UDACITY

Back to Robotics Software Engineer

Deep RL Arm Manipulation

审阅

代码审阅

HISTORY

Meets Specifications

Congratulations for passing this project!
Good luck with future submissions :)

Basic Requirements

The student submitted all required files specified in the criteria.

Awesome! All the required files are submitted.

Objectives

The student should complete all tasks specified in the Classroom, with the end objective of the robot arm touching the object with at least a 90% accuracy for a minimum of 100 runs.

Great work here! The arm achieves an accuracy of more than 90% for a minimum of 100 runs.

The student should complete all tasks specified in the Classroom, with the end objective of the arm's gripper base touching the object with at least a 80% accuracy for a minimum of 100 runs.

Writeup Requirements

Student includes a full write-up covering the required sections with supporting images where appropriate. The write-up must be submitted in PDF format.

Perfect! The writeup includes result images and describes the hyperparameters used in the DQN agent.

Brief explanation of each reward function and associated reward values. The writeup should also include what type of joint control was implemented.

The reward function is well explained in the writeup.

Student should explain the choice of hyperparameters for both objectives.

Awesome :)
All the hyperparamter choices are well justified.

Student should describe and briefly explain the results they achieved for both objectives. The discussion should also include their comments on the DQN agent's performance and if there were any shortcomings. Student should include either watermarked images of their results, or attach a video that displays the results and the arm in action.

Perfect! Your writeup demonstrates that you have a clear understanding of this project :)

Student should discuss on what approaches they could take to improve their results.

This is properly explained in Future work :)
You can also try and experiment with different reward functions, especially the one with incremental reward on getting closer to the goal.

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