A Project to implement vector based DDPG using PyTorch and Unity ML-Agent’s environment

**Environment**

Understanding Environment

Action Space

State Space and Rewards

**Algorithm**

Problem with Policy gradient methods. (Reinforce)

Intuition of DDPG or Policy based methods.

Difference between ON Policy and OFF Policy.

DDPG

Pseudocode

**Implementation:**

GitHub details.

Installation.

Actor network

Critic Network

Local and Target Networks.

Soft Update.

**Results**

Graph

**Future Work**

**References:**

Environment

Understanding Unity-ML Agent’s Environment:

This project uses