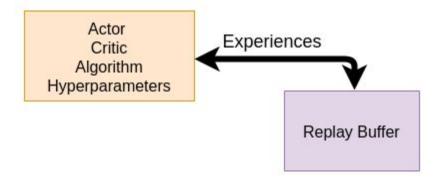


# Collaborative Evolutionary Reinforcement Learning

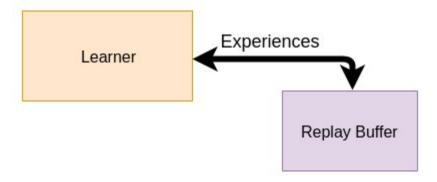
Shauharda Khadka, Somdeb Majumdar, Tarek Nassar, Zach Dwiel, Evren Tumer, Santiago Miret, Yinyin Liu, Kagan Tumer\*

Artificial Intelligence Products Group, Intel Corporation Oregon State University\*

## A simple actor-critic policy gradient setup



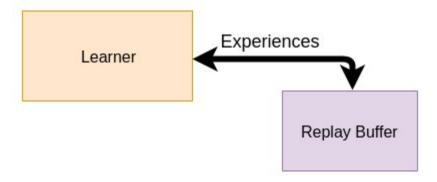
### Learner



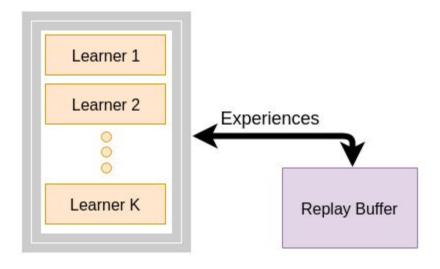
## What do we optimize exactly?

$$R_t = \sum_{k=0}^{\infty} \gamma^k r_{t+k}$$

### Learner



## Portfolio of Learners (varying discount rates)



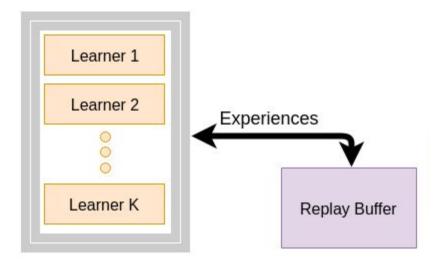
## Why varying discount rates?



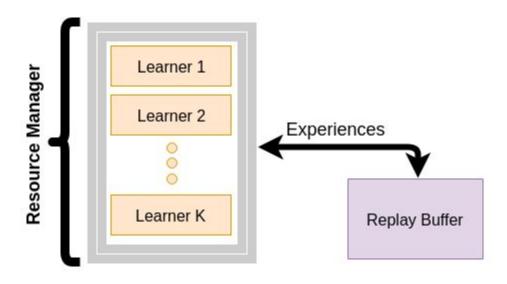
## Why varying discount rates?



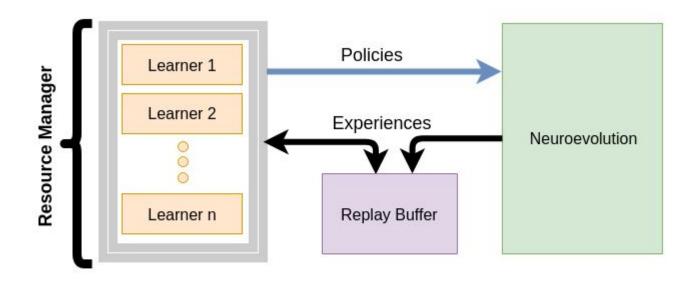
#### Back to Portfolio of Learners



## Adding a Resource Manager



## Adding Neuroevolution



## **Experiment: Humanoid**

```
--- Neuroevolution
--- CERL
---- TD3_gamma=0.9
---- TD3_gamma=0.99
---- TD3_gamma=0.997
---- TD3_gamma=0.9995
---- ERL
```

## **Experiment: Humanoid**

- Solves Humanoid under 1 million samples
- TD3 learners fail entirely
- Neuroevolution ~62.5 million samples

