





STAGE RECHERCHE

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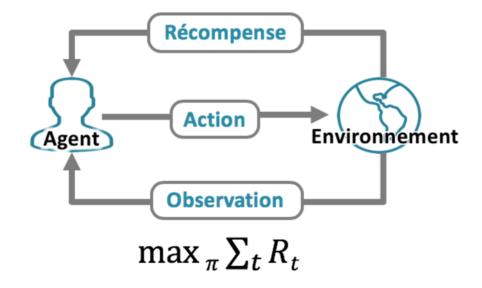
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Ce qui a été fait

Début de l'implémentation

Lecture des articles

Implémentation



Résumé des articles

Application du DL pour le RL

Une variante de l'algorithme du Q-learning pour entrainer le réseau.

$$R_t = \sum_{t'=t}^T \gamma^{t'-t} r_{t'}$$
$$Q^*(s, a) = \max_{\pi} \mathbb{E} \left[R_t | s_t = s, a_t = a, \pi \right]$$

- Calculer une estimation des valeurs Q optimales pour les paires (s, a) grâce au Deep Qnetwork (DQN).
- Dans l'état s, choisir l'action présentant la plus grande valeur état-action.

Résumé des articles

$$\nabla_{\theta_i} L_i(\theta_i) = \mathbb{E}_{s, a \sim \rho(\cdot); s' \sim \mathcal{E}} \left[\left(r + \gamma \max_{a'} Q(s', a'; \theta_{i-1}) - Q(s, a; \theta_i) \right) \nabla_{\theta_i} Q(s, a; \theta_i) \right]. \tag{3}$$

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=\left\{ \begin{array}{cc} 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{array} \right.
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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