Feedback: Moritz Lönker

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- Wow! There is a Minecraft Gym. This is so amazing!
- I recommend to compare the presented DQN networks with policy gradients (discrete actions $\rightarrow$ softmax).
- Very to have so many training examples.
- Tackle the sparse reward problem by using Hindsight Experience Replay HER as mentioned in the lecture.
- Curriculum Learning could in this case also help to face the sparse reward problem.
- A sparse reward problem could also be faced with a Decision Transformer.
- I think self-attention similar in the Vision Transformer could help for processing the state.
- The state space is huge. For me (none-minecraft-player) the discrete action space tends to be also huge $\rightarrow$ DQN will fail, thing about a monte carlo tree search approach or hierarchic policy approach.
- Personally I would check if self-attention (similar as in the Vision-Transformer, DETR-paper) outperform a convolution-based approach for processing the state.