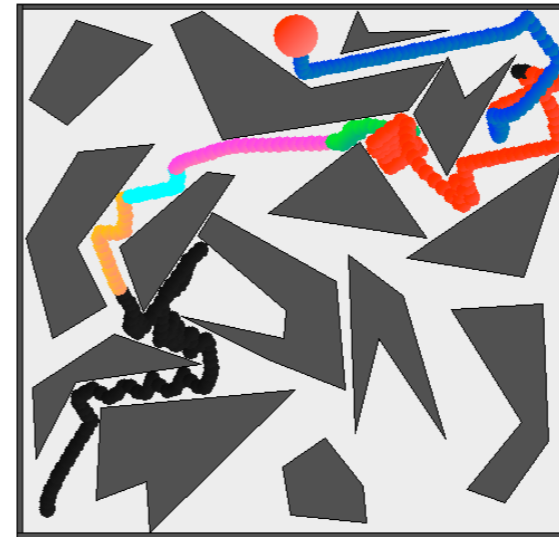


# Skill Discovery in Continuous Reinforcement Learning Domains using Skill Chaining

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- Skill discovery: autonomous acquisition of new high-level actions by RL agents.
- Skill chaining is a skill discovery method for continuous RL domains.
- We construct chains of skills leading to initial target event (e.g., end-of-episode).
- We demonstrate significant performance improvements in *Pinball*, a challenging dynamic continuous domain.



Skill chaining breaks the solution of a difficult dynamic control problem into a chain of subskills (left). We thus obtain better policies (below) using dedicated FAs for each skill.

