

ICP 10

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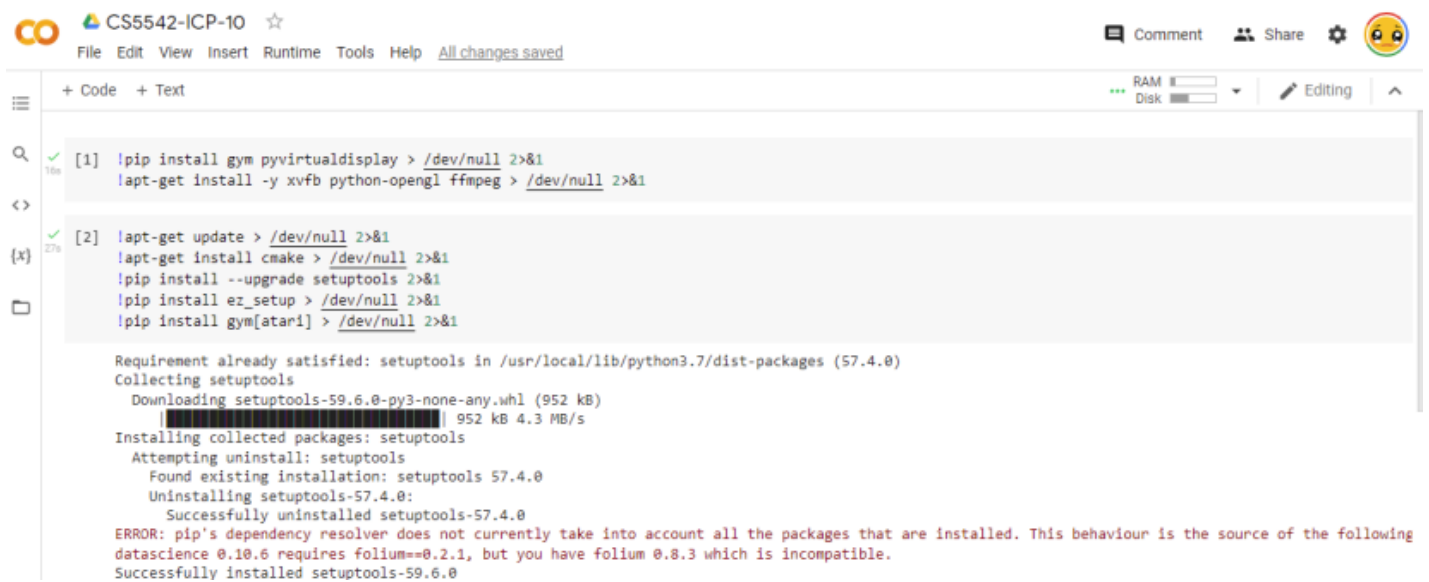
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JaydenT4864 edited this page 12 minutes ago · 2 revisions

Code

Setup all libraries and access the game simulator



```
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[1] !pip install gym pyvirtualdisplay > /dev/null 2>&1
    !apt-get install -y xvfb python-opengl ffmpeg > /dev/null 2>&1

[2] !apt-get update > /dev/null 2>&1
    !apt-get install cmake > /dev/null 2>&1
    !pip install --upgrade setuptools 2>&1
    !pip install ez_setup > /dev/null 2>&1
    !pip install gym[atari] > /dev/null 2>&1

Requirement already satisfied: setuptools in /usr/local/lib/python3.7/dist-packages (57.4.0)
Collecting setuptools
  Downloading setuptools-59.6.0-py3-none-any.whl (952 kB)
    |████████████████████████████████████████| 952 kB 4.3 MB/s
Installing collected packages: setuptools
  Attempting uninstall: setuptools
    Found existing installation: setuptools 57.4.0
    Uninstalling setuptools-57.4.0:
      Successfully uninstalled setuptools-57.4.0
ERROR: pip's dependency resolver does not currently take into account all the packages that are installed. This behaviour is the source of the following
datascience 0.10.6 requires folium==0.2.1, but you have folium 0.8.3 which is incompatible.
Successfully installed setuptools-59.6.0
```

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 don't 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.

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