

We have added two new experiments comparing TBB and SBB. In the first, we focus on the Asteroids Atari environment. In the second, we train our policies on CountRecall for longer. In both experiments, TBB outperforms SBB.

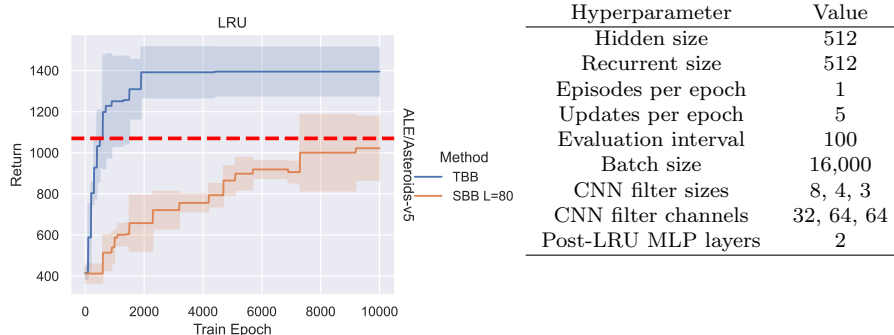


Figure 1: Comparison of TBB and SBB on the Atari Asteroids task for the LRU model. Unknown velocity and flickering make this task partially observable [Hausknecht and Stone, 2015]. We plot the mean and 95% bootstrapped confidence interval of the best evaluation epoch over three random seeds. We use $L = 80$ following Kapturowski et al. [2019]. The dotted red line denotes the results from Hausknecht and Stone [2015], indicating consistency with prior work. We use the same recurrent and hidden size as Hausknecht and Stone [2015].

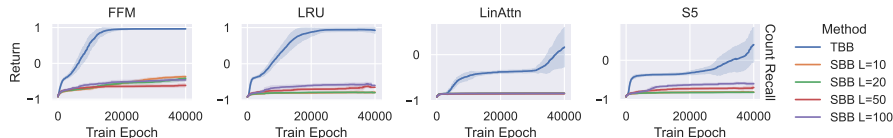


Figure 2: We reran the CountRecall experiments from Figure 6 for longer. We show that the FFM and LRU models converge to the optimal return with TBB, while the SBB models do not.

References

- M. Hausknecht and P. Stone. Deep Recurrent Q-Learning for Partially Observable MDPs. In *2015 AAAI Fall Symposium Series*, Sept. 2015. URL <https://www.aaai.org/ocs/index.php/FSS/FSS15/paper/view/11673>.
- S. Kapturowski, G. Ostrovski, J. Quan, R. Munos, and W. Dabney. Recurrent Experience Replay in Distributed Reinforcement Learning. In *International conference on learning representations*, 2019.