

# CURIOUS: Intrinsically Motivated Modular Multi-Goal RL

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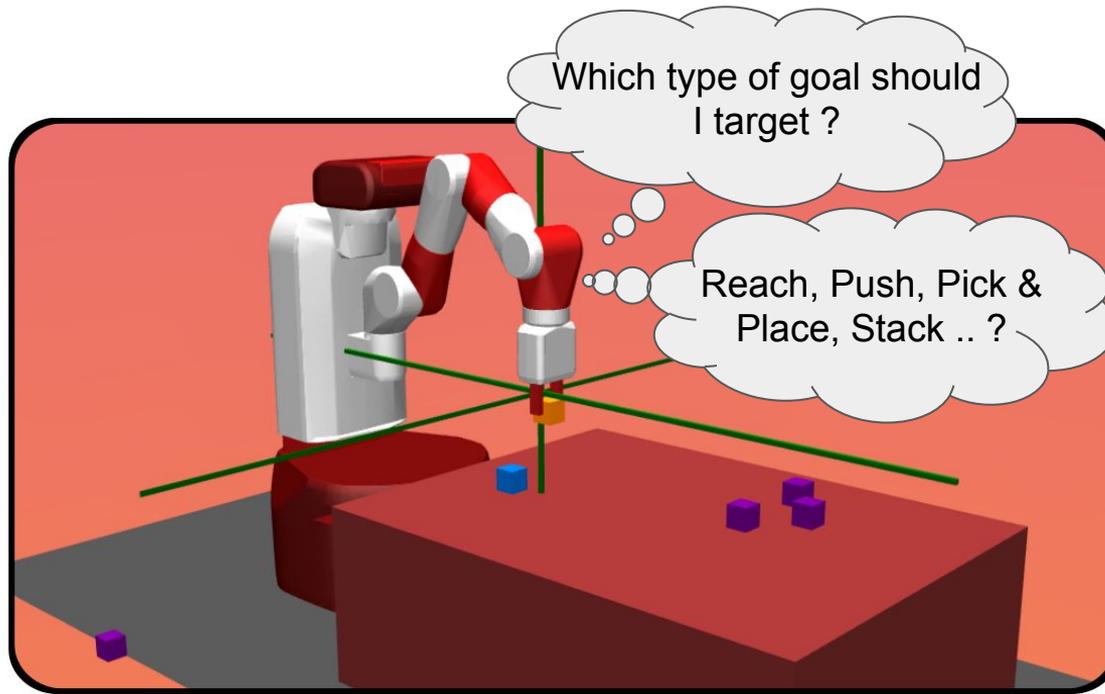
**Cédric Colas**

Phd student @ Flowers team, INRIA

Co-authors:

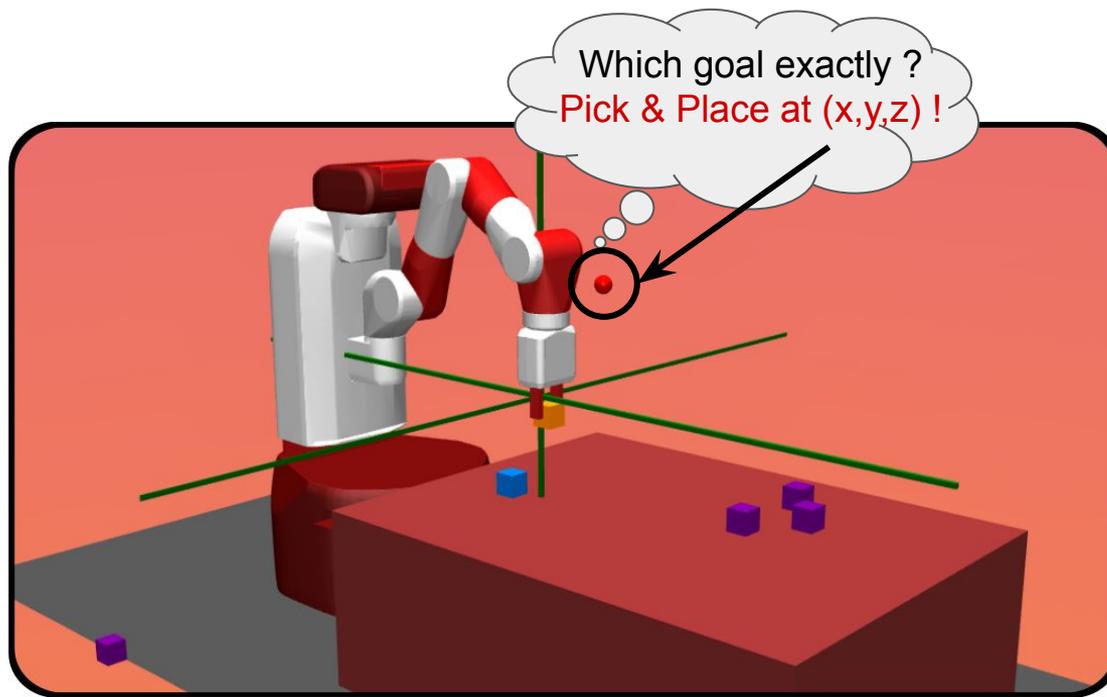
Pierre Fournier, Olivier Sigaud, Mohamed Chetouani, Pierre-Yves Oudeyer

# Problem: Intrinsically Motivated Modular Multi-Goal RL



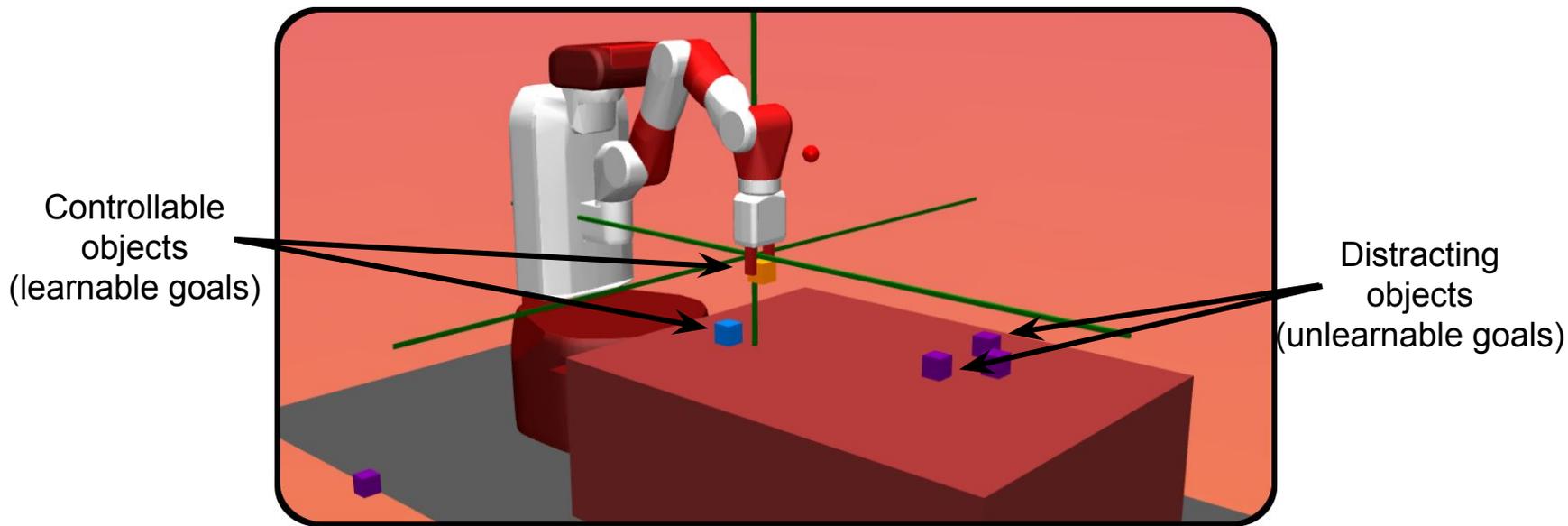
**Modular Multi-Goal Fetch Arm environment**

# Problem: Intrinsically Motivated Modular Multi-Goal RL



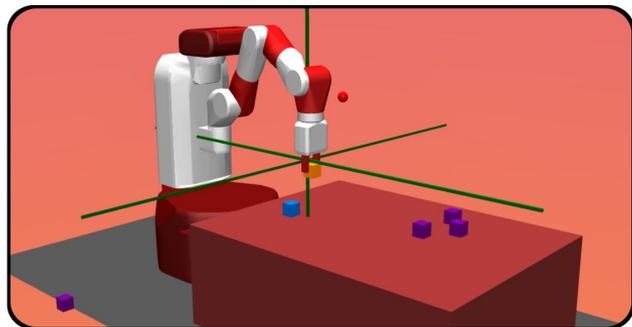
**Modular Multi-Goal Fetch Arm environment**

# Problem: Intrinsically Motivated Modular Multi-Goal RL



**Modular Multi-Goal Fetch Arm environment**

# The Curious Algorithm



External world

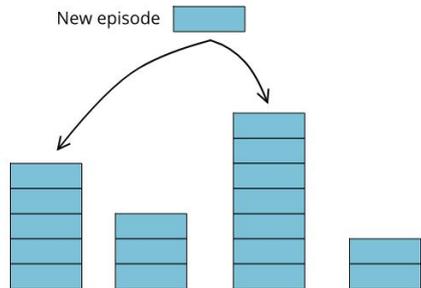


Sampling of  
modules and goals  
using **absolute  
learning progress**<sup>2</sup>  
(using Bandit algorithm)

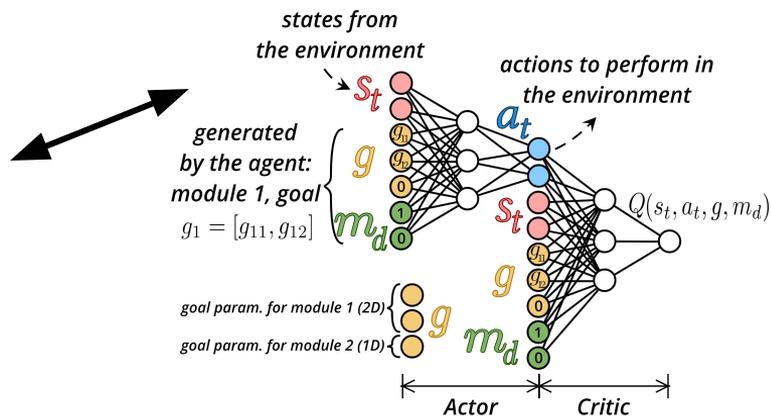
## Modular goal encoding for UVFA:<sup>1</sup>

e.g. of modular goals:

- Move gripper to (x,y,z)
- Pick & Place cube2 at (x,y,z)
- Push cube1 at (x,y)

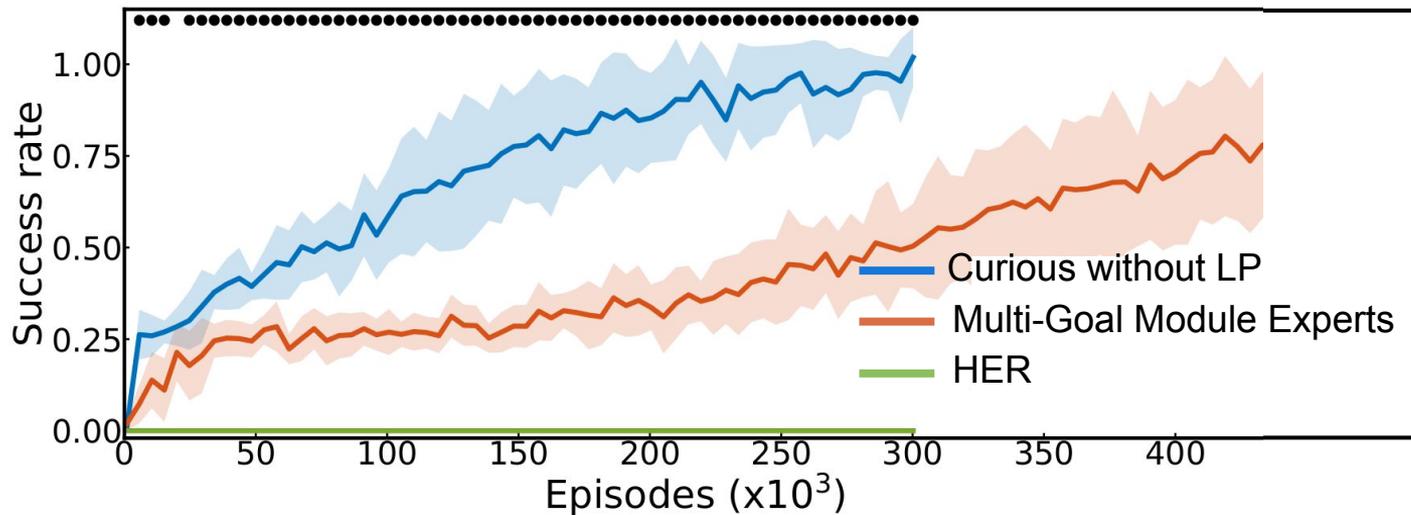


Modular replay buffer:  
with hindsight learning<sup>3,4</sup>  
(module and goal substitutions)



- 1: UVFA, Schaul et al., 2015
- 2: IMGEP, Forestier, 2017
- 3: HER, Andrychowicz et al., 2017
- 4: Unicorn, Mankowitz et al., 2018

# Modular goal encoding vs Multi-Goal Module Experts

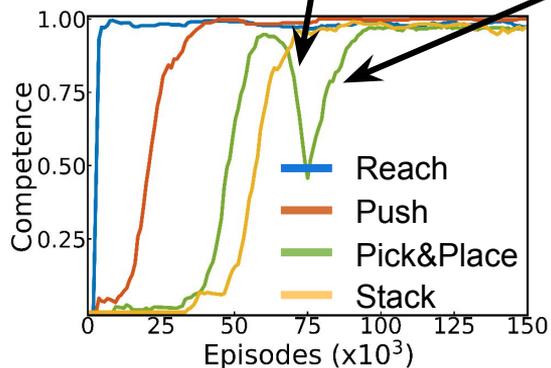


**Impact of the policy and value function architecture.** Average success rates over the set of tasks (mean +/- std, 10 seeds).

# Automatic Curriculum with Absolute Learning Progress

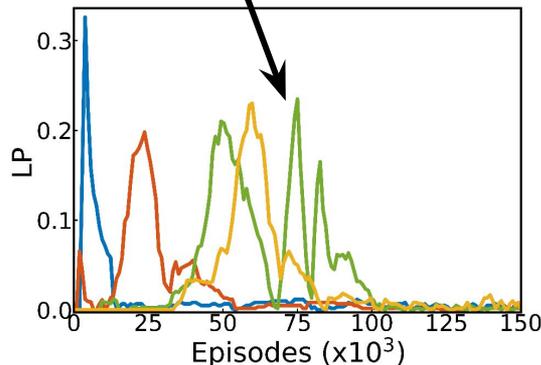


Forgetting due to interferences among modules/goals



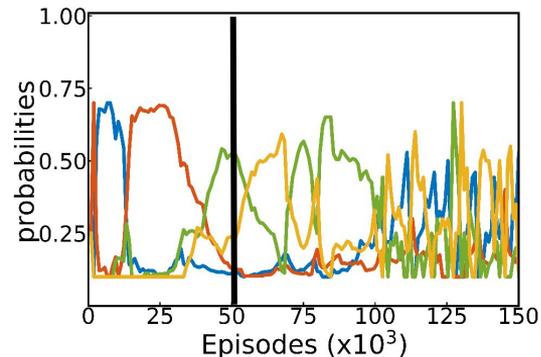
**Competence**

Mitigated thanks to fast LP-based refocus



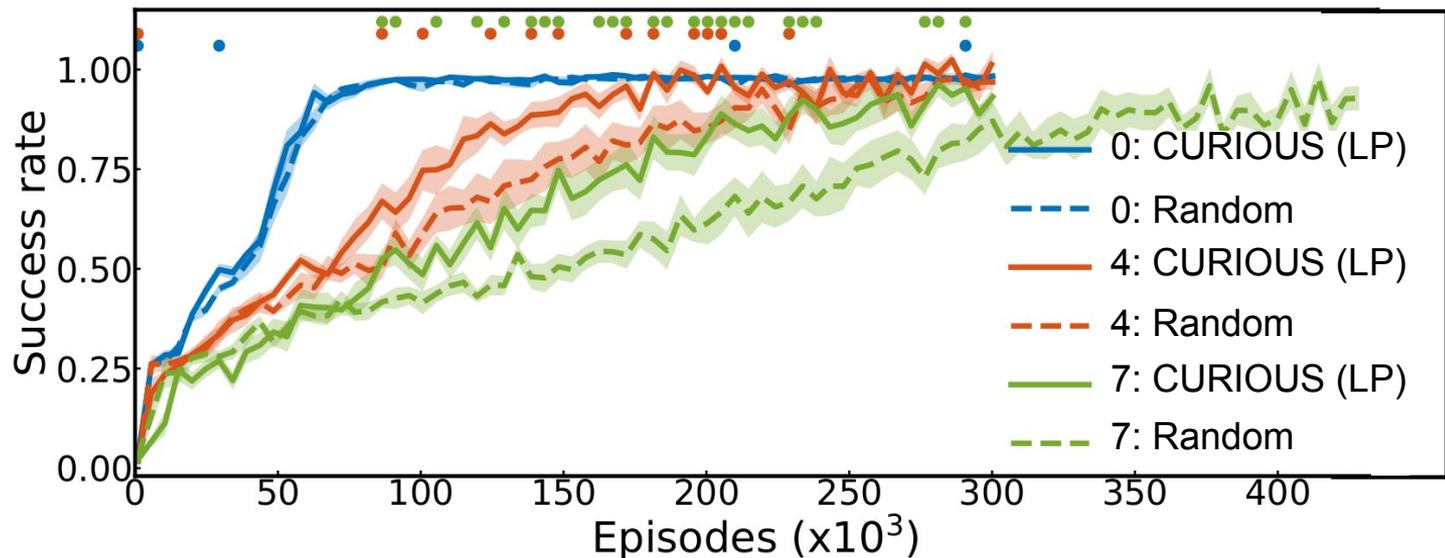
**Absolute Learning Progress**

Using a bandit for module selection and replay



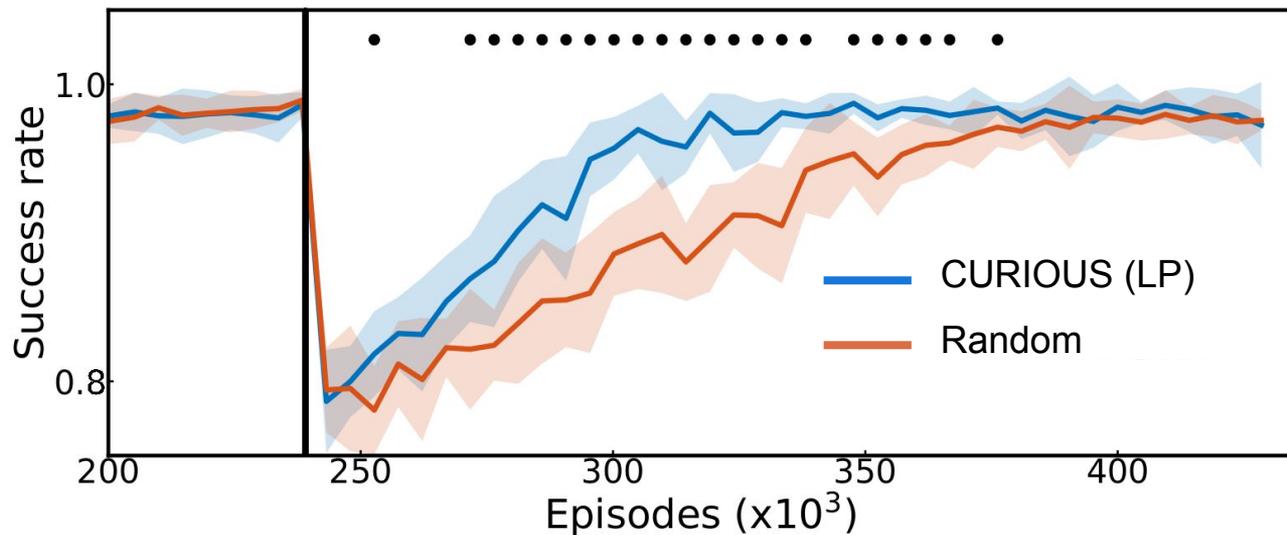
**Selection Probabilities**

# Resilience to Distracting Goals



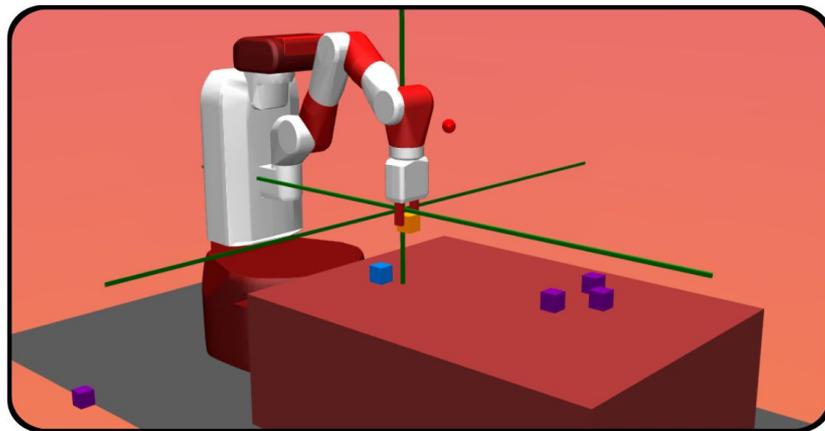
**Resilience to distracting goals:** 0, 4 or 7 distracting modules. CURIOSUS (intrinsically motivated) and Random (random module). Mean +/- sem, 10 seeds.

# Resilience to Forgetting and Sensory Failures



**Resilience to sensory failure:** Recovery following a sensory failure.  
Mean +/- std, 10 seeds.

CURIOUS recovers 95 % of its original performance twice as fast as Random.



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Poster: Pacific Ballroom #42