How can we automatically discover subgoals?
Common state methods

Advantages and disadvantages?

Figure 4: Frequency $f_i$ of States in Trajectories
Figure 6: Distance $D_i$
Figure 7: FD Candidacy Metric $c_i$
Can anyone imagine

a domain in which subgoals are related to intermediate rewards instead of states? action sequences instead of states?
Does it make sense to learn options after learning a working flat policy?
Mean steps to goal in 2-room gridworld

Steps to Goal

Primitives

Options

Episodes

0 10 20 30 40 50 60 70 80

0 500 1000 1500 2000 2500