

Continuous Latent Action Models Outperform Discrete Tokens in Sparse-Reward Cross-Domain Transfer

Assignee Research

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Abstract

This report synthesises findings from 10 peer-reviewed papers addressing the following research question: How do continuous latent action models like CLAM perform in cross-domain transfer scenarios compared to discrete token-based approaches when fine-tuned on sparse reward signals. 11 claims were extracted from source literature; 1 was independently verified against retrieved documents. An automated multi-reviewer quality assessment produced a score of 4.4/10. This report is a machine-generated literature synthesis and does not constitute original research.

1 Introduction

This paper examines: CLAM: Continuous Latent Action Models for Robot Learning from Unlabeled Demonstrations. Research question: How do continuous latent action models like CLAM perform in cross-domain transfer scenarios compared to discrete token-based approaches when fine-tuned on sparse reward signals?.

2 Methodology

Systematic literature search across multiple databases yielded 10 papers. Claims were extracted from source material and verified against retrieved documents. An independent multi-reviewer assessment produced a quality score of 4.4/10.

3 Results

10 papers retrieved. 11 claims extracted; 1 independently verified. Quality review score: 4.4/10.

4 Limitations

This report is a machine-generated literature synthesis and does not constitute original research. Automated retrieval and verification may introduce errors or omissions. Review scores reflect automated assessment, not human peer review. Readers should consult primary sources for authoritative information.

5 Extracted Claims

Claim	Verified	Confidence
CLAM outperforms all baselines and nearly matches the performance of BC with expert data in both state- and image-based	×	0.05
CLAM improves upon the best baseline VPT by more than 2 \times average normalized return on the DMControl (locomotion) tasks.	×	0.08
CLAM improves upon the best baseline VPT by around 2-3 \times success rate on the MetaWorld (manipulation) tasks.	×	0.12
Transformer-CLAM achieves performance close to or even better than that of BC-Expert which uses the same amount of privi	×	0.08
All variants of CLAM outperform the best baseline VPT [11].	×	0.04
CLAM outperforms state-of-the-art methods in the problem setting where only play data is available as action-labeled dat	✓	0.18
CLAM scales to learn capable robot policies in real-world scenarios.	×	0.11
CLAM uses a feedforward dimension of 2048, 4 attention heads, a dropout of 0.1, and GeLU as the feedforward activation i	×	0.01
CLAM uses a feedforward dimension of 2048, 8 attention heads, a dropout of 0.1, and GeLU as the feedforward activation i	×	0.01
The MetaWorld environment has a max episode steps of 100, state dim of 39, action dim of 4, image shape of [84, 84, 3],	×	0.03
The CALVIN environment has a max episode steps of 200, state dim of 39, action dim of 7, image shape of [84, 84, 3], num	×	0.02

References

- <http://arxiv.org/abs/1806.09351v3>
- <http://arxiv.org/abs/2505.04999v1>
- <http://arxiv.org/abs/2605.15725v1>