

Reproducibility Checklist

[Based on Joelle Pineau's ML Reproducibility checklist]

|) | esc | criptions (in reports, theses & papers) |
|---|--------------|--|
| | | A clear description of the mathematical setting, algorithm, and/or model. A clear explanation of any assumptions. |
| | | (If appropriate) An analysis of the complexity (time, space, sample size) of any algorithm. |
| Code Quality | | |
| | X | Make training code available |
| | | Make evaluation code available |
| | | Well documented (e.g., DocStrings) and readable code |
| | | Unit test your code README.md with precise instructions (commands) for installation |
| | Ą | and running the code |
| | \mathbf{X} | Dependencies and requirements (requirements.txt) |
| | | |
| Experimental Reproducibility and Generalization | | |
| | X | Several training repetitions with different random seeds |
| | _ | [block seeds across settings be compared to one another] |
| | X | [RL] Seeding of environments to control non-determinism of environments (at least 1 fixed seed in training and several for evaluation) |
| | X | [RL] Several evaluation runs on the same environment |
| | | [RL] Evaluation on several environments or variations of the same environment |
| | _ | Run and report ablation studies to check the impact of different design decisions |
| | X | Optimally, use the same amount (and technique) of hyperparameter optimization for all competitors |
| Reporting | | |
| | X | All details regarding the experimental setting, incl. software versions and [RL] which env incl. reward function, gamma etc pp. |
| | | A description of results with central tendency (e.g. mean) & variation (e.g. error bars). |
| | | (If possible and appropriate) Statistical hypothesis tests to show a significant difference in |
| | _ | performance (beware of significant vs. substantial) – report alpha, type of test and test assumptions |
| | X | The exact number of training and evaluation runs |
| | X | Used random seeds (training, agents, environment) |
| | | All hyperparameters decisions |

(settings, ranges, optimization technique and resources)

☐ Compute infrastructure (CPUs, GPUs, TPUs, RAM, OS)

☐ The average runtime for each result, and (if possible) estimated energy cost.