Hindsight Goal Prioritization for Sparse Reward Environments

Final Project

Reinforcement Learning

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SAPIENZA
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First introduction sentence Second introduction sentence

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Problem statement

- Vanilla off-policy algorithms are not suited for multi-goal reinforcement learning with sparse reward
- Since the goal is not fixed, we may never get reward 1
- Problem with exploration

HER

Sampling future goals

To start working with `sintefbeamer`

Intuition

```
\documentclass{beamer}
```

Drawbacks

```
\documentclass{beamer}
```

HGR

Prioritizing future goals

Intuition

```
\documentclass{beamer}
```

Enhancements over Vanilla HER

```
\documentclass{beamer}
```

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Why Robotics Environments

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Thank you for listening!

Any questions?