



Diversity Based Hierarchy

My **proposal** is to use my own
HRL model to **learn** three Atari
games **simultaneously**: Bowling,
Space-Invaders, and Pong

Motivation

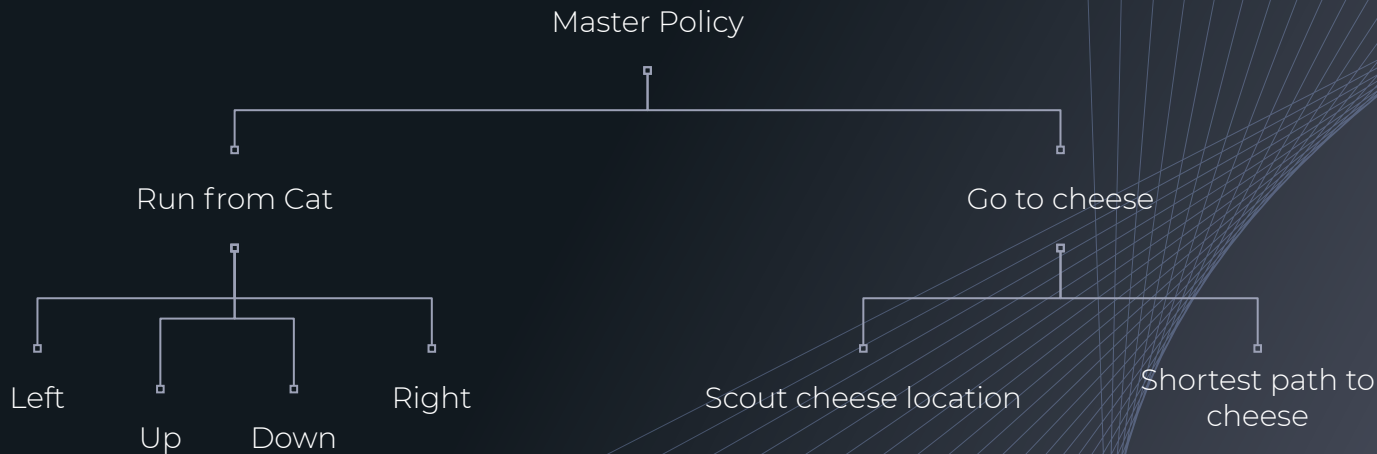
- Reinforcement Learning has high potential
- Currently faces limits on its practicality

A **Summary** of Reinforcement Learning (RL)

- Agent interacting with environment
- Goal is to maximize reward received from the environment



Hierarchical Reinforcement Learning



Diversity is all you need (DIAYN)

- Method for discovering sub-policies or skills
- Easily discriminable and high entropy skills
- Optimality issues

Diversity Based Hierarchy

- Repeated application of DIYAN
- Capability / computing cost trade off

Environment Selection

- Can't be too ambitious
- Environments with similar observation and action spaces



Questions?