```
import numpy as np
import gym
import matplotlib.pyplot as plt
env = gym.make("CartPole-v1")
state = env.reset()
state
# position, velocity, angle, angular velocity
    array([-0.0405212 , 0.03900573, -0.04038244, 0.04199292])
import keras
from keras.models import Sequential
from keras.layers import Dense
from collections import deque
import random
import tensorflow as tf
model = Sequential()
model.add(Dense(units = 50, input dim=4, activation='relu'))
model.add(Dense(units = 50, activation = "relu"))
model.add(Dense(units = 2, activation = "linear"))
opt = tf.keras.optimizers.Adam(learning rate=0.001)
#opt = tf.keras.optimizers.SGD(learning rate=0.001)
model.compile(loss='MSE',optimizer=opt)
model.summary()
```

Model: "sequential"

Layer (type)	Output Shape	Param #
dense (Dense)	(None, 50)	250
dense_1 (Dense)	(None, 50)	2550

## Parametry:

```
train_episodes = 100
epsilon = 0.16
gamma = 0.99
max_steps = 50
```

## Definiujemy pamięć jako kolejkę:

```
memory = deque(maxlen=50)
```

## Ustalamy rozmiar batch:

```
batch_size = 5

def train():
    state_batch, Qs_target_batch = [], []

minibatch = random.sample(memory, batch_size)

for state, action, reward, next_state, done in minibatch:
    if done:
        y = reward
    else:
        y = reward + gamma*np.max(model.predict(next_state)[0])
```

```
Q target = model.predict(state)
    Q target[0][action] = y
    state batch.append(state)
   Qs target batch.append(Q target)
 state batch = np.array(state batch).reshape(batch size,4)
 Qs target batch = np.array(Qs target batch).reshape(batch size,2)
  h = model.fit(state batch,Qs target batch,epochs=1,verbose=0)
  loss = h.history['loss'][0]
 return loss
Loss = []
Rewards = []
for e in range(1, train episodes+1):
  total reward = 0
 t = 0
  state = env.reset()
  state = np.reshape(state, [1, 4])
  done = False
  while t < max steps and done == False:
    Qs = model.predict(state)[0]
    if np.random.rand()<epsilon:</pre>
     action = env.action space.sample()
    else:
      action = np.argmax(Qs)
    next_state, reward, done, _ = env.step(action)
    next_state = np.reshape(next_state, [1, 4])
    total reward += reward
```

memory.append((State, action, reward, mext State, done)) if batch\_size < len(memory):</pre> loss = train() Loss.append(loss) state = next\_state t+=1 print(e, " R=", total\_reward) Rewards.append(total reward) 45 K= 9.U 44 R = 10.045 R= 11.0 46 R= 12.0 47 R = 10.0R = 10.0R = 9.049 R = 13.051 R= 19.0 52 R = 20.053 R = 16.054 R = 12.055 R = 11.056 R= 18.0 57 R = 14.0R = 13.059 R= 14.0 R = 11.061 R = 14.062 R = 15.063 R = 12.064 R = 16.065 R = 27.066 R = 16.067 R = 16.0R = 32.069 R = 17.070 R = 12.071 R = 19.072 R = 47.073 R = 12.074 R = 11.0

75 R = 13.0

```
76 R= 15.0
    77 R = 12.0
    78 R = 8.0
    79 R= 10.0
    80 R = 9.0
    81 R = 20.0
    82 R= 12.0
    83 R=8.0
    84 R = 10.0
    85 R= 11.0
    86 R= 13.0
    87 R = 17.0
    88 R= 13.0
    89 R= 18.0
    90 R= 21.0
    91 R = 36.0
    92 R = 9.0
    93 R= 11.0
    94 R= 11.0
    95 R= 13.0
    96 R= 10.0
    97 R= 14.0
    98 R= 17.0
    99 R= 16.0
    100 R= 17.0
plt.subplot(211)
plt.ylabel('rewards')
plt.title('Rewards per epoch')
plt.plot(range(len(Rewards)), Rewards, "b")
plt.subplot(212)
plt.xlabel('epoch')
plt.ylabel('loss')
plt.title('Loss per epoch')
plt.plot(range(len(Loss)),Loss,"r")
plt.show()
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```

