# **Curriculum Learning**

Teacher-Guided Curriculum<sup>a</sup>

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<sup>&</sup>lt;sup>a</sup>Based on a blog by Lilian Weng

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- ▶ Question: who or what is an expert teacher?

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- ▶ Possible answers: "Common sense" methods, real-life expert decisions, a learner learning how to construct a curriculum,?

## The Teacher-Student Setup [Matiisen et al., 2017]



Figure: Teacher-Student interaction

#### The Teacher

- lacktriangle The teacher observes the student's reward  $x_t$
- ightharpoonup The action space consists of all instances i
- ▶ The teacher's reward is the change in the agent's reward:

$$r_t = x_t - x_{t-1}$$

### The Ideal Result [Matiisen et al., 2017]

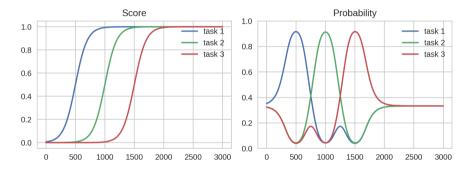


Figure: Teacher-Student interaction

#### Variations on the idea

- ► The same method can be applied to continuously parameterized environments [Portelas et al., 2019]
- ► The teacher can be a fail-safe in safety-critical applications [Turchetta et al., 2020]
- ► Guided Policy Search [Levine & Koltun, 2013] uses an expert policy to sample trajectories (not necessarily across instances)