# Assignment 2: Policy Gradients

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## 1 Small-Scale Experiments

• Experiment 1

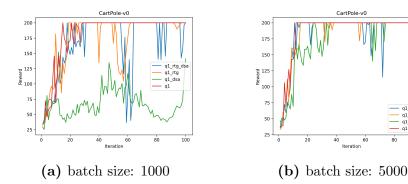


Figure 1: Batch: 1000 vs. 5000. Settings: env\_name: CartPole-v0; n\_iter: 200; eval\_batch\_size: 400; num\_agent\_train\_steps\_per\_iter: 1; discount: 1.0; learning\_rate: 5e-3; n\_layers: 2; size(hidden layer): 64; seed: 1.

- Without advantage standardization, using reward-to-go yields significantly better performance than the trajectory-centric one.
- Advantage standardization helped in both the trajectory-centric and reward-to-go case, especially the former.
- Experiments with larger batch size converges faster in terms of iteration and achieve more stable results.

#### Configurations:

```
python cs285/scripts/run_hw2.py --env_name CartPole-v0 -n 100 -b 1000 \
    -dsa --exp_name q1_sb_dsa

python cs285/scripts/run_hw2.py --env_name CartPole-v0 -n 100 -b 1000 \
    -rtg -dsa --exp_name q1_sb_rtg_dsa

python cs285/scripts/run_hw2.py --env_name CartPole-v0 -n 100 -b 1000 \
    -rtg --exp_name q1_sb_rtg

python cs285/scripts/run_hw2.py --env_name CartPole-v0 -n 100 -b 1000 \
    -rexp_name q1_sb
```

```
python cs285/scripts/run_hw2.py --env_name CartPole-v0 -n 100 -b 5000 \
    -dsa --exp_name q1_lb_dsa

python cs285/scripts/run_hw2.py --env_name CartPole-v0 -n 100 -b 5000 \
    -rtg -dsa --exp_name q1_lb_rtg_dsa

python cs285/scripts/run_hw2.py --env_name CartPole-v0 -n 100 -b 5000 \
    -rtg --exp_name q1_lb_rtg

python cs285/scripts/run_hw2.py --env_name CartPole-v0 -n 100 -b 5000 \
    -exp_name q1_lb
```

#### • Experiment 2

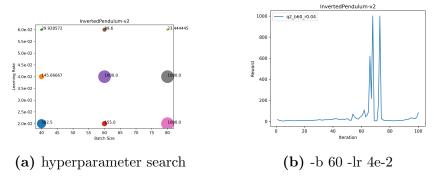


Figure 2: Search: batch\_size, learning\_rate. Settings: env\_name: InvertedPendulum-v2; n\_iter: 100; eval\_batch\_size: 400; num\_agent\_train\_steps\_per\_iter: 1; ep\_len: 1000; discount: 0.9; n\_layers: 2; size(hidden layer): 64; seed: 1.

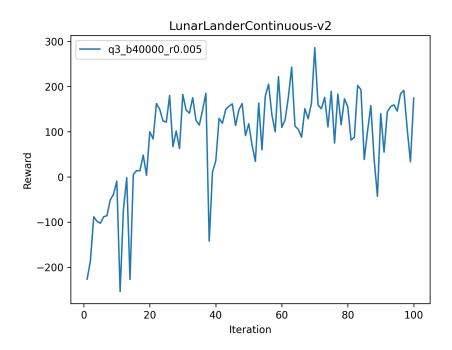
- The batch size and learning rate found are 60 and 4e-2.

### Configurations:

```
python cs285/scripts/run_hw2.py --env_name InvertedPendulum-v2 \
    --ep_len 1000 --discount 0.9 -n 100 -l 2 -s 64 -b 60 -lr 4e-2 -rtg \
    --exp_name q2_b60_r0.04
```

## 2 More Complex Experiments

• Experiment 3



**Figure 3:** Settings: env\_name: LunarLanderContinuous-v2; n\_iter: 100; eval\_batch\_size: 400; num\_agent\_train\_steps\_per\_iter: 1; ep\_len: 1000; discount: 0.99; batch\_size: 40000; learning\_rate: 5e-3; n\_layers: 2; size(hidden layer): 64; seed: 1.

### • Experiment 4

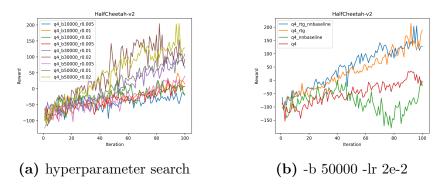
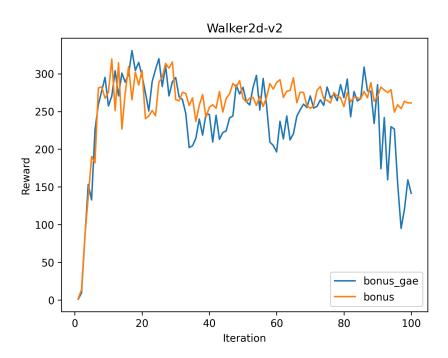


Figure 4: Search: batch\_size, learning\_rate. Settings: env\_name: HalfCheetah-v2; n\_iter: 100; eval\_batch\_size: 400; num\_agent\_train\_steps\_per\_iter: 1; ep\_len: 150; discount: 0.95; n\_layers: 2; size(hidden layer): 32; seed: 1.

- The batch size and learning rate found are 50000 and 2e-2.

## 3 Bonus

• GAE- $\lambda$  for advantages estimation



**Figure 5:** Settings: env\_name: Walker2d-v2; n\_iter: 100; eval\_batch\_size: 5000; num\_agent\_train\_steps\_per\_iter: 1; ep\_len: 1000; discount: 0.99; batch\_size: 10000; learning\_rate: 5e-3; n\_layers: 2; size(hidden layer): 64; seed: 1.

– There is no evidence that GAE- $\lambda$  would speed up the training process from the result of this experiment.