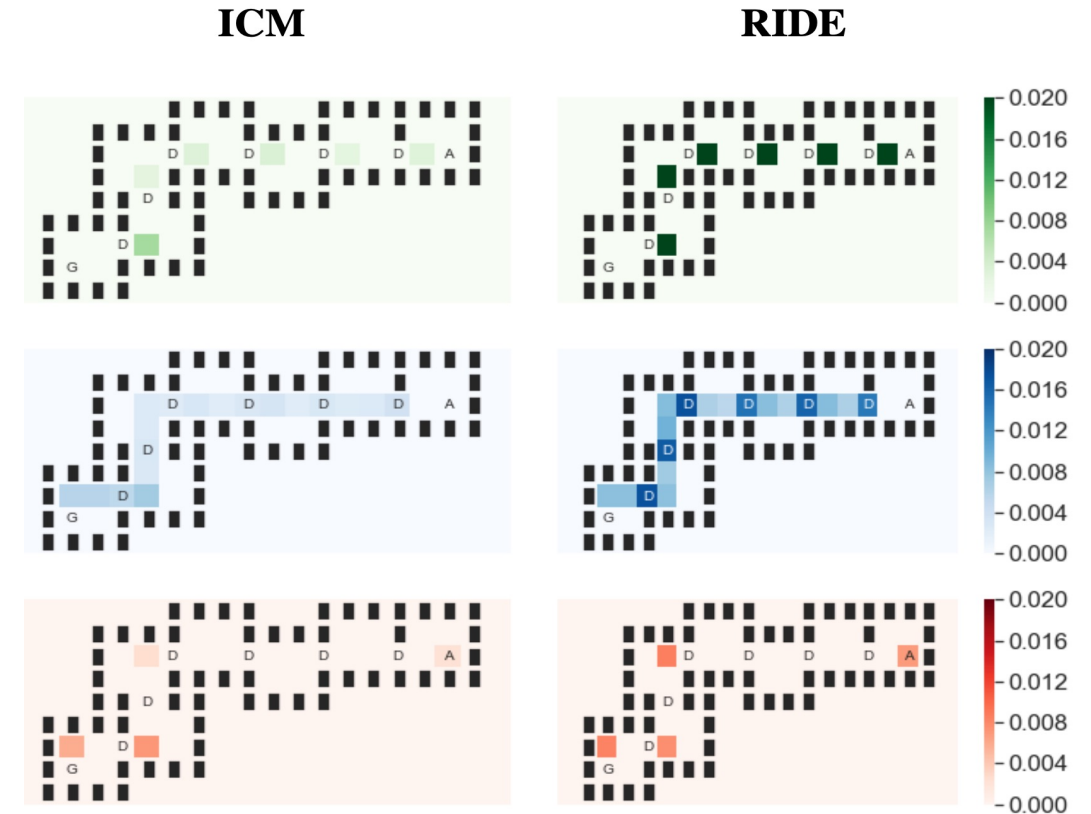


RIDE – Rewarding Impact-Driven Exploration

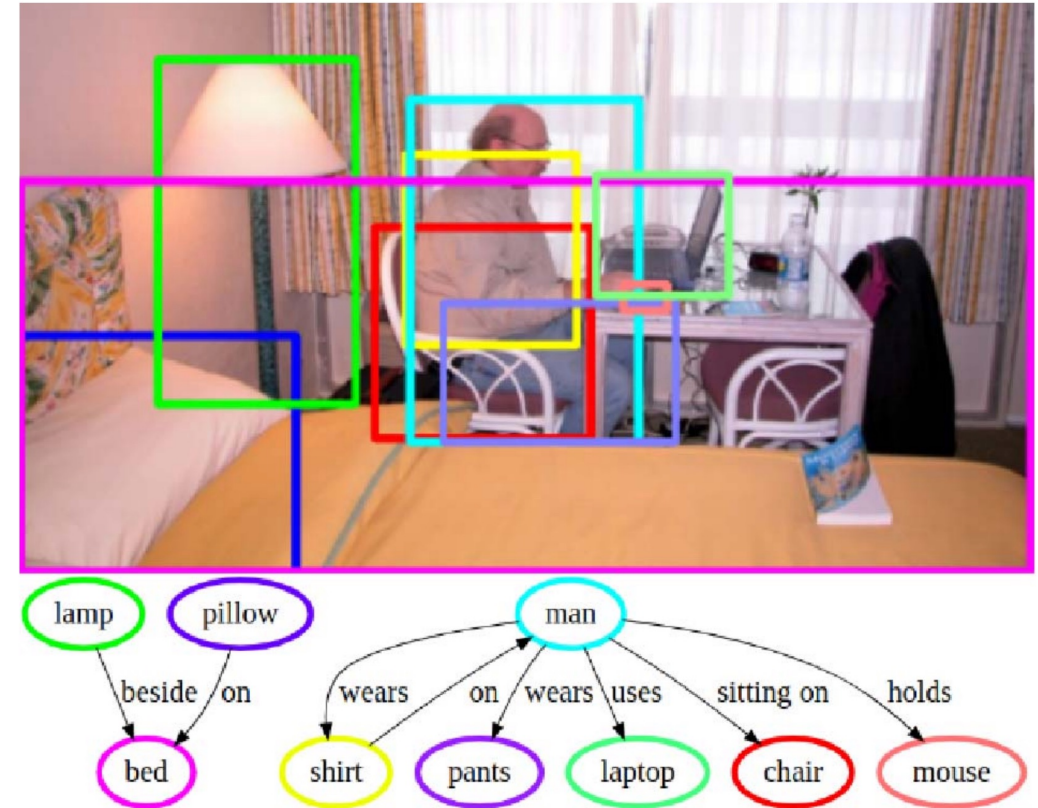
- Exploration guided by intrinsic rewards
- Based on difference of consecutively visited states
 - Euclidean distance of embedded state representations
 - Divided by visitation counts to prevent oscillating



[Rocktäschel et al. \(2020\)](#)

RIDE – Embedding model

- Small basic convolutional network with 3 layers
- State representation can be improved for intrinsic reward
 - E.g. use embeddings of scene-graph model



[Gkanatsios et al. \(2019\)](#)