

## ASSIGNMENT- SECOND YEAR STUDENTS

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### NOTE:

*"I am facing troubles in converting the dictionary of state movements described in the gym environment library by the (action\_size)."*

*"The problem lies with converting the discrete datatype of action\_size into integer."*

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### DEEP Q-NETWORK

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#### DEEP Q NETWORK CODE(with outputs):

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```
import gym

import numpy as np

"This code has to be rerun in another session as gym library does not allow registering any custom environment twice"

from gym.envs.registration import register

register(
    id='Deterministic-4x4-FrozenLake-v0', # name given to this new environment
    entry_point='gym.envs.toy_text.frozen_lake:FrozenLakeEnv', # env entry point
    kwargs={'map_name': '4x4', 'is_slippery': False} # argument passed to the env
)

env = gym.make('Deterministic-4x4-FrozenLake-v0') # load the environment

my_desk = [
    "GFFFF",
    "FFFFF",
    "FFFFG",
    "FFFFF",
    "FGFFG"
]

import gym

class CustomizedFrozenLake(gym.envs.toy_text.frozen_lake.FrozenLakeEnv):
    def __init__(self, **kwargs):
```

```

super(CustomizedFrozenLake, self).__init__(**kwargs)

for state in range(self.nS): # for all states
    for action in range(self.nA): # for all actions
        my_transitions = []
        for (prob, next_state, _, is_terminal) in self.P[state][action]:
            row = next_state // self.ncol
            col = next_state - row * self.ncol
            tile_type = self.desc[row, col]
            if tile_type == b'F':
                reward = -1
            elif tile_type == b'G':
                reward = 10
            #else:
                #reward = 0

            my_transitions.append((prob, next_state, reward, is_terminal))
        self.P[state][action] = my_transitions

from gym.envs.registration import register

register(
    id='Stochastic-5x5-FrozenLake-v0',
    entry_point='gym.envs.toy_text.frozen_lake:FrozenLakeEnv',
    kwargs={'desc': my_desc, 'is_slippery': False})
env = gym.make('Stochastic-5x5-FrozenLake-v0')
env.render()

```

---

### OUTPUT:

```

GFFFF
FFFFF
FFFFG
FFFFF
FGFFG
/usr/local/lib/python3.6/dist-packages/gym/envs/toy_text/frozen_lake.py:112:
RuntimeWarning: invalid value encountered in true_divide
  isd /= isd.sum()

```

```
/usr/local/lib/python3.6/dist-packages/gym/envs/toy_text/discrete.py:13:
RuntimeWarning: invalid value encountered in greater
    return (csprob_n > np_random.rand()).argmax()
env.reset()

env.render()
```

```
print("Action Space {}".format(env.action_space))
print("State Space {}".format(env.observation_space))
```

### OUTPUT:

```
GFFFF
FFFFF
FFFFG
FFFFF
FGFFG
Action Space Discrete(4)
State Space Discrete(25)
/usr/local/lib/python3.6/dist-packages/gym/envs/toy_text/discrete.py:13:
RuntimeWarning: invalid value encountered in greater
    return (csprob_n > np_random.rand()).argmax()
from keras.models import Sequential

from keras.layers import Dense, Activation, Flatten, Embedding, Reshape

from keras.optimizers import Adam
```

### OUTPUT: Using TensorFlow backend.

```
env.reset()

env.step(env.action_space.sample())[0]

action_size = env.action_space

print(action_size)

state_size = env.observation_space

print(state_size)

print(type(action_size))
```

### OUTPUT:

```
Discrete(4)
Discrete(25)
<class 'gym.spaces.discrete.Discrete'>/usr/local/lib/python3.6/dist-
packages/gym/envs/toy_text/discrete.py:13: RuntimeWarning: invalid value
encountered in greater
    return (csprob_n > np_random.rand()).argmax()
```

**"I am facing troubles in converting the dictionary of state movements described in the gym environment library by the (action\_size)"**

**"The problem lies with converting the discrete datatype of action\_size into integer"**

"HIDDEN LAYER 1"

```

model=Sequential()
model.add(Embedding(500,4, input_length=1))
model.add(Dense(50, activation='relu'))
model.add(Dense(50, activation='relu'))
model.add(Dense(50, activation='relu'))
print(model.summary())
model.add(Dense(n, activation='linear'))

```

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"HIDDEN LAYER 2"

```

model = Sequential()
model.add(Embedding(500, 4, input_length=1))
model.add(Reshape((4,)))
model.add(Dense(50, activation='relu'))
model.add(Dense(50, activation='relu'))
model.add(Dense(50, activation='relu'))
model.add(Dense(action_size, activation='relu'))
print(model.summary())

```

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### **OUTPUT:**

Model: "sequential\_2"

Layer (type)	Output Shape	Param #
embedding_2 (Embedding)	(None, 1, 6)	3000
reshape_2 (Reshape)	(None, 6)	0
dense_1 (Dense)	(None, 50)	350
dense_2 (Dense)	(None, 50)	2550
dense_3 (Dense)	(None, 50)	2550
Total params: 8,450		
Trainable params: 8,450		
Non-trainable params: 0		

None

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```
!pip install tensorflow==2.0.0-beta1
```

```
#print(tf.__version__)
```

```
import tensorflow as tf
```

```
from rl.agents.dqn import DQNAgent
```

```
from rl.policy import EpsGreedyQPolicy
```

```
from rl.memory import SequentialMemory
```

```
memory = SequentialMemory(limit=50000, window_length=1)
policy = EpsGreedyQPolicy()
dqn = DQNAgent(model=model, nb_actions=action_size, memory=memory, nb_steps_warmup
=500, target_model_update=1e-2, policy=policy)
dqn.compile(Adam(lr=1e-3), metrics=['mae'])
dqn.fit(env, nb_steps=1000000, visualize=False, verbose=1, nb_max_episode_steps=99
, log_interval=100000)
dqn.test(env, nb_episodes=5, visualize=True, nb_max_episode_steps=99)
dqn.save_weights('dqn_{}_weights.h5f'.format("Taxi-v2"), overwrite=True)
```

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#FLATTENNING THE MODEL

```
model = Sequential()
model.add(Flatten(input_shape=(1,) + env.observation_space.shape))
model.add(Dense(16))
model.add(Activation('relu'))
model.add(Dense(nb_actions))
model.add(Activation('linear'))
print(model.summary())
```

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