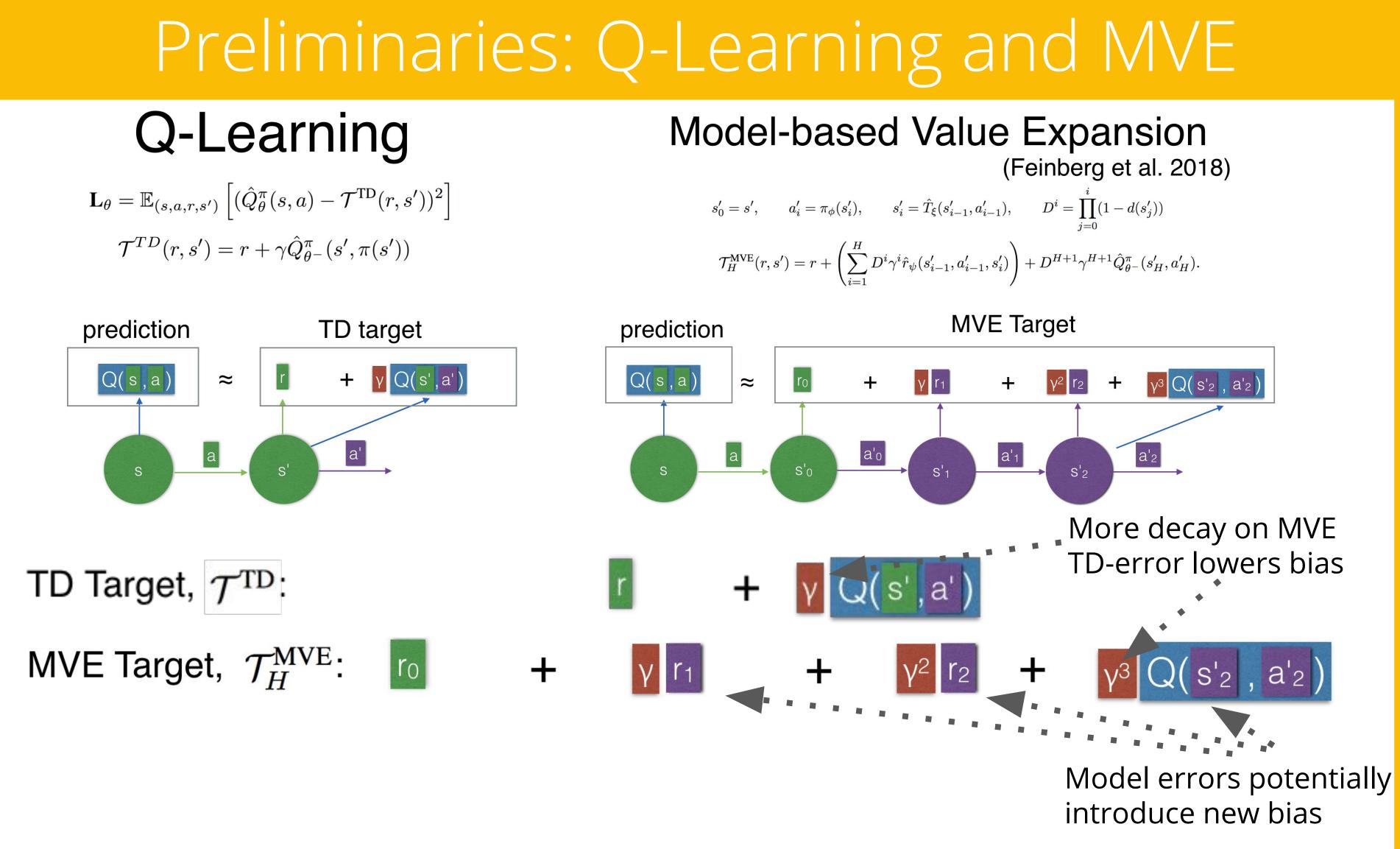


Background

- Goal of reinforcement learning: given the ability to interact with an environment, maximize expected reward
 - minimize number of interactions (*sample efficiency*)
- Algorithms can be split into two categories:
 - Model-free RL: Take actions in the environment, and learn a policy which generalizes and the most successful actions
 - Model-based RL: Learn a dynamics model of the environment, then learn a policy that succeeds in the modeled environment (*planning*)
- Since dynamics is a much richer signal than reward, model-based RL is typically more sample-efficient. But relying on a model comes with many challenges:
- Exploiting inaccuracies: the planner is adversarial to the model
- Accumulating errors: small modeling errors accumulate quickly • Mode collapse: lack of trajectory diversity causes blind spots
- Uncertainty-aware hybrid model-free/model-based approaches show promise in remedying these issues



Sample-Efficient Reinforcement Learning with Stochastic Ensemble Value Expansion

Jacob Buckman, Danijar Hafner, George Tucker, Eugene Brevdo, Honglak Lee

• Approximation error: the learned model puts an upper bound on performance

