

DDPG Agent – Continuous Control Problem – Udacity

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Environment

The toy environment used to train and display the algorithm is the Unity Reacher environment. This is technically a multi-joint arm that shows a continuous control problem, for which DDPG is ideal. The goal is to ensure that the arm stays in the right target area. The observation space has 33 variables, the action space has 4 possible actions (on two joints in the arm).

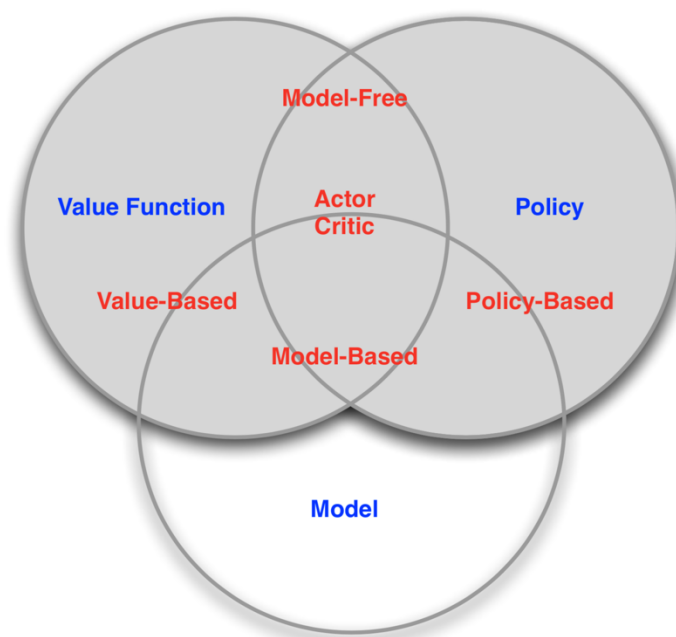
Algorithm

The DDPG algorithm is focused on improving performance in continuous action environments, and is presented by the authors as actor-critic, for having both an actor network (selecting the right action) and a critic network (calculating the Q-values that are then used to update the actor). In that sense, it falls between classic Q-value-methods and policy-gradient methods. For a visual explanation of where Actor-Critic models fall, see the visual below.

In essence: Monte Carlo episodes have the problem of high variance (but low bias), where policy gradient methods like Temporal Difference learning have a low variance (but are biased). Combining these two models to minimize the central weakness in each approach is what actor-critic models stand for. The actor is now not trained on the actual values after a full episode, but on the values that it receives from the critic.

Implementation

Note that both actor and critic are relatively simple neural nets (e.g. 256, 128 nodes in hidden layers); where the Critic has 4 layers in the implementation (another 128 node FC layer) and the Actor 3. As is often the case, argued by Karpathy, ~3 layers should be enough to build a model that works reasonably well.



Taken from presentation by David Silver

The algorithm implementation furthermore applies leaky ReLUs, also popular with GANs implementation, to fix the 'dying ReLU' problem. Also, it uses Experience Replay to store tuples of experiences (S, A, R, S') and randomly sample from them for learning; this is done to minimize correlation between sequential experiences and provides for more stable learning in general. As a final note: I've chosen a relatively small batch size of 128 because the training was very slow; still took ~3 hours for 2,000 episodes with a 128 batch size on GPU. This also made the training comparison of different hyperparameter setups hard; with a larger batch size (e.g. 1024) the training would have taken ~5-6 hours (and Udacity workspaces go idle after 30 minutes). In addition, the implementation uses 'soft updates', where during each step a small % of the weights are shared with the target network. This stands in contract to DQN, where after x episodes all the weights are copied.

As a final note: I picked a smaller number of epochs (1000 vs 2000 in original setup) to speed up the learning; this indeed increased the speed of learning but the learning steps were too small to converge to 30. I therefore changed this to 1800.

The parameters used in the training setup are quite similar to the Udacity original script:

- Replay buffer size: 1e6
- Batch size: 128 (small than I liked, but for speed reasons)
- Gamma: 0.99
- Tau: 1e-3
- Actor Learning rate (alpha): 1e-4
- Critic Learning Rate (alpha): 3e-4
- N_episodes: 2000 (needed for convergence towards +30)
- Epochs: 1800 (after trying 1000)
- Leakage for leaky ReLU (negative slope): 0.01
- Update interval: 20

Results

The training was much slower than I anticipated, as it took multiple hours on GPU (0800-1400 = 6 hours on GPU for 1800 episodes, in which I had to stay near to the computer in order to not let the Udacity environment go idle!). This made experimentation harder. I therefore hope the final results are ok this way – the agent reached ~35, but would need a bit more time to stay there in a stable fashion.

What helped was the fact that although you could still see high variance in the 10-episode rounds (e.g. there are some serious drops in performance at times), the Average Score would continue to rise quite linearly so I could tell the algorithm worked as planned. What worried me mostly was the low efficiency with which it ran; getting to an average score of 30 would probably have taken 3 more hours at this speed.

The detailed results of the training are shown below:

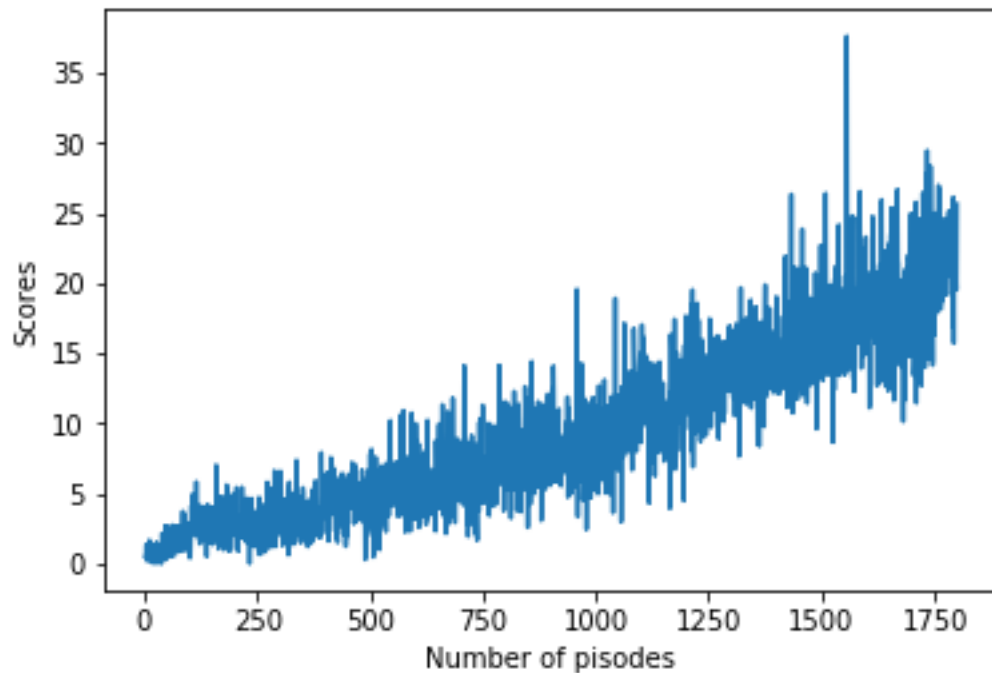
```
Training on cuda:0 started...  
Episode: 10      Average Score: 0.70      Current Score: 1.01
```

Episode: 20	Average Score: 0.71	Current Score: 0.30
Episode: 30	Average Score: 0.73	Current Score: 0.39
Episode: 40	Average Score: 0.79	Current Score: 1.61
Episode: 50	Average Score: 0.87	Current Score: 1.93
Episode: 60	Average Score: 0.98	Current Score: 1.59
Episode: 70	Average Score: 1.08	Current Score: 1.86
Episode: 80	Average Score: 1.16	Current Score: 2.58
Episode: 90	Average Score: 1.25	Current Score: 3.54
Episode: 100	Average Score: 1.35	Current Score: 2.77
Episode: 110	Average Score: 1.55	Current Score: 2.52
Episode: 120	Average Score: 1.81	Current Score: 1.94
Episode: 130	Average Score: 1.96	Current Score: 1.97
Episode: 140	Average Score: 2.11	Current Score: 4.22
Episode: 150	Average Score: 2.24	Current Score: 2.89
Episode: 160	Average Score: 2.38	Current Score: 1.53
Episode: 170	Average Score: 2.46	Current Score: 2.09
Episode: 180	Average Score: 2.55	Current Score: 2.41
Episode: 190	Average Score: 2.64	Current Score: 2.91
Episode: 200	Average Score: 2.74	Current Score: 3.08
Episode: 210	Average Score: 2.73	Current Score: 2.60
Episode: 220	Average Score: 2.70	Current Score: 3.90
Episode: 230	Average Score: 2.78	Current Score: 1.43
Episode: 240	Average Score: 2.81	Current Score: 3.40
Episode: 250	Average Score: 2.83	Current Score: 3.29
Episode: 260	Average Score: 2.80	Current Score: 3.26
Episode: 270	Average Score: 2.82	Current Score: 4.02
Episode: 280	Average Score: 2.90	Current Score: 3.98
Episode: 290	Average Score: 2.94	Current Score: 3.07
Episode: 300	Average Score: 3.01	Current Score: 4.92
Episode: 310	Average Score: 3.11	Current Score: 3.77
Episode: 320	Average Score: 3.08	Current Score: 5.17
Episode: 330	Average Score: 3.09	Current Score: 1.37
Episode: 340	Average Score: 3.14	Current Score: 3.17
Episode: 350	Average Score: 3.20	Current Score: 1.96
Episode: 360	Average Score: 3.26	Current Score: 3.01
Episode: 370	Average Score: 3.24	Current Score: 2.33
Episode: 380	Average Score: 3.28	Current Score: 4.44
Episode: 390	Average Score: 3.24	Current Score: 1.87
Episode: 400	Average Score: 3.36	Current Score: 4.38
Episode: 410	Average Score: 3.47	Current Score: 4.85
Episode: 420	Average Score: 3.75	Current Score: 6.69
Episode: 430	Average Score: 3.80	Current Score: 4.56
Episode: 440	Average Score: 3.91	Current Score: 2.68
Episode: 450	Average Score: 3.95	Current Score: 1.96
Episode: 460	Average Score: 4.15	Current Score: 7.23
Episode: 470	Average Score: 4.32	Current Score: 3.05
Episode: 480	Average Score: 4.41	Current Score: 4.80

Episode: 490	Average Score: 4.56	Current Score: 3.22
Episode: 500	Average Score: 4.49	Current Score: 7.84
Episode: 510	Average Score: 4.43	Current Score: 5.93
Episode: 520	Average Score: 4.38	Current Score: 3.62
Episode: 530	Average Score: 4.44	Current Score: 5.35
Episode: 540	Average Score: 4.54	Current Score: 6.93
Episode: 550	Average Score: 4.74	Current Score: 6.071
Episode: 560	Average Score: 4.77	Current Score: 4.90
Episode: 570	Average Score: 4.96	Current Score: 6.122
Episode: 580	Average Score: 5.01	Current Score: 2.952
Episode: 590	Average Score: 5.16	Current Score: 8.69
Episode: 600	Average Score: 5.20	Current Score: 3.224
Episode: 610	Average Score: 5.45	Current Score: 7.600
Episode: 620	Average Score: 5.47	Current Score: 4.19
Episode: 630	Average Score: 5.67	Current Score: 5.734
Episode: 640	Average Score: 5.62	Current Score: 5.29
Episode: 650	Average Score: 5.65	Current Score: 8.10
Episode: 660	Average Score: 5.84	Current Score: 11.35
Episode: 670	Average Score: 5.78	Current Score: 6.05
Episode: 680	Average Score: 5.90	Current Score: 6.515
Episode: 690	Average Score: 6.00	Current Score: 8.682
Episode: 700	Average Score: 6.17	Current Score: 8.70
Episode: 710	Average Score: 6.29	Current Score: 7.607
Episode: 720	Average Score: 6.26	Current Score: 4.40
Episode: 730	Average Score: 6.18	Current Score: 5.46
Episode: 740	Average Score: 6.25	Current Score: 8.09
Episode: 750	Average Score: 6.40	Current Score: 5.311
Episode: 760	Average Score: 6.25	Current Score: 6.27
Episode: 770	Average Score: 6.35	Current Score: 6.522
Episode: 780	Average Score: 6.33	Current Score: 6.83
Episode: 790	Average Score: 6.50	Current Score: 9.473
Episode: 800	Average Score: 6.68	Current Score: 7.806
Episode: 810	Average Score: 6.79	Current Score: 6.102
Episode: 820	Average Score: 7.10	Current Score: 5.549
Episode: 830	Average Score: 7.31	Current Score: 9.829
Episode: 840	Average Score: 7.42	Current Score: 6.49
Episode: 850	Average Score: 7.48	Current Score: 11.78
Episode: 860	Average Score: 7.69	Current Score: 9.203
Episode: 870	Average Score: 7.78	Current Score: 5.951
Episode: 880	Average Score: 7.95	Current Score: 7.727
Episode: 890	Average Score: 7.89	Current Score: 6.058
Episode: 900	Average Score: 7.95	Current Score: 8.530
Episode: 910	Average Score: 7.98	Current Score: 6.333
Episode: 920	Average Score: 8.04	Current Score: 9.183
Episode: 930	Average Score: 7.99	Current Score: 7.35
Episode: 940	Average Score: 8.18	Current Score: 8.975
Episode: 950	Average Score: 8.18	Current Score: 10.08

Episode: 960	Average Score: 8.17	Current Score: 3.348
Episode: 970	Average Score: 8.29	Current Score: 8.096
Episode: 980	Average Score: 8.21	Current Score: 5.864
Episode: 990	Average Score: 8.27	Current Score: 7.585
Episode: 1000	Average Score: 8.20	Current Score: 7.70
Episode: 1010	Average Score: 8.11	Current Score: 8.480
Episode: 1020	Average Score: 8.17	Current Score: 7.952
Episode: 1030	Average Score: 8.32	Current Score: 5.690
Episode: 1040	Average Score: 8.34	Current Score: 11.33
Episode: 1050	Average Score: 8.58	Current Score: 10.35
Episode: 1060	Average Score: 8.73	Current Score: 8.991
Episode: 1070	Average Score: 8.94	Current Score: 7.975
Episode: 1080	Average Score: 9.23	Current Score: 6.673
Episode: 1090	Average Score: 9.61	Current Score: 8.000
Episode: 1100	Average Score: 10.04	Current Score: 8.648
Episode: 1110	Average Score: 10.52	Current Score: 10.72
Episode: 1120	Average Score: 10.76	Current Score: 12.54
Episode: 1130	Average Score: 11.07	Current Score: 12.45
Episode: 1140	Average Score: 11.22	Current Score: 7.947
Episode: 1150	Average Score: 11.31	Current Score: 10.52
Episode: 1160	Average Score: 11.37	Current Score: 10.78
Episode: 1170	Average Score: 11.43	Current Score: 10.29
Episode: 1180	Average Score: 11.48	Current Score: 8.047
Episode: 1190	Average Score: 11.51	Current Score: 12.51
Episode: 1200	Average Score: 11.51	Current Score: 17.69
Episode: 1210	Average Score: 11.39	Current Score: 12.61
Episode: 1220	Average Score: 11.57	Current Score: 11.18
Episode: 1230	Average Score: 11.67	Current Score: 10.84
Episode: 1240	Average Score: 11.78	Current Score: 10.00
Episode: 1250	Average Score: 11.81	Current Score: 13.89
Episode: 1260	Average Score: 12.20	Current Score: 16.11
Episode: 1270	Average Score: 12.31	Current Score: 16.26
Episode: 1280	Average Score: 12.50	Current Score: 14.96
Episode: 1290	Average Score: 12.58	Current Score: 14.04
Episode: 1300	Average Score: 12.77	Current Score: 14.19
Episode: 1310	Average Score: 12.93	Current Score: 15.35
Episode: 1320	Average Score: 13.03	Current Score: 13.20
Episode: 1330	Average Score: 13.17	Current Score: 11.45
Episode: 1340	Average Score: 13.49	Current Score: 15.62
Episode: 1350	Average Score: 13.76	Current Score: 16.64
Episode: 1360	Average Score: 13.79	Current Score: 8.885
Episode: 1370	Average Score: 13.86	Current Score: 17.08
Episode: 1380	Average Score: 14.08	Current Score: 14.51
Episode: 1390	Average Score: 14.31	Current Score: 12.40
Episode: 1400	Average Score: 14.23	Current Score: 19.04
Episode: 1410	Average Score: 14.34	Current Score: 14.56
Episode: 1420	Average Score: 14.48	Current Score: 21.93

Episode: 1430	Average Score: 14.52	Current Score: 13.20
Episode: 1440	Average Score: 14.73	Current Score: 21.14
Episode: 1450	Average Score: 14.96	Current Score: 12.47
Episode: 1460	Average Score: 15.18	Current Score: 13.56
Episode: 1470	Average Score: 15.52	Current Score: 17.34
Episode: 1480	Average Score: 15.60	Current Score: 15.25
Episode: 1490	Average Score: 15.61	Current Score: 19.00
Episode: 1500	Average Score: 15.96	Current Score: 15.14
Episode: 1510	Average Score: 16.25	Current Score: 20.07
Episode: 1520	Average Score: 16.38	Current Score: 19.89
Episode: 1530	Average Score: 16.36	Current Score: 14.14
Episode: 1540	Average Score: 16.53	Current Score: 17.54
Episode: 1550	Average Score: 16.57	Current Score: 19.03
Episode: 1560	Average Score: 16.83	Current Score: 17.58
Episode: 1570	Average Score: 16.94	Current Score: 13.22
Episode: 1580	Average Score: 17.16	Current Score: 24.74
Episode: 1590	Average Score: 17.66	Current Score: 22.26
Episode: 1600	Average Score: 17.83	Current Score: 19.77
Episode: 1610	Average Score: 17.85	Current Score: 19.77
Episode: 1620	Average Score: 17.99	Current Score: 15.71
Episode: 1630	Average Score: 18.19	Current Score: 12.92
Episode: 1640	Average Score: 18.25	Current Score: 22.29
Episode: 1650	Average Score: 18.36	Current Score: 22.85
Episode: 1660	Average Score: 18.29	Current Score: 11.63
Episode: 1670	Average Score: 18.55	Current Score: 21.35
Episode: 1680	Average Score: 18.49	Current Score: 17.96
Episode: 1690	Average Score: 18.20	Current Score: 18.27
Episode: 1700	Average Score: 18.25	Current Score: 21.69
Episode: 1710	Average Score: 18.25	Current Score: 11.45
Episode: 1720	Average Score: 18.43	Current Score: 14.91
Episode: 1730	Average Score: 18.77	Current Score: 17.82
Episode: 1740	Average Score: 18.93	Current Score: 17.47
Episode: 1750	Average Score: 19.11	Current Score: 21.06
Episode: 1760	Average Score: 19.48	Current Score: 21.32
Episode: 1770	Average Score: 19.57	Current Score: 20.43
Episode: 1780	Average Score: 20.02	Current Score: 24.53
Episode: 1790	Average Score: 20.56	Current Score: 25.63
Episode: 1800	Average Score: 20.80	Current Score: 25.66



Ideas for improvement

Some of the key ideas, like leaky ReLU instead of ReLU, experience buffers etc. are already there. Other ideas that I have to make it better:

- Let it run even longer; in order to get to a stable 30 it would take more hours.
- Increase the batch_size (now 128) to minimize the variance a bit. I made the batch_size smaller to improve training speed, but there seems to be a downside to it as well.
- Experiment with the learning rates for actor ($1e-4$) and critic ($3e-4$); both are small. Maybe training would be faster if they started at a higher point.
- Experiment with different network architectures. The networks are basic and small; maybe another layer (or more nodes, e.g. 512) could be interesting to see what would happen. Also include dropout in those layers. This new architecture with extra layers comes with the risk of making the training even slower.
- Try the same environment with other algorithms, in particular PPO or A3C (quite some trained Unity environments with PPO on Youtube).
- Improve the Replay Buffer with Prioritized Replay. This has also shown to be beneficial for performance.