## 插图

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LATEX 中的插图:



## Algorithm 1: deep Q-learning with experience replay.

Initialize replay memory D to capacity NInitialize action-value function Q with random weights  $\theta$ Initialize target action-value function  $\hat{Q}$  with weights  $\theta^- = \theta$ For episode = 1, M do

Initialize sequence  $s_1 = \{x_1\}$  and preprocessed sequence  $\phi_1 = \phi(s_1)$ For t = 1, t =

With probability  $\varepsilon$  select a random action  $a_t$  otherwise select  $a_t = \operatorname{argmax}_a Q(\phi(s_t), a; \theta)$ 

Execute action  $a_t$  in emulator and observe reward  $r_t$  and imag

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 D

Sample random minibatch of transitions  $(\phi_j, a_j, r_j, \phi_{j+1})$  from

Set  $y_j = \begin{cases} r_j & \text{if episode terminates} \\ r_j + \gamma \max_{a'} \hat{Q}(\phi_{j+1}, a'; \theta^-) & \text{otherwise} \end{cases}$ 

Perform a gradient descent step on  $(y_j - Q(\phi_j, a_j; \theta))^2$  with r network parameters  $\theta$ 

Every C steps reset  $\hat{Q} = Q$ 

**End For** 

**End For** 

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in this action weight  $\theta$  into the control Q with produce weight  $\theta$  in this trap part some, where them Q with weight  $\theta = \theta$  in this trap part of  $\theta = \theta$  in the control  $\theta = \theta$ 

