

# DRLND Report Project 1

Ayman Bin Kamruddin

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## Solution

I have used the DQN agent and algorithm from earlier on in the course, and have modified the environment from gymnasium to Unity.

Hyper parameters:

- Epsilon decayed from 1 to 0.1
- learning rate  $5 \times 10^{-4}$
- Gamma 0.99
- Batch size 64
- Network updated every FOUR timesteps

Model is simple deep fully-connected network.

Future performance can be improved by modifying hyperparameters and changing Neural Net model architecture.

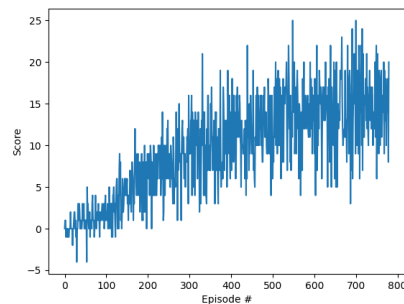


Figure 1: Plot of scores