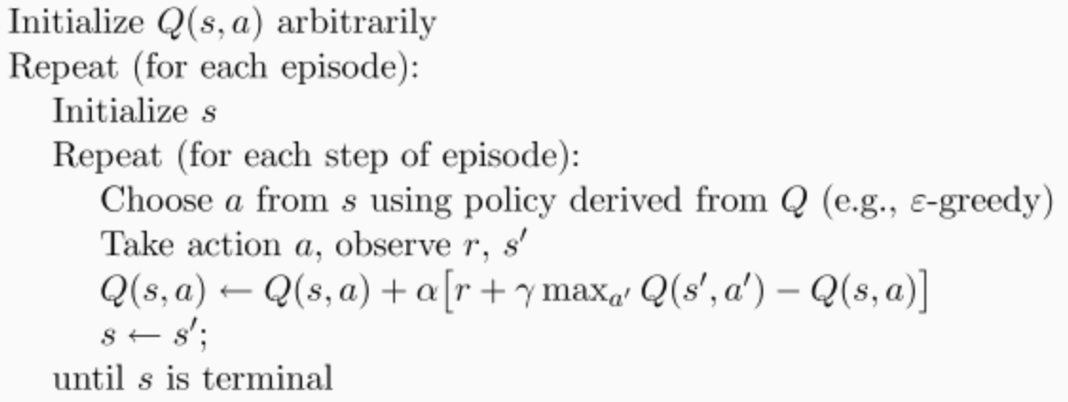
# API

import Reinforcement\_learning

|  |  |  |
| --- | --- | --- |
| Algorithm | Average number of explorations | Frequency of exploration |
| Q-Learning | 5.04 |  |
| Sarsa | 12.55 |  |
|  |  |  |
|  |  |  |
|  |  |  |

## Q-Learing

### Base



### Object Initialization

from Reinforcement\_learning import Q\_Learning

Object Initialization

RL = Q\_Learning(actions=list(range(n\_actions)))

Input: The size of Actions set

### choose\_action()

action = RL.choose\_action(str(observation))

Input: state observation

Ouput: action

### learn()

RL.learn(str(observation), action, reward, str(observation\_))

Input: state observation, action, reward, next state observation

Ouput: null

### Example

import sys

import os

from Reinforcement\_learning import Q\_Learning

from Reinforcement\_learning import Maze

def update():

for episode in range(100):

# initial observation

observation = env.reset()

while True:

# fresh env

env.render()

# RL choose action based on observation

action = RL.choose\_action(str(observation))

# RL take action and get next observation and reward

observation\_, reward, done = env.step(action)

# RL learn from this transition

RL.learn(str(observation), action, reward, str(observation\_))

# swap observation

observation = observation\_

# break while loop when end of this episode

if done:

break

# end of game

print('game over')

env.destroy()

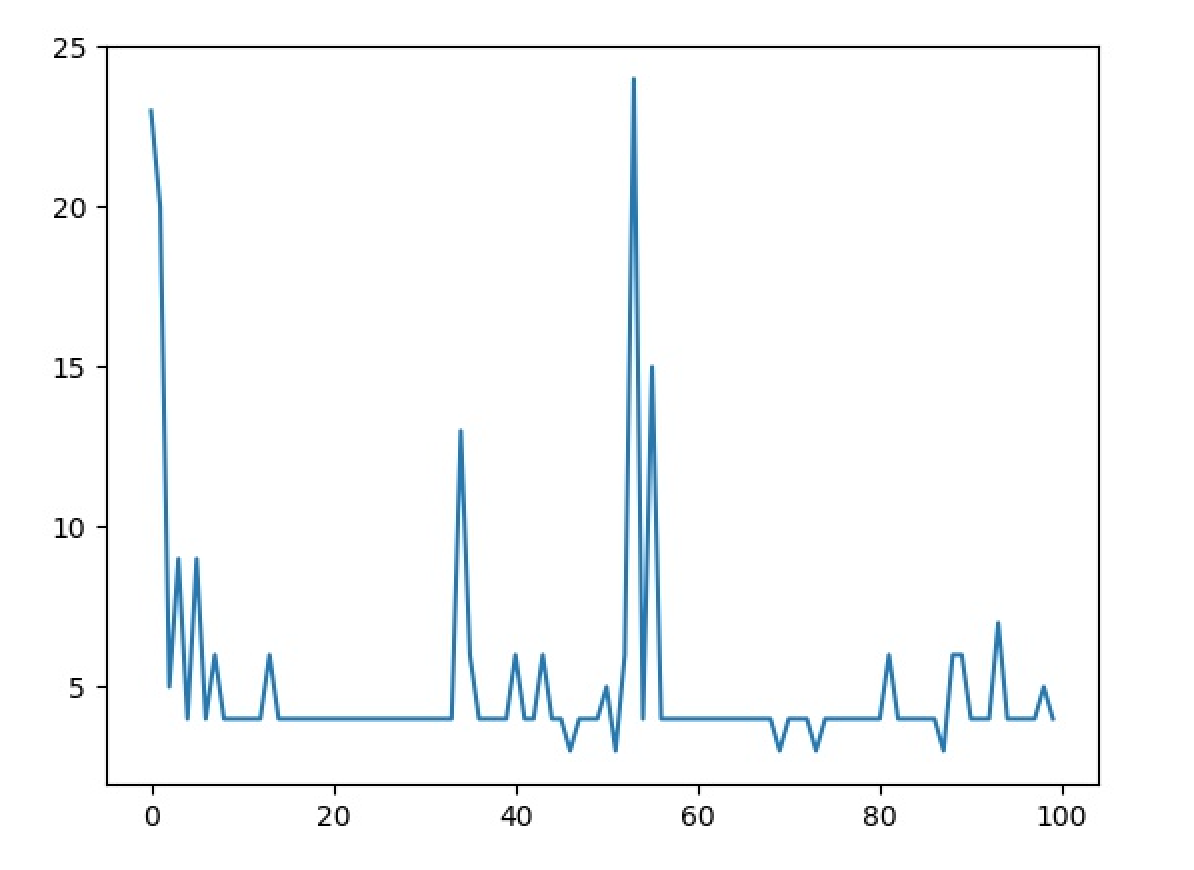
if \_\_name\_\_ == "\_\_main\_\_":

env = Maze()

RL = Q\_Learning(actions=list(range(env.n\_actions)))

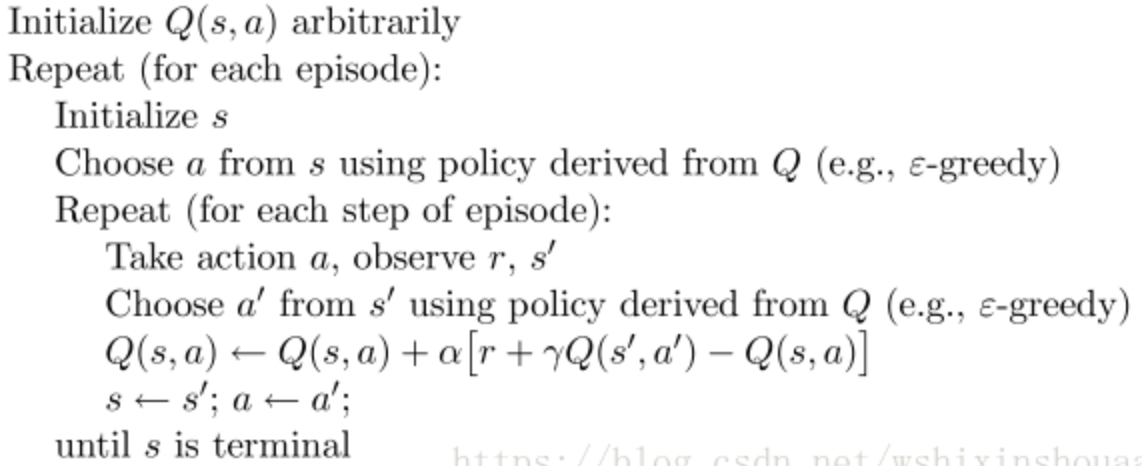
env.after(100, update)

env.mainloop()



## SARSA

### Base



### Object Initialization

RL = SARSA(actions=list(range(env.n\_actions)))

### choose\_action()

action = RL.choose\_action(str(observation))

Input: state observation

Ouput: action

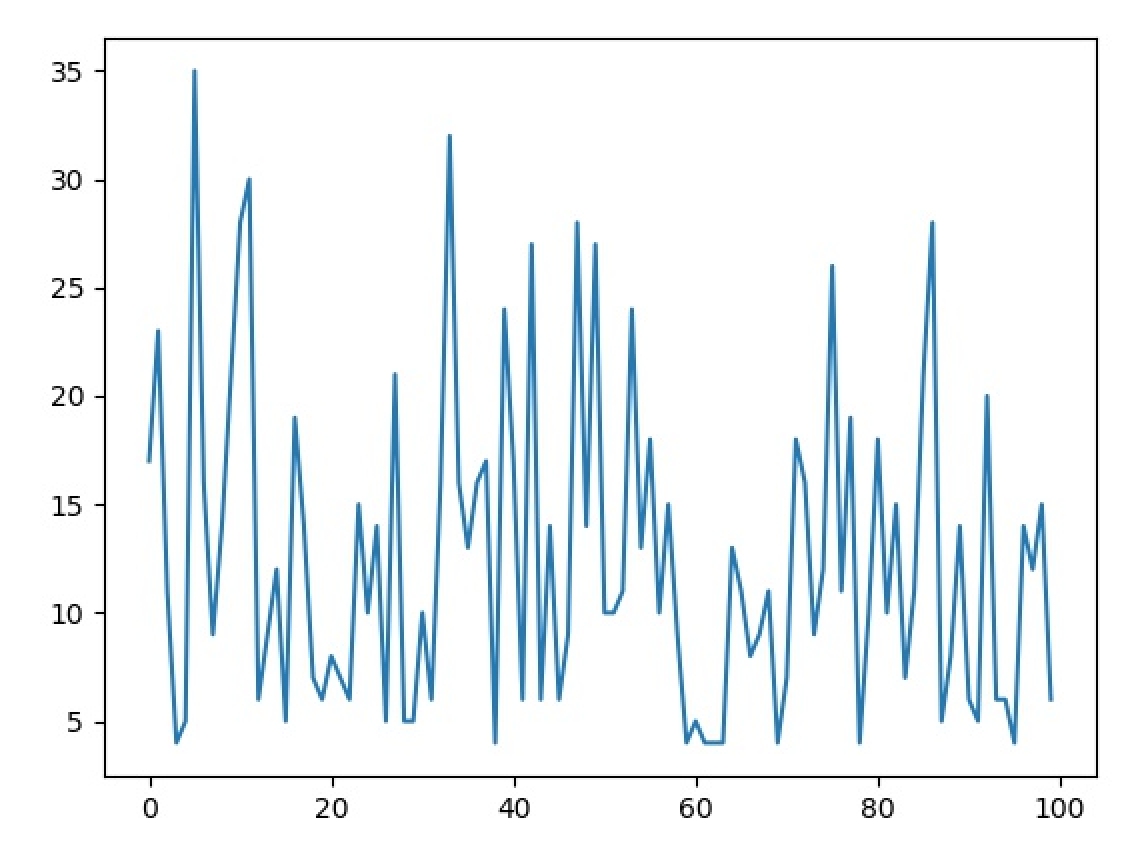
### Learn

RL.learn(str(observation), action, reward, str(observation\_))

Input: state observation, action, reward, next state observation

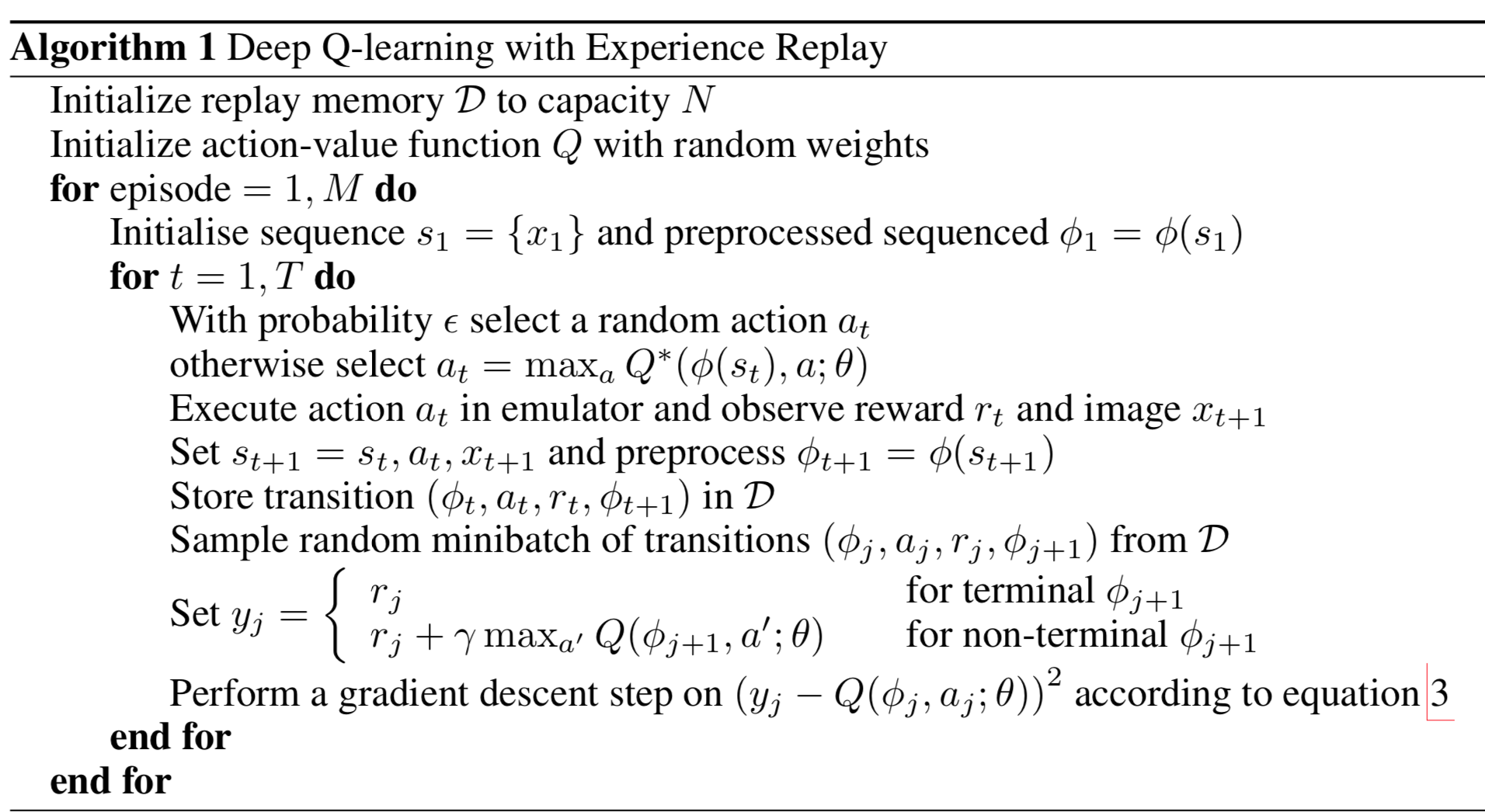
Ouput: null

### Example



## DQN

### Base



### Object Initialization

### choose\_action()

### Learn

### Example