Reinforcement Learning from Delayed Observations via World Models

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Motivation Background Agent receives observation o_{t-d} at time t, and should take a_t Delayed MDP: $\langle \mathcal{M}, \mathcal{D} \rangle$ where $\mathcal{M} = \langle S, A, \mathcal{T}, \gamma \rangle$ is MDP and \mathcal{D} is observation delays distribution DMDP = MDP with extended states $x_t = (s_{t-d}, a_{t-d}, \dots, a_{t-1})$ Take action given the available information Two modes of world models:







Applying latent state imagination only in the test time refers to Agnostic

2. Extended actor

Conditioning the policy explicitly on the extended state while keeping the critic unchanged: $a_t \sim \pi(\cdot | m_{t-d}, a_{t-d}, \ldots, a_{t-1})$

- Ours is comparable with DC/AC[2] and outperforms D-TRPO[3]
- Latent and Memoryless models are effective for shorter delays, while the Extended model is better for longer delays but with added architectural complexity



Another variant without the actions buffer is called **Memoryless**

Extended improves up to 2.5x over Agnostic

References

[1] Danijar Hafner, Jurgis Pasukonis, Jimmy Ba, and Timothy Lillicrap. Mastering diverse domains through world models. arXiv, 2023.

[2] Pierre Liotet, Erick Venneri, and Marcello Restelli. Learning a belief representation for delayed reinforcement learning. IJCNN, 2021.

[3] Yann Bouteiller, Simon Ramstedt, Giovanni Beltrame, Christopher Pal, and Jonathan Binas. Rein-forcement learning with random delays. ICLR, 2020.

Check out the full paper for more!

