Open Source Software References

DreamerV3

- Research Paper: Hafner, Danijar, et al. "Mastering Diverse Domains through World Models." *arXiv.Org*, 17 Apr. 2024, <u>arxiv.org/abs/2301.04104</u>.
- Description: Cutting-edge world model—based reinforcement learning algorithm used for training agents in diverse and complex environments through latent imagination and long-horizon planning

PyTorch DreamerV3

- Code Repository: https://github.com/NM512/dreamerv3-torch
- Description: A PyTorch-based open-source implementation of DreamerV3, which served as the foundation for training and adapting our autonomous racing agent.

ROS 2 (Robot Operating System)

- Website: https://docs.ros.org/en/foxy/
- Description: Used as the core middleware to manage communication between perception, planning, and control modules

NVIDIA Isaac Lab

- Website: https://developer.nvidia.com/isaac/lab
- Code Repository: https://github.com/isaac-sim/IsaacLab
- Description: Modular reinforcement learning framework for robotic simulation and training in Isaac Sim that we adapted to fit the dynamics and sensing models of our vehicle

Racing DreamerV1

- Research Paper: Brunnbauer, Axel, et al. "Latent Imagination Facilitates Zero-Shot Transfer in Autonomous Racing." arXiv.Org, 28 Feb. 2022, arxiv.org/abs/2103.04909.
- Code Repository: https://github.com/axelbr/racecargym
- Description: Used to help us format and project and see previous work

Racecar Gym

- Code Repository: https://github.com/axelbr/racecar_gym
- Description: A prior application of DreamerV1 in the racing domain that helped guide our project structure and provided valuable insights into using world models for sim-to-real transfer

Gymnasium / OpenAI Gym

- Code Repository: https://github.com/Farama-Foundation/Gymnasium
- Description: Standardized interface for reinforcement learning environments

PyTorch

- Website: https://pytorch.org
- Description: Machine learning framework used to build and train our reinforcement learning models