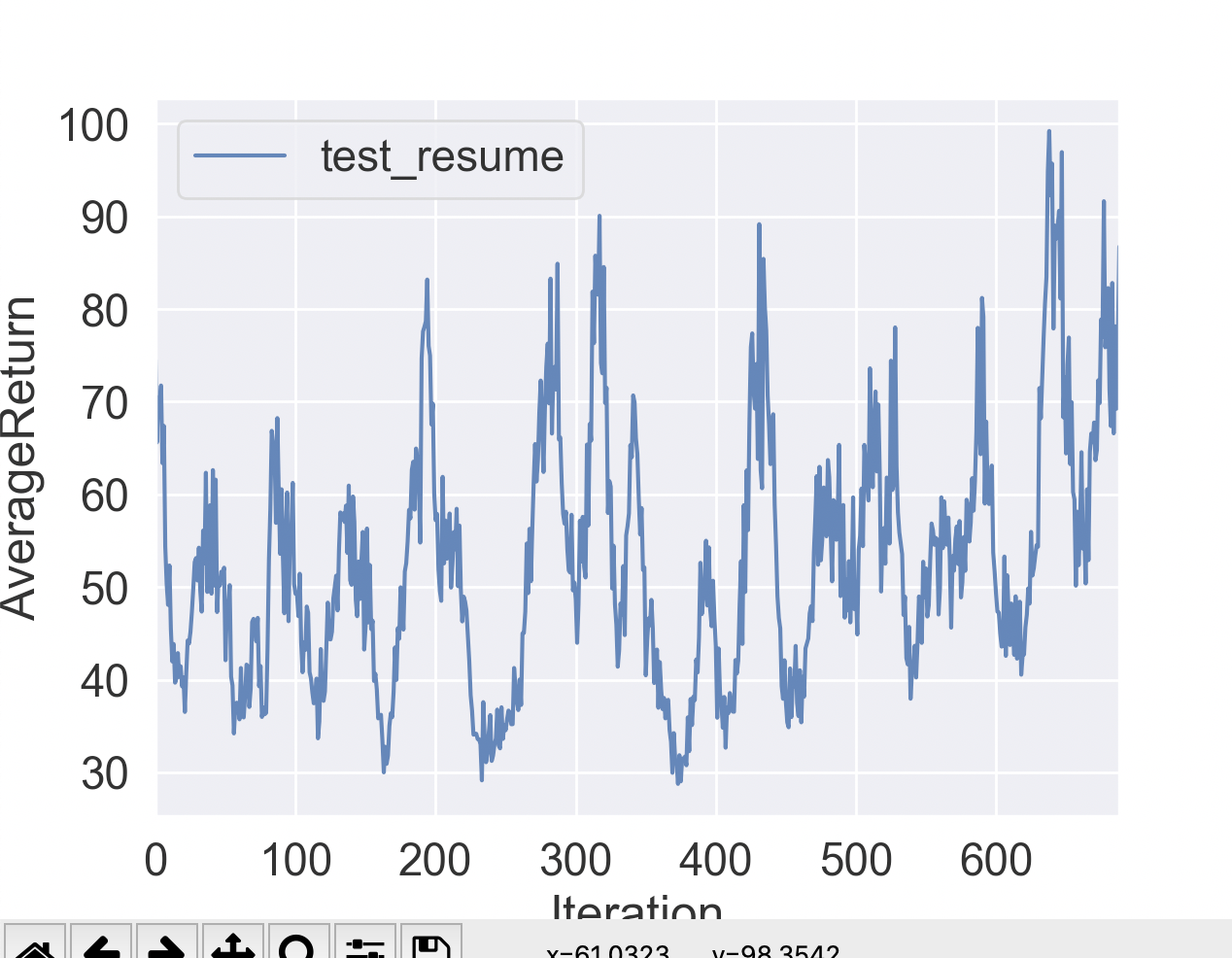
Log of gravity ball training

This is what happened when I restarted the training with a reward about 80 this is for the discrete case with the movement speed of 10



Run that model with

python train\_pg\_f18.py GB\_game -ep 10000 -n 10 -l 2 -s 64 -b 30000 -rc -rp --num\_enemies 4 --gb\_discrete --output\_activation None --render --run\_model\_only my\_save\_loc/gcloud/test\_resume\_GB\_game\_18-12-2019\_19-24-10.ckpt --gb\_max\_speed 10

It’s beautiful.

After 3k iterations, looks like

A screenshot of a cell phone

Description automatically generated

And it’s much more beautiful running.

Note that I really need to parallelize the process of generating data. The double cpu doesn’t even run much faster at all!

Now with the more training we’ve got

A screenshot of a cell phone

Description automatically generated

Trained using: screen python train\_pg\_f18.py GB\_game -ep 10000 --discount 0.99 -n 10000 -l 2 -s 64 -b 100000 -lr 10e-4 --exp\_name resume\_best\_train -rc -rp --save\_models --save\_best\_model --script\_optimizing\_dir gb\_discrete --num\_enemies 4 --gb\_discrete --output\_activation None --gb\_max\_speed 10 --resume\_string my\_save\_loc/gb\_discrete/test\_resume\_GB\_game\_18-12-2019\_19-24-10.ckpt

Transfer the data stuff w/

matthewhunt@matthews-mbp ~ % gcloud compute scp --recurse instance-1:/home/matthewhunt/deep\_rl\_course/homework/hw2/data/gb\_discrete/resume\_best\_train\_GB\_game\_20-12-2019\_04-11-41 Coding/RL\_Stuff/berkley\_rl\_course/homework/hw2/my\_save\_loc/gcloud

Ran it with:

python train\_pg\_f18.py GB\_game -ep 10000 -n 10 -l 2 -s 64 -b 30000 -rc -rp --num\_enemies 4 --gb\_discrete --output\_activation None --render --run\_model\_only my\_save\_loc/gcloud/resume\_best\_train\_GB\_game\_20-12-2019\_04-11-41.ckpt --gb\_max\_speed 10

It’s saved in photos and it’s epic.

So now my stuff is actually running in parallel and Ray. Run the following commands to train it without the report Circle, which trains quickly

python train\_pg\_f18\_ray.py GB\_game -n 20 -ep 10000 -b 100000 --save\_best\_model --save\_models --output\_activation None --parallel --num\_enemies 4