# Ask \& Explore: <br> Grounded Question Answering for Curiosity-driven exploration 

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## Exploration in Reinforcement Learning



Exploration in complex environments can be hard without structured priors!

## Reward formulation in RL

$$
r_{\mathrm{t}}=\mathrm{r}_{\mathrm{t}}^{\mathrm{e}}+\mathrm{r}_{\mathrm{t}}^{\mathrm{i}} \quad \begin{gathered}
\text { [Krebs et al., } \\
\text { Dayan \& Sejn } \\
\text { Sutton, 1990 }
\end{gathered} \text { Extrinsic reward } \begin{gathered}
\text { Exploration } \\
\text { bonus }
\end{gathered}
$$

## Reward formulation in RL



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[Krebs et al., 2009, Dayan \& Sejnowski, 1996, Sutton, 1990]

## Exploration bonus



Agent performs actions and tries to satisfy goal.

Goal: "There is a green
sphere; are there any rubber cyan balls in front of it?"

## Reward formulation in RL


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Agent performs actions and tries to satisfy goal.


Resulting state: Agent receives +1 reward

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## Exploration bonus

- Curiosity-driven exploration by self-supervised prediction [Pathak et al., 2017, Burda et al., 2018,
Pathak et al., 2019]

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## Exploration bonus

- Curiosity-driven exploration by self-supervised prediction [Pathak et al., 2017, Burda et al., 2018,
Pathak et al., 2019]
- Random Network Distillation (RND) [Burda et al., 2018]

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Dense \& Sparse reward setting

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Goal: "There is a green sphere; are there any rubber cyan balls in front of it?"

Two object alignment

## Dense \& Sparse reward setting



Goal: "There is a green sphere; are there any rubber cyan balls in front of it?"


Goal: "Arrange the objects so that their colors range from blue to green in the horizontal direction, and keep the objects close vertically".

Two object alignment

Multiple pairwise object constraints to be mutually satisfied

## Results



PPO outperforms all
curiosity-driven methods

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Dense reward setting
PPO outperforms all curiosity-driven methods


Sparse reward setting
AnE significantly outperforms baselines using single question

## Conclusion



Thank you!

