Curriculum Learning for LunarLander

Gravity in LunarLander:

- Gravity context in LunarLander can be seen as generalization task

- However, can also be seen as **difficulty** → higher gravity ∼ harder task
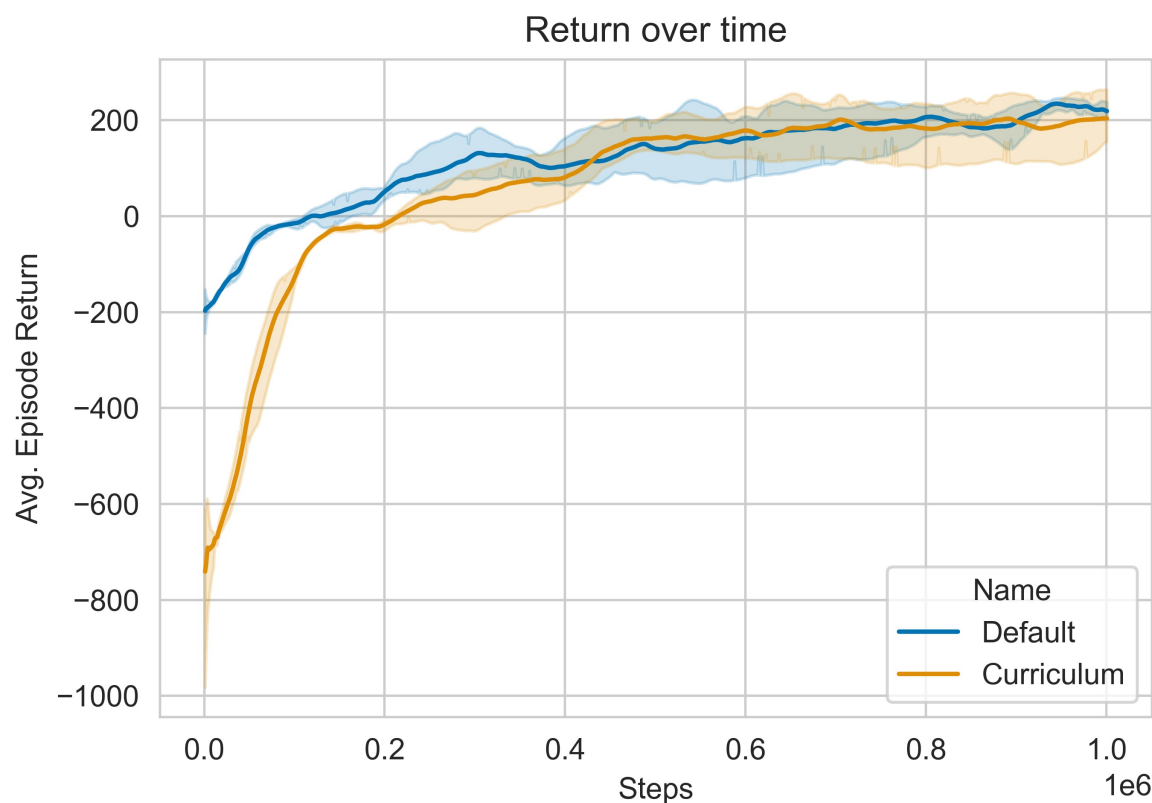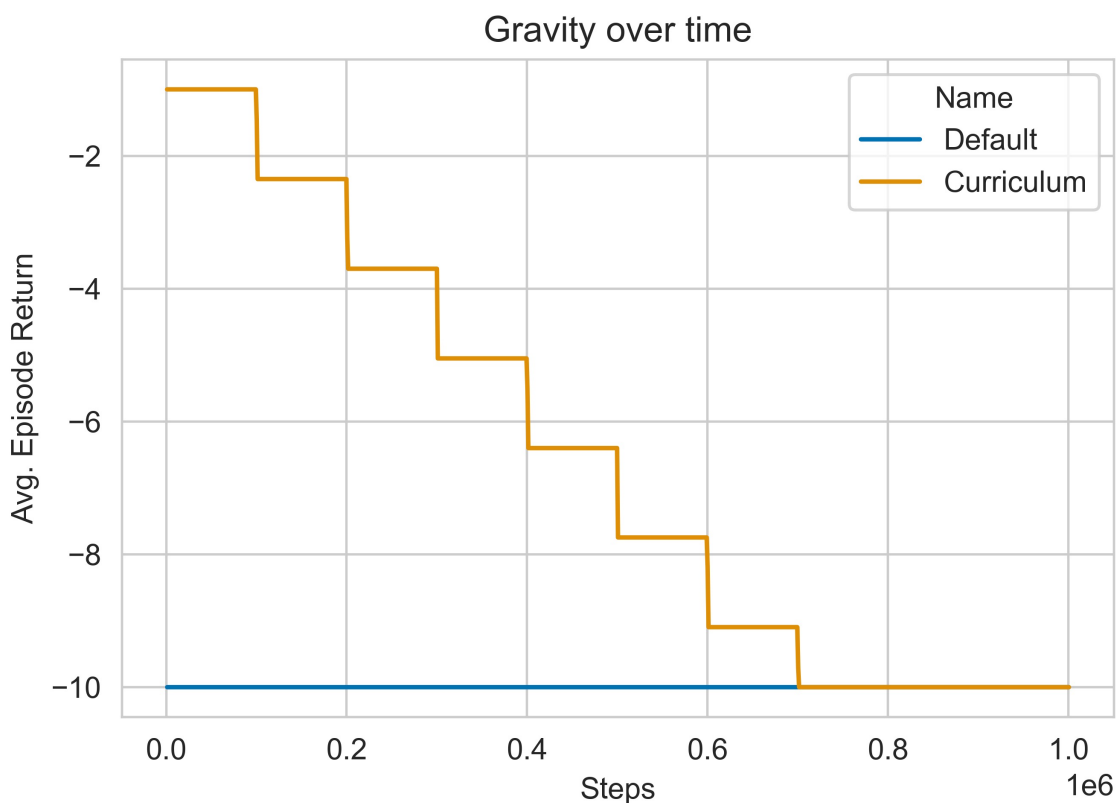
Idea:

- Increase gravity $g(t)$ over time as simplest form of curriculum learning

$$g(t) = g_{min} + (g_{max} - g_{min})\max\left(\frac{t}{t_{total} * 1.5}, 1\right)$$

[Code on GitHub]

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Another idea: Increase sampling interval bounds for gravity for continual LunarLander