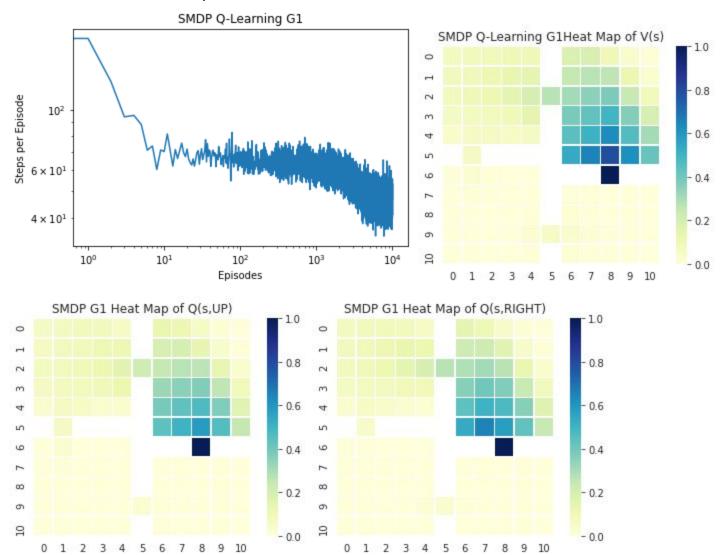
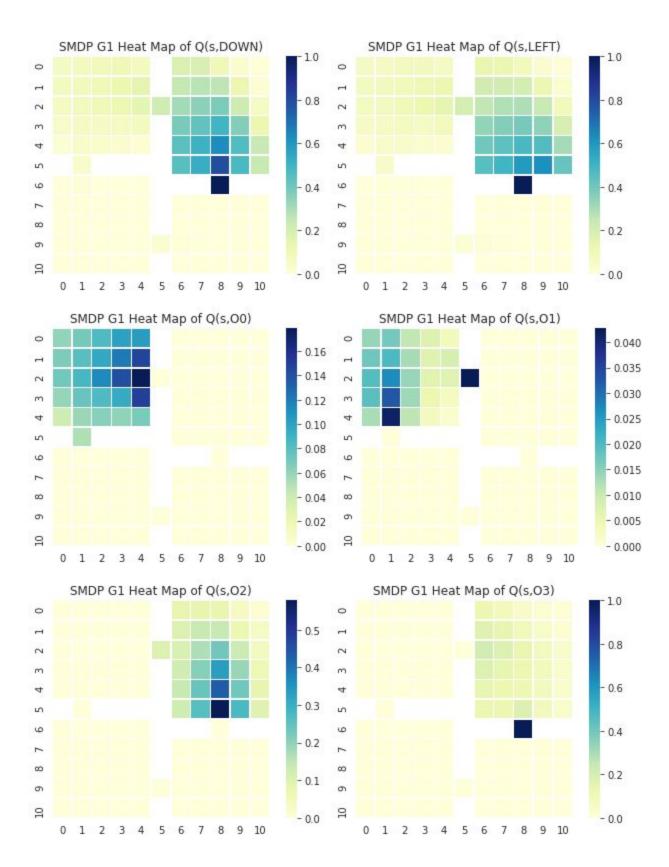
Programming Assignment 3

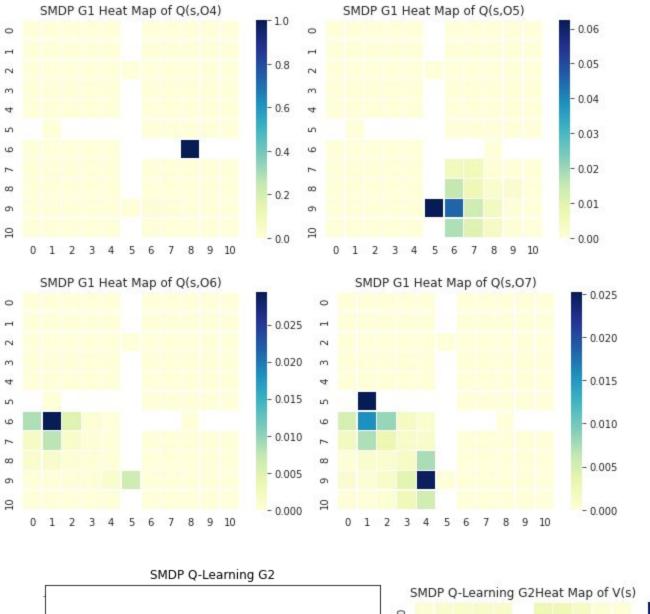
1. Hierarchical Reinforcement Learning

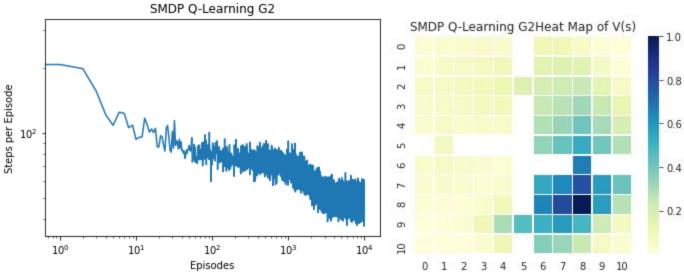
SMDP Q - Learning

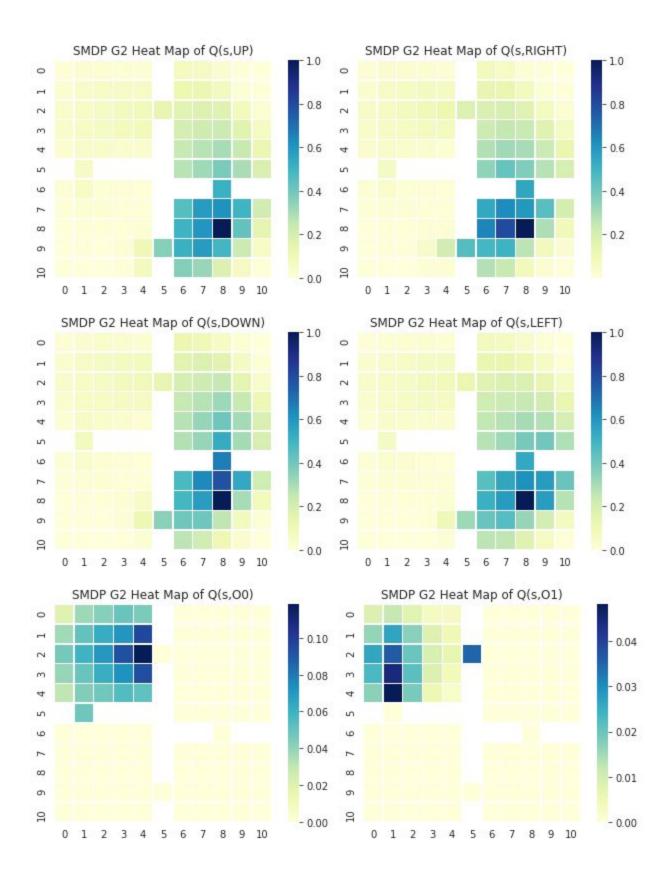
- 1. The steps per episode plots are similar to that of plots given in Sutton SMDP temporal abstraction paper
- 2. The variance at the end of these graphs is normal because these are logarithmic plots i.e. 1 to 10, 100 to 1000 takes the same space

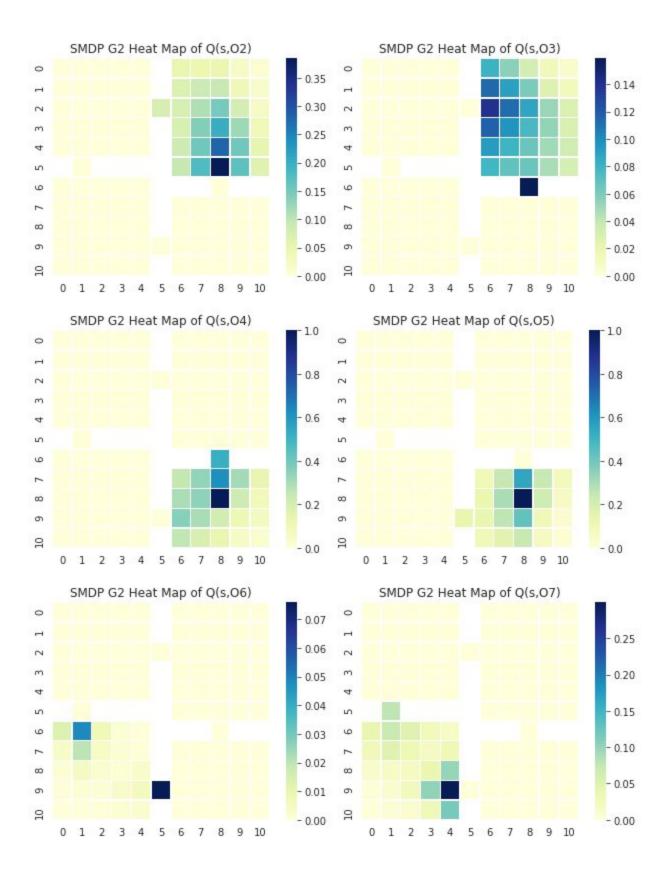




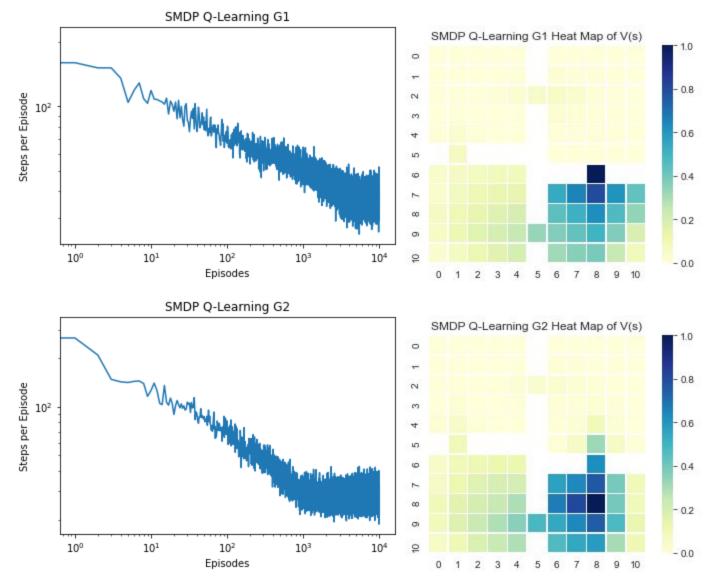








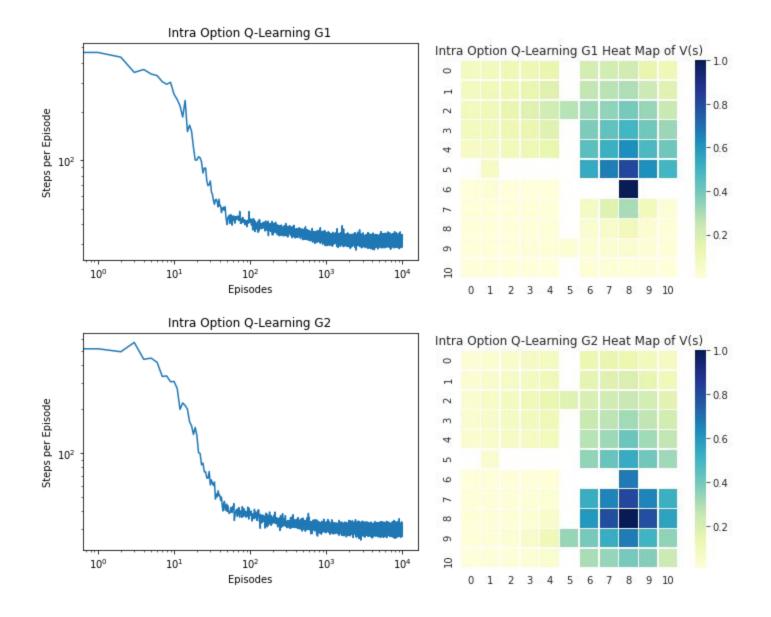
Changing Initial State to Center of Room 4



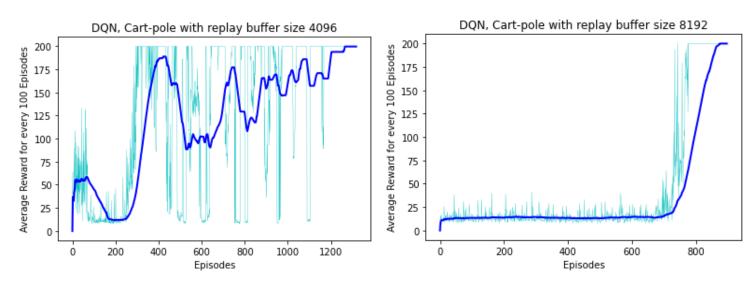
- 1. Training process got faster as usually the start is some random state in room 1 but now it is fixed to the center of room 4
- 2. The Q plots for this are at the end of the doc

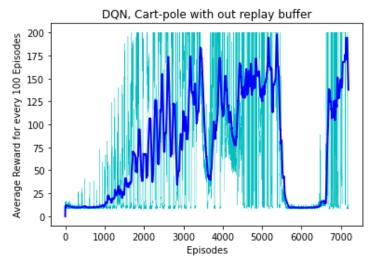
Intra-option Q learning

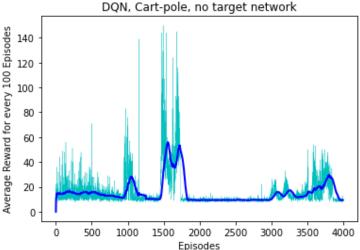
- 1. The convergence is faster, we can see the same in the graph
- 2. The main reason is that in SMDP we execute option to termination before we update learn from it but here we learn from each step
- 3. Another reason is that we can update more than one options from single instance if the policy of different options match at a state
- 4. The Q plots for Intra option Q learning are at the end of the doc



2. (Not so) Deep RL







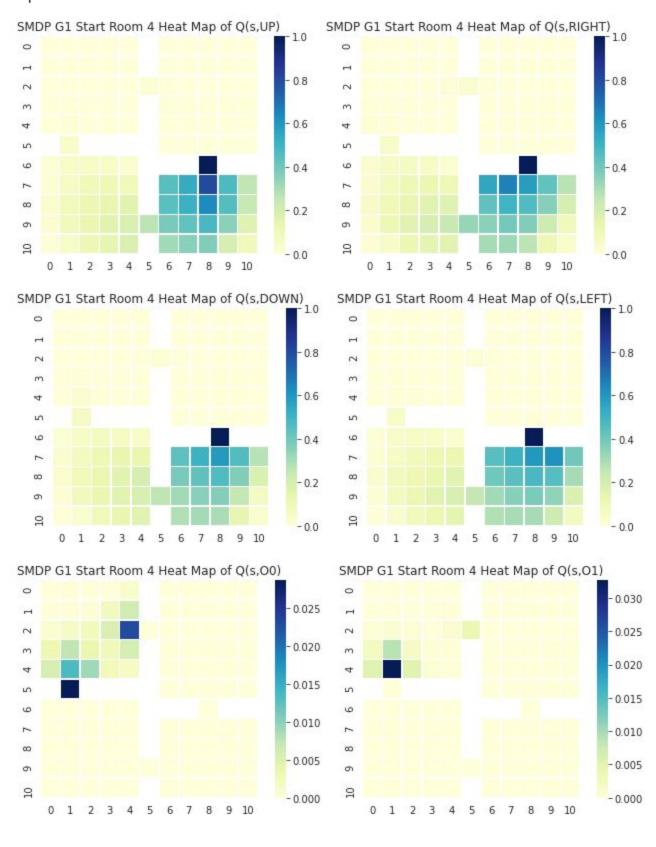
Tuned Hyperparameters

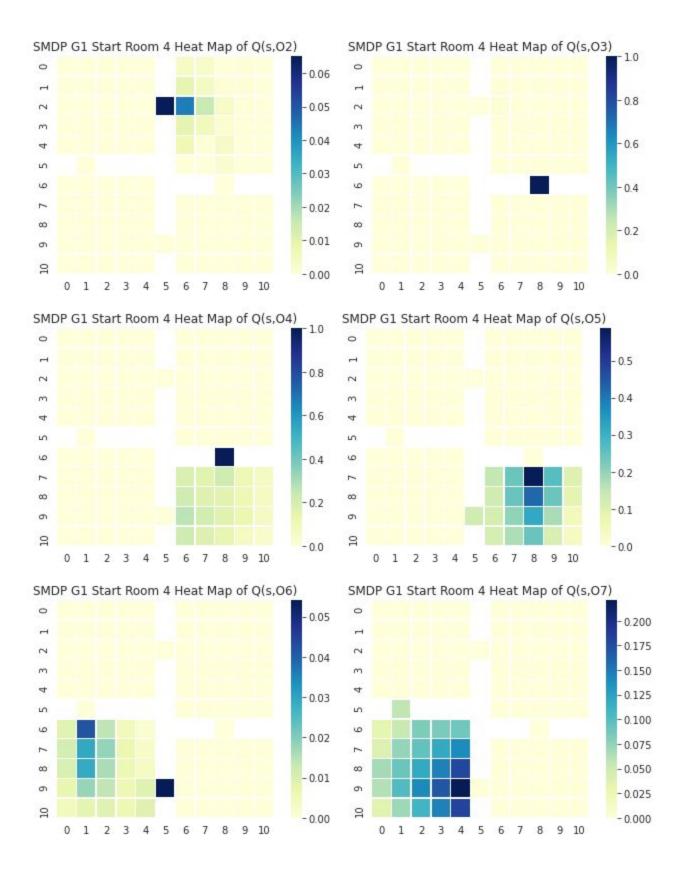
- 1. REPLAY_MEMORY_SIZE = 4096, 8192
- 2. EPSILON = 0.5
- 3. EPSILON DECAY = 0.999, 0.9999
- 4. HIDDEN1_SIZE = 32
- 5. HIDDEN2_SIZE = 16
- 6. EPISODES NUM = 1300
- 7. MAX_STEPS = 200
- 8. LEARNING RATE = 0.001
- 9. MINIBATCH SIZE = 16,64
- 10. DISCOUNT FACTOR = 0.999
- 11. TARGET_UPDATE_FREQ = 50, 100
- 12. EPSILON_MIN = 0.02

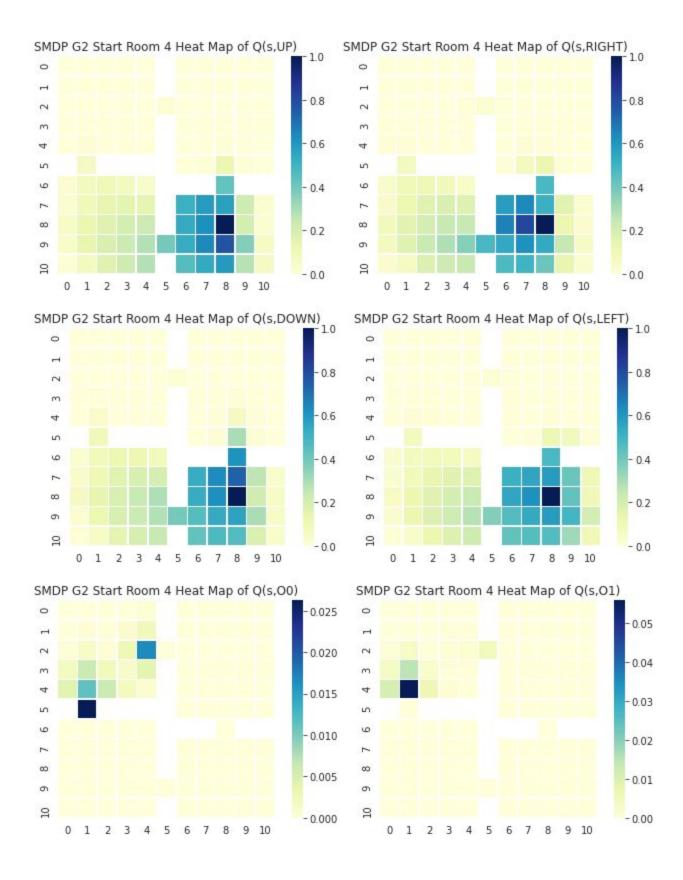
Observations

- 1. The second set of parameters are giving the best results we can see the convergence in the graphs, below are some observations
- 2. On decreasing target update freq the variance of model increasing and on increasing convergence is taking longer
- 3. Low discount factors unable to clearly differentiate the increase in steps after some threshold
- 4. Increasing mini-batch helping to achieve convergence faster as minibatch can be computed parallelly with more than one workers
- 5. Replay memory size as we know helps in reducing variance due to adjacent transitions and also to create uniform randomness in picking transition
- 6. We can see that in the 3rd plot the high variance, the more episodes owe to the fact that we do only one update in a step i.e. the mini-batch size will automatically be 1 if we remove the replay buffer.
- 7. Increasing the learning rate the steps are oscillating between 100-200 and on decreasing they couldn't reach 200 so it took time to tune it. This looks similar to that of stopping at local minima in a typical gradient ascent method
- 8. We can see that with no target there is no convergence at all. The reason for that is we are chasing a nonstationary target, we are bootstrapping. Neural networks aren't efficient in doing this, so to stabilize this variance we use target network and update for every n steps.

Q plots for start state in room no. 4









Q plots for Intra-option Q-learning

