ICP 10

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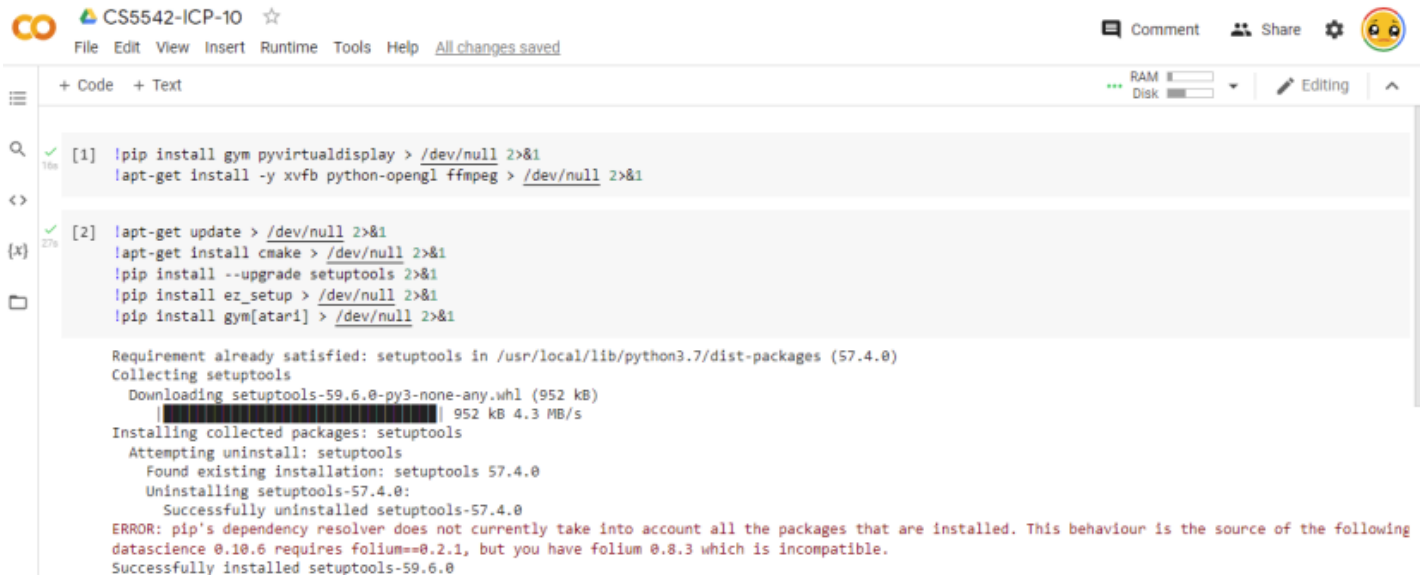
Code

Setup all libraries and access the game simulator



Define the DQN model.

```
[4] import gym
    from gym.wrappers import Monitor
    import glob
    import io
    import base64
    from IPython.display import HTML
    from pyvirtualdisplay import Display
    from IPython import display as ipythondisplay

    display = Display(visible=0, size=(1400, 900))
    display.start()

    """
    Utility functions to enable video recording of gym environment
    and displaying it.
    To enable video, just do "env = wrap_env(env)""
    """

    def show_video():
      mp4list = glob.glob('video/*.mp4')
      if len(mp4list) > 0:
        mp4 = mp4list[0]
        video = io.open(mp4, 'r+b').read()
        encoded = base64.b64encode(video)
        ipythondisplay.display(HTML(data='''<video alt="test" autoplay
                    loop controls style="height: 400px;">
                    <source src="data:video/mp4;base64,{0}" type="video/mp4" />
                 </video>'''.format(encoded.decode('ascii'))))
      else:
        print("Could not find video")


    def wrap_env(env):
      env = Monitor(env, './video', force=True)
      return env

    env = wrap_env(gym.make("CartPole-v1"))

    env.render()
```

This result took me more than 30 minutes and it still processing. I just stop it and create this report. A tick show for the time of the game runs before solved.

```
    def run(self):
        scores = deque(maxlen=100)

        for e in range(self.n_episodes):
            state = self.preprocess_state(self.env.reset())
            done = False
            i = 0
            while not done:
                action = self.choose_action(state, self.get_epsilon(e))
                next_state, reward, done, _ = self.env.step(action)
                next_state = self.preprocess_state(next_state)
                self.remember(state, action, reward, next_state, done)
                state = next_state
                i += 1

            scores.append(i)
            mean_score = np.mean(scores)
            if mean_score >= self.n_win_ticks and e >= 100:
                if not self.quiet: print('Ran {} episodes. Solved after {} trials ✓'.format(e, e - 100))
                return e - 100
            if e % 100 == 0 and not self.quiet:
                print('[Episode {}] - Mean survival time over last 100 episodes was {} ticks.'.format(e, mean_score))

            self.replay(self.batch_size)

        if not self.quiet: print('Did not solve after {} episodes 😞'.format(e))
        return e

if __name__ == '__main__':
    agent = DQNCartPoleSolver()
    agent.run()
```

```
/usr/local/lib/python3.7/dist-packages/keras/optimizer_v2/adam.py:105: UserWarning: The `lr` argument is deprecated, use `learning_rate` instead.
  super(Adam, self).__init__(name, **kwargs)
[Episode 0] - Mean survival time over last 100 episodes was 25.0 ticks.
[Episode 100] - Mean survival time over last 100 episodes was 13.81 ticks.
[Episode 200] - Mean survival time over last 100 episodes was 26.45 ticks.
[Episode 300] - Mean survival time over last 100 episodes was 55.15 ticks.
```

Conclusion

This is the most difficult in all ICPs. I am happy that the Google Colab did not mess with the OpenAi environment. However, I dont think this result correct or not. Although, it is very interesting to work with something that I am not similar. I did not have any OpenAI environment in the past, or the game simulation. So this is my first experience with this OpenAI environment.

Conclusion

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```
https://github.com/JaydenT4864/CS5542---Big-Data.wiki.git
```