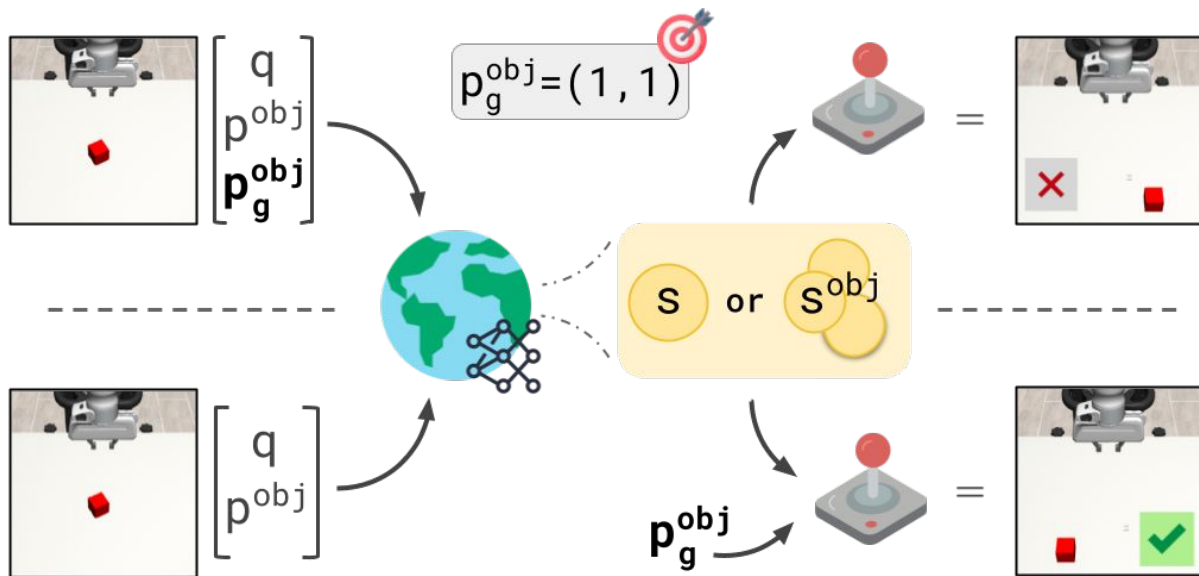
Reacher



Cube Move

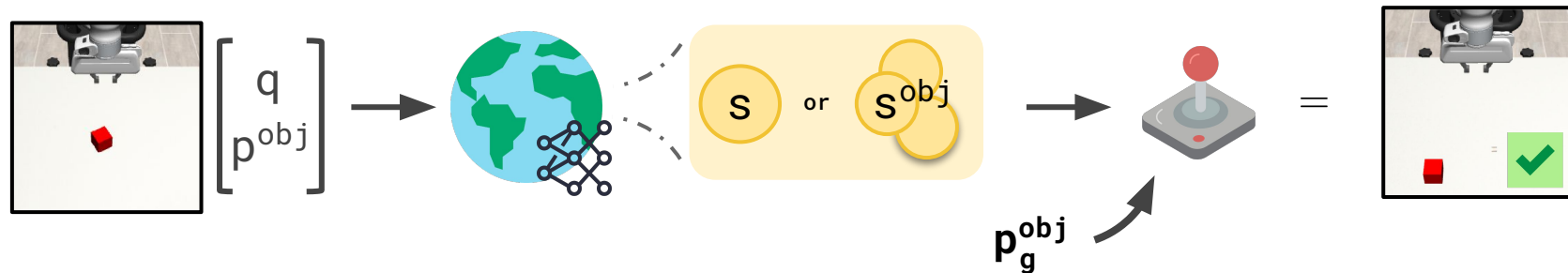


How we tackled the problem?



Two different approaches

1. Position Conditioned Policy (PCP)



2. Latent Conditioned Policy (LCP)

