

Paper of the Week:

Open-Ended Learning Leads to Generally Capable Agents

- ① Create agents whose weights encapsulate many varieties of game. This is what is meant by "Open-Ended Learning."
- ② They find agents demonstrate general behaviors such as exploration and experimentation by virtue of environment and game diversity.
- ③ The key difficulty they overcome is the simple requirement for an adequate diversity of individual tasks to train on. This was achieved by a natural environment and task

source by previous
generation.

(4) Uses attention mechanism for guiding towards subgoals.

(5) Population based training generates "just right difficulty" training examples.

(6) Agents bootstrap off each other in the outermost loop of training.

(7) Constantly changes learning problem to keep the agent learning.

(8) Evaluate on withheld tasks not provided in training.

(9) The researchers note it is difficult to determine intentionality in cooperative behaviors.

determine intention /

⑩ Researchers claim temporal and spatial awareness.

⑪ Researchers claim exceptional fine tuning performance.