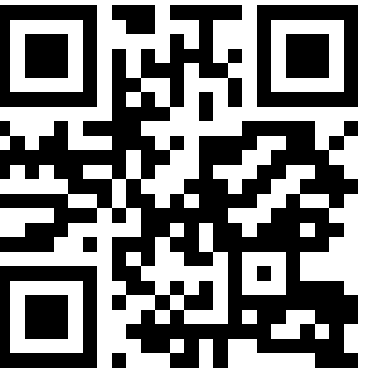


# SkiLD: Unsupervised Skill Discovery Guided by Local Dependencies

Zizhao Wang\*, Jiaheng Hu\*, Caleb Chuck\*, Amy Zhang, Roberto Martin-Martin, Scott Niekum, Peter Stone



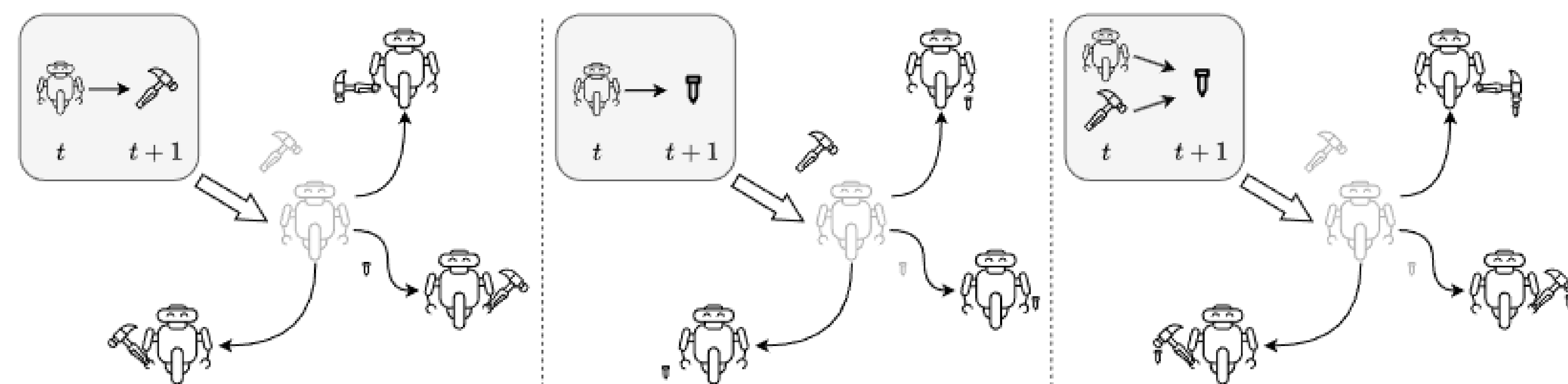
Code: [Contact authors](#)

Contact: [calebc@cs.utexas.edu](mailto:calebc@cs.utexas.edu)

Paper: [Paper](#)

## Overview

**Core Takeaway: Diverse skills that induce object interactions lead to better downstream performance by exploiting dynamic bottlenecks**



1. Identify possible interactions with learned dynamics models
2. Learn policies that explore diversity in the space of a desired interaction
3. Learn dynamics bottlenecks by exploring rare interactions
4. Learn a task-specific policy to exploit interaction-inducing skills

## Skill Learning

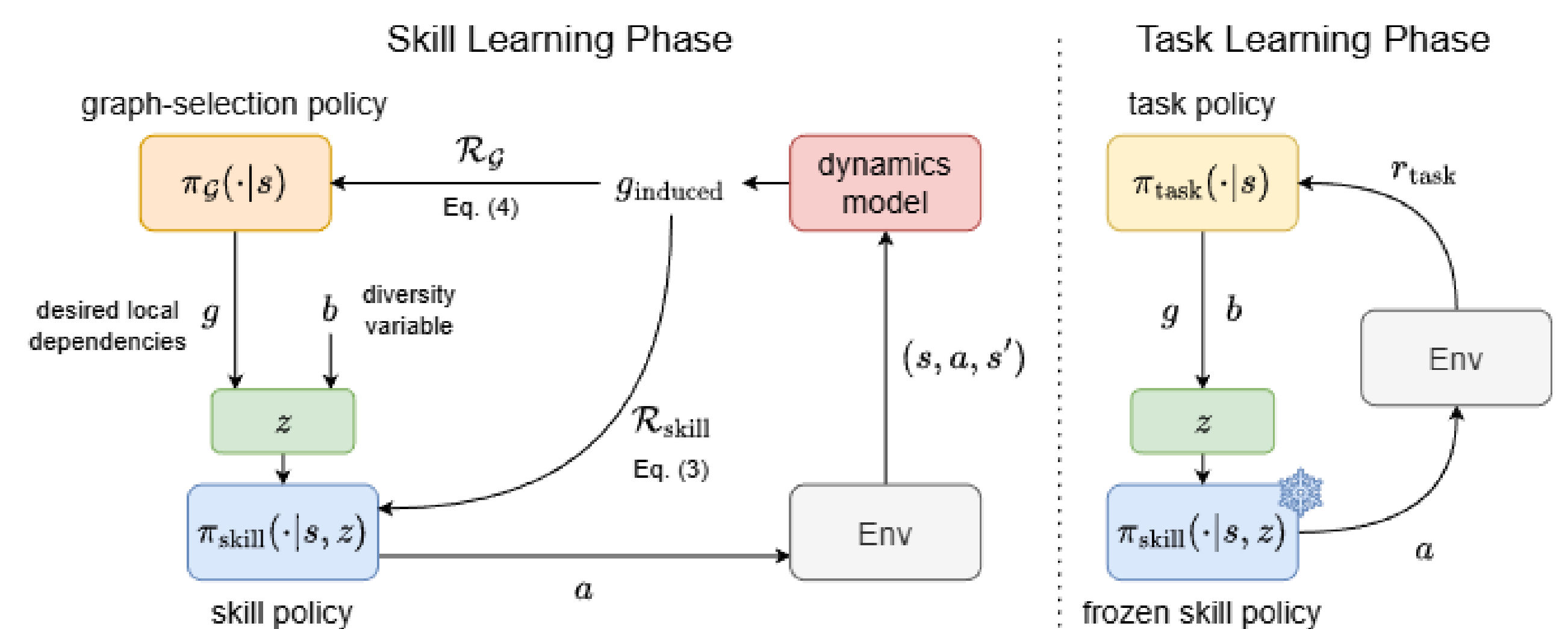
Interaction Inference via pointwise Conditional Mutual Information

$$\text{pCMI}(y; x^i | \{x/x^i\}) = \log \frac{p(y|x)}{p\{X/X^i\}(y|\{x/x^i\})} > 0.$$

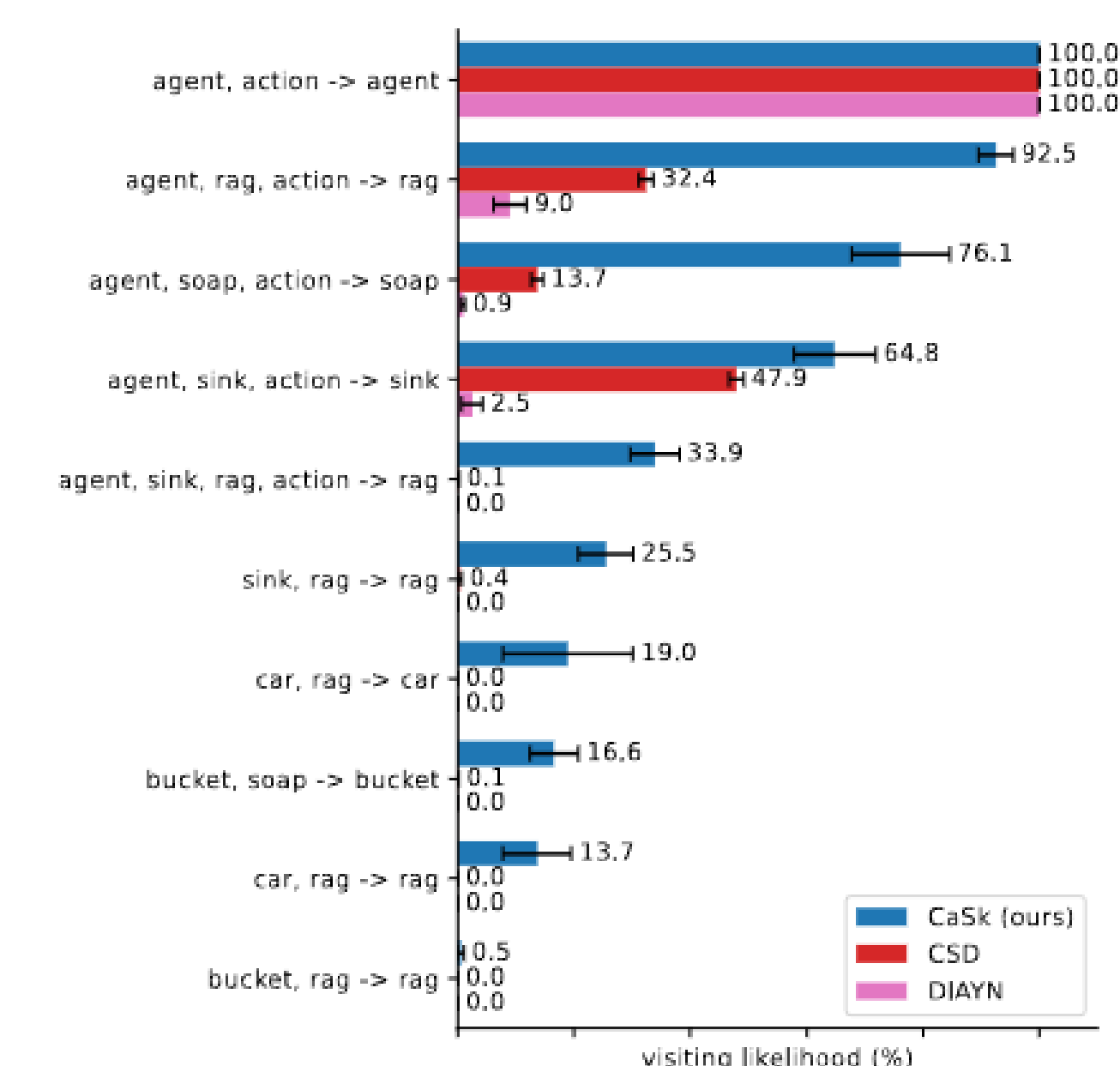
$$\mathcal{G}^{ij} := \text{pCMI}((x^i)'; x^j | \{x/x^j\})$$

Skill Learning Reward  $\mathcal{R}_{\text{skill}} = \mathbb{1}[g_{\text{induced}} = g] \cdot (1 + \lambda \mathcal{R}_{\text{diversity}}),$

Graph-selection Reward  $\mathcal{R}_G = \frac{1}{\sqrt{C(g_{\text{visited}})}},$



## Evaluation



Induces relevant interactions more frequently than other methods

Skills improve downstream task performance, especially in high dimensional, challenging tasks

