

REINFORCEMENT LEARNING

CONNECT FOUR - HYPER-PARAMETERS TUNING

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NOTE

We assigned our project in one day delay (in the first time we assigned it on time). The reason was we found a bug in the sampling method by mistake we sampled every round the game. So we fixed this bug and re-assigned it. We will appreciate it if you can to ignore the one day delay because it was an engineering bug and not algorithmic.

CHANGES IN THE CODE

- (1) The main thing we changed was the **exploration** rate: we changed the epsilon start from 100% and every 500 round we reduce it by 2 until 10%.
- (2) Batch size changed from 8 to 1024
- (3) The layers of the model change from 64/32/32 to 64/64/32.
- (4) Additional changes: Fixing typos, removing redundant log messages in the test, adding a log message on model loading .