Continual Task Allocation in Meta-Policy Network via Sparse Prompting WUTS Yijun Yang^{1,2}, Tianyi Zhou³, Jing Jiang², Guodong Long², Yuhui Shi¹

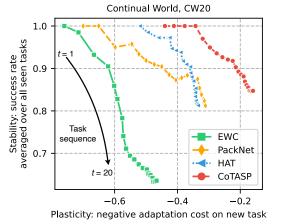
TL;DR: We propose CoTASP, a continual RL method, which learns dictionaries to extract a "winning ticket" (sparse subnetwork) for each task so only semantically similar tasks share more knowledge while avoiding negative task interference. We used a pretrained language model to capture the task similarity and understand task instruction, thus enabling zero-shot generalization to new tasks.

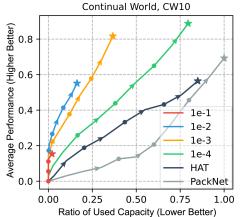
Plasticity-stability trade-off is a primary challenge in continual reinforcement learning (RL):

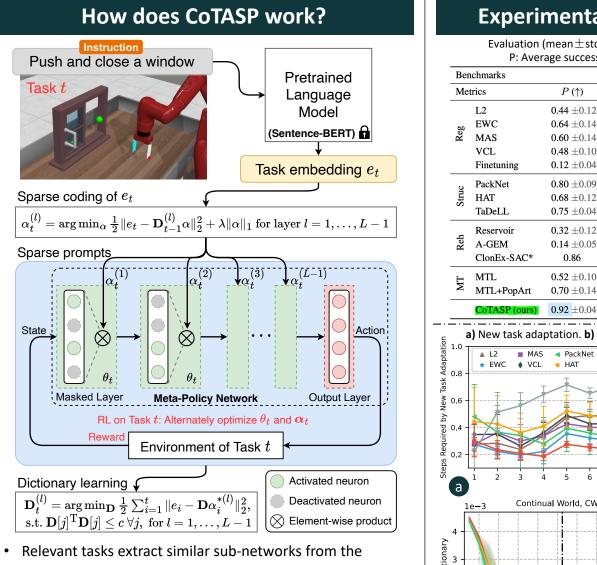
- The policy needs to retain the knowledge shared across different а. tasks in history (**stability**)
- While quickly adapting to new tasks without interference from b. previous irrelevant tasks (plasticity).

CoTASP achieves a better trade-off by learning a generalizable meta-policy network that

- Sparsely represents past tasks' knowledge, allowing more efficient usage of model capacity (better stability),
- And selectively reuses the knowledge from previous tasks for quick adaptation to new tasks (better plasticity).







- embedding of task instructions via sparse coding;
- **Dictionaries are learned** to align optimized masks α^* with tasks' embedding, thereby capturing semantic correlations.
- Given dictionaries learned on previous tasks, **new task** adaptation reduces to highly efficient sparse prompting and sub-network finetuning.

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Benchmarks		CW 10			CW 20	
Metrics	$P\left(\uparrow ight)$	$F\left(\downarrow ight)$	$G\left(\downarrow ight)$	$ P(\uparrow)$	$F\left(\downarrow ight)$	$G\left(\downarrow ight)$
L2	0.44 ±0.12	$\textbf{0.00} \pm 0.06$	0.51 ± 0.07	0.52 ± 0.07	-0.10 ±0.05	0.58 ±0.0
50 EWC	$\textbf{0.64} \pm 0.14$	$\textbf{0.02} \pm 0.05$	0.34 ± 0.04	0.60 ± 0.07	0.02 ±0.03	0.39 ± 0.0
امن کش MAS	$\textbf{0.60} \pm 0.14$	-0.06 ±0.04	$\textbf{0.44} \pm 0.07$	0.48 ± 0.06	$\textbf{0.02} \pm 0.02$	0.49 ± 0.0
VCL	$\textbf{0.48} \pm 0.10$	-0.02 ± 0.06	0.43 ± 0.06	0.50 ± 0.11	-0.04 ± 0.08	0.52 ± 0.0
Finetuning	0.12 ± 0.04	$\textbf{0.70} \pm 0.04$	0.25 ± 0.06	0.05 ± 0.00	$\textbf{0.72} \pm 0.03$	$0.30\pm\!\!0.0$
o PackNet	$\textbf{0.80} \pm 0.09$	$\textbf{0.00} \pm 0.00$	0.28 ± 0.07	0.78 ±0.07	$\textbf{0.00} \pm 0.00$	0.32 ± 0.0
HAT	$\textbf{0.68} \pm 0.12$	$\textbf{0.00} \pm 0.00$	$\textbf{0.44} \pm 0.07$	0.67 ± 0.08	$\textbf{0.00} \pm 0.00$	0.46 ±0.0
TaDeLL	0.75 ± 0.04	$\textbf{0.00} \pm 0.00$	$\textbf{0.68} \pm 0.01$	0.66 ±0.03	0.01 ± 0.02	0.67 ± 0.0
Reservoir	0.32 ±0.12	0.04 ±0.05	0.79 ±0.02	0.08 ±0.09	0.14 ±0.05	0.87 ± 0.0
a-GEM	0.14 ± 0.05	$\textbf{0.68} \pm 0.04$	0.23 ±0.02	0.08 ±0.02	0.72 ± 0.07	0.29 ±0.0
ClonEx-SAC*	0.86	0.02	-	0.87	0.02	_
ы MTL	0.52 ±0.10	_	_	0.50 ±0.11	_	_
MTL MTL+PopArt	0.70 ±0.14	_	_	0.66 ±0.17	_	_
CoTASP (ours)	0.92 ±0.04	0.00 ±0.00	0.24 ±0.03	0.88 ±0.02	0.00 ±0.00	0.27 ±0.0
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a) New task ad	aptation. b) C	onvergence	of dictionary	[,] learning. c)	subnetwork	mask simil
0	AS 🖪 PackNet	Reservoir				
.8 - EWC • VC	L 🔸 HAT	CoTASP		* * *	* * *	<u> </u>
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			Press a hand sideways	task 6 - 0.2	0.2 0.1 0.2 1.0 0.2 0 0.1 0.3 0.2 0.2 1.0 0 0.4 0.1 0.5 0.2 0.2 1.2	0.2 0.2 0.2 0.3
				task 6 - 0.2 task 7 - 0.2	0.1 0.3 0.2 0.2 1.0 0	0.2 0.2 0.2 0.3 0 0.3 0.2 0.2
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Experimental Results on Continual World

d of 3 metrics over 5 random seeds) on Continual World.
ss rate, F: Forgetting metric, G: Generalization metric

