CS 3793 - Lab 4

Option 1: Reinforcement Learning

Name: Bryan Burkhardt

UTSA ID: xmv643

Lab Overview

This application uses reinforcement learning and a neural network to play CartPole. For this lab, failure to me would look like a program that does not learn and makes no advancement in score. Success would look like an agent that learns and improves its score over many iterations.

Environment Setup & Installation

Dependency	Version
Python	2.7
TensorFlow	1.7
Gym	0.10.5
NumPy	1.14.2
Statistics	1.0.3.5
TFLearn	0.3.2

Step	Dependency Name(s)	Link or command
1	Python 2.7	https://www.python.org/downloads/
2	Tensorflow 1.7	https://www.tensorflow.org/install/ sudo pip install tensorflow
3	TFLearn	http://tflearn.org/installation/ sudo pip install tflearn
4	NumPy	https://www.scipy.org/scipylib/download.html
5	Statistics	sudo pip install statistics
5	gym	https://gym.openai.com/docs/#installation sudo pip install gym

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Implementation

Input: A random action from a set of all possible actions the agent can take.

Output: The output is the random action the agent took and the results/score resulting from that action.

Environment: Classic Control > CartPole-v0

Algorithm Type: Action-based

Algorithm: Neural Network / Reinforcement learning

Activation Function(s): relu and softmax

of Hidden Layers: 2

of Hidden Units Per Layer: 64

of Episodes: 10,000

of Steps: 500 per episode

Results & Analysis

For the first couple of runs, the AI was averaging around 70-100 for its score. As I kept running it, later iterations started getting higher and higher scores and eventually capped out at 200 (which I am assuming is max). I would say the AI is learning extremely well.

References

Part 1 – https://www.youtube.com/watch?v=3zeg7H6cAJw

Part 2 – https://www.youtube.com/watch?v=RVt4EN-XdPA

Part 3 – https://www.youtube.com/watch?v=G-KvpNGudLw

Part 4 – https://www.youtube.com/watch?v=HCBX2cuA5UU

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