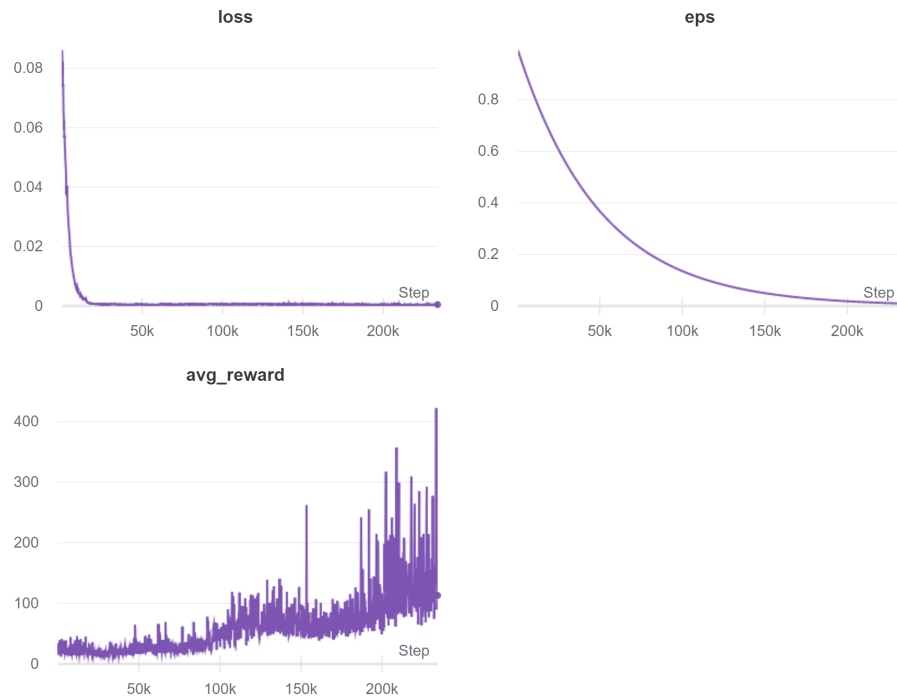


Cartpole

syxmeteor

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1 Section 1



This is a project of reinforcement learning solving a cartpole problem. I utilized e-greedy DQN to train the model and the eventual result can be seen from the three plots above, showing that the reward gradually accends and the loss and eqsilon diminishes. The resulting cartpole could easily accomplish the task with a score of 200+.

References

- [1] Weights and Biases, <https://wandb.com>