

**Amrita Vishwa Vidyapeetham**  
**Amrita School of Computing, Bangalore**  
**Department of Computer Science and Engineering**

**21AIE311 - Reinforcement Learning**  
**Lab Worksheet - 2**  
**OpenAI Gymnasium Implementation**

1. Installing Gymnasium in Google Colaboratory and Laptop.

```
pip install gymnasium
```

After successful installation run the below code in both environments.

```
import gymnasium as gym  
env = gym.make('CartPole-v1', render_mode='rgb_array')  
env.reset()  
env.render()
```

2. Load the following Gym environments and observe the

- a) Mountain Car
- b) Lunar Lander

3. Running an environment-agent interaction cycle in Laptop.

```
import gymnasium as gym  
env = gym.make('CartPole-v1', render_mode='rgb_array')  
import time  
  
for _ in range(10):  
    env.reset()  
    done = False  
    while not done:  
        action = env.action_space.sample()  
        obs, reward, done, x, info = env.step(action)  
        env.render()  
        time.sleep(0.01)
```

#### 4. Running an environment-agent interaction cycle in Google Colab.

Installing necessary packages for visualization

```
!pip install swig
```

```
!apt-get install -y xvfb x11-utils > /dev/null
```

```
!pip install gymnasium[box2d] pyvirtualdisplay PyOpenGL PyOpenGL-accelerate > /dev/null
```

Code

```
import pyvirtualdisplay
_display = pyvirtualdisplay.Display(visible=False, size=(1400, 900)) # use False with Xvfb
_ = _display.start()
!echo $DISPLAY
import gymnasium as gym
import matplotlib.pyplot as plt
from IPython import display
import time

env = gym.make('CartPole-v1', render_mode='rgb_array')
for _ in range(10):
    env.reset()
    done = False
    while not done:
        action = env.action_space.sample()
        obs, reward, done, x, info = env.step(action)
        fig, ax = plt.subplots(figsize=(20, 10))
        ax.axis('off')
        img = ax.imshow(env.render())
        display.display(plt.gcf())
        display.clear_output(wait=True)
        time.sleep(0.01)
```

#### 5. Write code for the agent-environment interaction cycle for the following environments.

- a) Mountain Car
- b) Lunar Lander

#### 6. Alter the interaction cycle code to record all the rewards from each training episode and plot it against the episode number using Matplotlib.