



# SSL, JEPA, World Models and the Future of AI

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# We Need Human-Level AI for Intelligent Assistant

- ▶ **In the near future, all of our interactions with the digital world will be mediated by AI assistants.**
- ▶ Intelligent assistants that can help us in our daily lives
- ▶ Smart glasses
  - ▶ Communicates through voice, vision, display, EMG...
- ▶ **We need machines with human-level intelligence**
  - ▶ Machines that understand how the world works
  - ▶ Machines that can remember
  - ▶ Machines that can reason and plan.

“Her”  
(2013)



Meta Orion  
(2024)



# The Ubiquitous AI Assistant is Becoming A Reality

- ▶ Ray-Ban Meta (today)
- ▶ Cameras / microphone / speakers
- ▶ no display
- ▶ Voice interface to Meta AI assistant



# But Machine Learning Sucks! (compared to humans and animals)

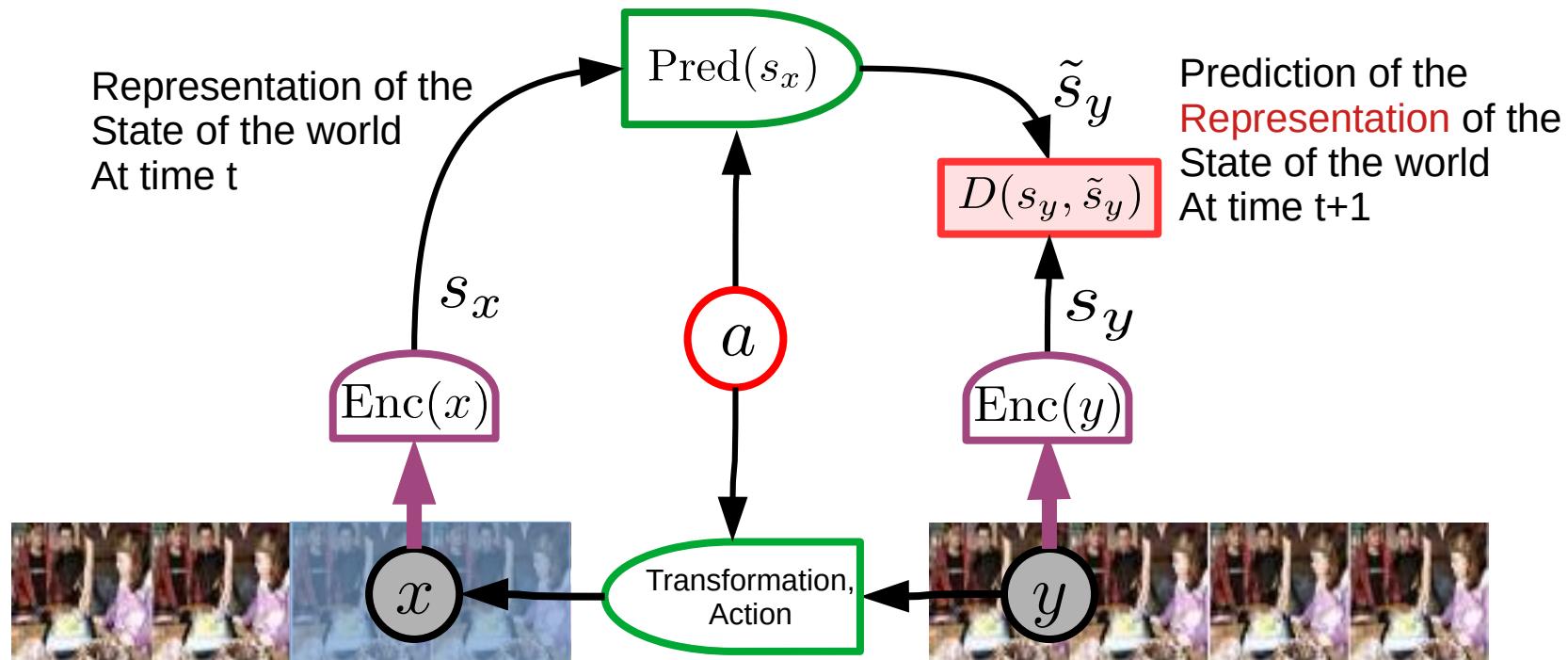
- ▶ **Supervised learning (SL) requires large numbers of labeled samples.**
- ▶ **Reinforcement learning (RL) requires insane amounts of trials.**
- ▶ **Self-Supervised Learning (SSL) works great but...**
- ▶ Generative prediction only works for text and other discrete modalities
- ▶ **Animals and humans:**
  - ▶ Can learn new tasks **very** quickly.
  - ▶ Understand how the world works
  - ▶ Can reason and plan
- ▶ **Humans and animals have common sense**
- ▶ **Their behavior is driven by objectives (drives)**

# What's a universal foundation model architecture

- ▶ **Captures structure in the data**
  - ▶ Discovers dependencies in a task-independent way
- ▶ **Trained with Self-Supervised Learning (SSL)**
  - ▶ No need for labels
- ▶ **Learns abstract representations in the data**
  - ▶ Representations that allow to make predictions
- ▶ **Learns a predictive model**
  - ▶ Observation  $x$ , transformed observation  $y = \text{Trans}(x, a)$
  - ▶ Encoding : representations  $s_x = \text{Enc}(x)$ ,  $s_y = \text{Enc}(y)$
  - ▶ Prediction of  $s_y$  :  $p_y = \text{Pred}(s_x, a)$

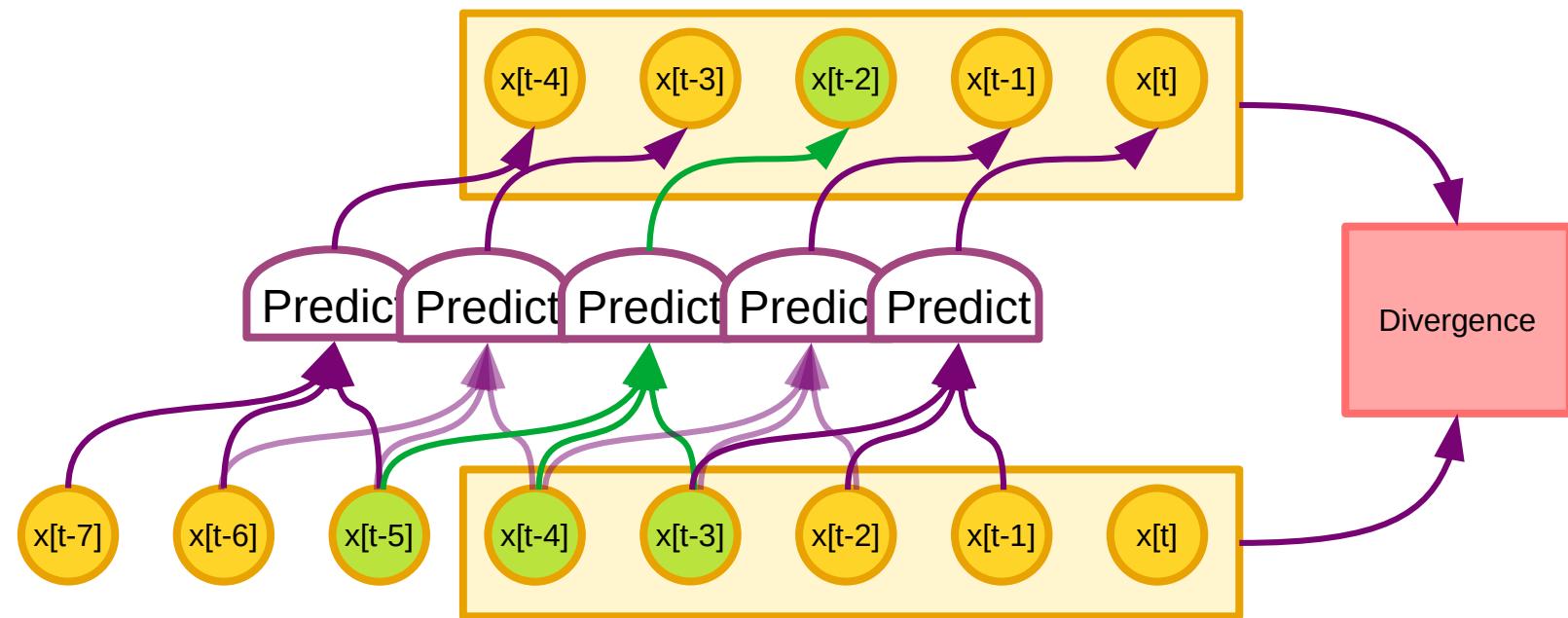
# Predictive Model with JEPA

- ▶ **Joint Embedding Predictive Architecture (JEPA)**
- ▶ [LeCun 2022], [Garrido 2023], [Bardes 2023], [Assran 2023], [Garrido 2024]



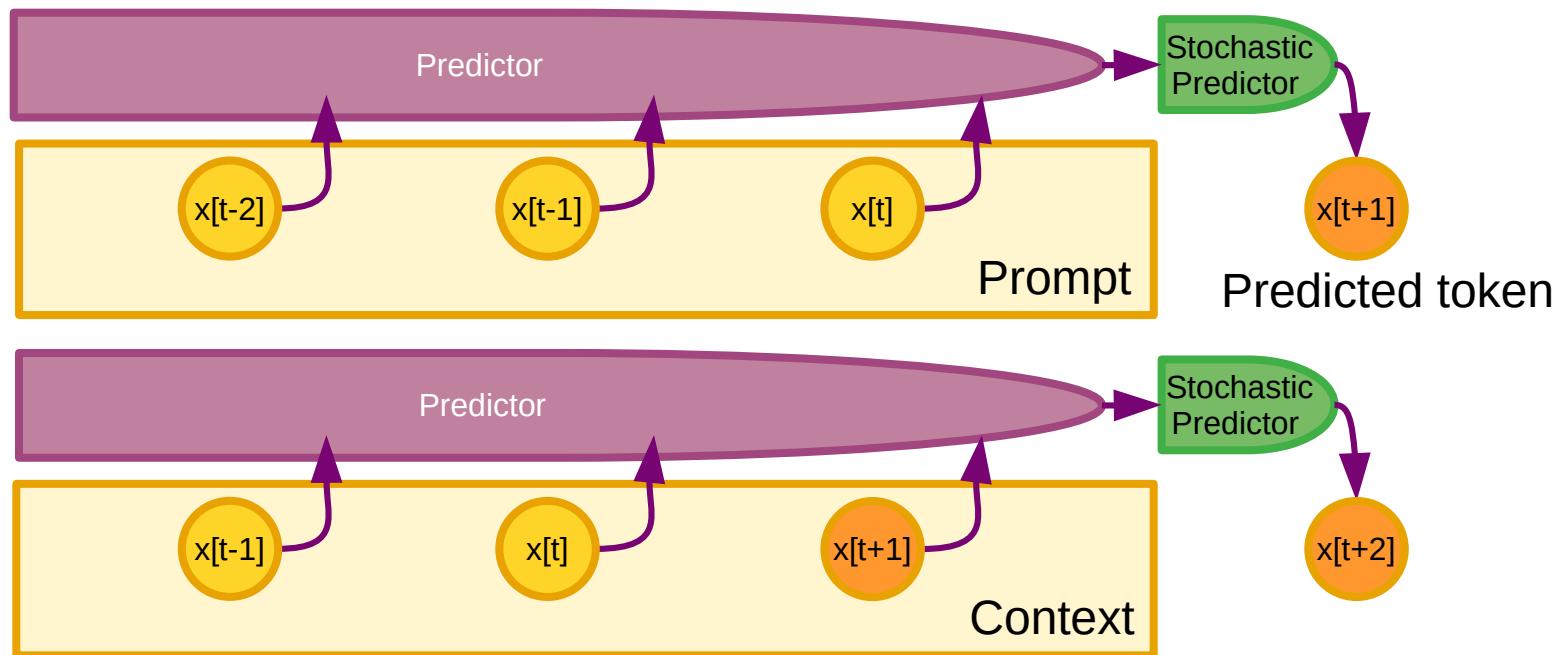
# AE Collapse Prevention through Architectural Constraints

- ▶ Train an auto-encoder with **causal connections**
- ▶ No connection between an input and its corresponding output
- ▶ LLMs / GPT architectures are the most popular example
- ▶ Trained to predict the next input.



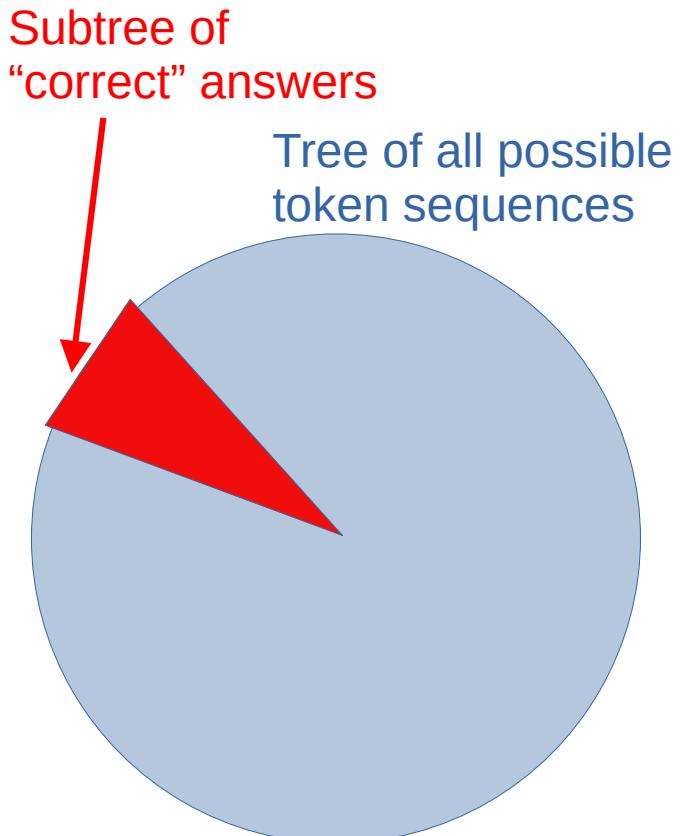
# Auto-Regressive LLM. Inject predicted token in the input

- ▶ Outputs one token after another through feed-forward prediction
- ▶ Tokens may represent words, image patches, speech segments...
- ▶ Predictor has a fixed number of layers
- ▶ Only works for discrete domains (text, DNA....)



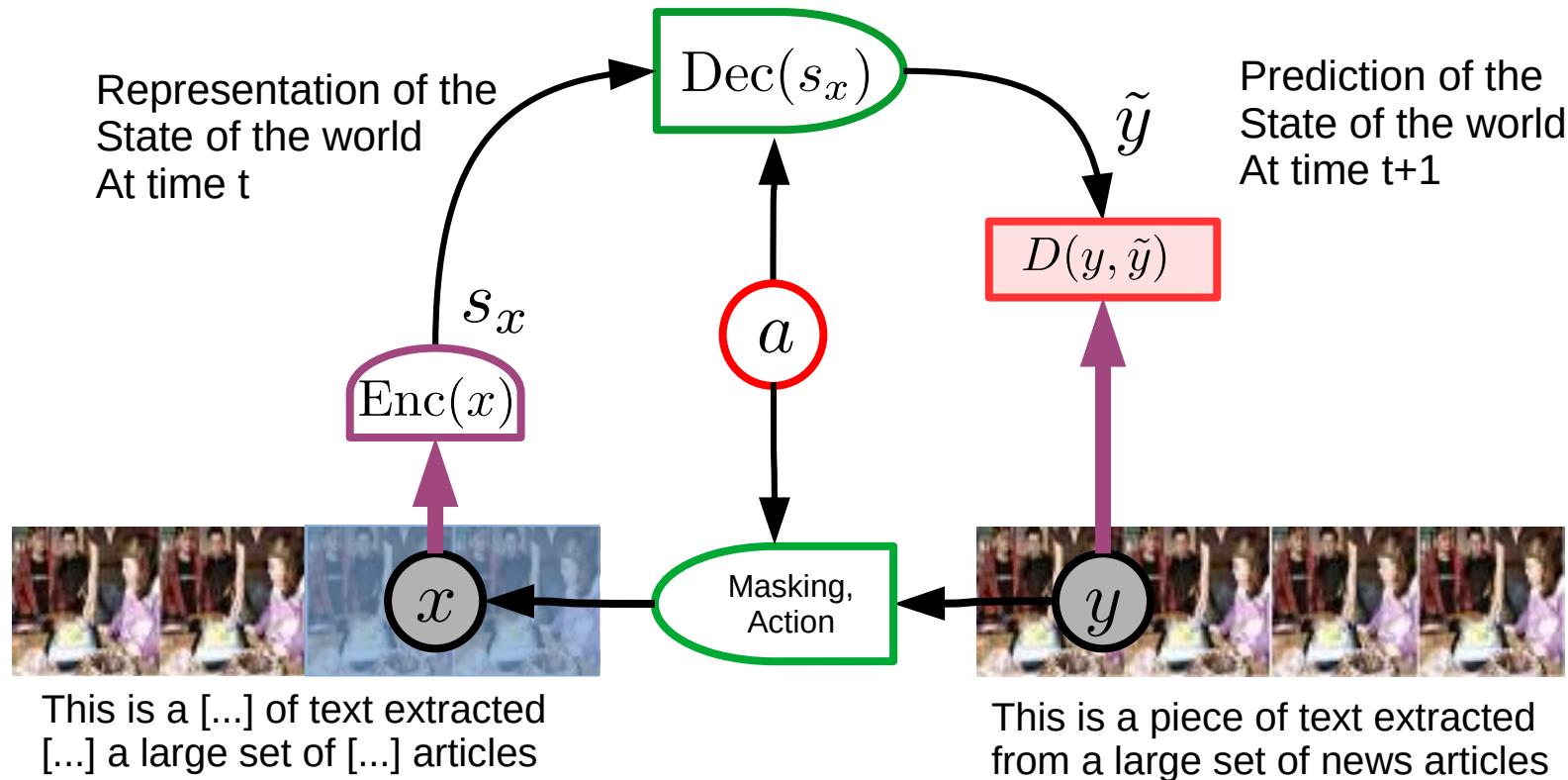
# Auto-Regressive Generative Models Suck!

- ▶ Auto-Regressive LLMs are **doomed**.
- ▶ They cannot be made factual, non-toxic, etc.
- ▶ They are not controllable
- ▶ Probability  $e$  that any produced token takes us outside of the set of correct answers
- ▶ Probability that answer of length  $n$  is correct (assuming independence of errors):
  - ▶  $P(\text{correct}) = (1-e)^n$
- ▶ **This diverges exponentially.**
- ▶ **It's not fixable (without a major redesign).**
- ▶ See also [Dziri...Choi, ArXiv:2305.18654]



# Can we train Generative Architecture with Continuous Data?

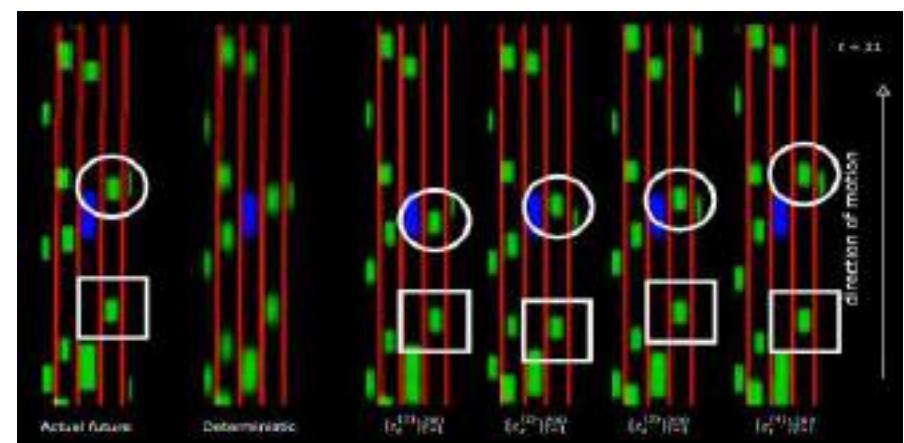
- ▶ Short answer: **NO!!!**
- ▶ It works for discrete domains, not high-dim domains
- ▶ Generative world model architecture



# Generative Architectures DO NOT Work for Images and video

- ▶ Because the world is only partially predictable
- ▶ A predictive model should represent multiple predictions
- ▶ Probabilistic models are intractable in high-dim continuous domains.
- ▶ Generative Models must predict every detail of the world
- ▶ **My solution: Joint-Embedding Predictive Architecture**

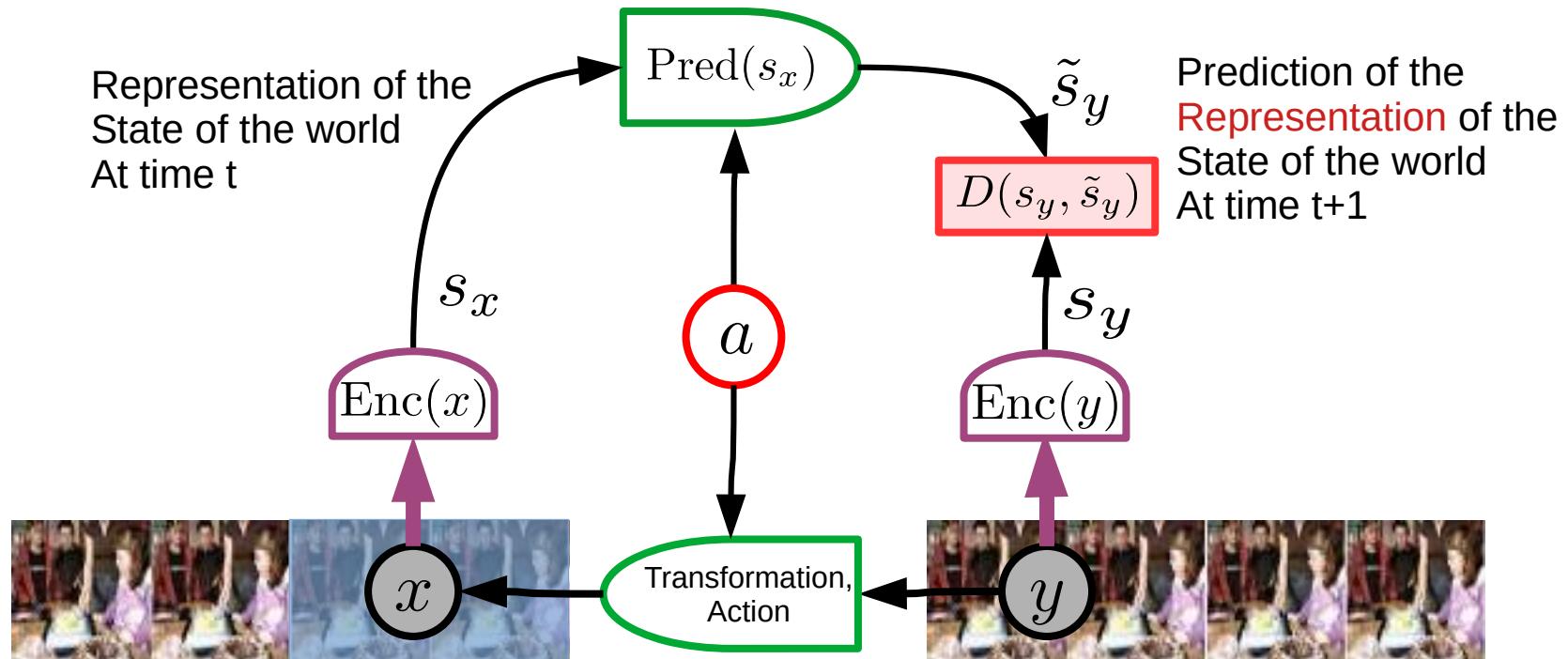
[Mathieu,  
Couprie,  
LeCun  
ICLR 2016]



[Henaff, Canziani, LeCun ICLR 2019]

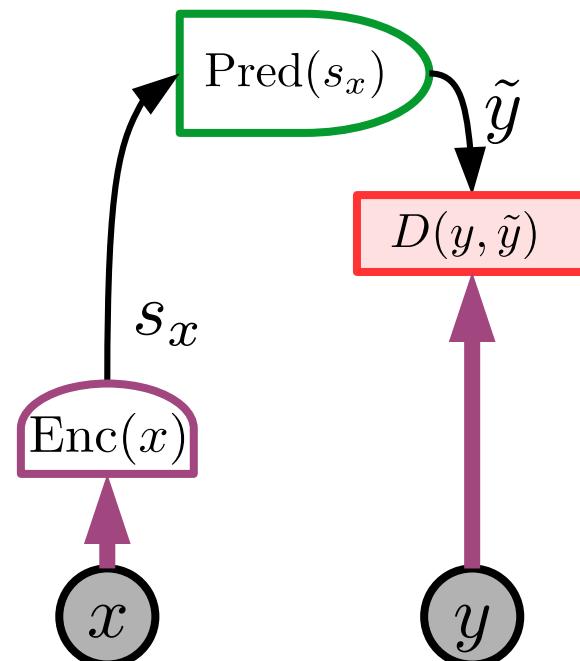
# Joint Embedding World Model: Self-Supervised Training

- ▶ **Joint Embedding Predictive Architecture (JEPA)**
- ▶ [LeCun 2022], [Garrido 2023], [Bardes 2023], [Assran 2023], [Garrido 2024]

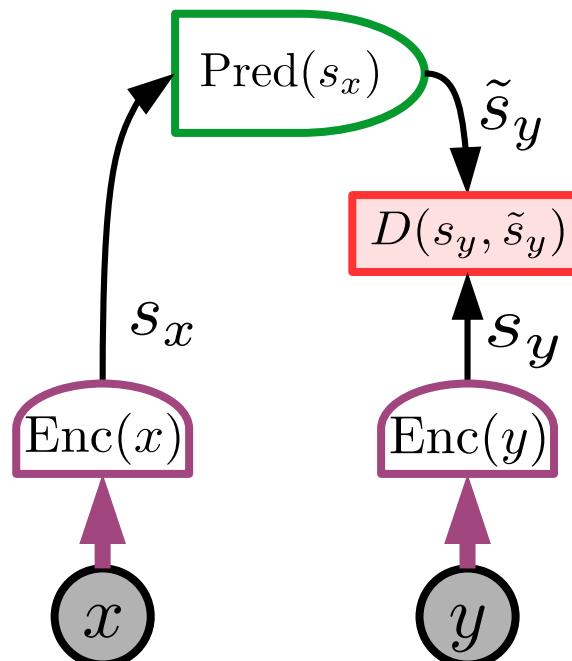


# Architectures: Generative vs Joint Embedding

- ▶ **Generative:** predicts  $y$  (with all the details, including irrelevant ones)
- ▶ **Joint Embedding:** predicts an **abstract representation** of  $y$
- ▶ **JEPA lifts the abstraction level**, generative architectures do not.



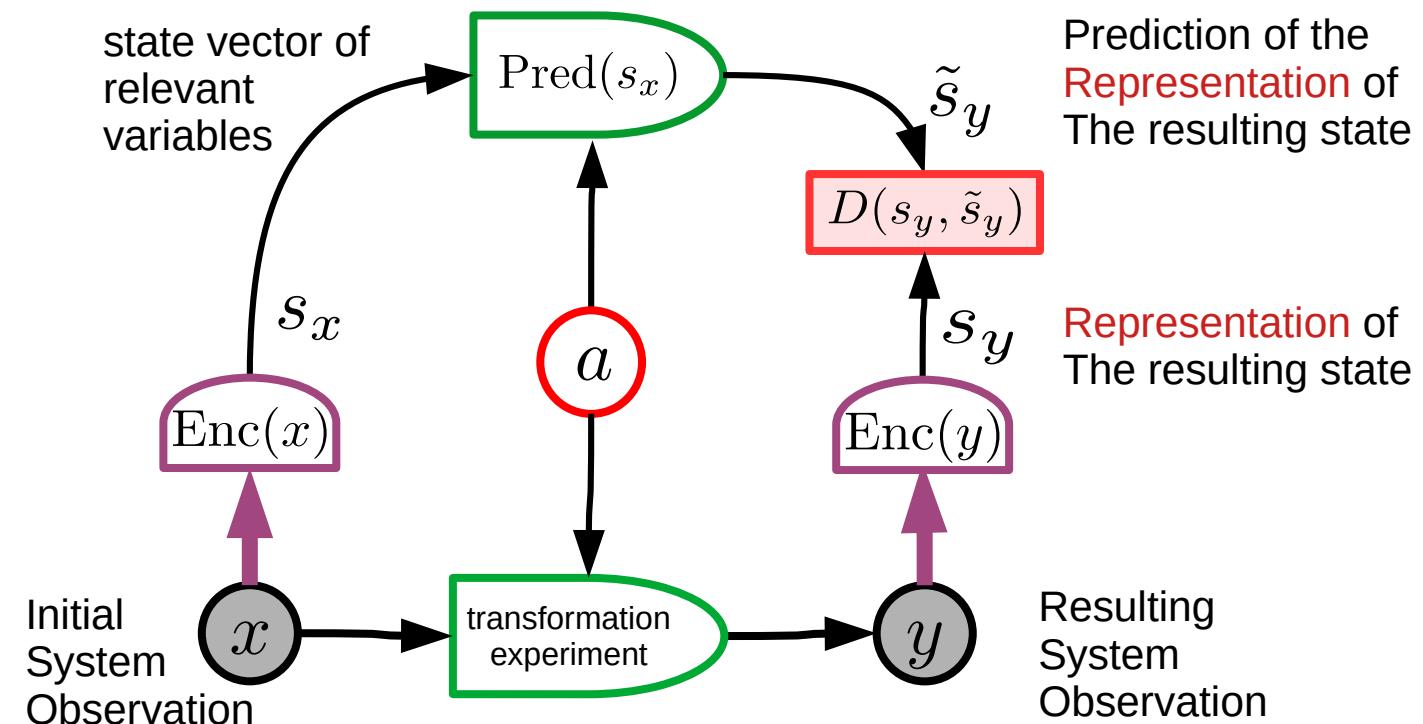
a) Generative Architecture  
Examples: VAE, MAE...



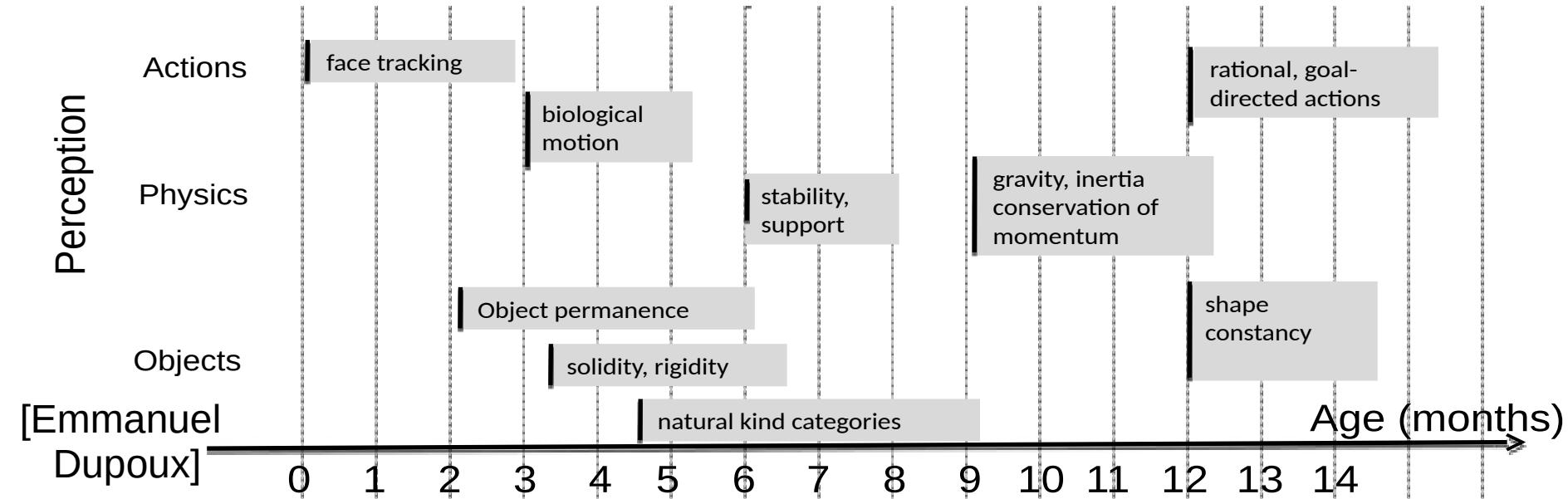
b) Joint Embedding Architecture

# This is how models are built in traditional physics

- ▶ Find an **abstract state representation** that allows to make predictions
- ▶ Extract the state representation from observation/measurement
- ▶ Predict outcome resulting from an intervention/experiment
- ▶ Irrelevant and unpredictable information is eliminated from the representation
- ▶ The representation contains information that makes prediction possible



# How do babies learn how the world works?



▶ How do we get machines to learn like babies?

# Current architectures are missing something really big!

- ▶ Never mind humans, cats and dogs can do amazing feats
  - ▶ Current robots intelligence doesn't come anywhere close
- ▶ Any **house cat** can plan highly complex actions
- ▶ Any **10 year-old** can clear up the dinner table and fill up the dishwasher **without learning** ("zero-shot")
- ▶ Any **17 year-old** can learn to drive a car in 20 hours of practice
- ▶ AI systems that can pass the bar exam, do math problems, prove theorems....
- ▶ ...but where are my Level-5 self-driving car and my domestic robot?
- ▶ We keep bumping into Moravec's paradox
  - ▶ Things that are easy for humans are difficult for AI and vice versa.



# Our world model needs to be trained from sensory inputs

- ▶ **LLM**
  - ▶ Trained on  $3.0E13$  tokens ( $2E13$  words). Each token is 3 bytes.
  - ▶ **Data volume:  $0.9E14$  bytes.**
  - ▶ Would take 450,000 years for a human to read (12h/day, 250 w/minute)
- ▶ **Human child**
  - ▶ 16,000 wake hours in the first 4 years (30 minutes of YouTube uploads)
  - ▶ 2 million optical nerve fibers, carrying about 1 byte/sec each.
  - ▶ **Data volume:  $1.1E14$  bytes**
- ▶ **A four year-old child has seen more data than an LLM !**

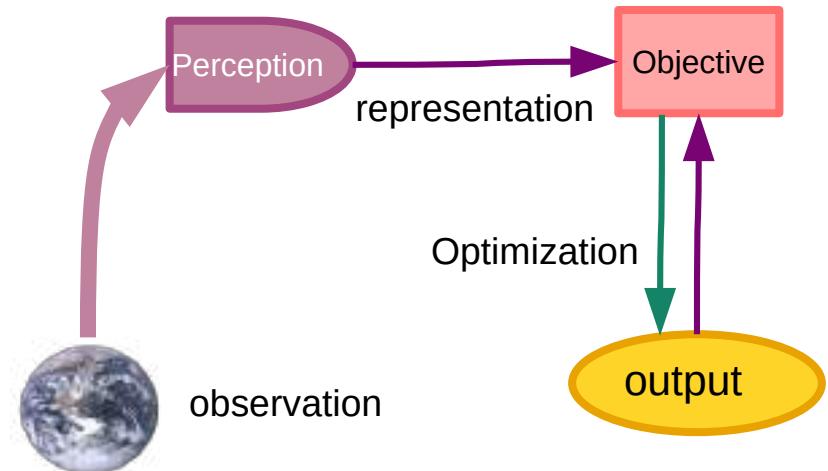
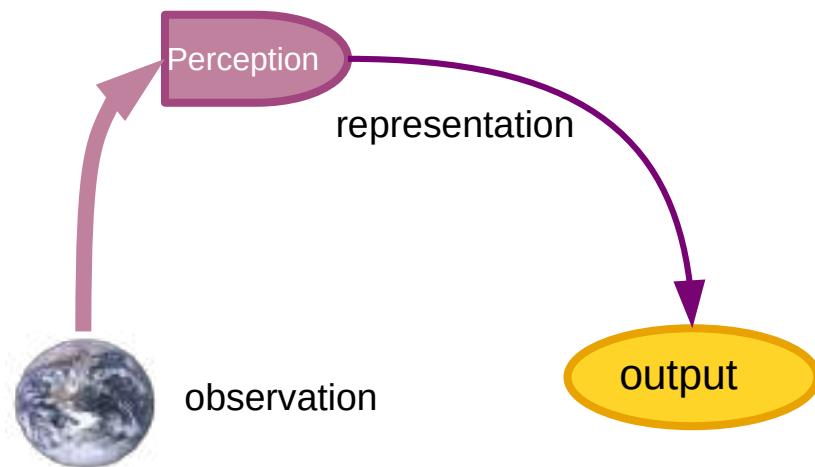
# Desiderata for AMI (Advanced Machine Intelligence)

- ▶ **Systems that learn world models from sensory inputs**
  - ▶ E.g. learn intuitive physics from video
- ▶ **Systems that have persistent memory**
  - ▶ Large-scale associative memories
- ▶ **Systems that can plan actions**
  - ▶ So as to fulfill an objective
- ▶ **Systems that can reason**
  - ▶ Inventing new solutions to unseen problems
- ▶ **Systems that are controllable & safe**
  - ▶ By design, not by fine-tuning.



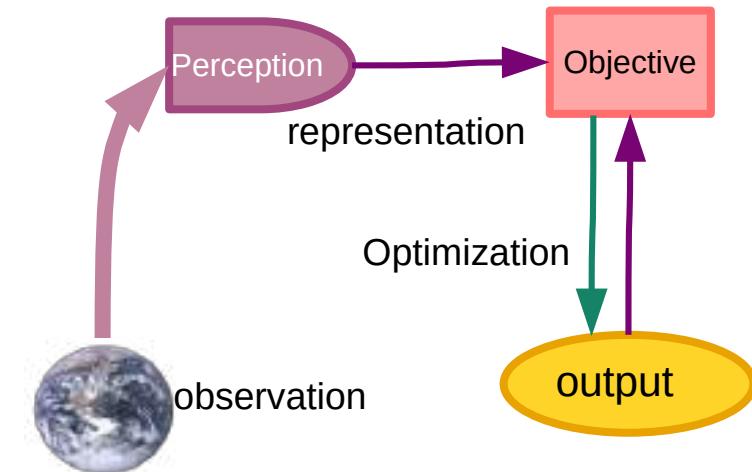
# Inference: feed-forward propagation vs optimization

- ▶ What is reasoning and planning?
- ▶ Feed-forward propagation is insufficient
- ▶ Complex inference requires the **optimization** of an **objective**
- ▶ Every computational problem can be reduced to optimization
  - ▶ This includes every inference and planning problem.
- ▶ **Energy-Based Model**



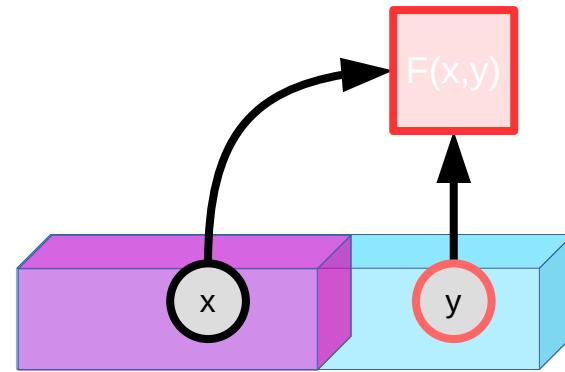
# Inference through optimization: Objective-Driven AI.

- ▶ Inference through optimization is used in classical methods
  - ▶ Probabilistic graphical models, Bayesian nets
  - ▶ Model-Predictive Control in robotics
  - ▶ Search & planning in “classical” AI
- ▶ In the past, **all of AI** was viewed as a search or optimization problem
  - ▶ Path planning, Block World, Towers of Hanoi, SAT, logical inference
- ▶ **Optimization-based inference enables zero-shot “learning”**
  - ▶ It can find innovative solutions to unseen problems.
  - ▶ All game-playing AI systems use search/planning
- ▶ **Optimization-based inference is “System 2”**

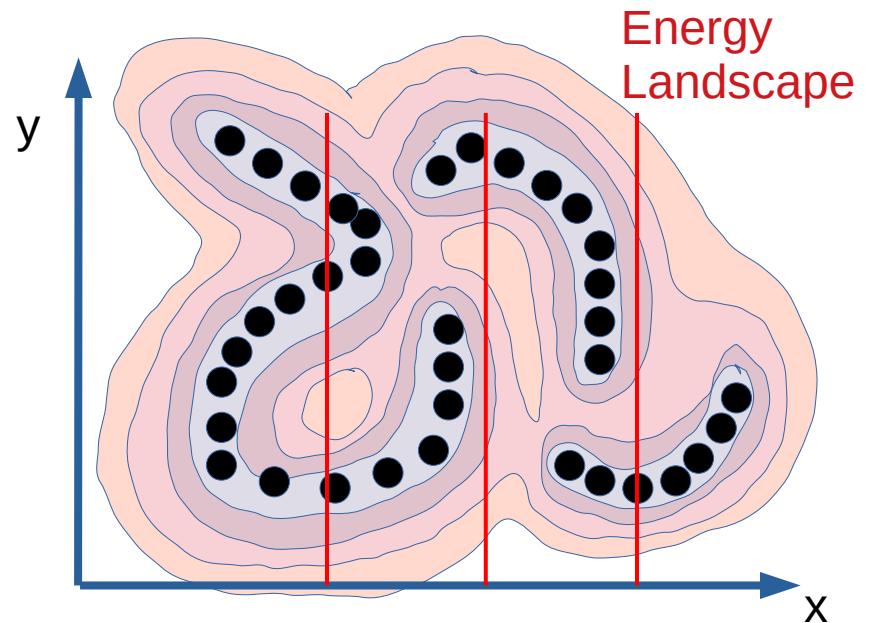
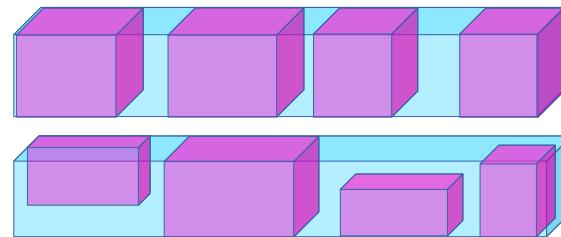


# Capturing Dependencies with Energy-Based Models

- ▶ The only way to formalize & understand all model types
- ▶ Gives low energy to compatible pairs of  $x$  and  $y$
- ▶ Gives higher energy to incompatible pairs



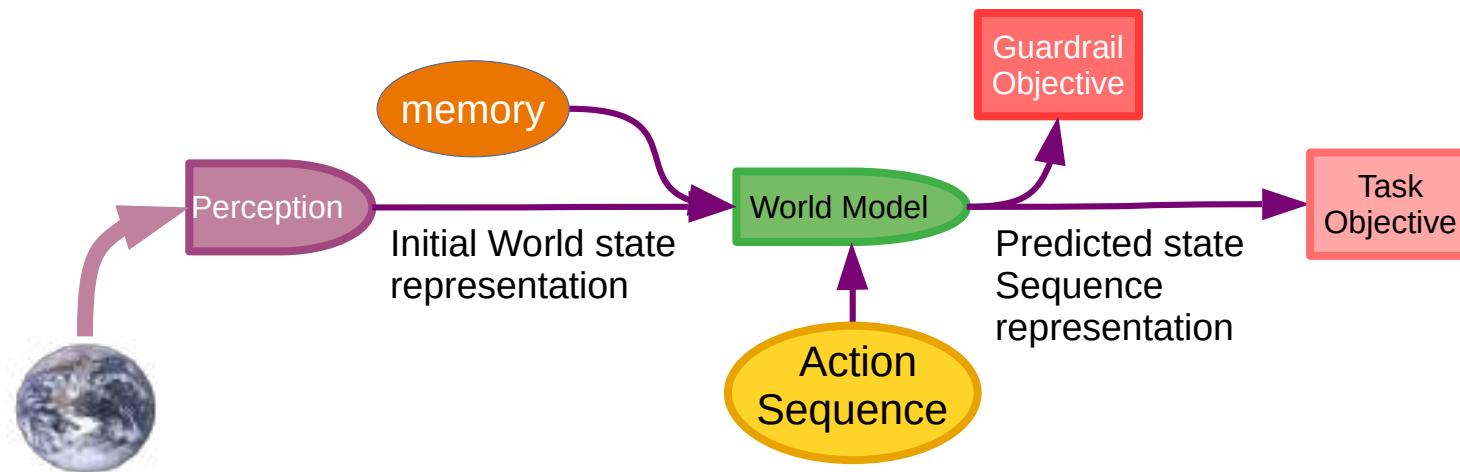
time or space →



$$\check{y} = \operatorname{argmin}_y F(x, y)$$

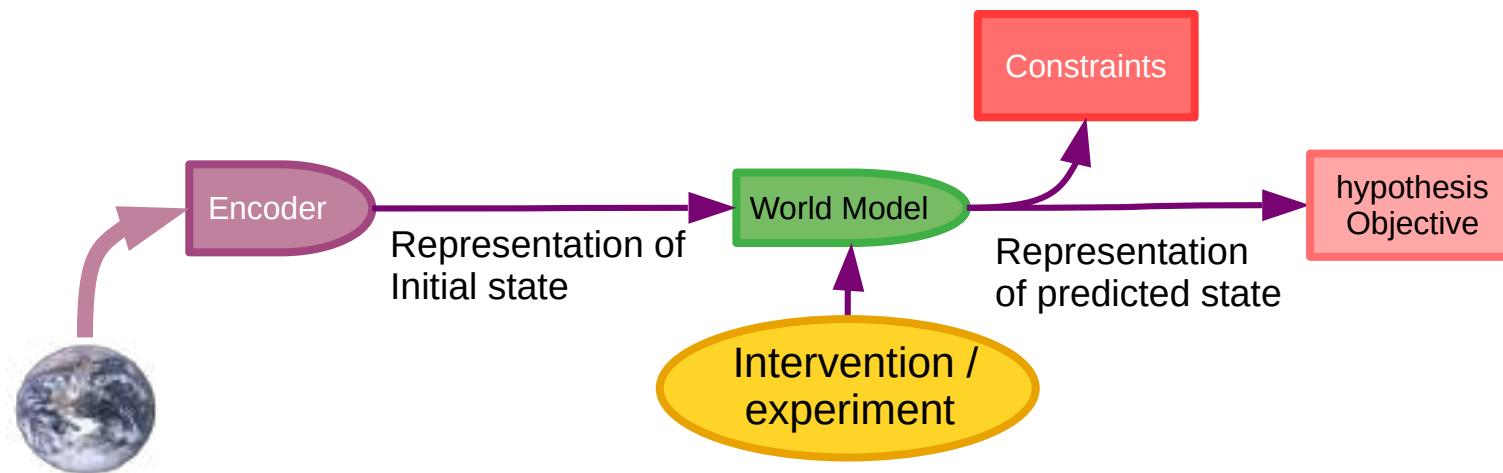
## 2. World Model for Planning/Reasoning

- ▶ **Perception:** Computes an abstract representation of the state of the world
  - ▶ Possibly combined with previously-acquired information in memory
- ▶ **World Model:** Predict the state resulting from an imagined action sequence
- ▶ **Task Objective:** Measures divergence to goal
- ▶ **Guardrail Objective:** Immutable objective terms that ensure safety
- ▶ **Operation:** Finds an action sequence that minimizes the objectives



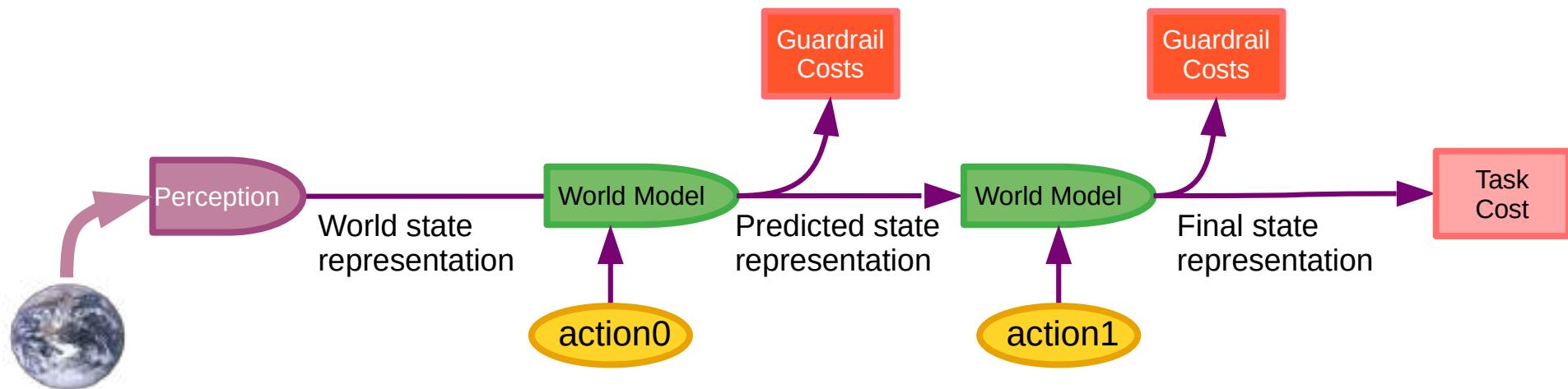
## 2. Models for Physics Experiments

- ▶ **Encoder:** Computes an abstract representation of the state of the system
- ▶ **World Model:** Predict the state resulting from an imagined experiment or intervention.
- ▶ **Hypothesis Objective:** Measures divergence to the result expected from the experiment
- ▶ **Constraints:** that the trajectory must satisfy.
- ▶ **Find an action an experiment that validates or invalidates the hypothesis**



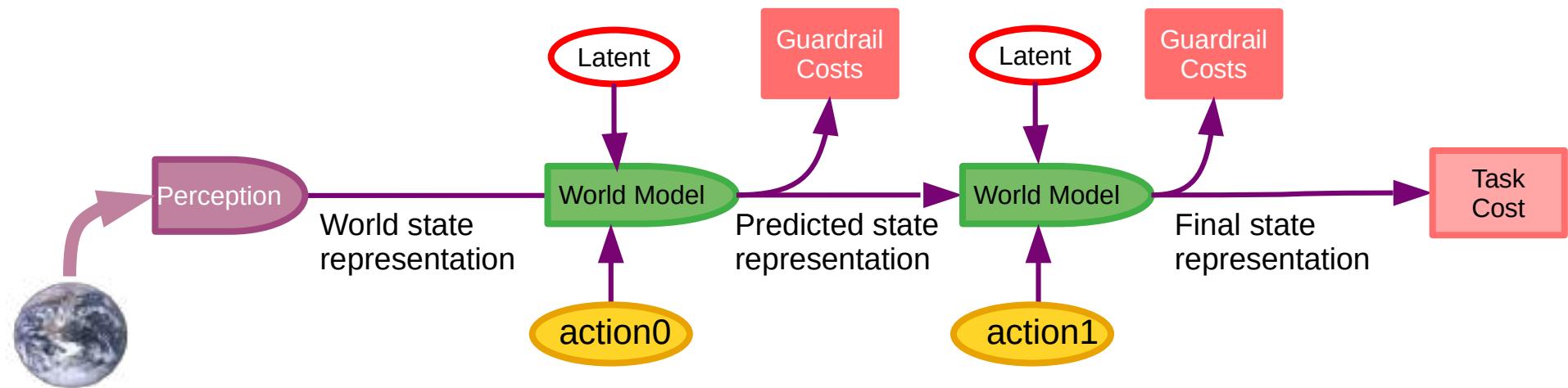
# Objective-Driven AI: Multistep/Recurrent World Model

- ▶ Same world model applied at multiple time steps
- ▶ Guardrail costs applied to entire state trajectory
- ▶ This is identical to **Model Predictive Control (MPC)**
  - ▶ But with a trained world model
- ▶ Action inference by minimization of the objectives
- ▶ Using gradient-based method, graph search, dynamic prog, A\*, MCTS,....



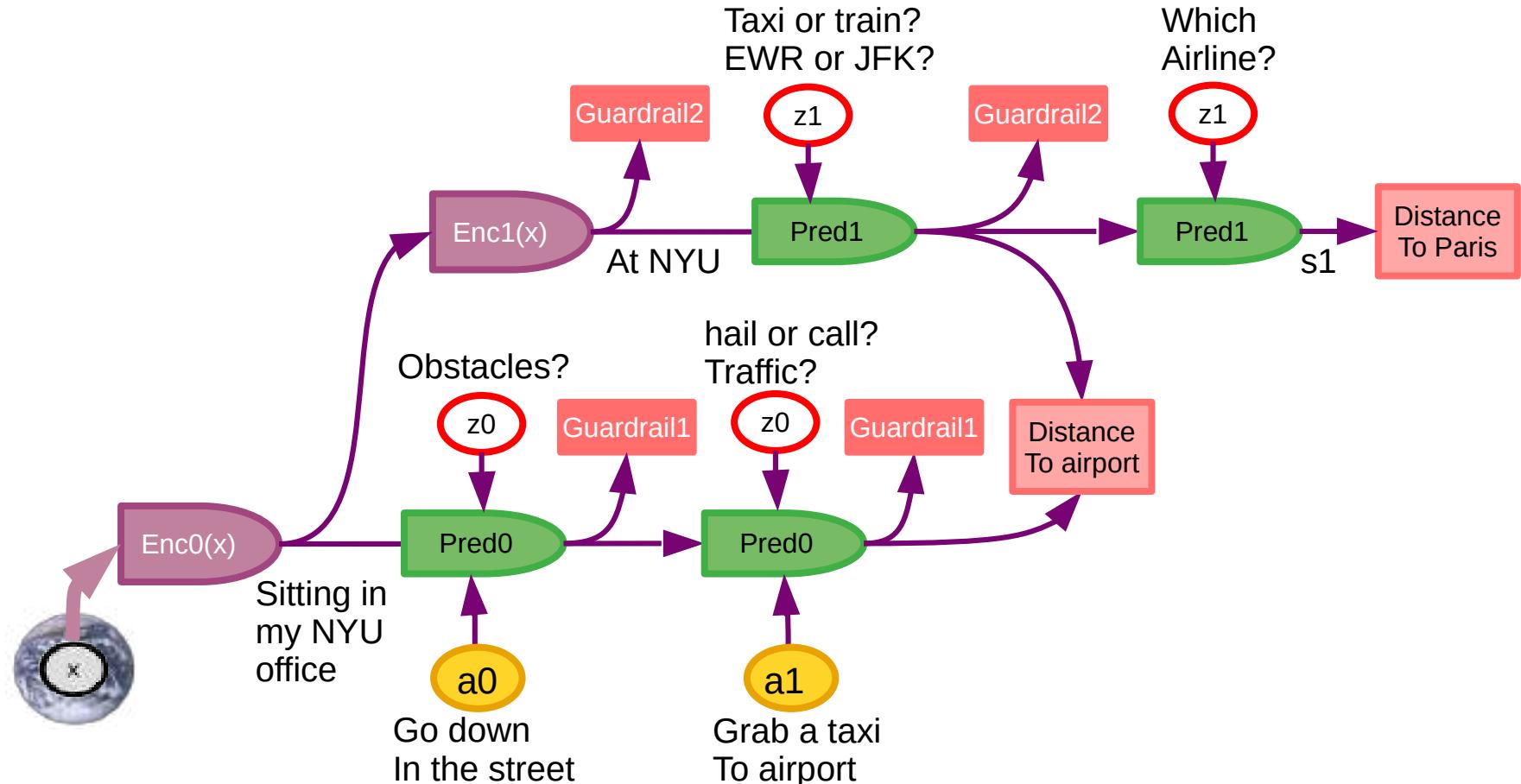
# Objective-Driven AI: Non-Deterministic World Model

- ▶ The world is not deterministic or fully predictable
- ▶ Latent variables parameterize the set of plausible predictions
- ▶ Can be sampled from a prior or swept through a set.
- ▶ Planning can be done for worst case or average case
- ▶ Uncertainty in outcome can be predicted and quantified



# Objective-Driven AI: Hierarchical Planning

## ► Hierarchical Planning: going from NYU to Paris



# Objective-Driven AI Systems

AI that can learn, understand the world,  
reason, plan,  
Yet is safe and controllable

“A path towards autonomous machine intelligence”  
<https://openreview.net/forum?id=BZ5a1r-kVs>

[previous versions of this talk available on YouTube]

# Modular Cognitive Architecture for AMI

## ► Configurator

- ▶ Configures other modules for task

## ► Perception

- ▶ Estimates state of the world

## ► World Model

- ▶ Predicts future world states

## ► Cost

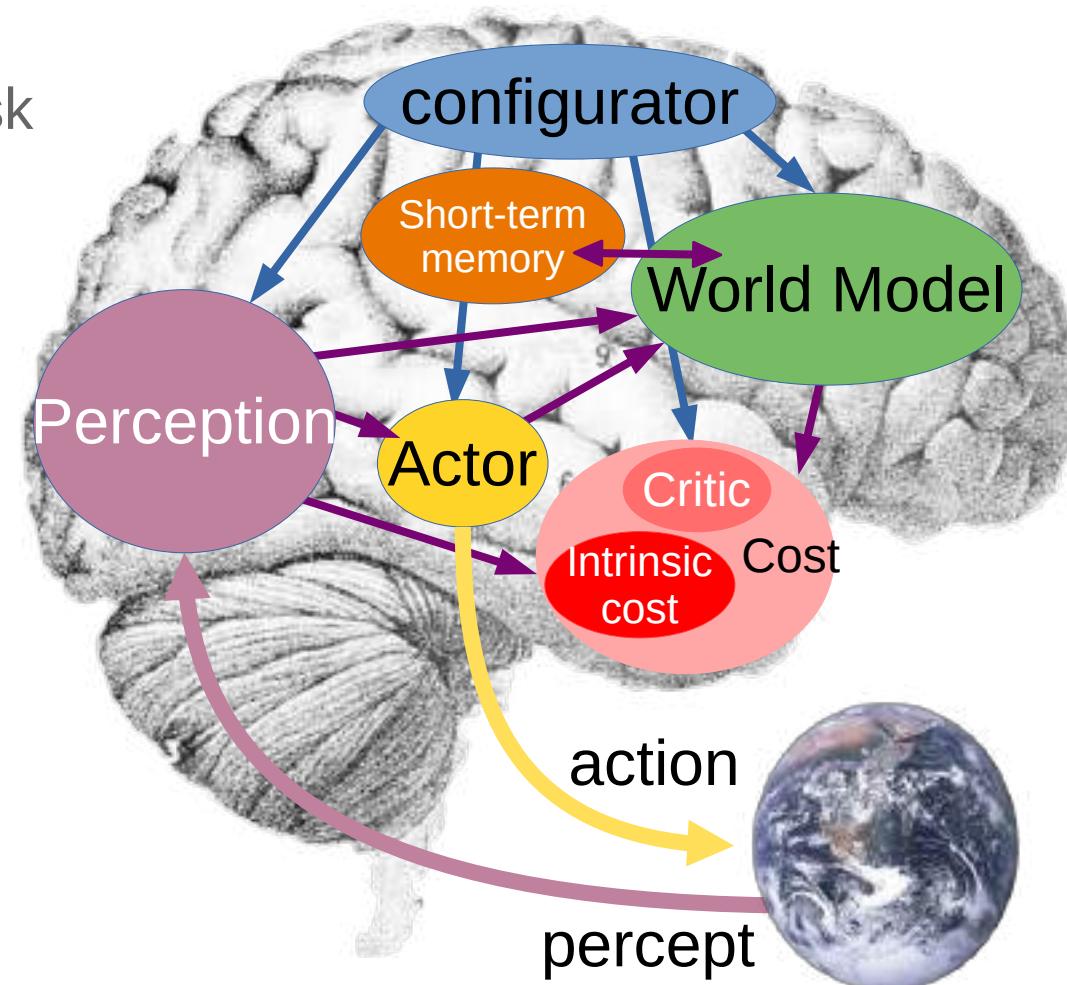
- ▶ Compute “discomfort”

## ► Actor

- ▶ Find optimal action sequences

## ► Short-Term Memory

- ▶ Stores state-cost episodes

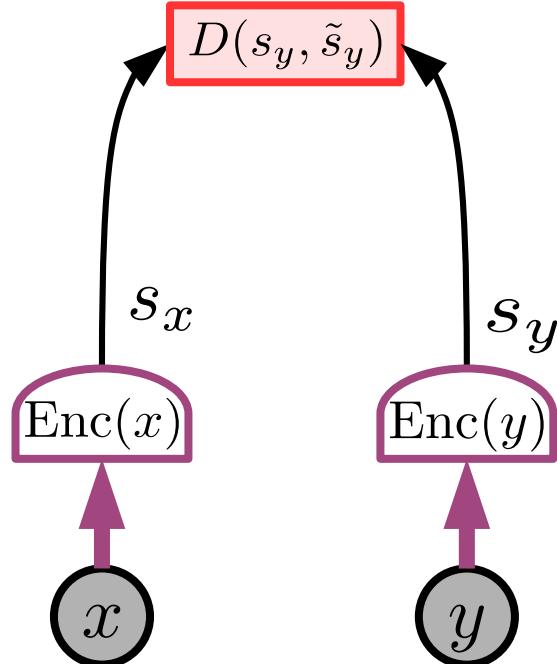


# How could Machines Learn World Models from Observations?

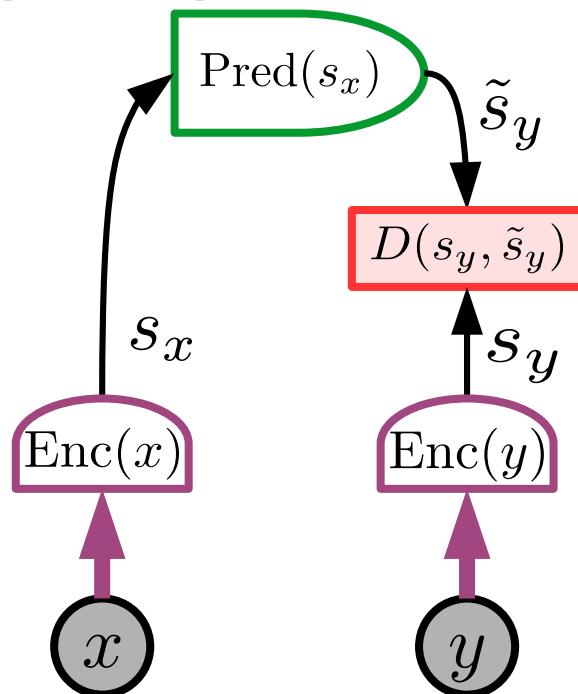
Self-Supervised Learning

# Joint Embedding Architectures

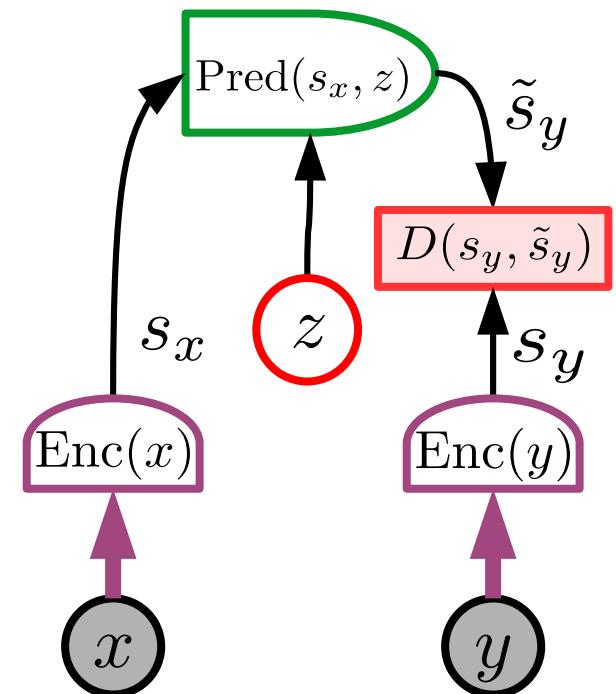
- ▶ Computes abstract representations for  $x$  and  $y$
- ▶ Tries to make them equal or predictable from each other.



a) Joint Embedding Architecture (JEA)  
Examples: Siamese Net, Pirl, MoCo,  
SimCLR, Barlow Twins, VICReg,



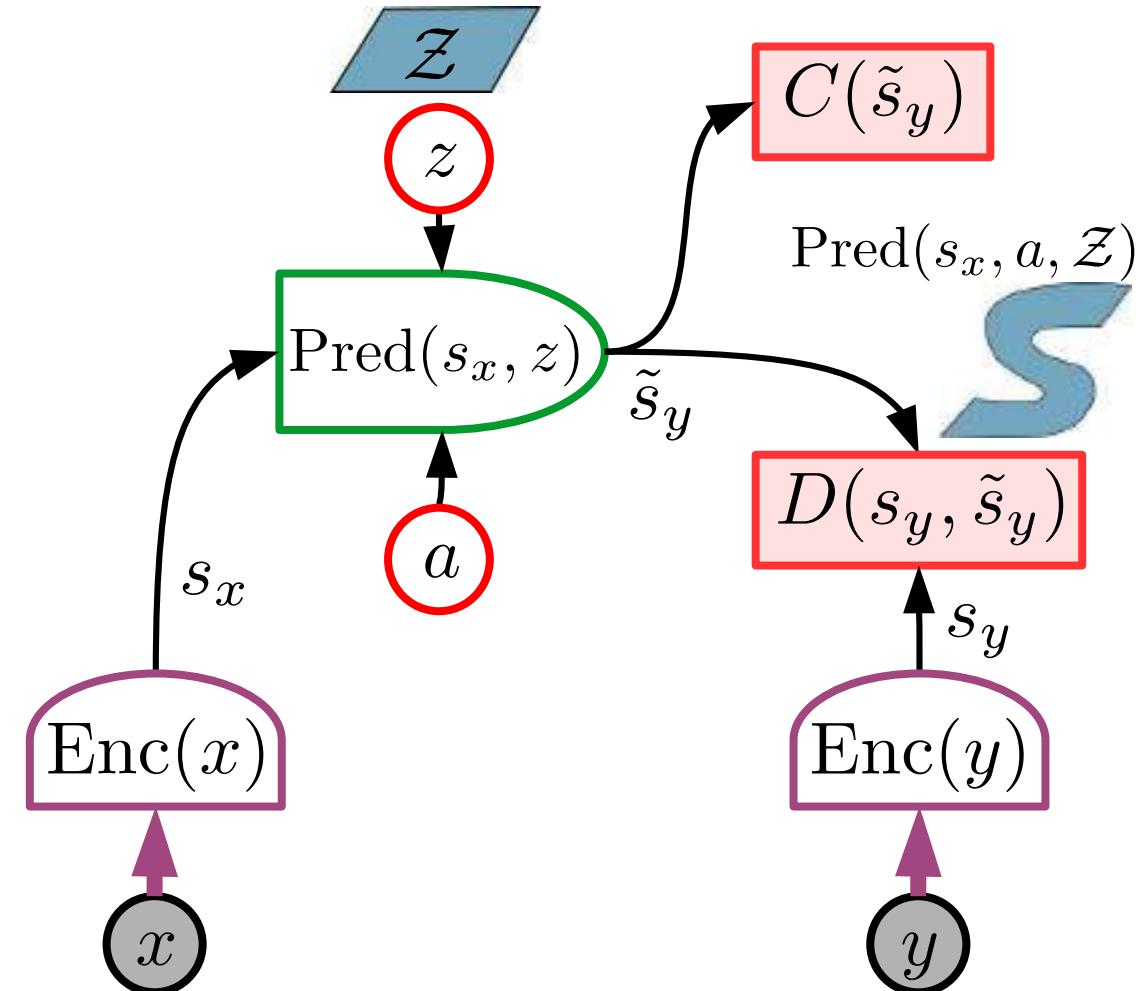
b) Deterministic Joint Embedding Predictive Architecture (DJEPA)  
Examples: BYOL, VICRegL, I-JEPA



c) Joint Embedding Predictive Architecture (JEPA)  
Examples: Equivariant VICReg  
I-JEPA.....

# Architecture for action-conditioned world models: JEPA

- ▶ JEPA: Joint Embedding Predictive Architecture.
- ▶  $x$ : observed past and present
- ▶  $y$ : future
- ▶  $a$ : action
- ▶  $z$ : latent variable (unknown)
- ▶  $D(\cdot)$ : prediction cost
- ▶  $C(\cdot)$ : surrogate cost
- ▶ JEPA predicts a representation of the future  $S_y$  from a representation of the past and present  $S_x$



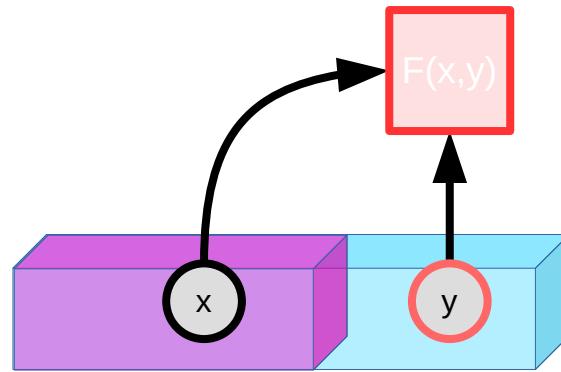
# Energy-Based Models for Self-Supervised Learning

Capturing dependencies through an energy function

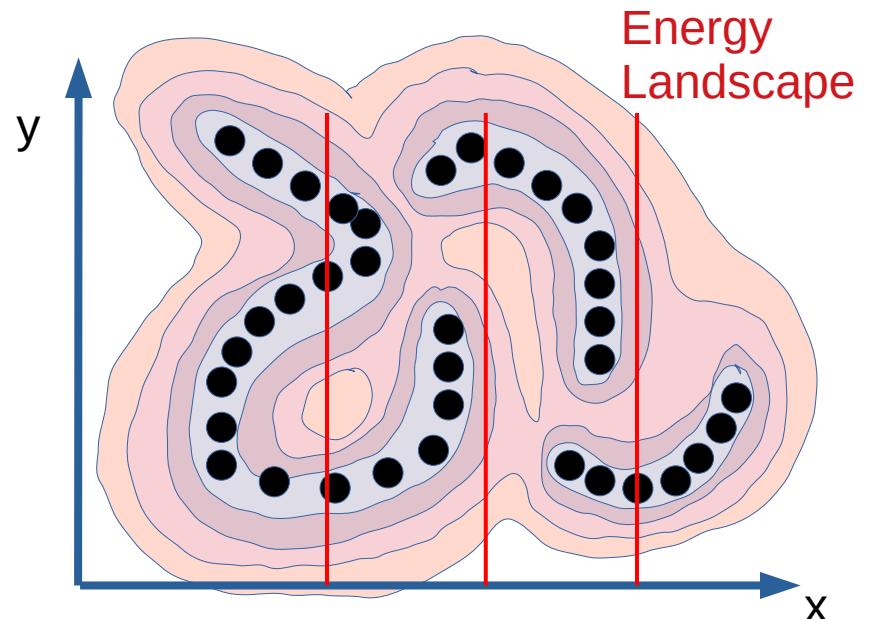
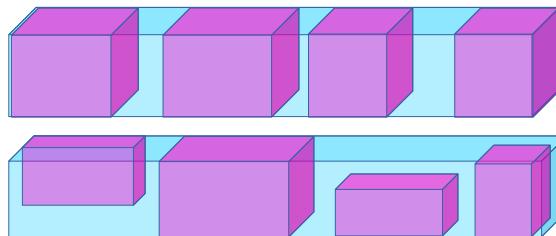
Probabilistic modeling is intractable in high-dimensional continuous domains.

# Energy-Based Models: Implicit function

- ▶ The only way to formalize & understand all model types
- ▶ Gives low energy to compatible pairs of  $x$  and  $y$
- ▶ Gives higher energy to incompatible pairs



time or space →

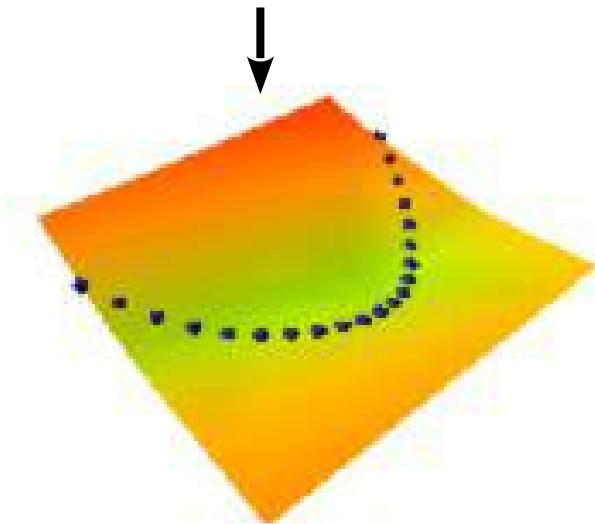


$$\check{y} = \operatorname{argmin}_y F(x, y)$$

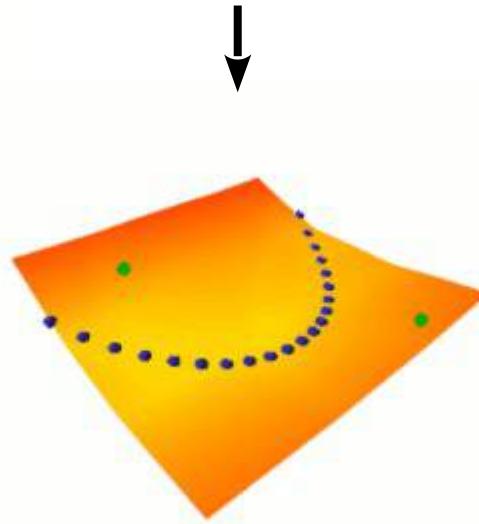
# Training Energy-Based Models: Collapse Prevention

- ▶ A flexible energy surface can take any shape.
- ▶ We need a loss function that shapes the energy surface so that:
  - ▶ Data points have low energies
  - ▶ Points outside the regions of high data density have higher energies.

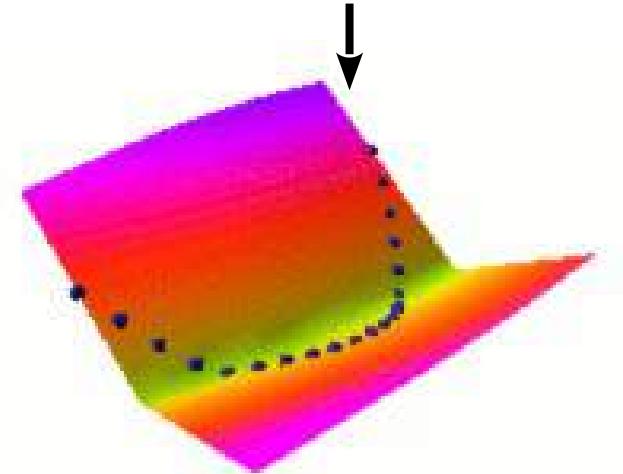
**Collapse!**



**Contrastive Method**



**Regularized Methods**



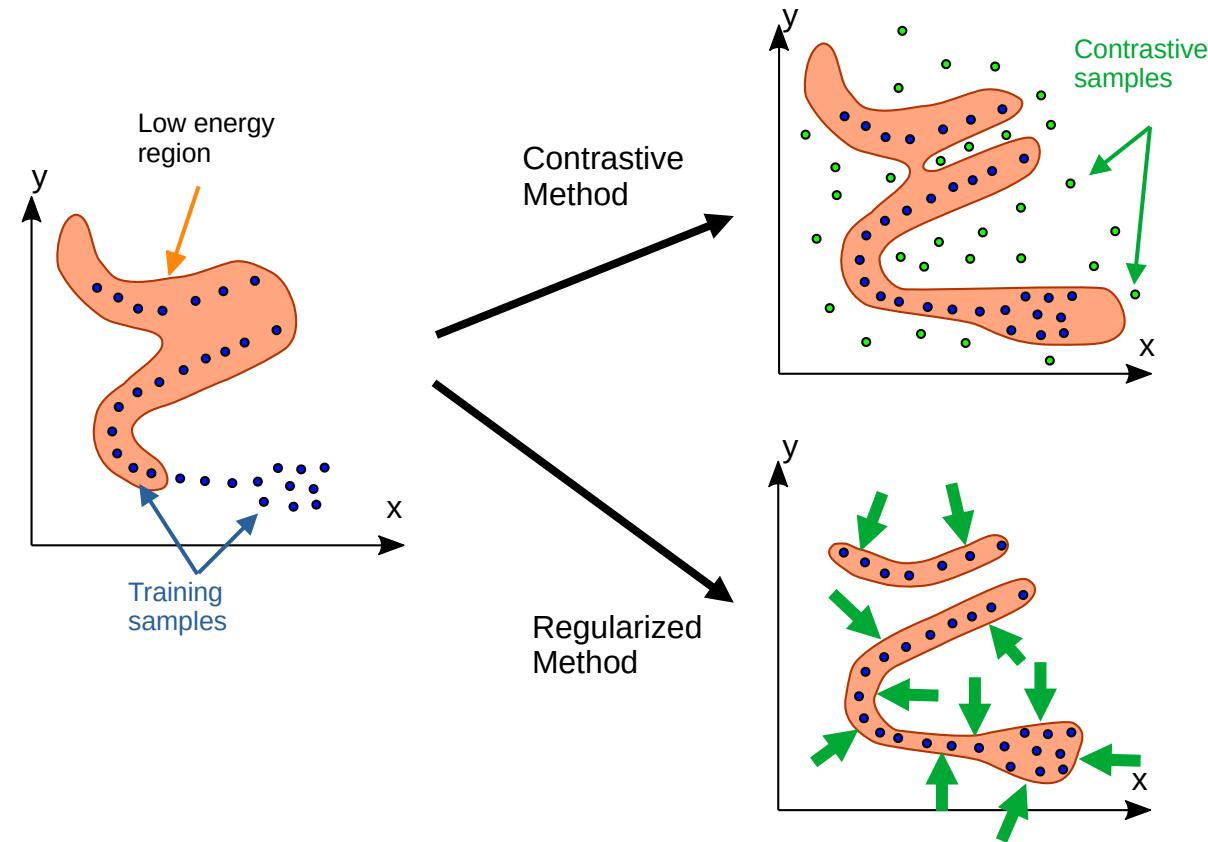
# EBM Training: two categories of methods

## ► Contrastive methods

- Push down on energy of training samples
- Pull up on energy of suitably-generated contrastive samples
- Scales very badly with dimension

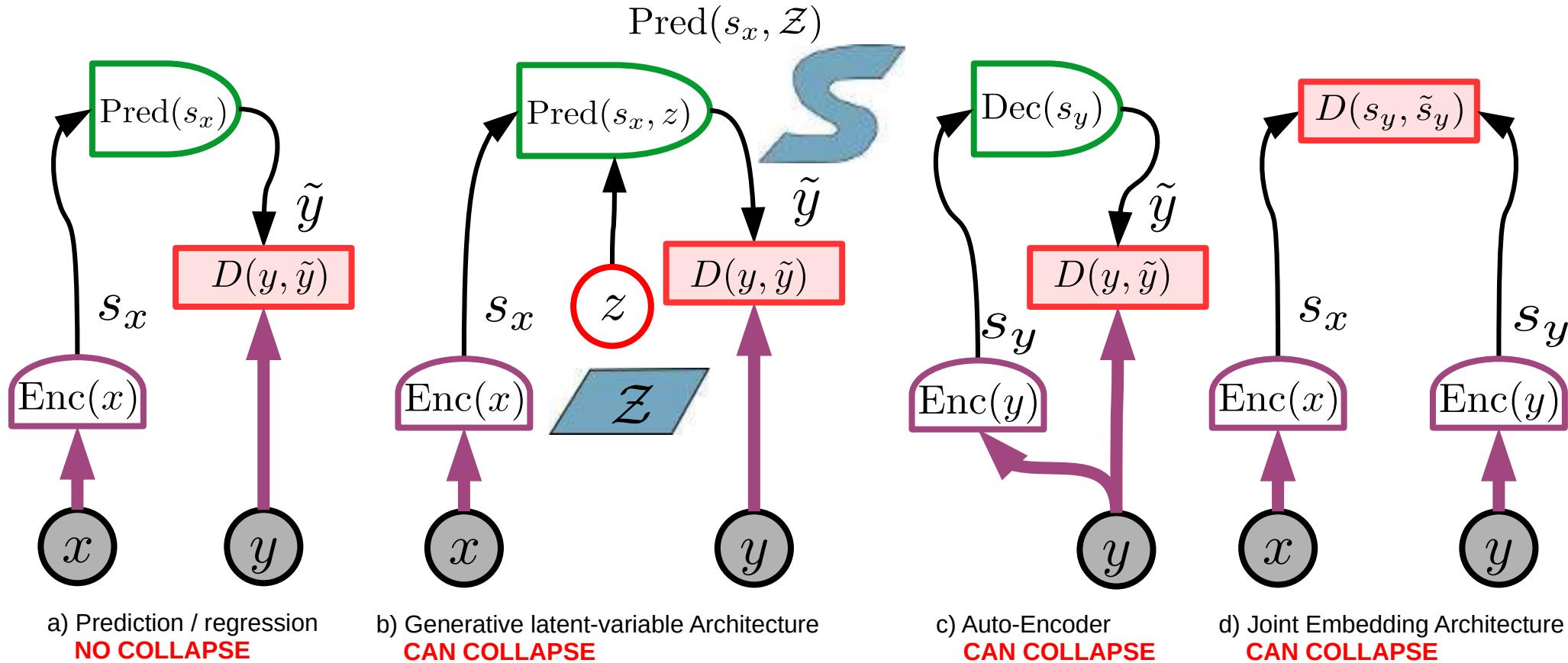
## ► Regularized Methods

- Regularizer minimizes the volume of space that can take low energy



# EBM Architectures

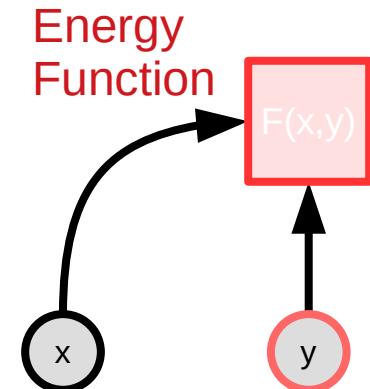
► Some architectures can lead to a collapse of the energy surface



# Energy-Based Models vs Probabilistic Models

- ▶ Probabilistic models are a special case of EBM
- ▶ Energies are like un-normalized negative log probabilities
- ▶ Why use EBM instead of probabilistic models?
- ▶ EBM gives more flexibility in the choice of the scoring function.
- ▶ More flexibility in the choice of objective function for learning
- ▶ From energy to probability: **Gibbs-Boltzmann distribution**
- ▶ Beta is a positive constant

$$P(y|x) = \frac{e^{-\beta F(x,y)}}{\int_{y'} e^{-\beta F(x,y')}} \quad \text{Energy Function} \quad F(x,y)$$

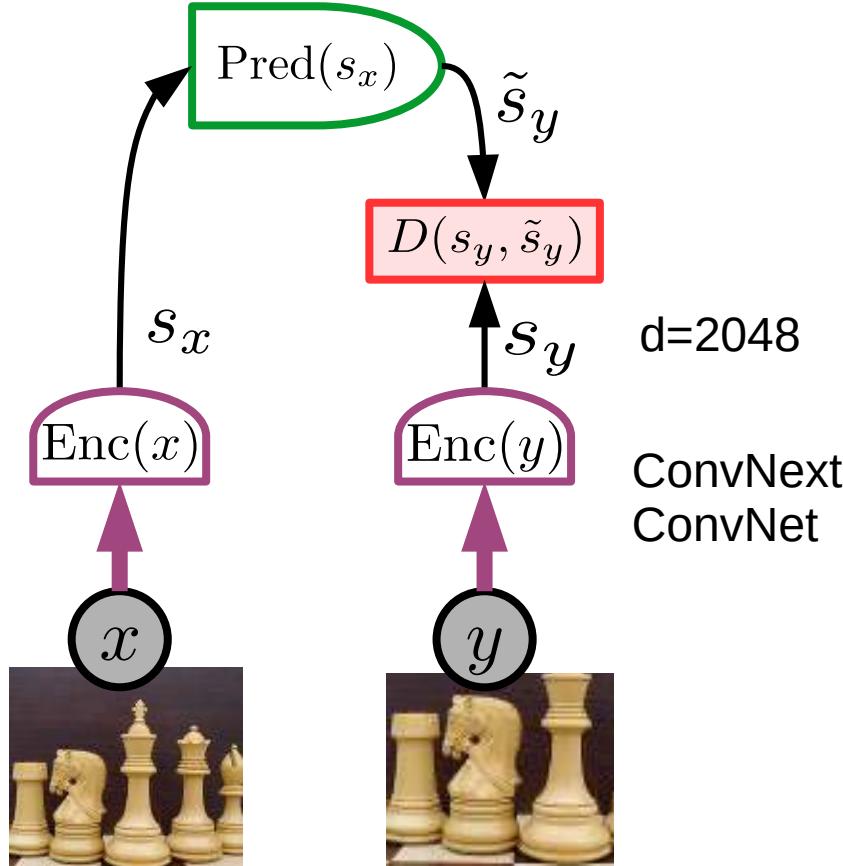


# Contrastive Methods vs Regularized/Architectural Methods

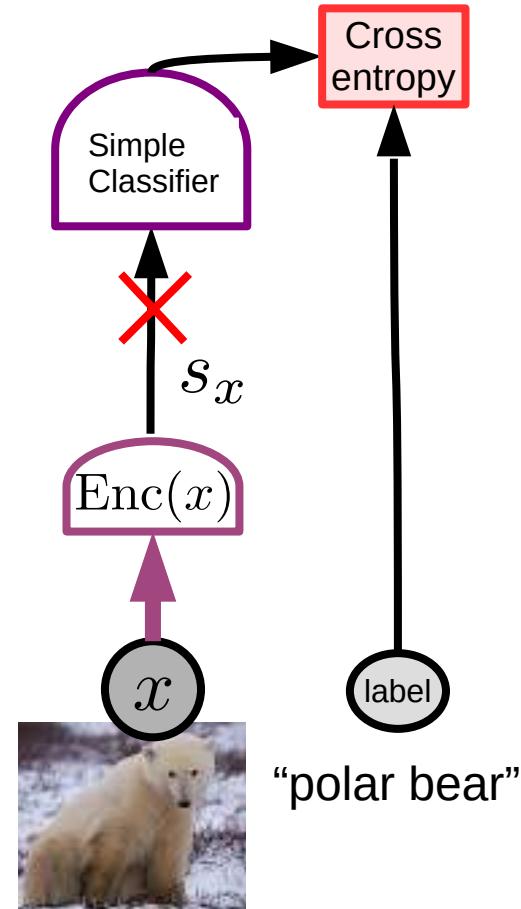
- ▶ **Contrastive:** [they all are different ways to pick which points to push up]
  - ▶ C1: push down of the energy of data points, push up everywhere else: **Max likelihood** (needs tractable partition function or variational approximation)
  - ▶ C2: **push down of the energy of data points, push up on chosen locations:** max likelihood with MC/MMC/HMC, Contrastive divergence, **Metric learning/Siamese nets**, Ratio Matching, Noise Contrastive Estimation, Min Probability Flow, **adversarial generator/GANs**
  - ▶ C3: train a function that maps points off the data manifold to points on the data manifold: denoising auto-encoder, **masked auto-encoder** (e.g. BERT)
- ▶ **Regularized/Architectural:** [Different ways to limit the information capacity of the latent representation]
  - ▶ A1: build the machine so that the volume of low energy space is bounded: PCA, K-means, Gaussian Mixture Model, Square ICA, normalizing flows...
  - ▶ A2: **use a regularization term that measures the volume of space that has low energy:** Sparse coding, **sparse auto-encoder**, LISTA, Variational Auto-Encoders, discretization/VQ/VQVAE.
  - ▶ A3:  $F(x,y) = C(y, G(x,y))$ , make  $G(x,y)$  as "constant" as possible with respect to  $y$ : Contracting auto-encoder, saturating auto-encoder
  - ▶ A4: minimize the gradient and maximize the curvature around data points: score matching

# SSL-Pretrained Joint Embedding for Image Recognition

JEPA/JEA pretrained with SSL



Training a supervised classification head



# (Sample) Contrastive Joint Embedding

## ► Example:

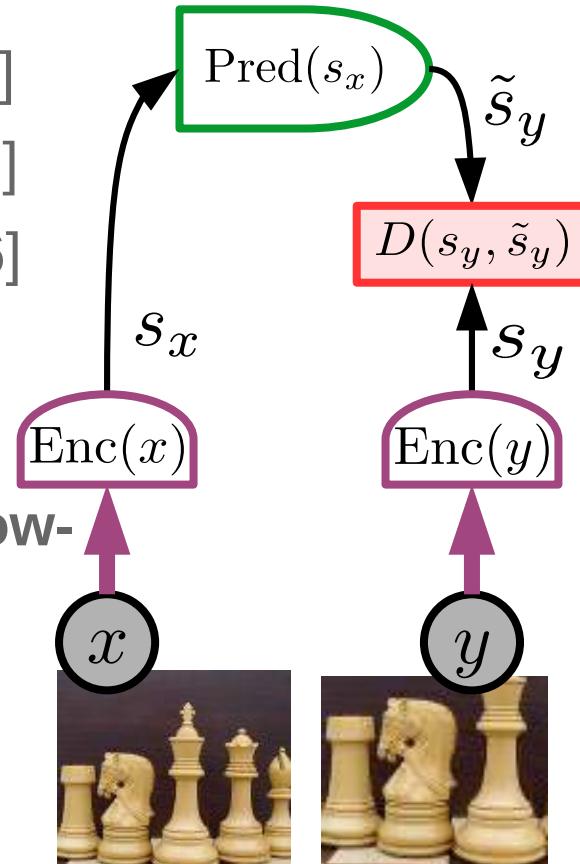
- Siamese Networks  
[Bromley NIPS 1993]  
[Chopra CVPR 2005]  
[Hadsell CVPR 2006]

- SimCLR  
[Chen 2020]

- Can only produce low-dimensional image representations

- Around 200 D.

Make  $D(s_y, s_x)$  small



Make  $D(s_y, s_x)$  large

