# Paper summary: Go-explore: a new approach for hard-exploration problems (but also First return, then explore)

March 23, 2022

# 1 Idea in few sentances

# 2 Explanation of the central concept

# 3 Methodology

# 4 Initial rambly notes

## 4.1 Abstract

The hypothesis is the following: the main impediments for effective exploration originate from algorithms forgetting how to reach previously visited states (*detachment*) and failing to first return to a state before exploring it (*derailment*). Go-explore deals with this.

It does so by "remembering" promising states and returning to those states before intentioally exploring.

## 4.2 Introduction

## 4.3 Method

## 4.4 Other stuff