



- First assignment notebook due 11/03/2025 23:59 CET.

Week Num.	Date	Item
1	20.02	- lecture 1
2a	25.02	- lecture 2
2b	27.02	- lecture 3
3a	04.03	- lecture 4
3b	06.03	- lecture 5
4a	11.03	- lecture 6 (+ Q&A)
	11.03	- Transformers notebook assignment due
4b	13.03	- lecture 7
5a	18.03	- lecture 8
5b	20.03	- lecture 9
6a	25.03	- lecture 10
6b	27.03	- lecture 11 (+ Q&A)
	01.04	- Active agents notebook assignment due
7a	01.04	- lecture 12
7b	03.04	- lecture 13
8a	08.04	- lecture 14
8b	10.04	- lecture 15 (+ Matchmaking session)
	13.04	- Project proposals due
	15.04	- all subsequent sessions from 15.04 onwards are for Q&A
	18.04	- Project proposals due, when revision is needed.
	22.04	- MidSem break - No classes
	25.04	- MidSem break - No classes
	29.04	- Foundation Models assignment due
	01.05	- lecture 16
	09.05	- Project progress report due
	13.05	- Robustness assignment due (extra credit)
	20.05	- Moodle homework due
	26.05	- Final project presentation video due
	27.05	- Final project presentation Part I
	29.05	- Final project presentation Part II
	30.05	- Project report due

Anonymous feedback entry

Hi !
This is your feedback entry. I am sure you will be surprised to learn that you have been incredibly kind to us. You are a rare breed.
I want to thank you for the semester. It has been a great impact.



It's **laughably simple**, but it has been useful in what I do whilst here. That we're here to learn, not to have fun in this environment.

So from the bottom of my heart, thank you

⭐ WANTED! ⭐

💰 BOUNTY: ICCV Conference Trip to Hawaii 🌴

FOR THE CRIME OF SAYING:

"Laughably simple"

This outlaw has made things **sound too easy**, and we can't let that slide. If you have **seen, heard, or been a victim** of this phrase, you may be eligible for the bounty!



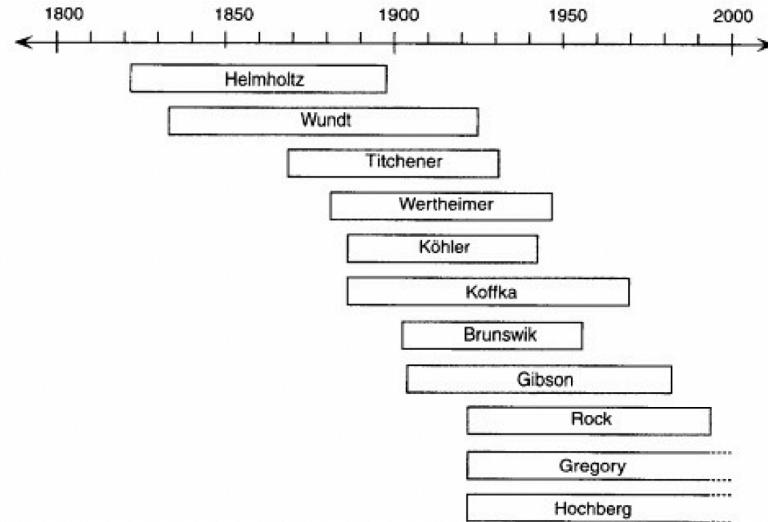
LAST KNOWN WHEREABOUTS:

- Any place where confidence runs high
- Tech forums, puzzle competitions, or trivia nights
- Probably sipping coffee while casually solving hard problems

► REWARD:

A luxurious **trip to Hawaii** 🌴, where things are **genuinely laughably simple**.

Recap



- What's a “theory”? An integrated/consistent set of statements/hypotheses about underlying principles of something.
 - That not only organizes and explains known facts (eg existing experimental results), but also makes predictions about new ones.

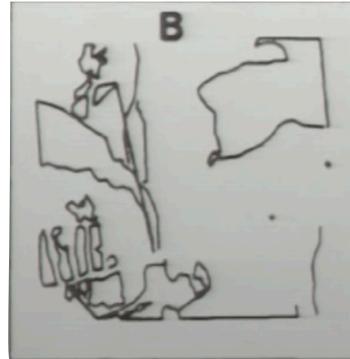
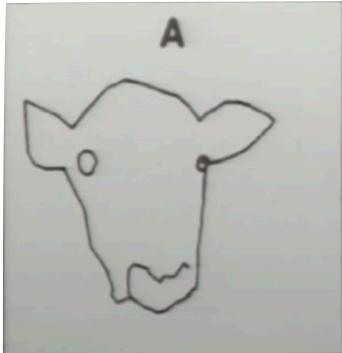
THEORY	NATIVISM vs. EMPIRICISM	ATOMISM vs. HOLISM	ORGANISM vs. ENVIRONMENT	PRINCIPAL ANALOGY	METHOD
Structuralism	Empiricism	Atomism	Organism	Chemistry	Trained Introspection
Gestaltism	Nativism	Holism	Organism	Physical Field Theory	Naive Introspection
Ecological Optics	Nativism	Holism	Environment	Mechanical Resonance	Stimulus Analysis

Wilhelm Wundt

- Progressive “concatenation” of “sensory atoms”

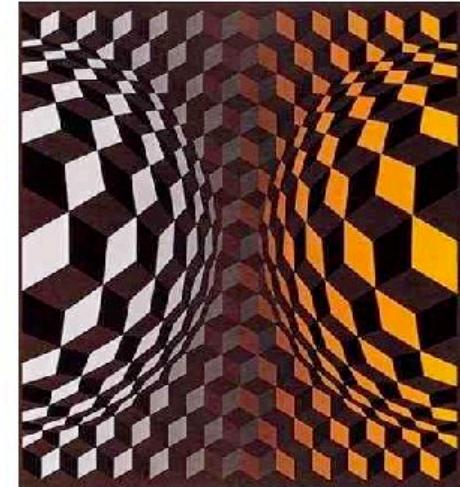


- Whole is more than the sum of parts.

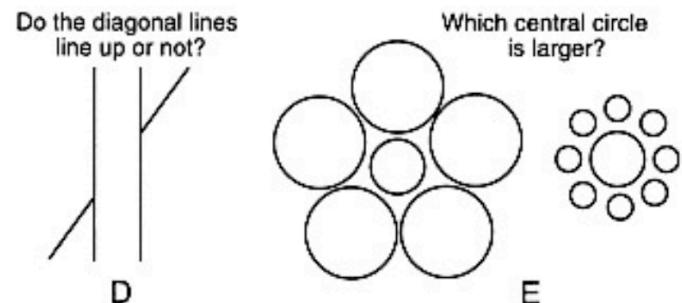
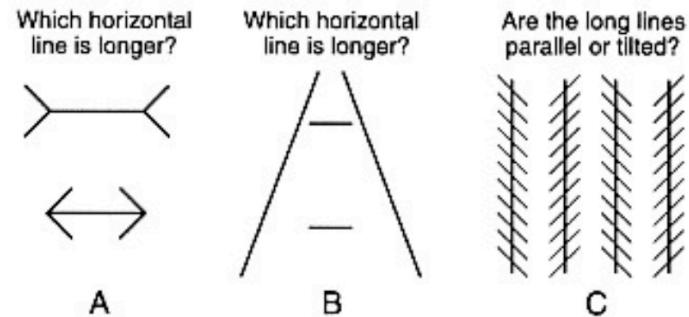
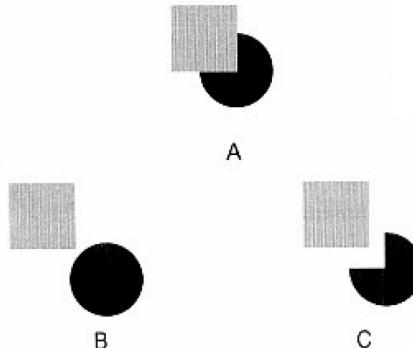


Ecological Approach

- Gibson: “Ask not what's inside your head, but what your head's inside” (Mace, 1977)

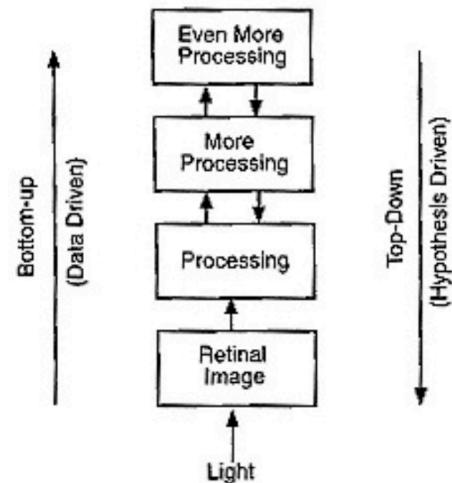


- Vision:
 - an indeterminate inverse problem from retinal images.
 - a “reconstruction” of the reality.
- Something besides the retinal image is needed.
- Likelihood Principle



- Vision appears to be more than bottom-up association.

Aoccdrnig to a rscheearch at Cmabrigde Uinervtisy, it deosn't mttaer in waht oredr the ltteers in a wrod are, the olny iprmoetnt tihng is taht the frist and lsat ltteer be at the rghit pclae. The rset can be a toatl mses and you can stil raed it wouthit porblm. Tihs is bcuseae the huamn mnid deos not raed ervey lteter by istlef, but the wrod as a wlohe.



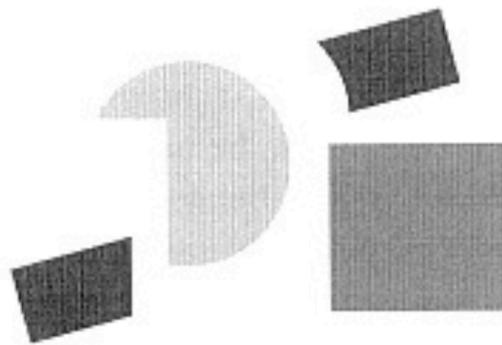
- Vision: A useful reconstruction of the world in a bottom-up and top-down way.

Perception as modeling the environment

- *The observer is constructing a model of what environment situation might have produced the observed pattern of sensory stimulation*



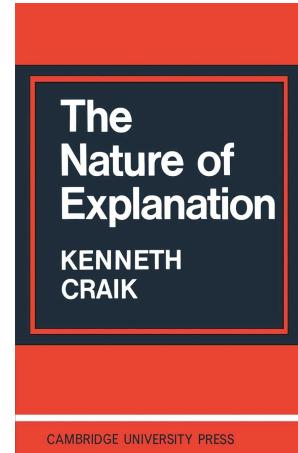
A



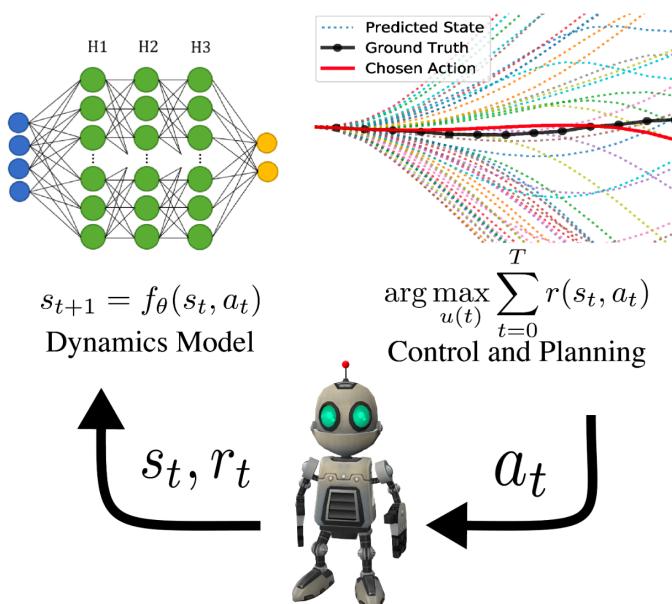
B

Kenneth Craik (1943)

- *If the organism carries a “small-scale model” of external reality and of its own possible actions within its head, it is able to try out various alternatives, conclude which is the best of them, react to future situations before they arise, utilise the knowledge of past events in dealing with the present and future, and in every way to react in a much fuller, safer, and more competent manner to the emergencies which face it.”*
- Model:
 - something that parallels a reality.
 - enables prediction, planning, and counterfactual reasoning/ imagination.
 - (vs reactive)
 - keeps the relevant aspects and simplifies others.



- Model-Based Reinforcement Learning



While improving:

1. Agent acts in environment
2. Learn model of dynamics

$$p_\theta = \arg \max_\theta \sum_{i=1}^N \log p_\theta(s_{t+1}|s_t, a_t)$$

3. Plan actions to maximize reward

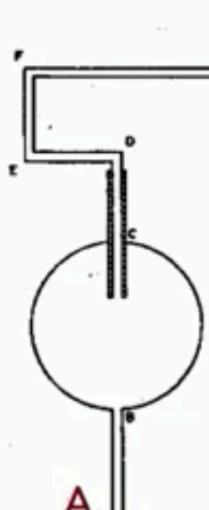
$$a^* = \arg \max_a \sum_{t=0}^T \gamma^t r(s_t, a_t)$$

s.t. $s_{t+1} \sim p_\theta(s_{t+1}|s_t, a_t)$

COGNITIVE MAPS IN RATS AND MEN¹

BY EDWARD C. TOLMAN

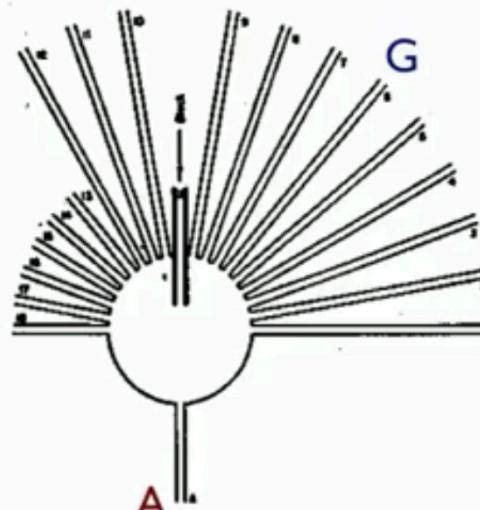
University of California



Apparatus used in preliminary training

FIG. 15

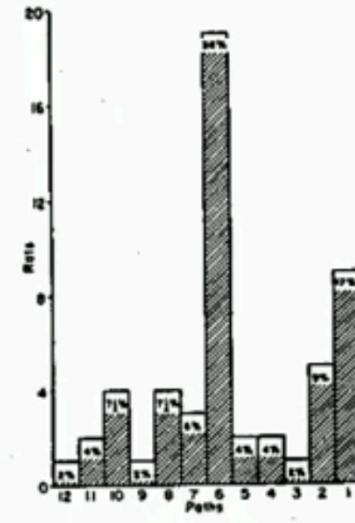
(From E. C. Tolman, B. F. Ritchie and D. Kalish, Studies in spatial learning. I. Orientation and short-cut. *J. exp. Psychol.*, 1946, 36, p. 16.)



Apparatus used in the test trial

FIG. 16

(From E. C. Tolman, B. F. Ritchie and D. Kalish, Studies in spatial learning. I. Orientation and short-cut. *J. exp. Psychol.*, 1946, 36, p. 17.)



Number of rats which chose each of the paths

FIG. 17

(From E. C. Tolman, B. F. Ritchie and D. Kalish, Studies in spatial learning. I. Orientation and the short-cut. *J. exp. Psychol.*, 1946, 36, p. 19.)

Latent Learning

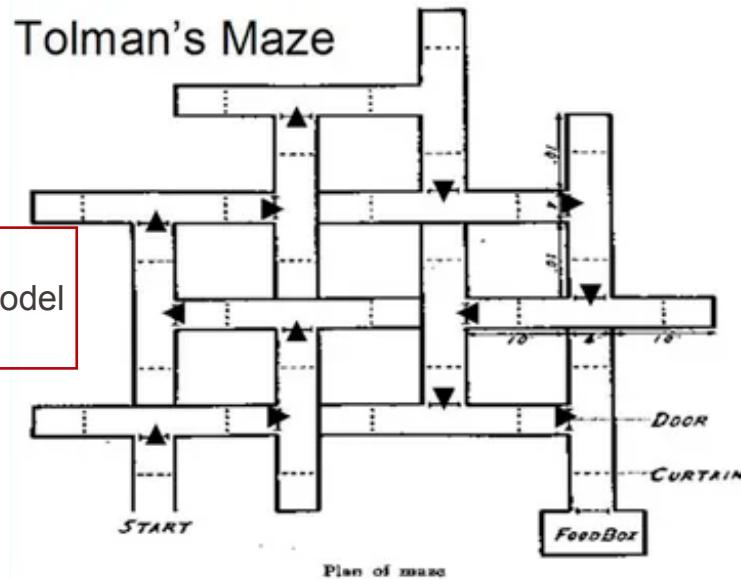
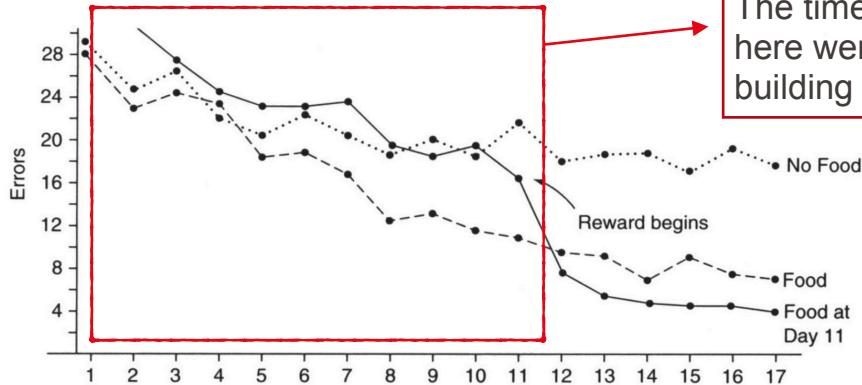
Tolman & Honzik 1930

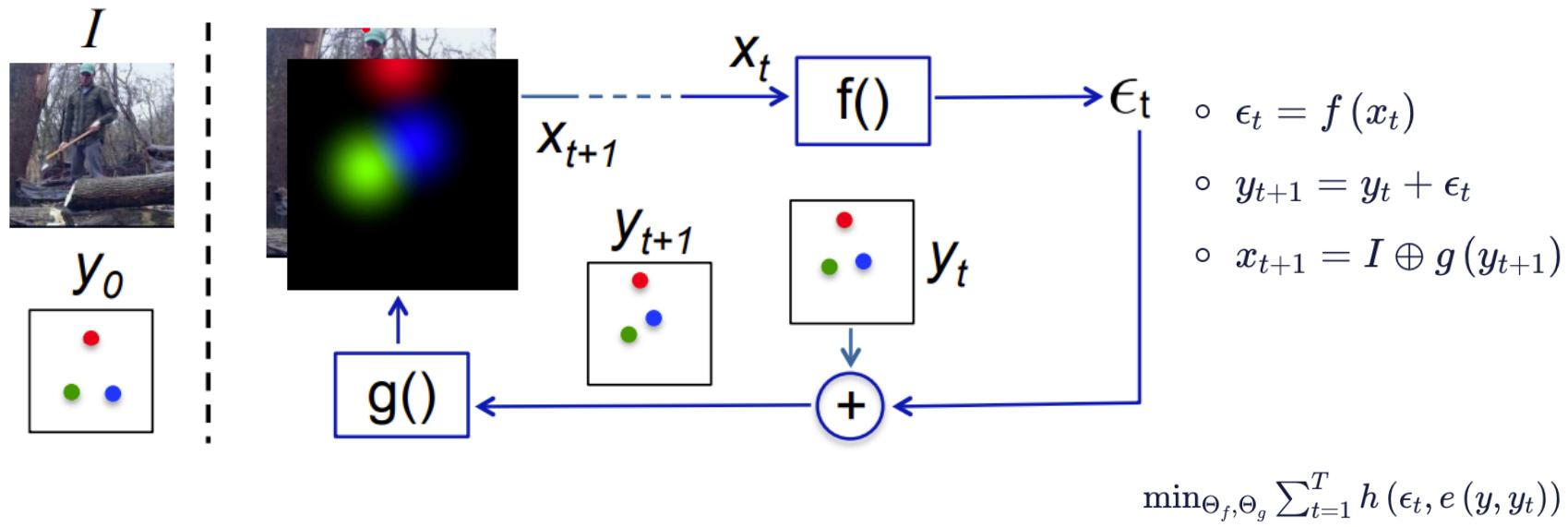
Group 1: Rewarded: Day 1 – 17: Every time they got to end, given food (i.e. reinforced).

Group 2: Delayed Reward

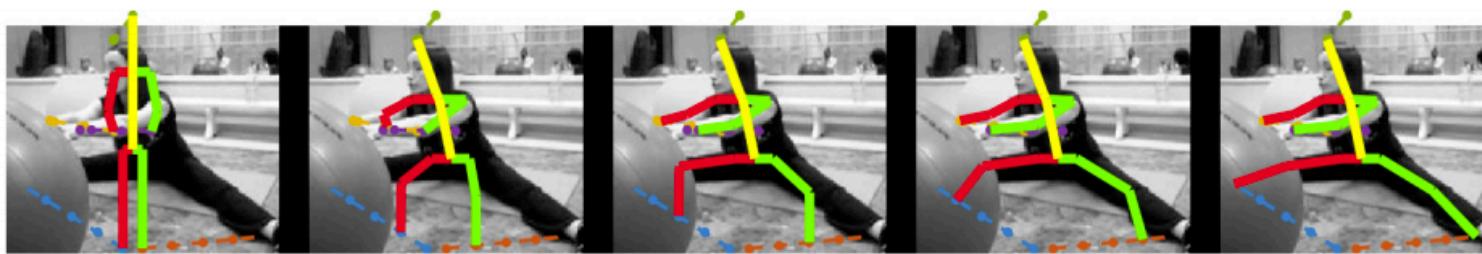
- Day 1 - 10: Every time they got to end, taken out.
- Day 11 -17: Every time they got to end, given food (i.e. reinforced).

Group 3: No reward: Day 1 – 17: Every time they got to end, taken out.

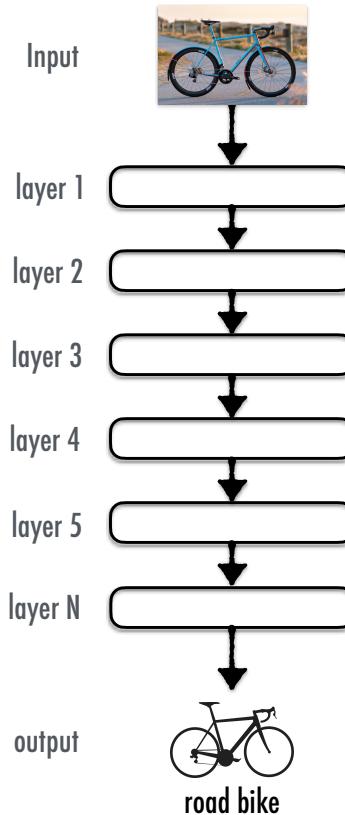




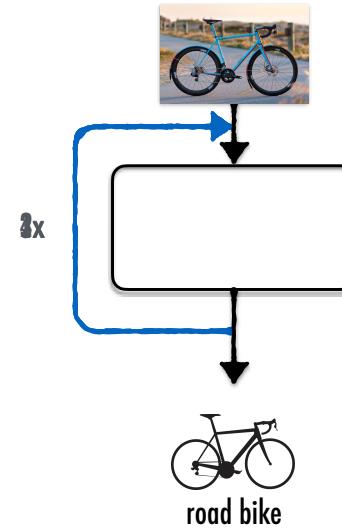
Feedback



	Head	Shoulder	Elbow	Wrist	Hip	Knee	Ankle	UBody	FBody
Iterative Error Feedback (IEF)	95.2	91.8	80.8	71.5	82.3	73.7	66.4	81.4	81.0
Direct Prediction	92.9	89.4	74.1	61.7	79.3	64.0	53.3	75.1	74.8
Iterative Direct Prediction	91.9	88.5	73.3	59.9	77.5	61.2	51.8	74.0	73.4

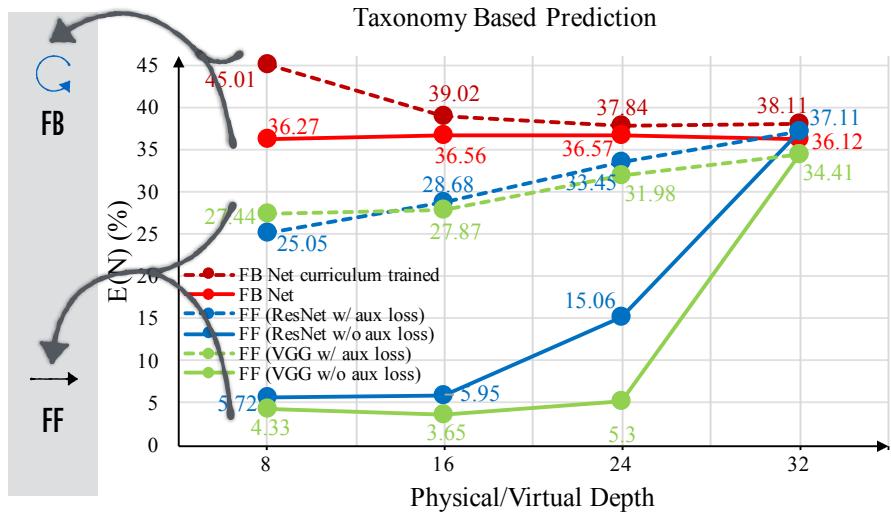
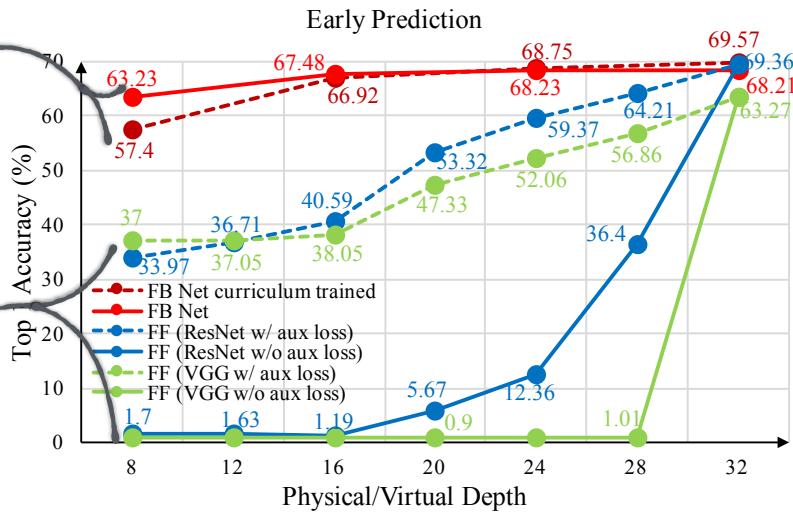


→
Feedforward model.



Feedback model.
Feedback Networks, CVPR 2017

Early Prediction & Taxonomic Prediction



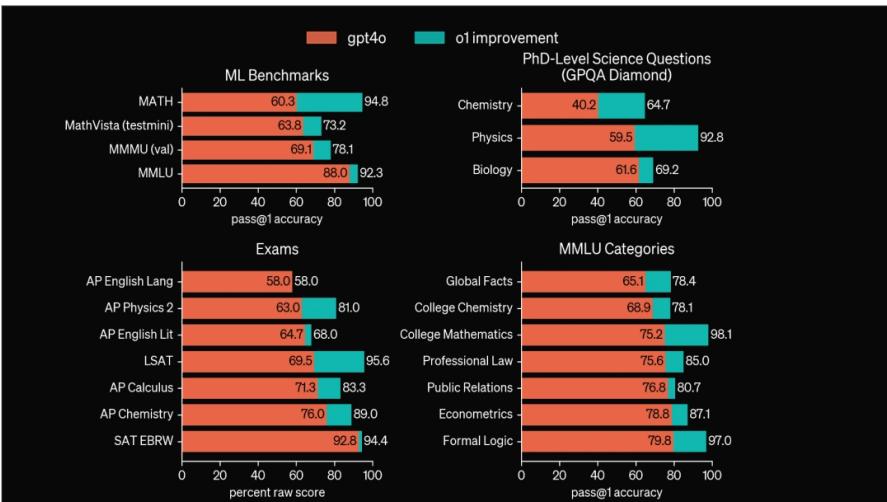
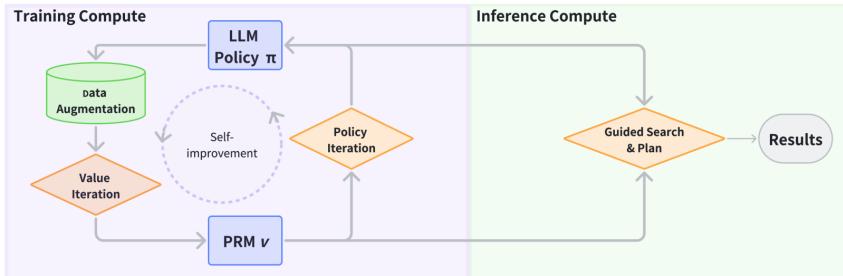
(details in the main paper)

- LLM “reasoning”
- TBD in the FM lectures

Direct output

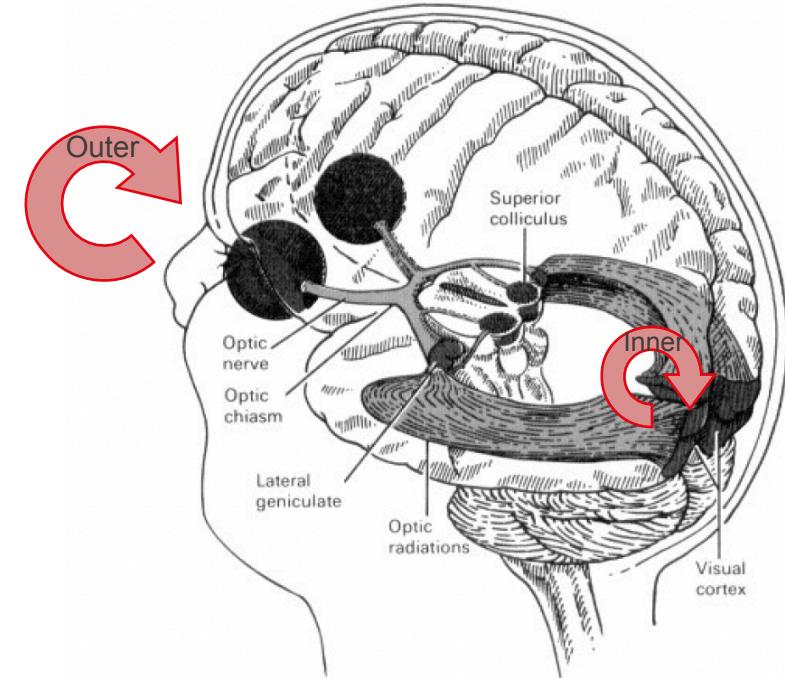


Repeating

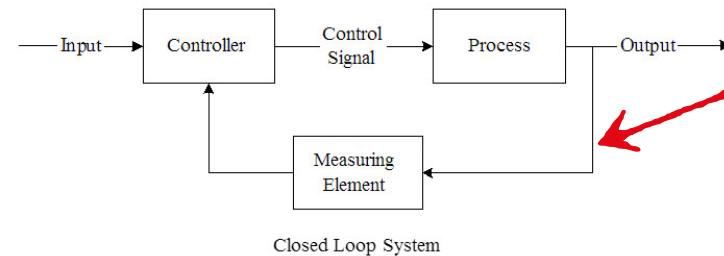
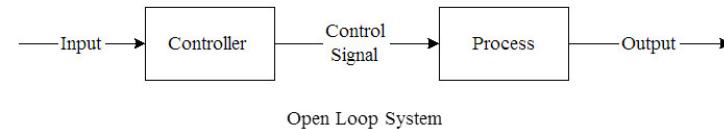


OpenAI o1

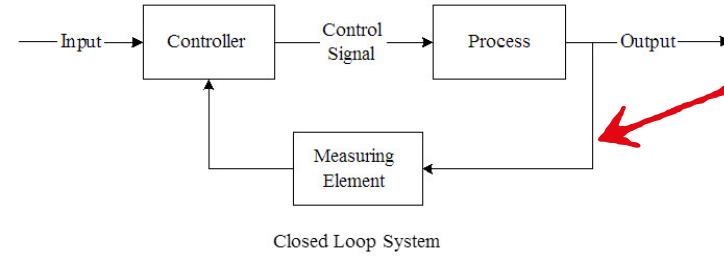
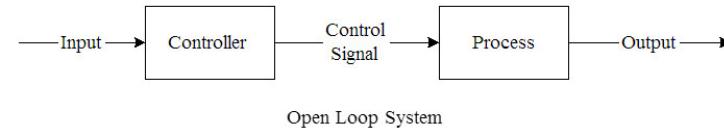
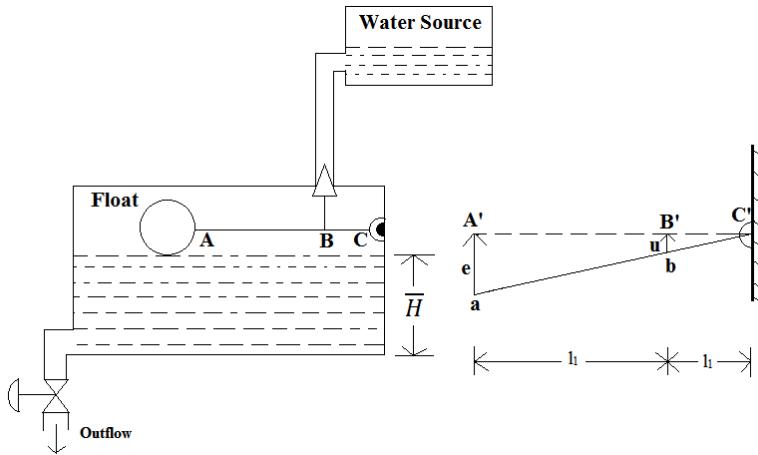
- Inner loop
 - top-down processing without external feedback from the world.
 - e.g. IEF (iterative error feedback, 2016), Attention, Feedback Networks (2017), diffusion.



Outer loop Feedback

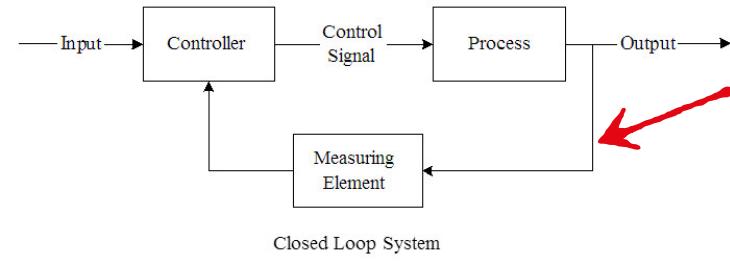
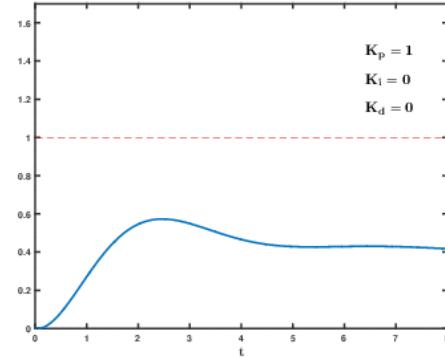
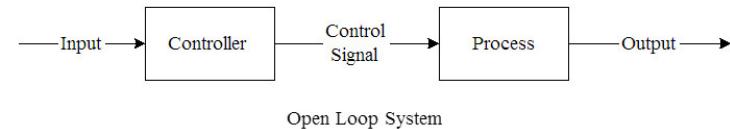
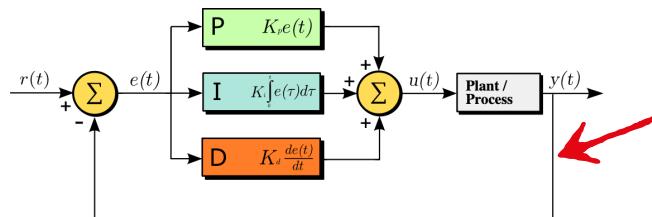


Outer loop Feedback



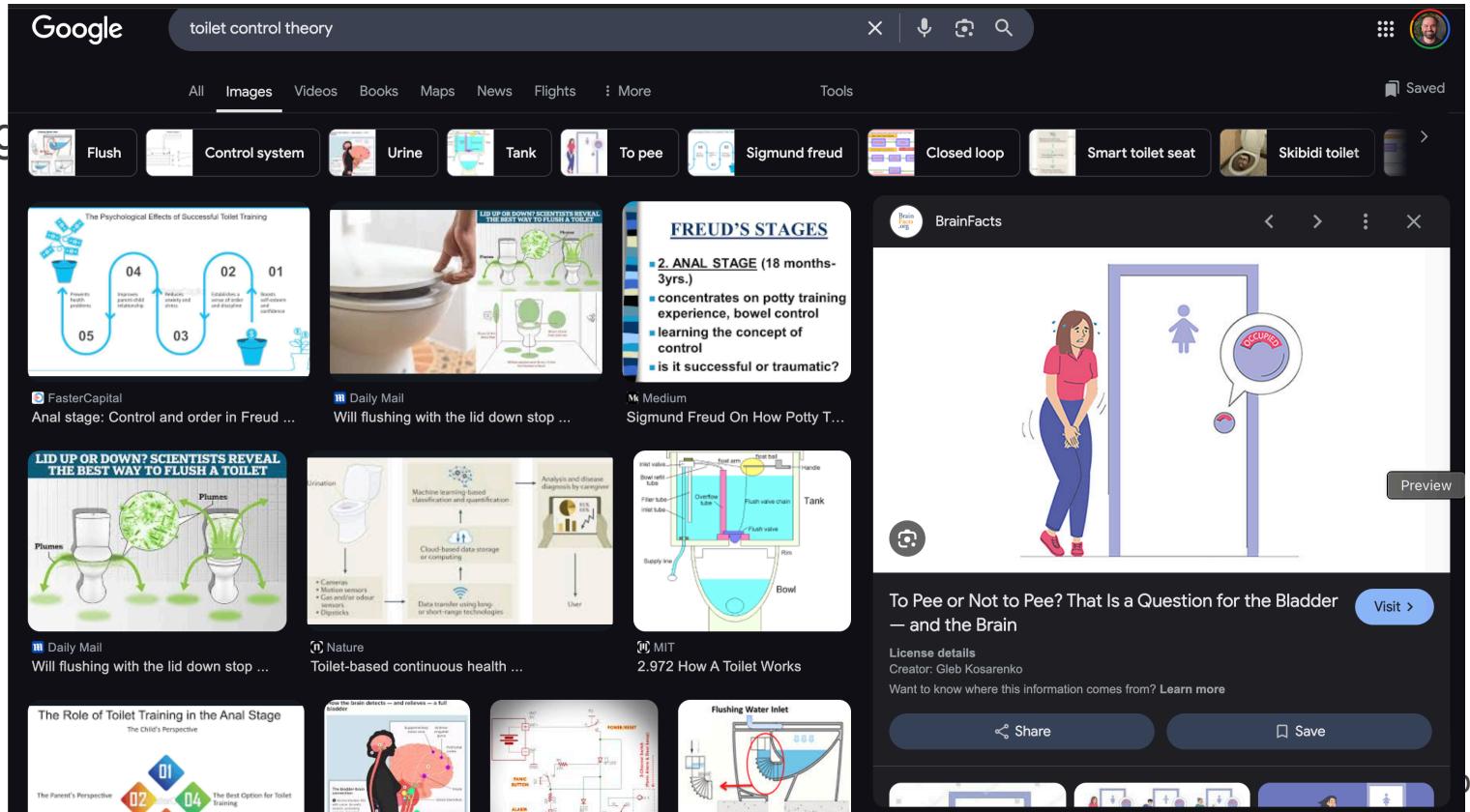
Outer loop Feedback

- E.g. PID controller



Outer loop Feedback

■ E.g.



Outer loop Feedback

- RMA
 - Motor Adaptation

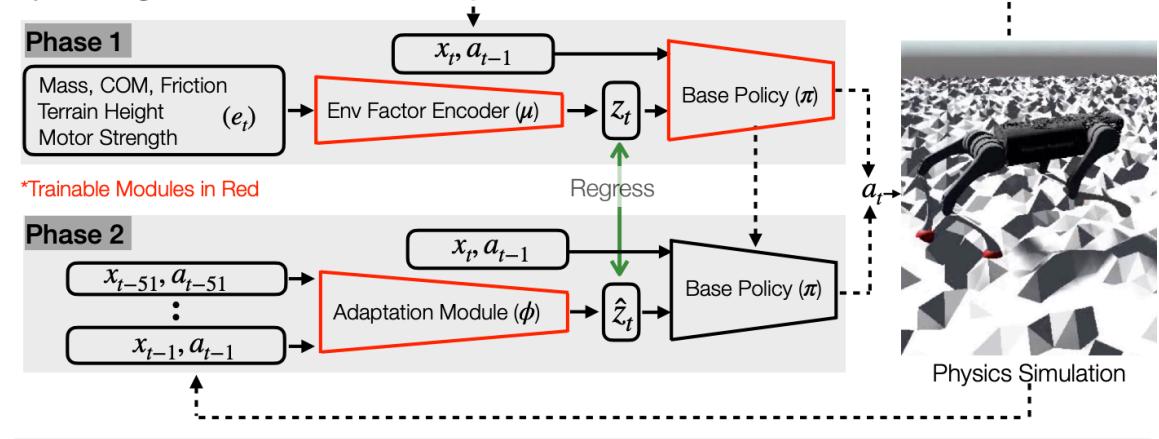


■ RMA: Rapid Motor Adaptation for Legged Robots, Kumar et al., RSS 2021

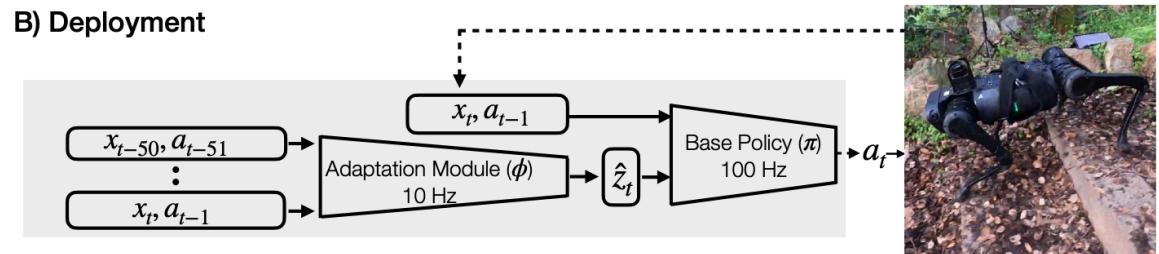
RMA

Motor Adaptation

A) Training in Simulation



B) Deployment



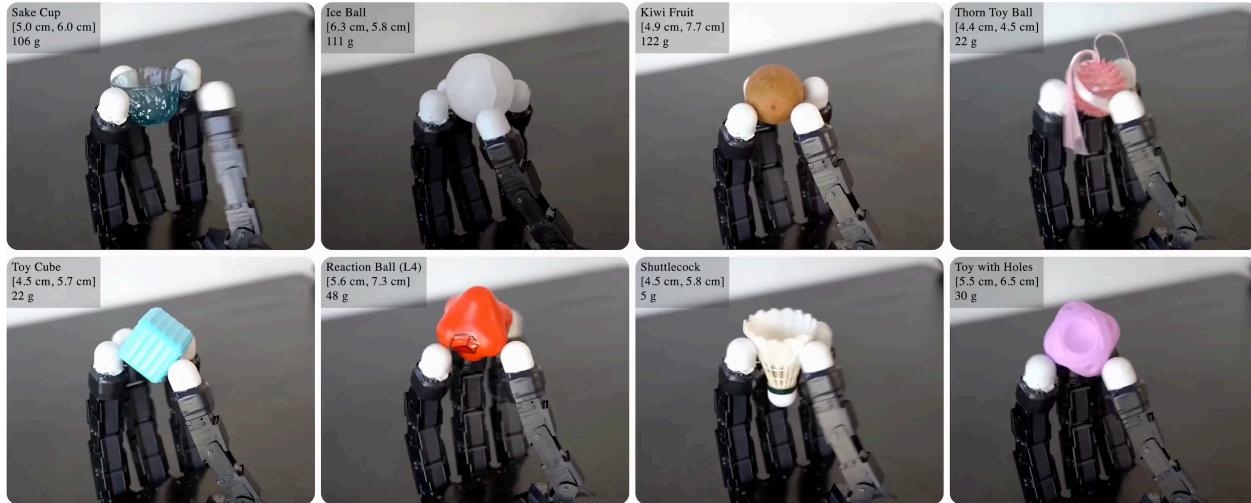
RMA Motor Adaptation



■ RMA: Rapid Motor Adaptation for Legged Robots, Kumar et al., RSS 2021

RMA Motor Adaptation

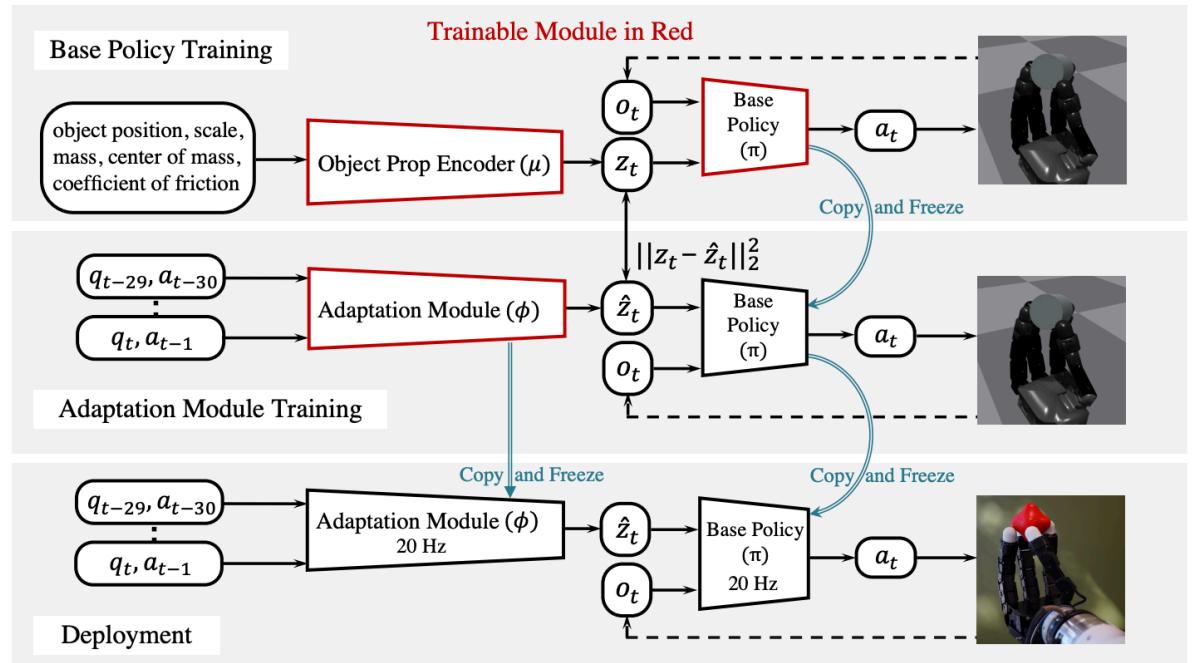
- RMA for in-hand object rotation



RMA

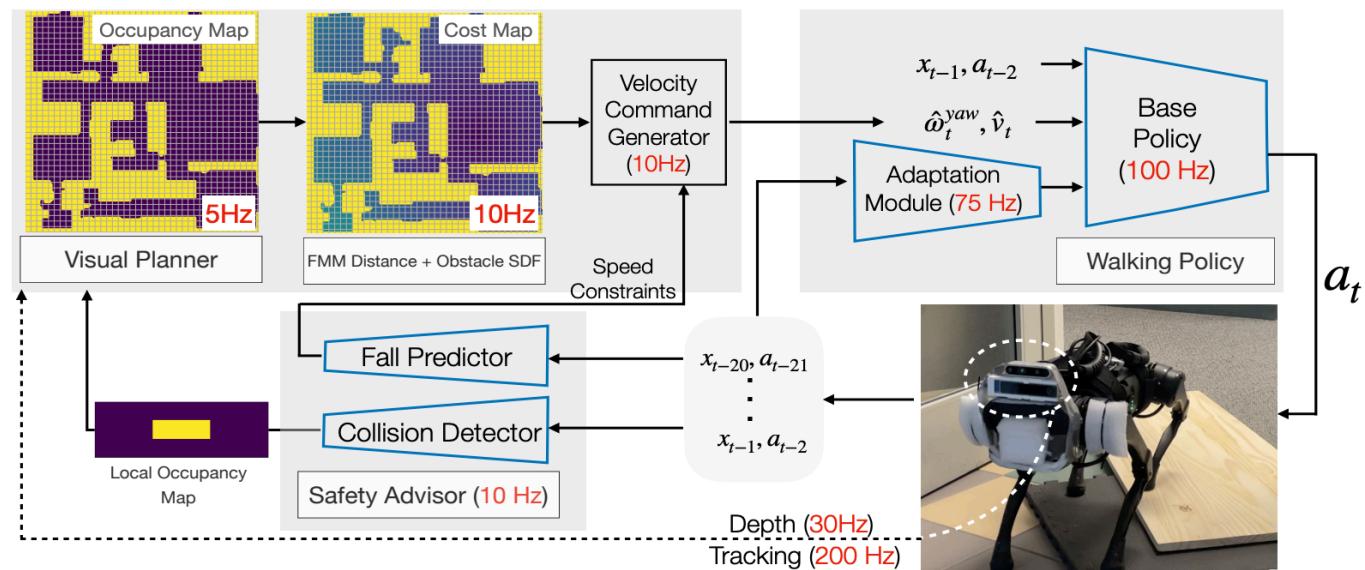
Motor Adaptation

- RMA for in-hand object rotation

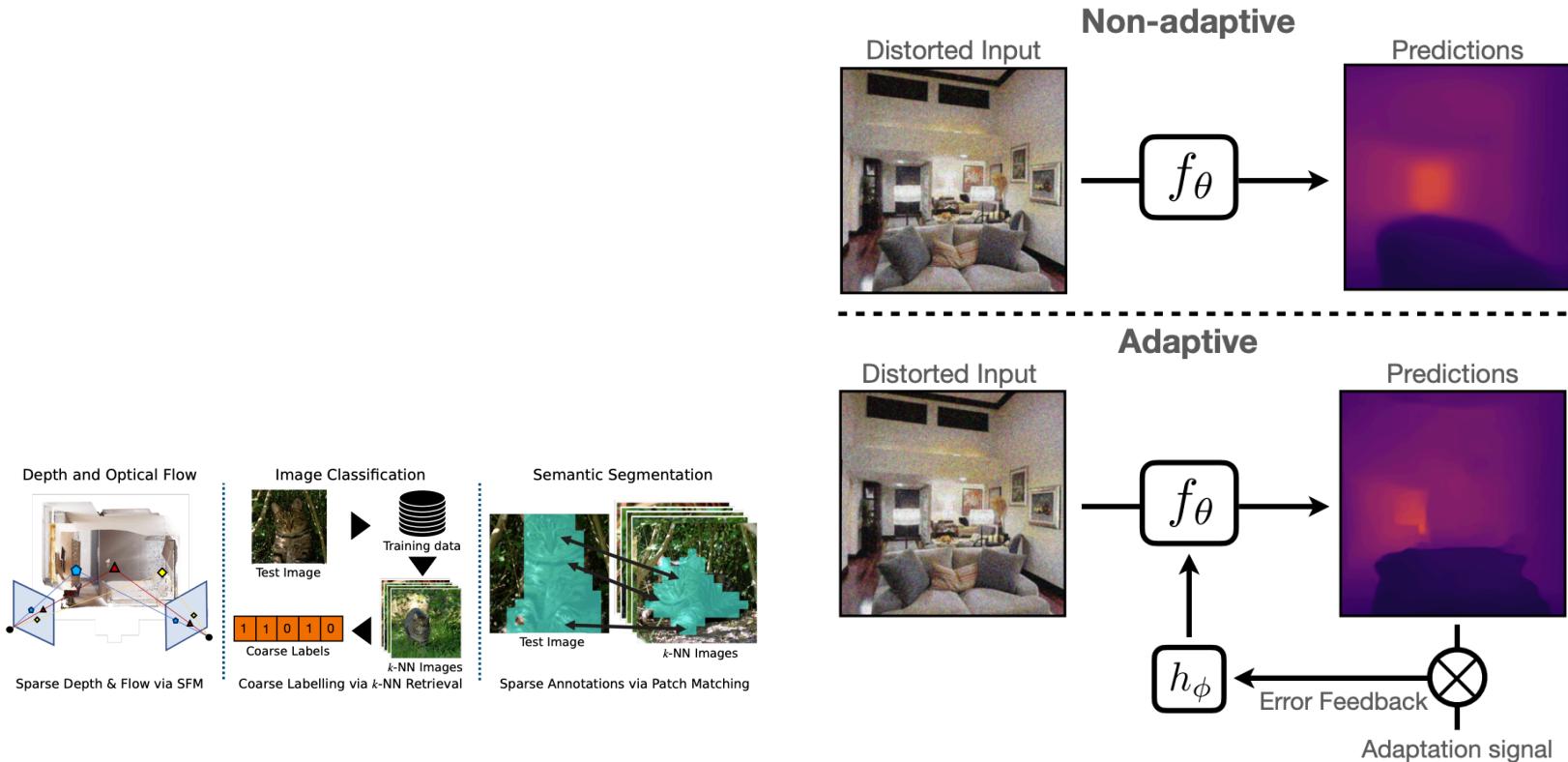


RMA Motor Adaptation

- +visual sensing



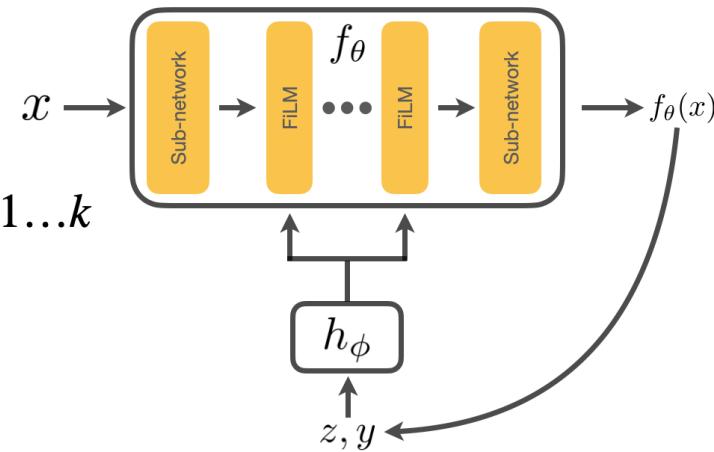
RNA Network Adaptation



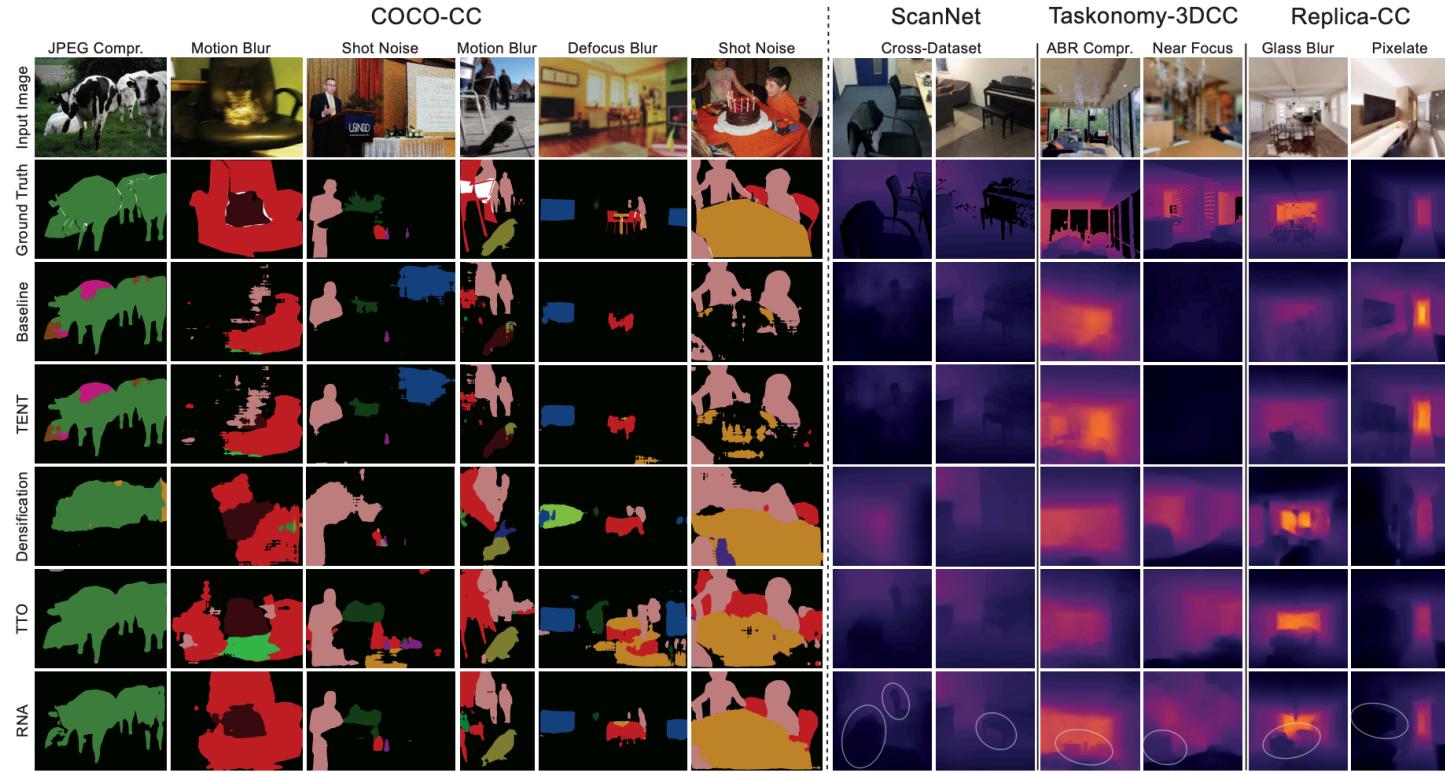
RNA Network Adaptation

- Implementation:

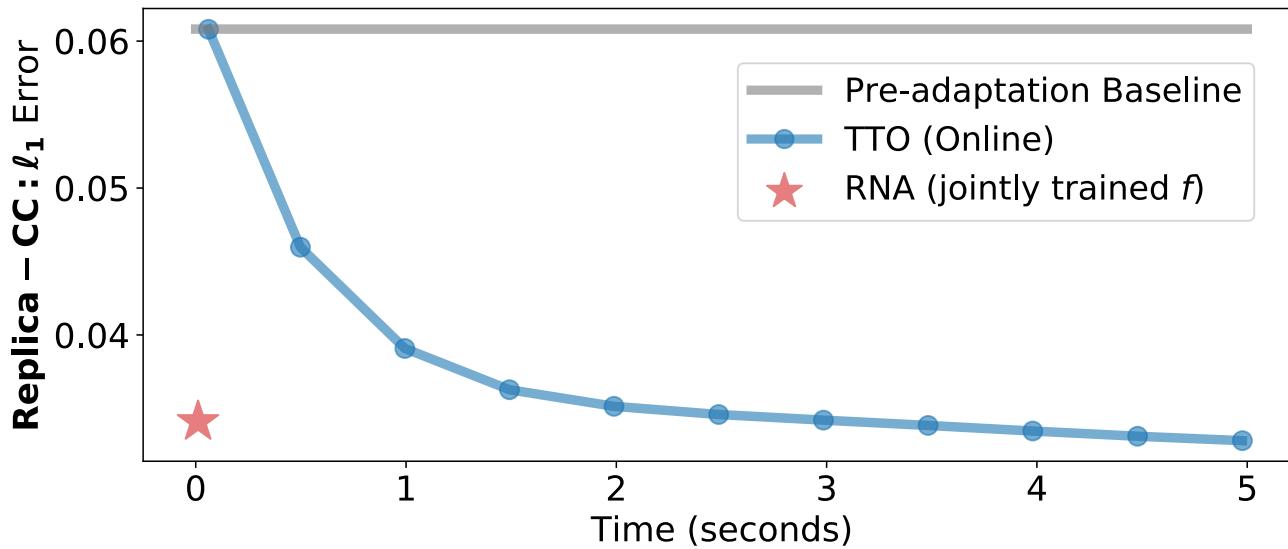
- Insert k FiLM layers into f_θ .
 - $\text{FiLM}(x_i; \gamma_i, \beta_i) = \gamma_i \odot x_i + \beta_i, \quad \forall i \in 1 \dots k$
- h_ϕ takes the adaptation signal, z , and prediction, y , as inputs and predicts $\{\gamma_i, \beta_i\}_{i=1}^k$
- h_ϕ is able to generalize to unseen shifts and is flexible



RNA Network Adaptation



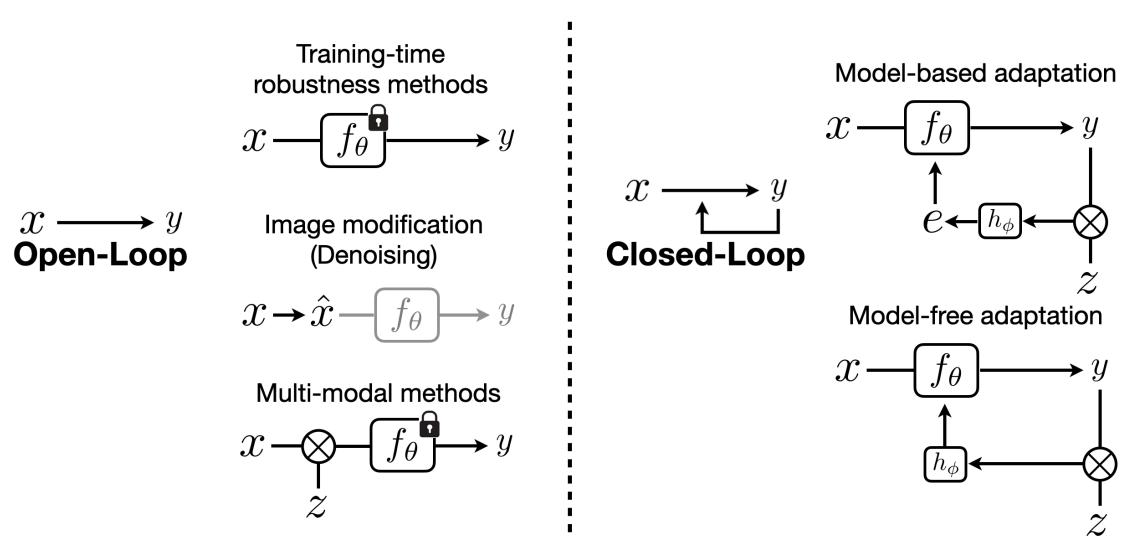
RNA Network Adaptation



RNA

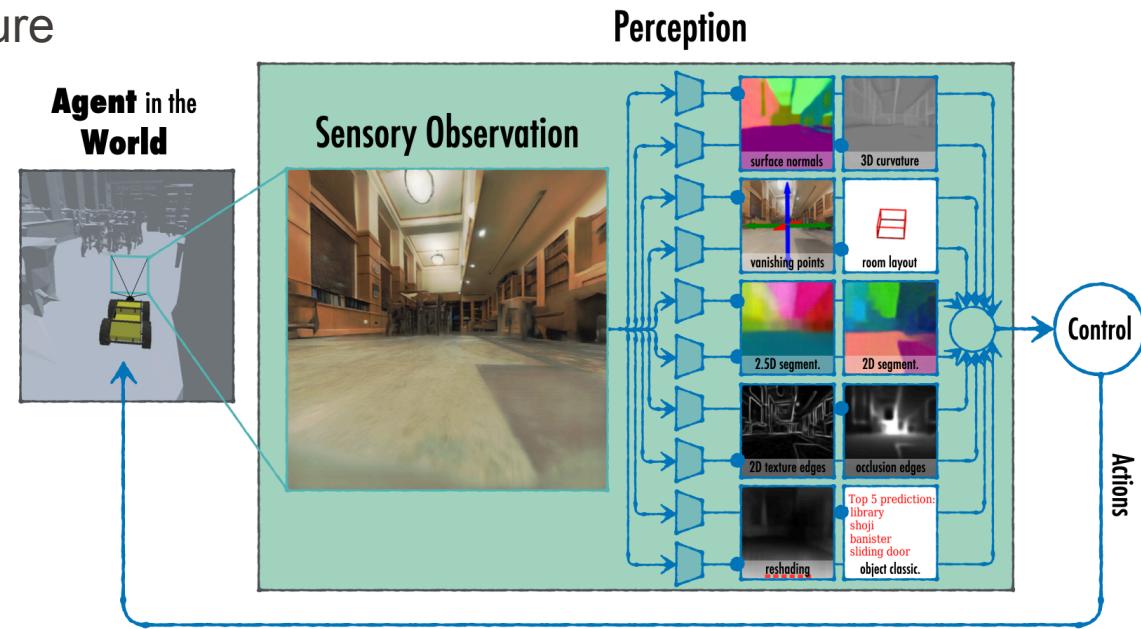
Network Adaptation

- Methods for handling distribution shifts



Outer loop Feedback

- Most vision-action systems
 - In active vision lecture



Questions?

<https://vilab.epfl.ch/>