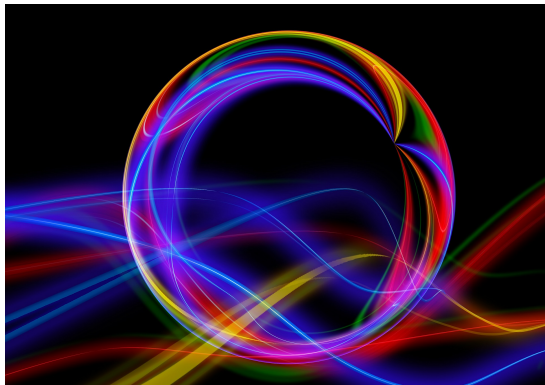


Abstraction in Reinforcement Learning Workshop

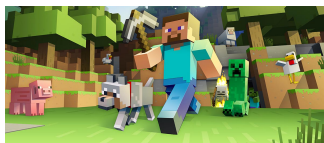
Abstraction in
Reinforcement
Learning
Workshop

ICML
23rd June 2016
New York, USA



Introduction

- Scalable Reinforcement Learning is the ultimate goal
- One approach: Model RL problems using abstractions
 - Temporal Abstractions (e.g, Options, skills)
 - State Abstractions (e.g, state space representations)



Introduction

Designing abstractions are:

- non-trivial
- Time-consuming

Workshop Focus:

- Discuss current challenges in learning and designing abstractions
- Present new techniques
- Search for a synergies between various techniques

Schedule

Time ↕	Speaker ↕
8:30-8:40	Introduction and Overview
8:40-9:20	Spotlight Session - Papers chosen for oral presentation (See 'Accepted Papers' Section)
9:20-10:00	Keynote: Pieter Abeel - Deep Reinforcement Learning for Robotics
10:00-10:30	Poster Session + Coffee Break
10:30-11:15	Keynote: David Silver - Mastering the game of Go with Deep Neural Networks and Tree Search
11:15-12:00	Keynote: Doina Precup - Advances in Option Construction: The option-critic architecture
12:00-13:30	Lunch
13:30-14:15	Keynote: Aviv Tamar - Value Iteration Networks
14:15-15:00	Keynote: George Konidaris - Combining State and Temporal Abstraction
15:00-15:30	Poster Session + Coffee Break
15:30-16:15	Keynote: Emma Brunskill - Towards Representations for Efficient Reinforcement Learning
16:15-16:20	Closing Remarks