COMP9444 Project-3 Report

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In this project ,we need to run a game named "CartPole" in gym. Define Network Graph:

Network outputs:

```
# TODO: Network outputs
q_values = out
q_action = tf.reduce_sum(tf.multiply(q_values, action_in), reduction_sindices=1)
```

update Q value:

```
# TO IMPLEMENT: set the target_val to the correct Q value update
  target_val = reward_batch[i] + GAMMA * np.max(Q_value_batch[i])
```

HyperParameters:

Result:

```
episode: 100 epsilon: 0.28118600893024853 Evaluation Average Reward: 200.0 episode: 200 epsilon: 0.16631993905469117 Evaluation Average Reward: 200.0 episode: 300 epsilon: 0.12427524256528653 Evaluation Average Reward: 200.0 episode: 400 epsilon: 0.10888552387114742 Evaluation Average Reward: 200.0 episode: 500 epsilon: 0.10325238910599527 Evaluation Average Reward: 200.0 episode: 600 epsilon: 0.10119047959919901 Evaluation Average Reward: 200.0
```