





STAGE RECHERCHE

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Etudiant: Guy MBOSSO MBOSSO

Encadrant: Jae Yun JUN KIM

Ce qui a été fait

- Début de la rédaction de l'article
- Implémentation de la conduite autonome avec DQN

Implementation

Replay memory

DQNnet

DQN agent

Autonomous Car

environnement

Main

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Algorithm 1 Deep Q-learning with Experience Replay
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Initialize replay memory \mathcal{D} to capacity N
Initialize action-value function Q with random weights for episode =1,M do
Initialise sequence s_1=\{x_1\} and preprocessed sequenced \phi_1=\phi(s_1) for t=1,T do
With probability \epsilon select a random action a_t otherwise select a_t=\max_a Q^*(\phi(s_t),a;\theta)
Execute action a_t in emulator and observe reward r_t and image x_{t+1}
Set s_{t+1}=s_t,a_t,x_{t+1} and preprocess \phi_{t+1}=\phi(s_{t+1})
Store transition (\phi_t,a_t,r_t,\phi_{t+1}) in \mathcal{D}
Sample random minibatch of transitions (\phi_j,a_j,r_j,\phi_{j+1}) from \mathcal{D}
Set y_j=\begin{cases} r_j & \text{for terminal }\phi_{j+1} \\ r_j+\gamma\max_{a'}Q(\phi_{j+1},a';\theta) & \text{for non-terminal }\phi_{j+1} \end{cases}
Perform a gradient descent step on (y_j-Q(\phi_j,a_j;\theta))^2 according to equation 3 end for end for
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Article

- Création du fichier sur overleaf
- Début de la section « related work »