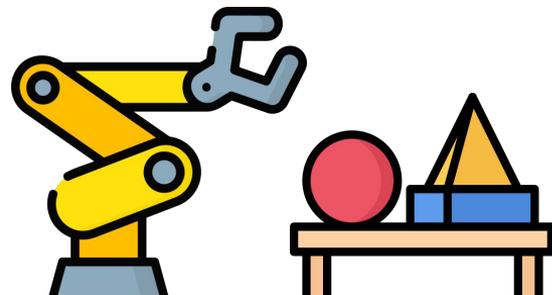


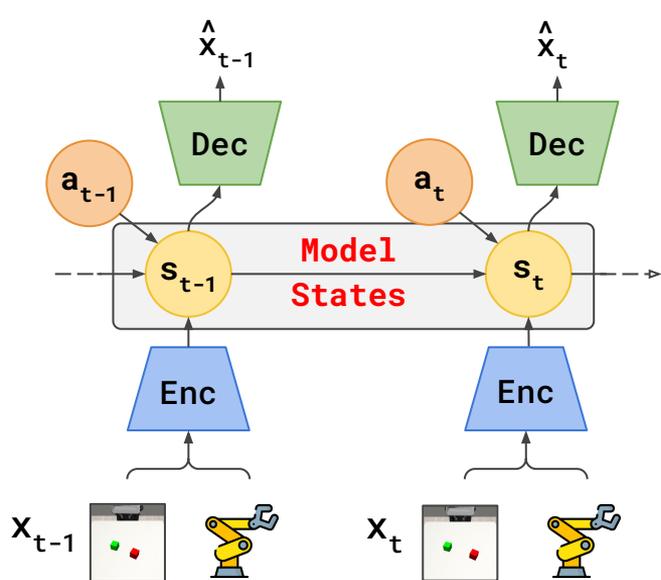
# Representing Positional Information in Generative World Models for Object Manipulation

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

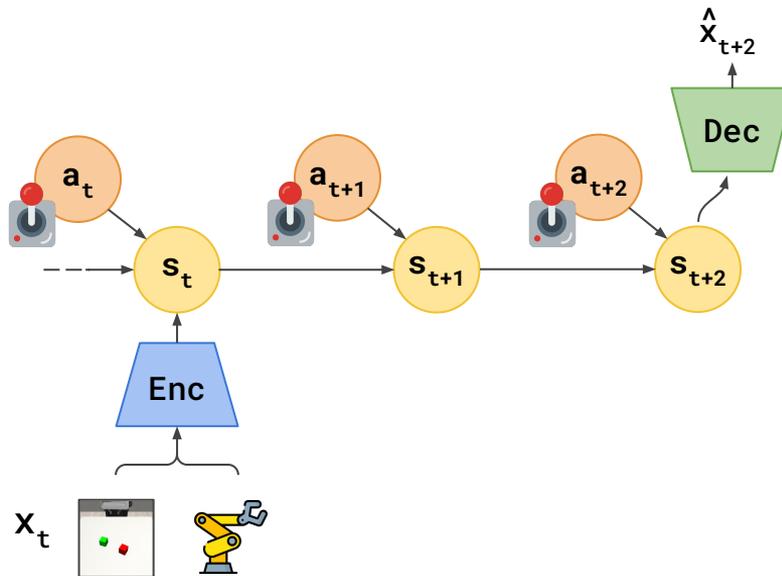


# What is a world model?

“Latent representation with temporal consistency”



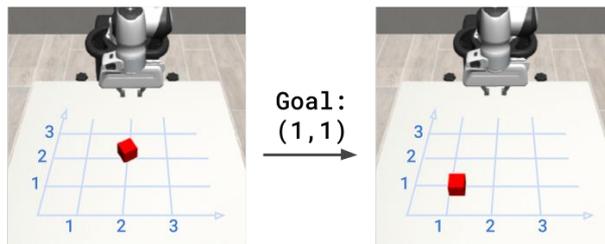
World Model learning



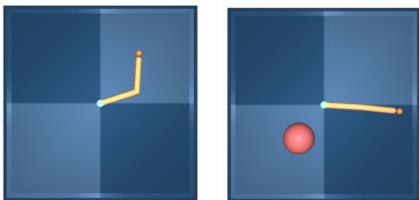
Planning in the future

# The Limitations

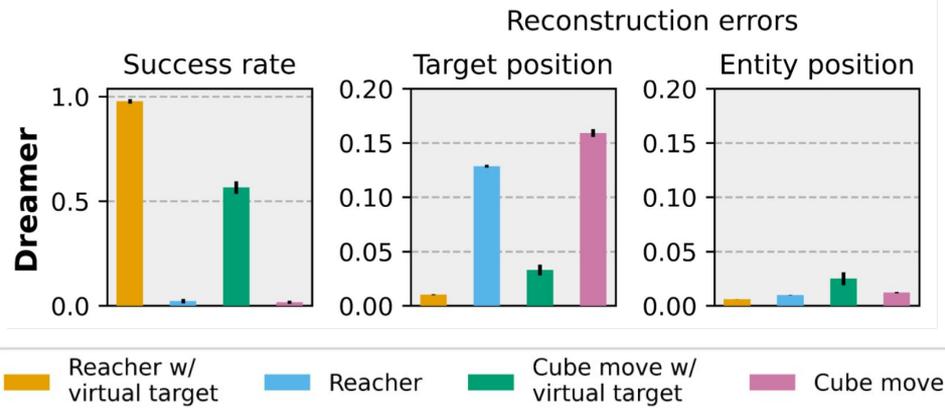
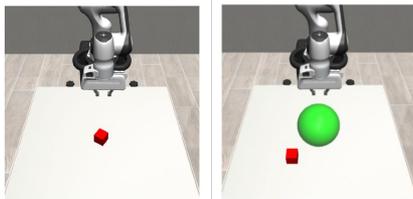
With Object Manipulation tasks



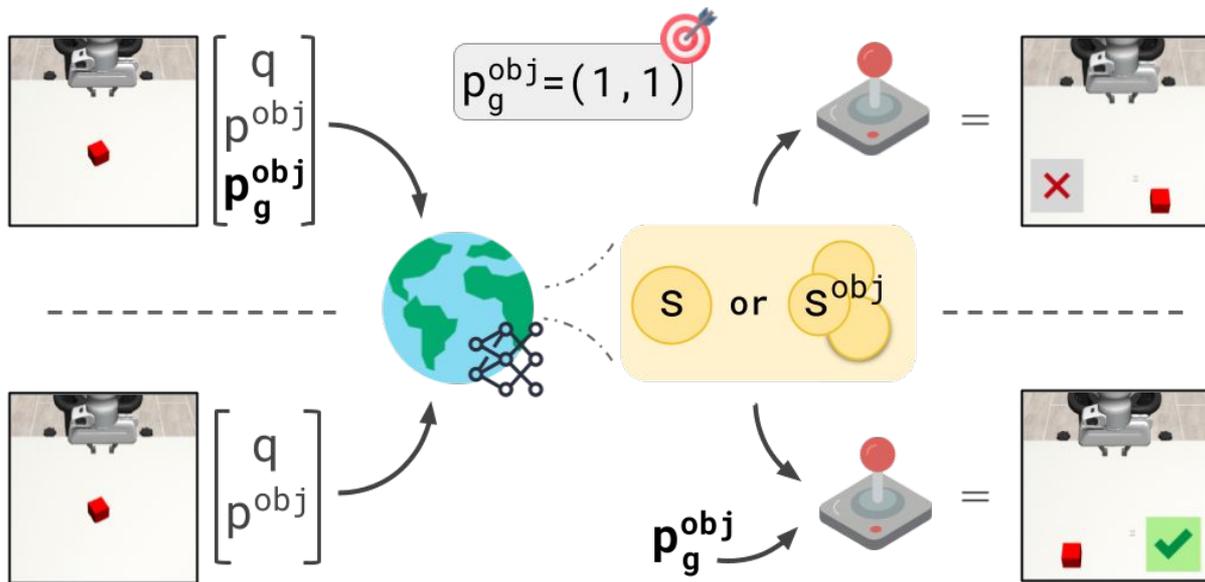
Reacher



Cube Move

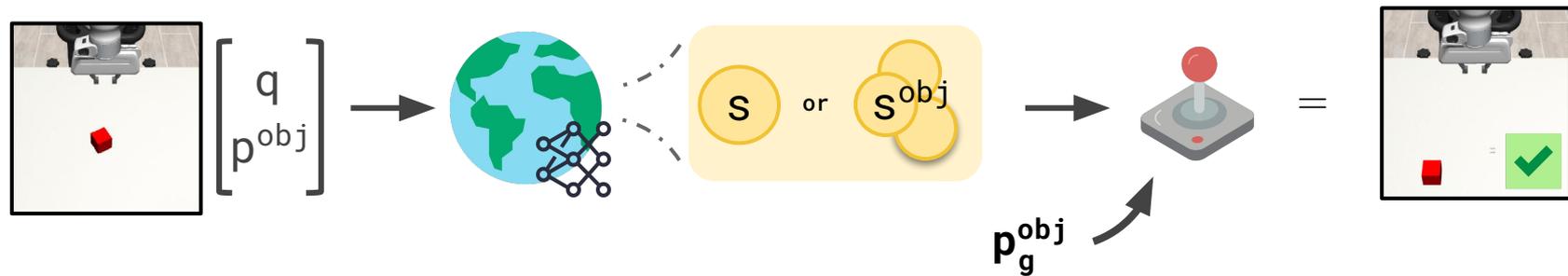


# How we tackled the problem?



# Two different approaches

## 1. Position Conditioned Policy (PCP)



## 2. Latent Conditioned Policy (LCP)

