

Hyperparameters

1. Epsilon greedy $\xrightarrow{\epsilon}$ the smaller, the greedier
2. Entropy \rightarrow The higher, the more randomly explore.

if same actions over and over again.

1. increase entropy.
2. epsilon greedy, make it bigger
3. Expand exploration

3. LOSS { Huber: convergence issues. better
smaller increments (bigger updates)
Mean squared error