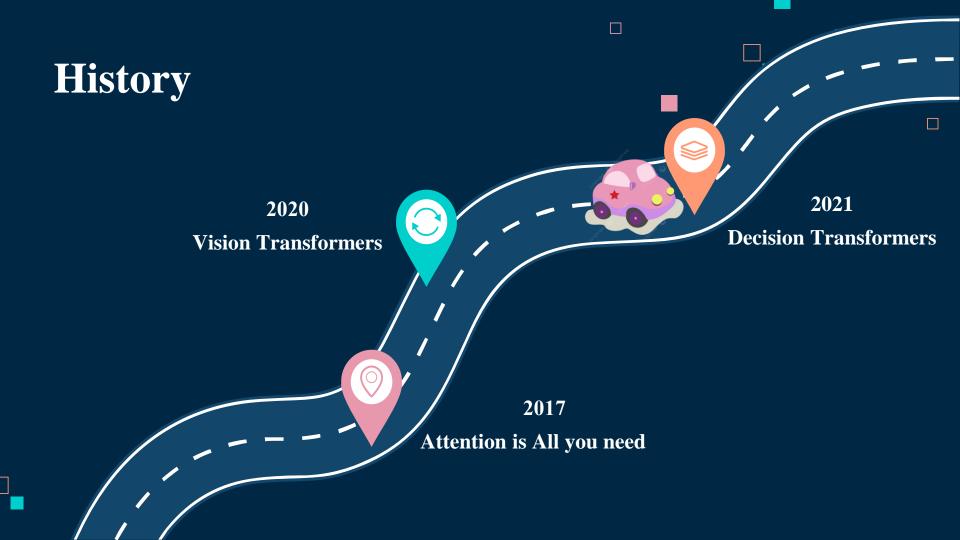
Decision Transformers

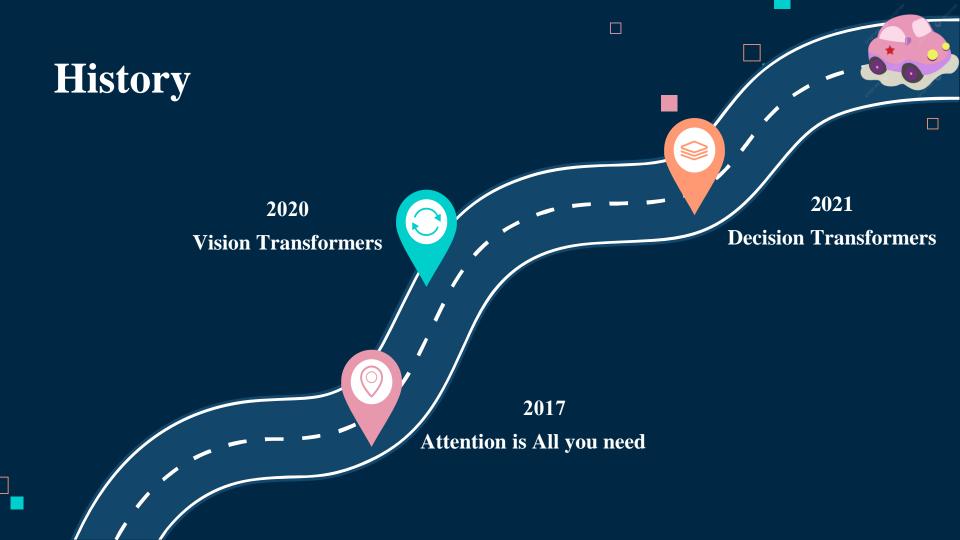
Seyede Setare Khosravi | Mobina Lashgari Prof: Dr. Saeed Shamaghdari Fall 2024



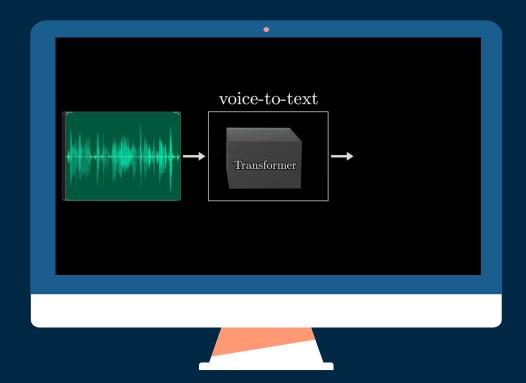
History 2021 2020 **Decision Transformers Vision Transformers** 2017 **Attention is All you need**

History 2021 2020 **Decision Transformers Vision Transformers** 2017 Attention is All you need





Transformers Applications

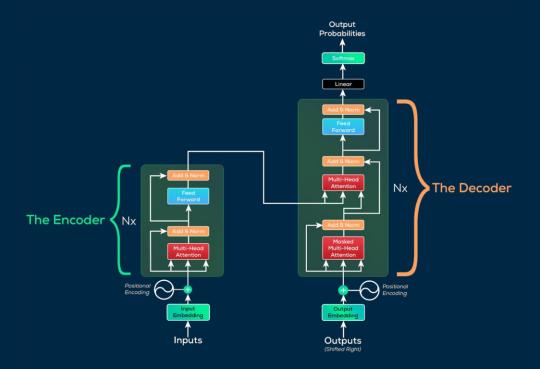


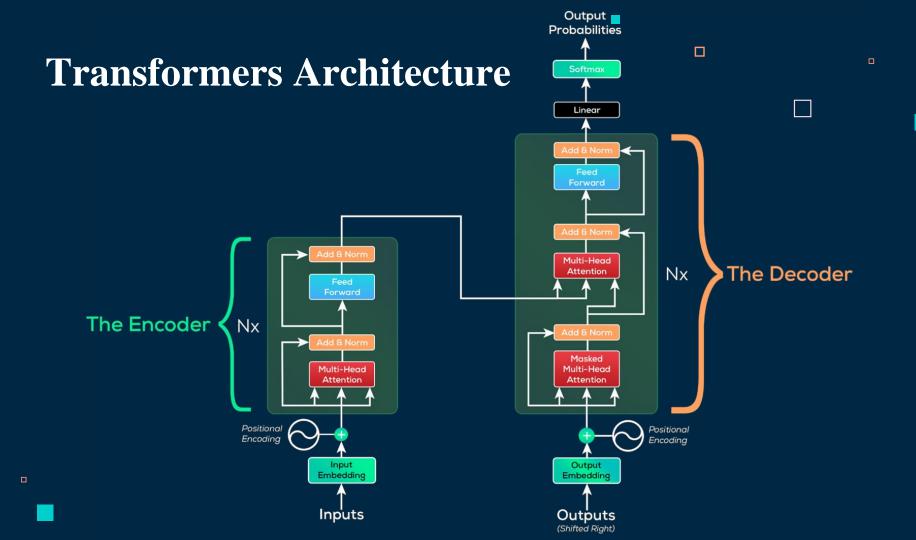
Transformers Architecture



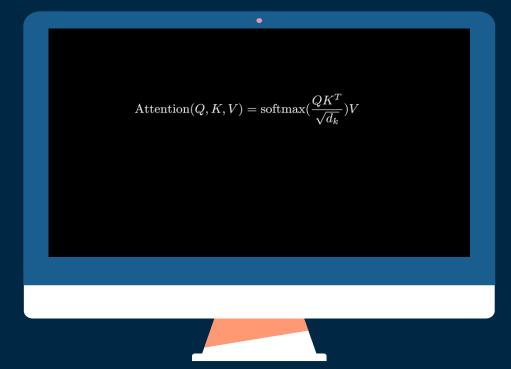


Transformers Architecture





Attention Mechanism



Offline RL VS Online RL

Reinforcement Learning with Online Interactions



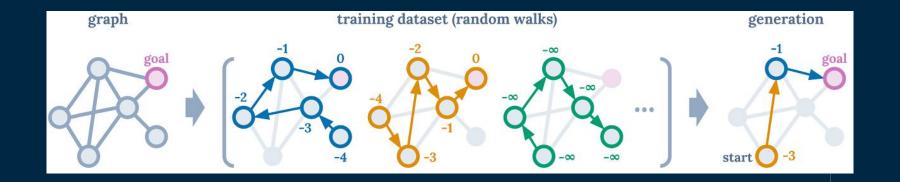


Offline Reinforcement Learning

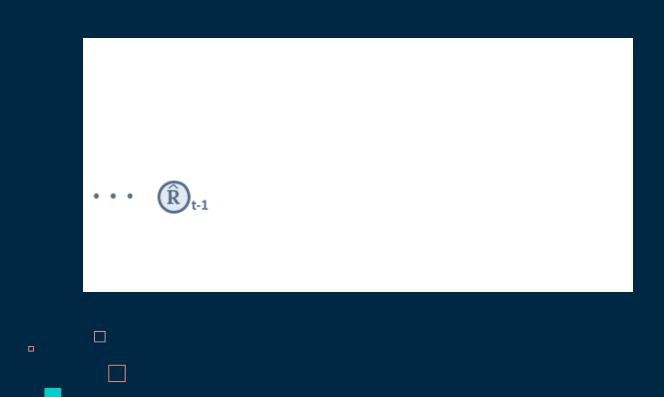




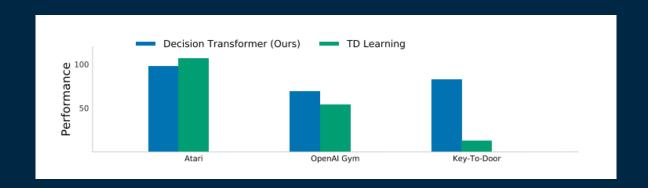
Decision Transformers



Decision Transformers

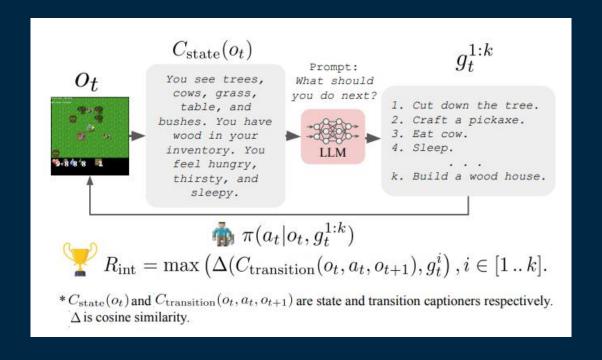


Decision Transformers

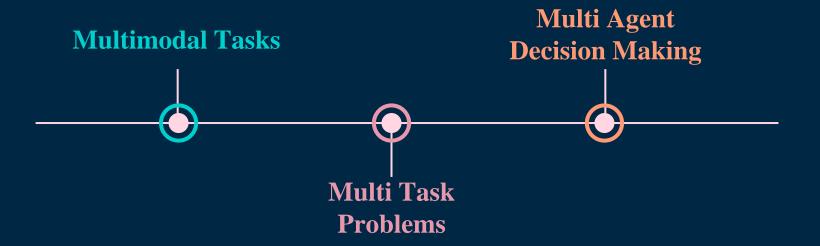


Game	DT (Ours)	DT with no context $(K = 1)$
Breakout	267.5 ± 97.5	73.9 ± 10
Qbert	$\textbf{15.1} \pm \textbf{11.4}$	13.6 ± 11.3
Pong	$\textbf{106.1} \pm \textbf{8.1}$	2.5 ± 0.2
Seaquest	$\textbf{2.5} \pm \textbf{0.4}$	0.6 ± 0.1

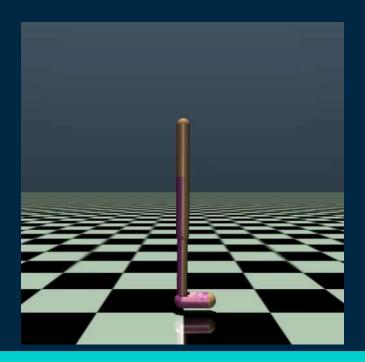
Bringing the capabilities of LLMs to robotics



Future Research



Simulation



Simulation

