DRL project schedule

Week 10 –> Week 11

> 1. Read codes: baselines, and trim/augment paper+ codes
>
> 2. Read papers about exploration & data augmentation
>
> **curiosity ?   modify reward ?**
>
> Relationship between exploration and diffusion model's generation can we discover generalization in distributions?   [literature review search deeper！！] will generated data help generalize and exploration or exacerbates overfitting? how and why?
>
> 3. Try out offline classical baselines, if someone works, share codes.
>
> *Baseline:*   *3 envs*   *Q-DT +env*

Week 12 -> Week 14

need another meeting.

> Trim/AUg
>
> **data-clean/select**
>
> **curiosity ?**
>
> **modify reward ?**
>
> **diffusion generation**
>
> Re-implement modules, parallel.
>
> - Tonghe:
>
> - Wei:
>
> - Yucheng:
>
> - Yulong:

Week 14-15 Try out new ideas (if we have time)

> 1. **Relationship between exploration and diffusion model's generation**
>
> **can we discover generalization in distributions?**   [literature must search]
>
> 2. **Reward regularization to generate higher rewards**
>
> 3. **Dynamic model is it necessary and how to improve**
>
> 4. Experiment: bonus penalization? (still generalize)

5. New data augmentation ideas