

Hierarchical Skill Learning for High Level Planning

James MacGlashan

Marie desJardins

Overview and Motivation

- Preliminary work to mix reinforcement learning and heuristic search planning to benefit each other
- Define an agent architecture that from low-level primitive actions, a model of the world, and experience, learns generalized hierarchical skills
- Skills can be used to help solve new problems
- No single fixed structure, structures emerge from the problem
- Agents can be more successful at new problems if they plan in initial stages
 - Agents can also learn with less trials

Architecture

