

Daily Log

Monday December 2

Worked on Soft Actor Critic code. This is probably taking longer than expected, but I am making progress. Check github update for the exact changes. It was

Wednesday November 20

I spent time reformatting my github according to the instructions on blackboard. In the last half of class, I finished the update function for the policy function.

Friday November 22

Unfortunately I wasn't able to work on softactor critic because my laptop was under repair. I also didn't have my phone, so I couldn't login to github. I decided to make the best of the situation and work on my computer vision lab sorry. In hindsight, I should have just downloaded the file and make changes and download it from ion later and upload it when I got home.

Timeline

Date	Goal	Met
Today minus 1 week	Research more on state abstraction	This was a vague goal, but I did make progress in this area and found a solution to a problem I had.
Today minus 1 week	try to make HAC to run on my laptop (install dependencies and dual-boot linux on my new laptop)	No I'm going to do it later on the sys-lab computers
Today	Implement soft actor critic and its discrete version. Test it on cart-pole and some discrete environment	No, this will probably take another week
Today plus 1 week	Implement DIAYN	
Today plus 2 weeks	Implement my algorithm	
Winter goal	Implement soft actor critic and DIAYN to solve some atari ram environments	

Reflection

I'm not going to sugar coat it. This week I didn't get much done. This makes me a little behind on completing my winter goal. I think I can get soft-actor and DIAYN to work on Atari RAM environments. I'll put time outside of class to catch back up. This weekend was difficult because I was working on i-nite dances (try outs are this week) and I was out of town anyways because I went to my brother's FLL tournament.