# Go-Explore [Ecofet et al. 2019]

- Exploration Method for sparse and deceptive reward settings
- Store promising states in an archive + remember how to get there
- Then explore from there further on
- Requires Deterministic an resettable Environment
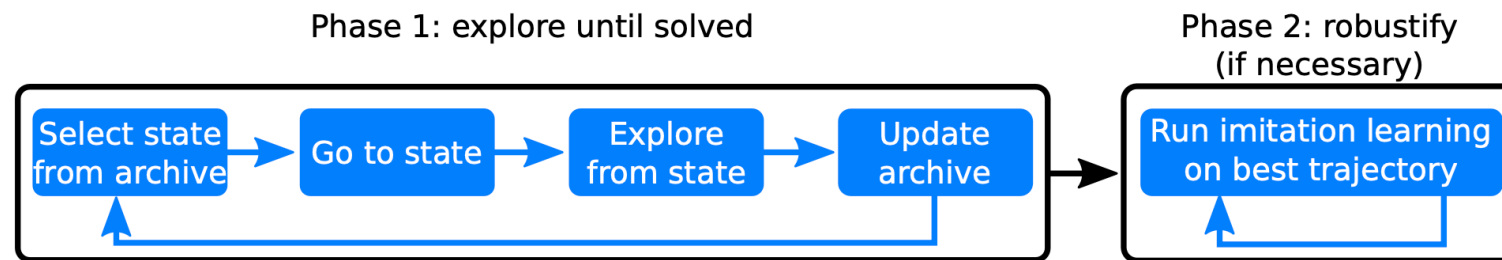  - Could be augmented for Non-Deterministic



Figure 2: **A high-level overview of the Go-Explore algorithm.**
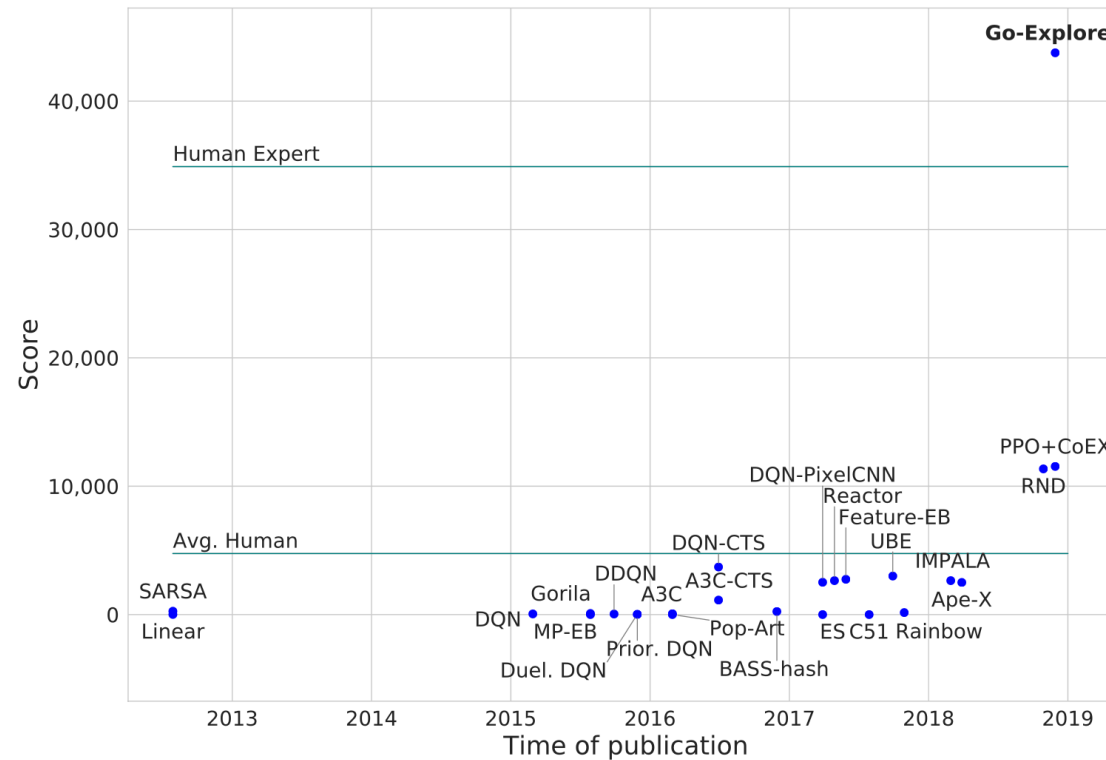
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Figure 6: **History of progress on Montezuma's Revenge vs. the version of Go-Explore that does not harness domain knowledge.** Go-Explore significantly improves on the prior state of the art. These data are presented in tabular form in Appendix A.9.