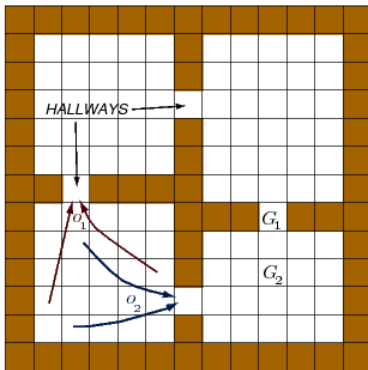How can we automatically discover subgoals?

Advantages and disadvantages?
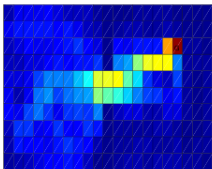

Figure 4: Frequency f_i of States in Trajectories
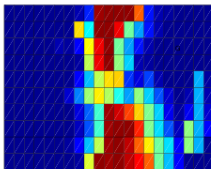

Figure 6: Distance D_i
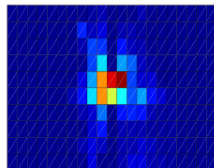

Figure 7: FD Candidacy Metric c_i

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