CSCE 790-002: Deep Reinforcement Learning and Search Homework 3

Due: 10/28/2020

Installation

We will be using an updated conda environment.

To update, follow the same instructions from Homework 1 using the updated spec-file.txt file.

The entire GitHub repository should be downloaded again as changes were made to other files. You can download it with the green "Code" button and click "Download ZIP".

1 Gradient Descent

For this exercise, you will implement forward propagation and backward propagation for a linear layer and a pointwise non-linear layer for a neural network. These two functions that you will implement will build your understanding of how neural networks work. The two layers you implement in this exercise can be composed in a variety of ways to build powerful function approximators.

There are N inputs of dimension D. The input matrix is $\mathbf{X} \in \mathbb{R}^{N \times D}$. Where \mathbf{x}_n is the n^{th} input and x_{nd} is the n^{th} input at index d.

To check your implementations run:

python run_check_gradients.py --layer relu --num_inputs 5 --input_dim 10 --hidden_dim 100 python run_check_gradients.py --layer linear --num_inputs 5 --input_dim 10 --hidden_dim 100

The goal is to have the squared error between your implementation of the output computation step and the gradient computation be zero.

Vary --num_inputs, --input_dim, and --hidden_dim to verify your implementation.

1.1 Gradient of a Rectified Linear Unit (ReLU) Layer (10 pts)

Implement relu_forward and relu_backward in assignments_code/assigment3.py.

Given an input $\mathbf{X} \in \mathbb{R}^{N \times D}$, relu_forward returns the output $\mathbf{O} \in \mathbb{R}^{N \times D}$. where $o_{nd} = \max(o_{nd}, 0)$.

Given a backpropagated gradient, $\delta \in \mathbb{R}^{N \times D}$, relu_backward backpropagates the gradient to the:

• inputs: $\frac{\partial E}{\partial x_{nd}} = \delta_{nd}(x_{nd} > 0)$.

1.2 Gradient of Linear Layer (40 pts)

Implement linear_forward and linear_backward in assignments_code/assigment3.py. This linear layer takes as input a D dimensional vector and outputs a K dimensional vector.

There is a weight matrix $\mathbf{W} \in \mathbb{R}^{K \times D}$ and a bias vector $\mathbf{b} \in \mathbb{R}^K$.

linear_forward computes
$$\mathbf{O} \in \mathbb{R}^{N \times K} = \mathbf{X}\mathbf{W}^T + \mathbf{b}$$
 $o_{nk} = \sum_{i=0}^D x_{ni} w_{ki} + b_k$

Given a backpropagated gradient, $\delta \in \mathbb{R}^{N \times K}$, linear_backward backpropagates the gradient to the:

- weights: $\nabla_{\mathbf{W}} E = \delta^T \mathbf{X}$, $\frac{\partial E}{\partial w_{kd}} = \sum_{n=0}^{N} \delta_{nk} x_{nd}$
- biases: $\frac{\partial E}{\partial b_k} = \sum_{n=0}^{N} \delta_{nk}$
- inputs: $\nabla_{\mathbf{X}} E = \delta \mathbf{W}, \ \frac{\partial E}{\partial x_{nd}} = \sum_{k=0}^{K} \delta_{nk} w_{kd}$

2 Deep Q-Network (DQN)

2.1 Implement a DQN (10 pts)

Implement get_dqn in assignments_code/assignment3.py.

The implementation should be in PyTorch. The DQN should take an input for dimension 100, followed by a hidden layer of size 50, and, finally, followed by an output layer of size 4. The hidden layers should have a ReLU activation function while the output layer should have a linear activation function. The output layer represents $\hat{q}(s, a, \mathbf{w})$ for all four actions.

2.2 Deep Q-learning (40 pts)

Implement deep_q_learning_step (shown in Algorithm 2) in assignments_code/assignment3.py.

Like in the previous homework about Q-learning, we will be implementing the Q-learning algorithm with a deep neural network. To see the answers to Homework 2, see Course Content - Homework - Homework 2.

These commands have already been run:

```
torch.set_num_threads(1)
device: torch.device = torch.device("cpu")
dqn: nn.Module = get_dqn()
optimizer: Optimizer = optim.Adam(dqn.parameters(), lr=0.001)
```

Running the code:

```
python run_deep_q_learning.py --map maps/map1.txt --wait_greedy 0.1
```

Compare your results to the solution videos provided in Blackboard under Course Content - Homework - Homework 3. Keep in mind that this algorithm is stochastic, so results will not be exactly the same.

What to Turn In

Turn in your implementation of assignments_code/assignment3.py.

Algorithm 1 Deep Q-learning

```
1: procedure DEEP Q-LEARNING(\gamma, \epsilon, \alpha, B)
                                                                                                                ▷ DQN and target DQN
 2:
         Initialize \hat{q}, \hat{q}_{\tau}
         D = []
                                                                                              ▷ initialize replay buffer as empty list
 3:
         for episode \in 1...N do
 4:
              Initialize s
 5:
              for t \in 1...T do
 6:
                   s, \hat{q}, D = \text{Deep\_Q\_learning\_Step}(s, \hat{q}, \hat{q}_{\tau}, \gamma, \epsilon, \alpha, B, D)
 7:
              end for
 8:
              if Update then
 9:
                   \hat{q}_{\tau} = \hat{q}
10:
              end if
11:
         end for
12:
                                                                                                                   \triangleright Approximation of q_*
13:
         return \hat{q}
14: end procedure
```

Algorithm 2 Deep Q-learning Step

```
1: procedure DEEP_Q_LEARNING_STEP(s, \hat{q}, \hat{q}_{\tau}, \gamma, \epsilon, \alpha, B, D)
 2:
          Sample an action a from \epsilon-greedy policy derived from Q
          s', r = env.sample\_transition(s,a)
 3:
          Store transition (s, a, r, s') in D
 4:
          Sample a batch of data (\mathbf{X}, \mathbf{y}) of size B from D
 5:
             \mathbf{X} \in \mathbb{R}^{B \times d} where d is the dimension of the input to \hat{q}
 6:
             \mathbf{y} \in \mathbb{R}^B
 7:
 8:
             \mathbf{x}_i = \mathtt{env.state\_to\_nnet\_input}(s_i)
             \mathbf{x}_i' = \mathtt{env.state\_to\_nnet\_input}(s_i')
 9:
             y_i = r_i + \gamma \max_{a'} \hat{q}_{\tau}(x_i', a', \mathbf{w}^-)
10:
          Calculate \nabla_{\mathbf{w}} E(\mathbf{w}) with error E(\mathbf{w}) = \frac{1}{B} \sum_{i=1}^{B} (y_i - \hat{q}(x_i, a_i, \mathbf{w}))^2
11:
          Update w with learning rate \alpha
12:
          return s', \hat{q}, D
13:
14: end procedure
```