# 1 Analysis

(5285 HW1 Consider the problem of imitation learning with Ciscole MDP) with horizon T and export BICY TO We Juster export demonstration from 7th and fit an imitation policy to to these trajectories so that Ext(s) Tola = + x\*(s) |s) = = = = = Exc(s) Tolaz = x\*(s) |s) < E 我的是 村部 R(Se)는 不到 不到明 10° 生 1991 8日是 9日, PC)是 \$753 四周日 \$20 8日 8年 8世 1801 日 1801 1. Show that Ex | Proles ) - Parlet ) < 2TE. Pao (5) = (1-8) thought (1-(1-8) ) Pointer (5) & Union brus : Et / Papelse)-Ralle) | = = 28t = 28T

## 3 Behavioral Cloning

1. Run behavioral cloning (BC) and report results on two tasks: one where a behavioral cloning agent should achieve at least 30% of the performance of the expert, and one environment of your choosing where it does not.



python cs285/scripts/run\_hw1.py --expert\_policy\_file cs285/policies/experts/Ant.pkl --env\_name Ant-v4 -- exp\_name bc\_ant\_video --n\_iter 1 --expert\_data cs285/expert\_data/expert\_data\_Ant-v4.pkl --ep\_len 1000 -- eval\_batch\_size 5000 --video\_log\_freq 1 --n\_layers 2 --size 64

• Eval AverageReturn: 1552.6072998046875

Eval\_StdReturn: 292.062255859375
 Eval\_MaxReturn: 2147.45068359375
 Eval\_MinReturn: 1278.1318359375

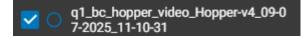
Train\_AverageEpLen: 1000.0

• Training Loss: 0.03868953138589859

Train\_EnvstepsSoFar: 0

• TimeSinceStart: 30.320274114608765

• Initial\_DataCollection\_AverageReturn: 4681.891673935816



python cs285/scripts/run\_hw1.py --expert\_policy\_file cs285/policies/experts/Hopper.pkl --env\_name Hopper-v4 --exp\_name bc\_hopper\_video --n\_iter 1 --expert\_data cs285/expert\_data/expert\_data\_Hopper-v4.pkl --ep\_len 1000 --eval\_batch\_size 5000 --video\_log\_freq 1 --n\_layers 2 --size 64

Eval\_AverageReturn: 1006.6049194335938
Eval\_StdReturn: 315.4906005859375
Eval\_MaxReturn: 1974.660400390625
Eval\_MinReturn: 405.4320068359375
Eval\_AverageEpLen: 302.2352941176471

• Train\_AverageReturn: 3717.5129936182307

Train\_StdReturn: 0.3530361779417035
 Train\_MaxReturn: 3717.8660297961724
 Train\_MinReturn: 3717.159957440289

• Train\_AverageEpLen : 1000.0

• Training Loss: 0.03620936721563339

Train\_EnvstepsSoFar: 0

TimeSinceStart: 11.099523305892944

Initial\_DataCollection\_AverageReturn: 3717.5129936182307



2. Experiment with one set of hyperparameters that affects the performance of the behavioral cloning agent, such as the amount of training steps, the amount of expert data provided, or something that you come up with yourself. For one of the tasks used in the previous question, show a graph of how the BC agent's performance varies with the value of this hyperparameter. In the caption for the graph, state the hyperparameter and a brief rationale for why you chose it.



python cs285/scripts/run\_hw1.py --expert\_policy\_file cs285/policies/experts/Ant.pkl --env\_name Ant-v4 -- exp\_name bc\_ant\_video --n\_iter 1 --expert\_data cs285/expert\_data/expert\_data\_Ant-v4.pkl --ep\_len 1000 -- eval\_batch\_size 5000 --video\_log\_freq 1 --n\_layers 2 --size 64

• Eval\_AverageReturn : 1552.6072998046875

Eval\_StdReturn: 292.062255859375
 Eval\_MaxReturn: 2147.45068359375
 Eval\_MinReturn: 1278.1318359375

• Train\_AverageEpLen: 1000.0

• Training Loss: 0.03868953138589859

• Train\_EnvstepsSoFar : 0

• TimeSinceStart: 30.320274114608765

• Initial\_DataCollection\_AverageReturn: 4681.891673935816



... --n\_layers 4 --size 128

Eval\_AverageReturn: 1277.498291015625
 Eval\_StdReturn: 362.19354248046875
 Eval\_MaxReturn: 1998.316650390625
 Eval\_MinReturn: 870.1470336914062

• Eval\_AverageEpLen: 998.5

Train\_AverageReturn: 4681.891673935816
Train\_StdReturn: 30.70862278765526
Train\_MaxReturn: 4712.600296723471
Train\_MinReturn: 4651.18305114816

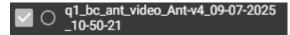
• Train\_AverageEpLen: 1000.0

• Training Loss: 0.03484756872057915

• Train\_EnvstepsSoFar : 0

TimeSinceStart: 33.58611559867859

• Initial\_DataCollection\_AverageReturn: 4681.891673935816



#### ... --n\_layers 1 --size 32

Eval\_AverageReturn: 612.7852783203125
 Eval\_StdReturn: 90.59205627441406
 Eval\_MaxReturn: 790.5887451171875
 Eval\_MinReturn: 546.1014404296875

• Eval\_AverageEpLen : 1000.0

Train\_AverageReturn: 4681.891673935816
Train\_StdReturn: 30.70862278765526
Train\_MaxReturn: 4712.600296723471
Train\_MinReturn: 4651.18305114816

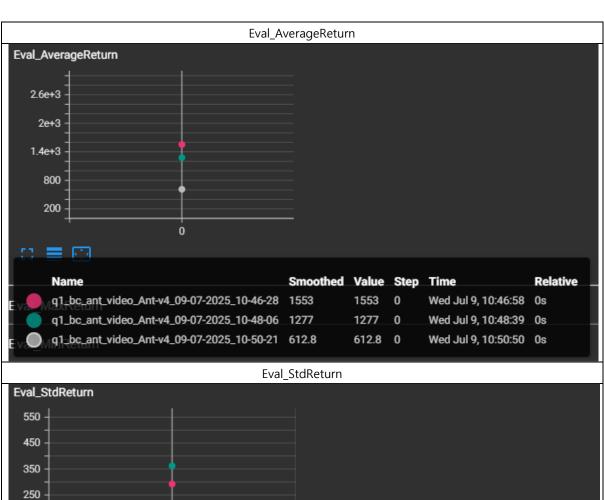
• Train\_AverageEpLen: 1000.0

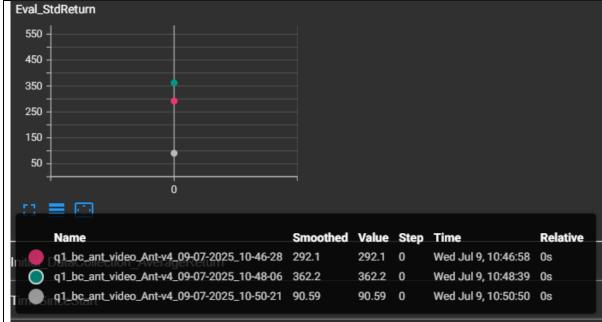
• Training Loss: 0.03733008727431297

Train\_EnvstepsSoFar : 0

• TimeSinceStart: 28.81749987602234

• Initial\_DataCollection\_AverageReturn: 4681.891673935816



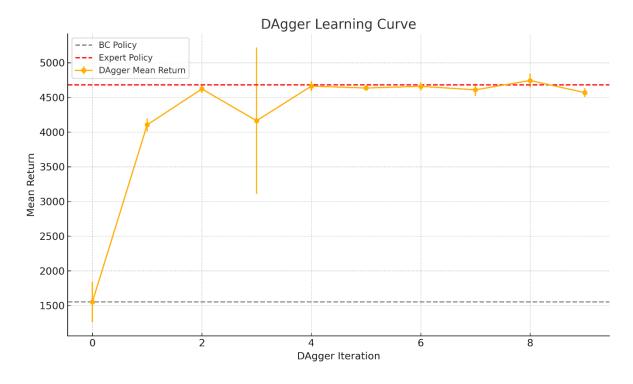


# 4 Dagger

1. Using the same code, you should be able to run DAgger by modifying the runtime parameters as follows:

python cs285/scripts/run\_hw1.py --expert\_policy\_file cs285/policies/experts/Ant.pkl --env\_name Ant-v4 --exp\_name dagger\_ant\_video --n\_iter 10 --do\_dagger --expert\_data cs285/expert\_data/expert\_data\_Ant-v4.pkl --ep\_len 1000 --eval\_batch\_size 5000 --video\_log\_freg 1 --n\_layers 2 --size 64

2. Run DAgger and report results on the two tasks you tested previously with behavioral cloning. Report your results in the form of a learning curve, plotting the number of DAgger iterations vs. the policy's mean return, with error bars to show the standard deviation. Include the performance of the expert policy and the behavioral cloning agent on the same plot (as horizontal lines that go across the plot). In the caption, state which task you used, and any details regarding network architecture, amount of data, etc. (as in the previous section).



Environment (Task): Ant-v4

**Expert Policy File**: Ant.pkl (used to imitate expert behavior)

**Learning Method**: DAgger (Dataset Aggregation)

• Executed with the --do\_dagger flag

**Number of Iterations**: --n\_iter 10 → DAgger was run for 10 iterations

**Episode Length**: --ep\_len 1000 → Each episode consists of 1000 steps

### **Policy Network Architecture**:

• Number of hidden layers: --n\_layers 2

• Size of each hidden layer: --size 64

**Evaluation Batch Size**: --eval\_batch\_size 5000 → Each evaluation is performed using 5000 steps

### 5 Discussion

1. How much time did you spend on each part of this assignment.

Analysis	1h
Editing Code	2h
Behavioral Cloning	2h
DAgger	2h

2. Any additional feedback?