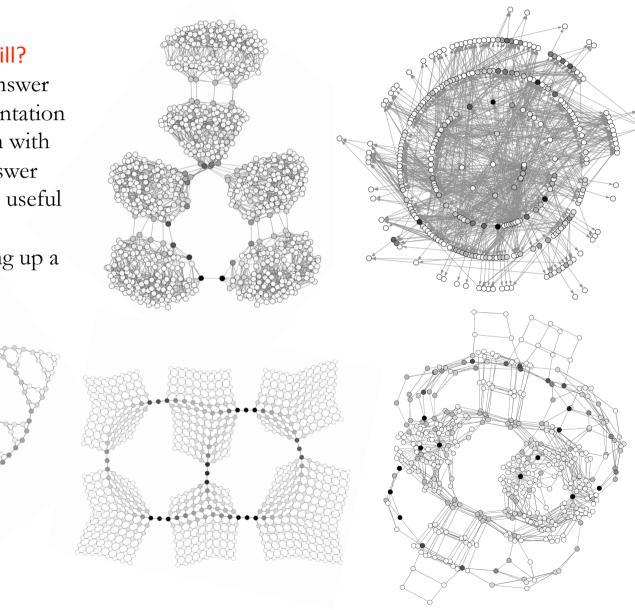
Skill characterization based on betweenness Özgür Şimşek and Andrew G. Barto

What makes a useful skill?

We provide a concrete answer using a graphical representation of the agent's interaction with its environment. Our answer captures a wide range of useful skills in a diverse set of domains, including setting up a fork in Tic-Tac-Toe.



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