Exploring Non-Markov Environments Using Random Recurrent Memories

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Abstract

Exploring an environment requires a reinforcement learning agent to keep track of what it has already explored, which is difficult when observations do not fully reveal environment state. In the Markov setting, exploration algorithms have focused on achieving systematic coverage of observed states. These same methods have frequently been applied to the non-Markov setting, where they aim to achieve coverage over observations. However, decision-making in the non-Markov setting often depends on the agent's entire history, as opposed to only single observations. Unfortunately, achieving systematic coverage over the space of all trajectories is untenable: exploration over histories is exponentially expensive due to the dependence of the search space on the horizon. We therefore propose a new family of methods to featurize the agent's history with random recurrences. This produces finitely-sized random statistics, or *random recurrent memories*, over an agent's history, and we aim for coverage over these memories. We describe desirable properties for efficient history compression with random recurrences and propose a new architecture type, the tangent recurrent unit (TRU). We show that in a diverse suite of partially observable exploration tasks, tangent recurrent units, as well as other structured random recurrences, outperform popular methods that aim for observation coverage.

1 Introduction

Reinforcement learning agents need to consider *what* to explore over. Many things may be informative to sample for a return-maximizing agent, such as its transitions (Pathak et al., 2017; Tao et al., 2020; Henaff et al., 2022) or future tests (Littman & Sutton, 2001; Ramesh et al., 2022). The most popular form of exploration is to explore over the Markovian states of the environment (Bellemare et al., 2016; Burda et al., 2019; Lobel et al., 2023). In the more general setting under partial observability, we do not have access to the Markovian state and an agent must explore over other sampled statistics. Instead of states, an agent receives partial observations at every time step, and must condition on its history to inform decisions. Oftentimes Markovian exploration approaches have been applied to non-Markovian observations (Burda et al., 2019; Yin et al., 2021; Zamboni et al., 2024) with limited success. In this case, history information is discarded and not considered for exploration.

We investigate methods to explore efficiently over histories. Exploration over trajectories is difficult because it requires an agent to search over *sequences* rather than only single step statistics like state. This hardness is reflected when trying to take counts over trajectories; the space we are counting over grows exponentially with length of the trajectory. We propose to tackle trajectory exploration with structured, random fixed recurrences as a compression tool for exploration over histories. Since it can always be arbitrarily difficult to compress histories in POMDPs, we must rely on properly structured recurrences to efficiently disambiguate between histories. We propose parameterized recurrences with properties that will allow an agent to efficiently condense down histories to explore in the partially observable deep reinforcement learning setting. Based on these properties, we introduce the tangent recurrent unit (TRU): a simple and principled linear recurrent function that allows agents to randomly (and efficiently) encode histories over a fixed parameterization. We use these random fixed recurrences as targets for density estimation to generate intrinsic rewards for deep reinforcement

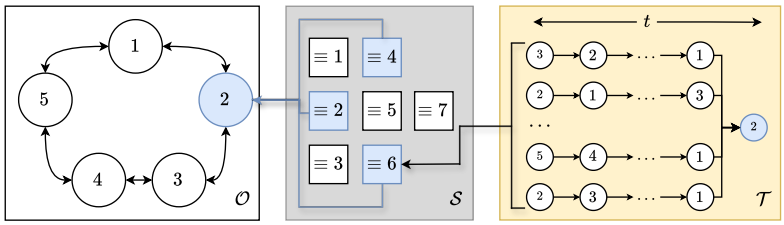


Figure 1: The Clock environment. **(Left)** Observation space exploration only gives coverage over the 5 observations. **(Center)** In state space, since observations are aliased (multiple states can produce observation 2), observation-based exploration leads to a coarse level of exploration over the modulo ground-truth states. **(Right)** Raw trajectories partition the exploration space too finely, potentially requiring an exponential (in time) number of samples for coverage.

learning algorithms. Across a suite of difficult partially observable exploration tasks, structured random recurrences across histories generally outperform baseline algorithms that rely on novelty over observations, or model-based novelty estimates. These experiments demonstrate the need for algorithms to explore over histories.

2 Background

We consider the problem setting of Markov decision processes (MDPs) (Puterman, 1994) and its partially observable analog (Åström, Karl Johan, 1965; Kaelbling et al., 1998). An MDP is defined by its state space $\mathcal{S}$, action space $\mathcal{A}$, reward function $R : \mathcal{S} \times \mathcal{A} \to \mathbb{R}$, state transition function $T : \mathcal{S} \times \mathcal{A} \to \Delta\mathcal{S}$, initial state distribution $p_0 \in \Delta\mathcal{S}$ and discount factor $\gamma \in [0, 1]$. States have the property that they are Markov: the state and action are a sufficient statistic to predict the next state and reward $P(s_{t+1}, r_t \mid s_t, a_t) = P(s_{t+1}, r_t \mid s_t, a_t, \ldots, s_0, a_0)$. An agent enacts its policy $\pi_{\mathcal{S}} : \mathcal{S} \to \Delta\mathcal{A}$ to maximize its discounted future return $g_t = \sum_{i=0}^{\infty} \gamma^i r_i$, where $r_i = R(s_i, a_i)$ with $s_i \in \mathcal{S}$, $a_i \in \mathcal{A}$. The expectation of which is the value function $V_\pi(s) = \mathbb{E}_\pi[G_t \mid S_t = s]$. Following policy $\pi_{\mathcal{S}}$, an agent observes a distribution over states $\mu_{\pi_{\mathcal{S}}} \in \Delta\mathcal{S}$.

A partially observable Markov decision process (POMDP) extends MDPs by defining an observation function $\Phi : \mathcal{S} \to \Delta\mathcal{O}$. In general, observations $o \in \mathcal{O}$ are not Markov, and a statistic of the past observations and actions is required for accurate future predictions. We define sequences of observation-action pairs as the space of all possible trajectories $\mathcal{T} = (\mathcal{O} \times \mathcal{A})^* = \bigcup_{n=0}^{\infty} (\mathcal{O} \times \mathcal{A})^t$. As a shorthand, we denote an observation-action pair at time t as $x_t = (o_t, a_t)$ with $x_t \in \mathcal{X} = \mathcal{O} \times \mathcal{A}$. In POMDPs, an agent can either condition on its current observation to select actions $\pi_\Omega : \Omega \to \Delta\mathcal{A}$, or they can map an observed trajectory up to time t, $\tau_t \in \mathcal{T}$, to a next action $\pi : \mathcal{T} \to \Delta\mathcal{A}$ to maximize return. In order to efficiently condition over trajectories, we consider recurrences.

A recurrent function is a function over sequences with a recursive hidden state update. If the recurrent hidden state and input are in the sets $\mathcal{H}$ and $\mathcal{X}$ respectively, then a recurrent function F is defined as $F : \mathcal{H} \times \mathcal{X} \to \mathcal{H}$. Usually the recurrent hidden state space is over a fixed-size representation, like a vector over $\mathbb{R}^d$, to compress varying-length trajectories to a fixed size. Recurrent networks (Amari, 1972; Hochreiter & Schmidhuber, 1997; Cho et al., 2014; Jing et al., 2017) are a class of parameterized recurrent estimators that compress input sequences into hidden states that are fixed-length vectors: $f_\theta(\boldsymbol{x}_t, \boldsymbol{h}_t) = \boldsymbol{h}_{t+1}$, $\boldsymbol{h}_t, \boldsymbol{h}_{t+1} \in \mathbb{R}^d$. These estimators have been used extensively for state estimation (Bakker, 2001; Ni et al., 2022). In this work we consider how to use these function approximators for exploration in POMDPs.

3 Exploration under partial observability

An agent must decide what to explore over and how to do it. For example, coverage over the possible transitions an agent can experience is one option for exploration, and ensures that an agent experiences transitions that may lead to an improvement in its policy. This often incurs a heavy computational cost

in modeling the environment (Pathak et al., 2017; Tao et al., 2020). Another option is count-based exploration (Bellemare et al., 2016; Ostrovski et al., 2017; Lobel et al., 2023): an agent is rewarded according to its epistemic uncertainty with regards to a state. This ensures coverage over the space of states.

Under partial observability, unless information on the belief over underlying Markovian states is available, exploration is either underspecified or requires samples that are exponential in the horizon. We make no assumptions about privileged access to information about the POMDP; we are only afforded the trajectory sequence we sample from the environment. In the Markov setting, since states are a sufficient statistic of an agent's past, exploration over the state space is enough to afford performance in exploration problems. However, under partial observability, an agent is also required to reason about its past for better decision making, and will likely need to explore over different trajectories to improve its policy.

Consider the Clock problem in Figure 1. In this fixed-horizon POMDP, observations are integers from 1 to 5, the two actions (+1 and -1) stochastically transition to either adjacent observations (with a loop between 5 and 1), and an agent gets a reward for observing a total sum that is divisible by 7. In order to maximize return, an agent must try out different trajectories which lead to different modulo 7 remainders. Let us consider count-based exploration in this environment by taking counts over state, observation, and trajectories.

Counts over the state space $\mathcal{S}$. For exploration in the Markov setting, an agent is incentivized to reach states it has not often seen. If $N(s)$ counts the number of times an agent has visited state $s \in \mathcal{S}$, then the agent sees an exploration bonus proportional to $N(s)^{-1/2}$. For count-based exploration over states in the Clock problem, an agent should try to visit sums with modulo 1 to 7, as shown in the center figure in Figure 1. In the non-Markov setting, without access to privileged state information (e.g. belief distributions), we have two alternatives: counts over observations and counts over trajectories.

Counts over the observation space $\mathcal{O}$. One can also consider incentivizing exploration by counting over visits to different observations. Comparing the left and center images in Figure 1, multiple states can map to the same observation. This means counting over observations is a fundamentally lossy way of counting over states—observing 2 does not guarantee the agent has visited all states that map to observation 2. In general, count-based exploration methods (even for POMDPs) aim for coverage of the state space. While using observation counts as an approximation of state counts can be beneficial in certain cases, we will show, through experimentation, that they often only work well in cases where observations themselves reveal much of the state.

Counts over the space of trajectories $\mathcal{T}$. While counts over trajectories is a more fine-grained measure than over observations, it can partition the input space too finely to be helpful for exploration. The right image in Figure 1 represents all the trajectories that could map to a single ground-truth state given it ends in observation 2.

If an agent needs to explore over all trajectories, the space that it needs to take counts over grows larger with the length of the trajectories. We can see this with visitation counts. The number of timesteps required to visit all trajectories of horizon T is bounded below by $|\mathcal{O}|^T|\mathcal{A}|^T$. With increasing trajectory lengths, this lower bound increases exponentially with the horizon T. Exploration over trajectories requires an exponentially large (in the horizon) number of samples without some form of compression over trajectories. In the next section we discuss different approaches to tackle this exponential blow up.

4 Compressing histories with random recurrences

Efficient exploration under partial observability requires a compression of trajectories to pare down the search space. Due to the nature and hardness of POMDPs, this reduction necessarily comes with trade-offs depending on the nature of the POMDP. One can construct a combinatorial lock POMDP that requires exploration over all trajectories, with no exponential blow up in exploring

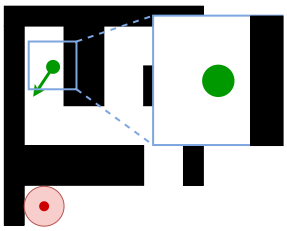


Figure 2: Visual PointMaze.

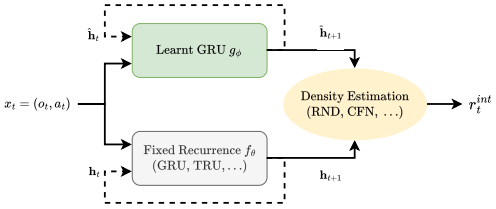


Figure 3: A general recurrent density estimation module for trajectory-based intrinsic reward r_t^{int}.

the state space (Liu et al., 2022). Nevertheless, there are reasonable priors we should assume about general POMDPs, and desirable properties of trajectory compressors for exploration that we now consider.

Recurrences for history compression. Instead, we can compress history so that approximate pseudocounts $\hat{N}$ (Bellemare et al., 2016) can generalize over the compression of history, and does not grow arbitrarily large with trajectory length. One form of history compression is through recurrence. In this work, we propose to use parameterized linear and non-linear recurrent networks $\boldsymbol{h}_{t+1} = f_\theta(\boldsymbol{h}_t, x_t)$ to compress trajectories into fixed-length histories. These fixed-length histories allow us to define pseudocounts over trajectories.

Non-stationary sequence compression in training. Most parameterized recurrent networks are learned dynamical systems like an RNN. The issue with learned systems is that their trajectory representation (e.g. the hidden state vector in an RNN) is non-stationary over training time. Trying to calculate pseudocounts over a moving representation can lead to ill-conditioned counts. To maintain stationarity, we propose to used fixed functions of histories, i.e. fixed recurrences.

Efficient disambiguation between trajectories. A memory compressor must group together histories to avoid paying the compounding cost over time in trajectory exploration with pseudocounts. Since pseudocounts require a distance metric to be defined over trajectories, these trajectory distances should ideally reflect things that are close in state space. One approach is to learn a memory compressor by optimizing auxiliary tasks (Ramesh et al., 2022; Allen et al., 2024). This again suffers from non-stationarity. Another approach is to use *structured* random recurrences for density estimation. While it may seem that a random projection of history would not be an efficient compression of history, in the next section we show that, with the right priors and structure, we can achieve more efficient compression with random recurrences.

4.1 Structured random recurrences for density-based exploration

The biggest concern with random fixed networks is the need for efficient history disambiguation for general POMDPs. In fact, for any given finite resolution history compressor that can disambiguate sequences up to length L, the combination lock POMDP (Liu et al., 2022) can be scaled such that $|\mathcal{A}|^T > L$ and the history compressor cannot disambiguate between trajectories. While there do exist simple compressions that are able to theoretically disambiguate all histories (Eberhard et al., 2025), these compressors are generally unable to compress histories with more complex dynamics.

We propose structured random recurrences with density estimation for intrinsic rewards to solve general partially observed environments. Density estimation exploration approaches approximate the state visitation counts through prediction errors (Bellemare et al., 2016; Ostrovski et al., 2017; Burda et al., 2019; Lobel et al., 2023), and generates intrinsic rewards that incentivizes the agent to We visualize this proposed intrinsic reward module in Figure 3. This module has two parameterized models: a learnt recurrent function (in our case, a GRU) and a fixed, random recurrent function. We combine the outputs of these two functions for density estimation, which gives an intrinsic reward bonus. We consider what to use as a random fixed recurrence in this work. Since we cannot compress

trajectories from all possible POMDPs with a finite resolution history compression, we have to rely on reasonable priors to reduce the space of trajectories to efficiently disambiguate between trajectories for exploration.

Consider the visual PointMaze environment (Fu et al., 2020; Radji, 2025) in Figure 2. The goal of an agent is to reach the goal (the red dot). Its state and action space is continuous, and its observations are cropped, top-down, agent-centric images of the agent's position. This requires localization based on the past history of observations to reach the goal position. We use this environment as an example for the different properties we might need for an efficient trajectory representation.

4.1.1 Fixed point under repeated inputs

Consider all the potential trajectories in visual PointMaze. A large portion of this space are trajectories where the agent is bumping into walls for extended periods of time. Repeated inputs generally include little information on the underlying state, as extended periods of the same input generally implies the state is not changing.

To avoid exploring these trajectories, we want our recurrent function to have a fixed point under the same input. For an input $\boldsymbol{x}$, our recurrence is $\boldsymbol{h}_{t+1} = f_\theta(\boldsymbol{h}, \boldsymbol{x})$, and denote f_θ^k as applying the function $f_\theta(\cdot, \boldsymbol{x})$ repeatedly k times. Then f_θ has a fixed point under input x when

$$\lim_{k\to\infty} f_\theta^k(\boldsymbol{h}, \boldsymbol{x}) = \boldsymbol{h}_x^\star, \text{ where } \boldsymbol{h}_x^\star = f_\theta(\boldsymbol{h}_x^\star, x). \tag{1}$$

This mechanism leaves out certain memory mechanisms that may be important. For example, counting for many time steps.

4.1.2 Bounded updates across time

Many density estimators use prediction error from random projections of the input (Burda et al., 2019; Lobel et al., 2023) as a way of estimating visitation densities. These predictions assume that the space of neural network outputs is smooth in the inputs: similar state inputs should admit random representations that are close. This allows the density estimates to generalize and predict similar inputs.

We propose a similar mechanism for trajectory-based exploration by predicting a statistic of the random fixed recurrency. To do so, we should consider an estimator that will predict this statistic. We use a standard GRU as our estimator for density estimation. If we consider the hidden state update of a GRU for each time step, that will bound how much the hidden state of a random fixed recurrent function can change so that our predictor can match the output. Due to the final $\tanh$ activations in a GRU, we have:

$$||\boldsymbol{h}' - \boldsymbol{h}||_2 \leq 2\sqrt{d},$$

where $\boldsymbol{h}'$ and $\boldsymbol{h}$ are two subsequent hidden states. This implies our random fixed recurrency should produce subsequent hidden states with distances that are less than $2\sqrt{d}$.

We would like updates to be well below this loose bound to prevent wildly swinging predictions across time. While a GRU as the random fixed recurrent network would satisfy this bound, in the next sections, we introduce a recurrent network architecture with tighter bounds on each update, which we show can improve exploration performance.

We consider what forms of recurrent units have bounded updates and have a fixed point under repeated inputs. We can show that gated recurrent units (GRUs) approximate these properties. For a more principled approach, we introduce a new recurrent unit that is a simple, principled recurrency and guarantees these properties.

4.2 Gated recurrent unit

GRUs are a natural candidate for random fixed recurrent networks for exploration. As a reminder, we want to use the prediction error between the output of a frozen GRU and a learned predictor network for density estimation. In this set up, if we use a model of the same architecture and size for both

frozen and prediction networks, we are guaranteed our estimation model can at least *represent* the outputs of our random fixed recurrent model. This set up also trivially guarantees the fixed recurrence is bounded enough for prediction. However, we show in later sections that they are not necessarily the best for producing intrinsic rewards through density estimation.

Newly initialized GRUs are not guaranteed to have a fixed point under repeated inputs. Because of the orthogonal initialization of the recurrent kernel, we do not have a global contraction for fixed inputs as the spectral radius of the recurrent kernel is 1. The only guarantee we have is that a fixed point exists (Brouwer, 1911), but not necessarily will converge to it given any input.

4.3 Tangent recurrent unit

We introduce the tangent recurrent unit (TRU): a principled recurrent unit based on tangent-centered updates. TRUs are a parameterized recurrent network $\boldsymbol{h}_{t+1} = f_\theta(\boldsymbol{h}_t, \boldsymbol{x}_t)$ which updates its recurrent state vector (also called hidden state) with an input $\boldsymbol{x}_t$. This function happens in three steps:

$$\boldsymbol{z}_t = \tilde{\boldsymbol{B}}\boldsymbol{x}_t \tag{2}$$

$$\boldsymbol{z}_t^\perp = (\boldsymbol{I} - \boldsymbol{h}_{t-1}\boldsymbol{h}_{t-1}^\intercal)\boldsymbol{z}_t \tag{3}$$

$$\boldsymbol{h}_t = \frac{\boldsymbol{h}_{t-1} + \boldsymbol{z}_t^\perp}{||\boldsymbol{h}_{t-1} + \boldsymbol{z}_t^\perp||_2} \tag{4}$$

where $\tilde{\boldsymbol{B}} \in \mathbb{R}^{d\times k}$ is a column-normalized. First, in Equation 2, we map the input $\boldsymbol{x}_t \in \mathbb{R}^k$ into $\mathbb{R}^d$ with a parameterized linear map $\tilde{\boldsymbol{B}}$. Next, in Equation 3, we project the mapped input $\boldsymbol{z}_t$ onto the orthogonal complement of the previous hidden state $\boldsymbol{h}_{t-1}$. Finally, in Equation 4, we add this projected vector $\boldsymbol{z}_t^\perp$ to the previous hidden state and normalize to produce the new hidden state. We visualize a step of this operation in Figure 5.

TRUs have many beneficial properties conducive for random fixed recurrent history compression. TRUs have a bounded update not dependent on hidden dimension ($||\boldsymbol{h}' - \boldsymbol{h}||_2 \leq 1$), due to the normalization step. With proper initialization, TRUs have a fixed point for almost all inputs, and update the hidden state in a bounded manner due to the normalization.

Theorem 1. *Let $\boldsymbol{x} \in \mathbb{R}^k$ be an input with $||\boldsymbol{x}||_2 = 1$, and define $\boldsymbol{z} := \tilde{\boldsymbol{B}}\boldsymbol{x} \in \mathbb{R}^d$. If $||\boldsymbol{z}||_2 > 0$, and if*

$$\boldsymbol{h}_+^* = \frac{\boldsymbol{z}}{||\boldsymbol{z}||_2} \quad \textit{and} \quad \boldsymbol{h}_-^* = -\boldsymbol{h}_+^*,$$

then repeated application of f_θ reaches the fixed point $\boldsymbol{h}_+^*$ for all $\boldsymbol{x}$ and all initializations of $\boldsymbol{h}_0 \neq \boldsymbol{h}_-^*$:

$$f_\theta(\boldsymbol{h}_+^*, \boldsymbol{x}) = \boldsymbol{h}_+^*.$$

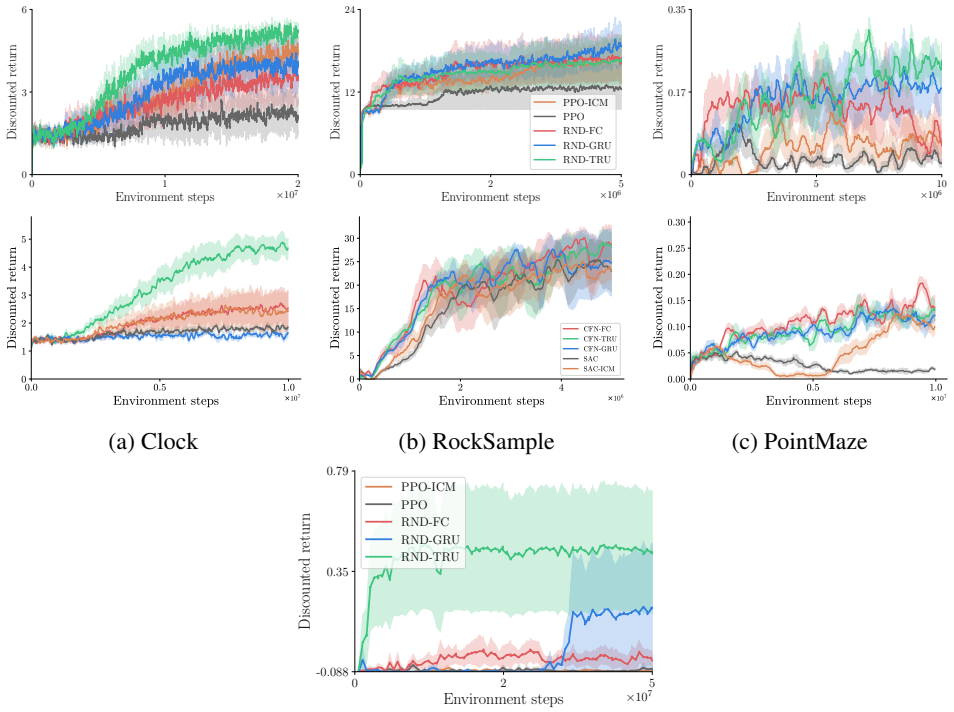
Proof. See Section 7.1. □

A desirable property of recurrent functions is that the inputs are not commutative—the ordering of inputs should matter. Recurrent functions get around this with a transformation on the recurrent state; usually with a linear transformation that compounds over time. TRUs are not commutative, due to both the projection and normalization steps, since they change the hidden state with an input *relative* to the current hidden state.

Next, we conduct experiments to show that random fixed recurrences aid in exploration under partial observability.

5 Experiments

To test trajectory exploration capabilities, we introduce a suite of reinforcement learning environments that focus on memory-based exploration. This benchmark is entirely written in JAX (Bradbury et al., 2018), allowing for fast and scalable experimentation. We test different exploration algorithms on four environments that capture diverse forms of partial observability and differing levels of exploration difficulty.



(a) Clock (b) RockSample (c) PointMaze

(d) My Way Home

Figure 4: Performance across all four environments. Discounted episodic returns are reported for Clock, RockSample(11, 11), PointMaze, and My Way Home. The top row shows results with PPO as the base algorithm and the bottom row shows results with SAC as the base algorithm. Results are averaged across 5 seeds for all environments. Shaded regions show a 95% confidence interval.

Clock The Clock environment was introduced in Section 3. The agent receives reward at the end of an episode only when the sum of its observations is divisible by a chosen integer. Because reward depends on the full sequence rather than on any individual observation, an agent must explore over entire trajectories to discover the modular structure that yields rewards.

RockSample RockSample[n, k] (Smith & Simmons, 2004) places an agent in an $n \times n$ grid containing k rocks of unknown quality (good or bad). The agent observes its own position and receives noisy sensor readings about rock quality. It must navigate and sample the good rocks before exiting on the right edge of the grid.

PointMaze This is a continuous control navigation task (Fu et al., 2020; Radji, 2025) where an agent must traverse a maze to reach a random goal location. The observation is a 10×10 agent centric image as shown in Figure 2. Since the agent cannot localize itself from any single frame, it must do so through its history.

My Way Home A challenging visual first-person maze exploration problem introduced in ViZ-Doom (Wydmuch et al., 2019), and hardware accelerated with JAX (Bradbury et al., 2018) in JAXenstein (Tao & Konidaris, 2026). An agent randomly spawns in a location and has to navigate a maze to reach a fixed goal position.

5.1 Experiment setup

We test exploration with random fixed recurrent memories this on two exploration algorithms: proximal policy optimization (PPO) (Schulman et al., 2017) with random network distillation (RND) (Burda et al., 2019) and soft actor-critic (SAC) (Haarnoja et al., 2018) with coin flipping networks (CFN) (Lobel et al., 2023).

In standard instantiations of these algorithms, the exploration target is a fixed function of the current observation. In our recurrent variants, we replace this target with two variations of random fixed recurrences over the observation-action history: a randomly initialized GRU (RND-GRU, SAC-GRU) and the tangent recurrent unit (RND-TRU, SAC-TRU) described in Sections 4.2 and 4.3 respectively. The predictor network is a learned GRU trained to predict the output associated with these fixed recurrent targets and we use its prediction error as an intrinsic reward.

We compare these against three baselines. First, we run the base algorithm without any exploration bonus (PPO, SAC). Second, we run the exploration algorithms where the intrinsic reward is computed with only the current observation-action pair (RND-FC, CFN-FC). Third, we compare against a recurrent intrinsic curiosity module (ICM) (Pathak et al., 2017) added to PPO and SAC (PPO-ICM, SAC-ICM). We sweep intrinsic reward scales and algorithm-specific loss coefficients for each method, and report performance over 5 random seeds in Figure 4. Details of all experiments are given in Section 8.

5.2 Results

Figure 4 shows the performance of all methods on our exploration benchmark. Overall, algorithms that explore histories consistently outperform the ones that only explore over partially observed observations. The only environment where the observation-based exploration matches performance with the memory-based counterparts is in RockSample(11, 11). This is likely due to the structure of RockSample observations: by themselves they reveal much about the state of the system. Clock, PointMaze and My Way Home are three environments which all require trajectory exploration as their observations do not reveal enough about state. TRUs perform particularly well in both the Clock and My Way Home environments, and has matching performance on PointMaze, suggesting that it may be a better candidate for trajectory-focused exploration.

6 Conclusion

Exploration over an agent's history is necessary in most interesting cases of partial observability. We present a family of methods to featurize the agent's history with recurrences, producing fixed-sized random recurrent memories for an agent to explore over. To incorporate this into a reinforcement learning algorithm, we propose to use these random recurrent memories for density estimation to output intrinsic rewards. For this history compression to be viable with density estimation, we test recurrent structures that are both bounded and have a fixed point over repeated inputs. With these properties in mind, we introduce a more principled recurrent function, the tangent recurrent unit, that gives guarantees on these properties. Through deep reinforcement learning experiments, we show that conditioning on trajectories in these well-known exploration algorithms leads to more effective exploration in hard partially observable exploration tasks.

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