

STA303 Artificial Intelligence Course Project



1. Introduction

CartPole Problem:

The CartPole environment is a classic control problem where the goal is to balance a pole on a moving cart by applying forces to the left or right.

Project Goal:

To design and train an intelligent agent that car successfully balance the pole in the CartPole environment using RL techniques.

2. Environment

- Environment: OpenAl Gymnasium CartPole-v1
- State Space: 4-dimensional

(cart position, cart velocity, pole angle, pole angular velocity)

- Action Space: Discrete {Move Left, Move Right}
- Reward: +1 for every time step the pole remains balanced
- Termination: Episode ends when the pole falls or the cart moves out of bounds



3. Tasks

- Baseline: A DQN implementation is provided as a starting point.
- •Basic requirement:
 - •Implement and train at least two different types of RL algorithms.
 - Value-based: DQN (provided as a baseline), double DQN, ...
 - Policy-based: REINFORCE, PPO, TRPO, etc.
 - Actor–Critic: A2C, DDPG, etc.
 - •Performance: If the average score exceeds a specified threshold, you will receive full marks for this part.



3. Tasks (cont'd)

- Advanced
- •Go beyond traditional online RL algorithms:
 - •Offline RL: train from a fixed dataset without new environment interaction (e.g. using BCQ, TD3+BC, or IQL).
 - •Imitation Learning: mimic an expert's policy using Behavioral Cloning (BC) or GAIL.
 - Hybrid or Novel Approaches: combine methods creatively and analyze the result.



4. Encouraged Directions

You are strongly encouraged to think critically and explore creatively. Beyond implementation, we expect you to discuss questions such as:

- How do important hyperparameters influence learning stability and convergence?
- Which module of the algorithm is most critical for performance and why?
- Can you propose a simple modification that improves the original version?



5. Team project

This is a **team project** — each team should consist of **three students**.

Team registration information will be announced next week.

