

<u>Unit 5 Reinforcement Learning (2</u>

<u>Course</u> > <u>weeks</u>)

> Project 5: Text-Based Game > 8. Deep Q-network

8. Deep Q-network

Extension Note: Project 5 due date has been extended by 1 more day to September 6 23:59UTC.

As you have observed in the previous tab, a linear model is not able to correctly approximate the Q-function for our simple task.

In this section, you will approximate $Q\left(s,c\right)$ with a neural network. You will be provided with a DQN that takes the state representation (bag-of-words) and outputs the predicted Q values for the different "actions" and "objects".

Deep Q network

1/1 point (graded)

Complete the function deep_q_learning that updates the model weights, given the transition date (s,c,R(s,c),s')

Please enter the average episodic rewards of your Q-learning algorithm when it converges.

0.5 **✓ Answer:** 0.50

Submit

You have used 1 of 6 attempts

1 Answers are displayed within the problem

Discussion

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