1) Introduction

- The goal is to get an average score of +30 over 100 consecutive episodes.

2) Environment

- Option2: Second version with 20 agents

3) Learning Algorithm

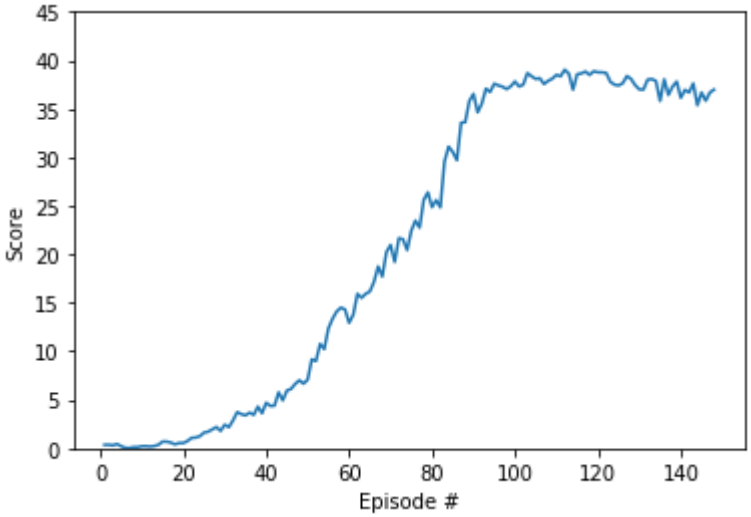
- Deep Deterministic Policy Gradients(DDPG)
- Shared Memory
- Exploration: OUNoise

4) Parameters

- Actor: 2 Hidden fully-connected layers(512, 256 units)
- Critic: 2 Hidden fully-connected layers(512, 256 units)
- Actor learning rate: 1e-4
- Critic learning rate: 3e-4
- Gamma: 0.99
- Soft update(tau): 1e-3
- Memory size: 1e6
- Batch size: 1256
- Optimizer: Adam

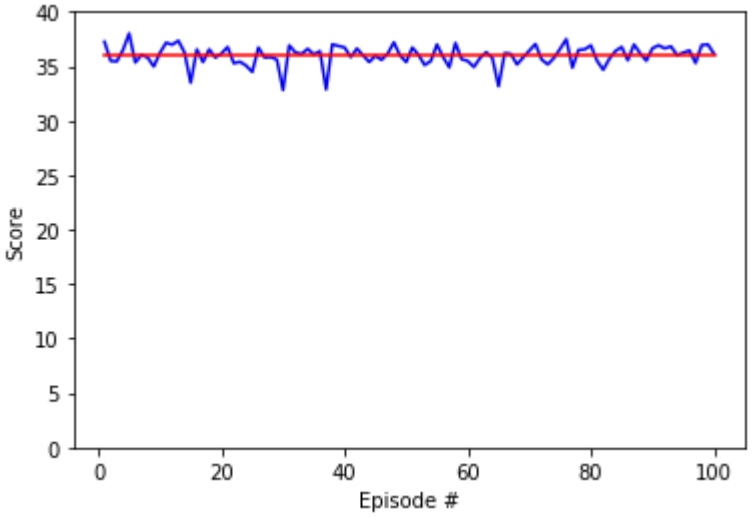
5) Training

- Training episodes: 149



6) Results

- Average score: 36.00



7) Future work

- To improve learning method, Distributed Distributional Deterministic Policy Gradients(D4PG) will be implemented.