Using Custom Environments

To use the rl baselines with custom environments, they just need to follow the *gym* interface. That is to say, your environment must implement the following methods (and inherits from OpenAI Gym Class):

Note

If you are using images as input, the input values must be in [0, 255] and np.uint8 as the observation is normalized (dividing by 255 to have values in [0, 1]) when using CNN policies. Images can be either channel-first or channel-last.

```
import gym
from gym import spaces

class CustomEnv(gym.Env):
  """Custom Environment that follows gym interface"""
  metadata = {'render.modes': ['human']}

  def __init__(self, arg1, arg2, ...):
    super(CustomEnv, self).__init__()
    # Define action and observation space
    # They must be gym.spaces objects
    # Example when using discrete actions:
    self.action_space = spaces.Discrete(N_DISCRETE_ACTIONS)
    # Example for using image as input (can be channel-first or channel-last):
    self.observation_space = spaces.Box(low=0, high=255,
                                        shape=(HEIGHT, WIDTH, N_CHANNELS), dtype=np.uint8)

  def step(self, action):
    ...
    return observation, reward, done, info
  def reset(self):
    ...
    return observation  # reward, done, info can't be included
  def render(self, mode='human'):
    ...
  def close (self):
    ...
```

Then you can define and train a RL agent with:

```
# Instantiate the env
env = CustomEnv(arg1, ...)
# Define and Train the agent
model = A2C('CnnPolicy', env).learn(total_timesteps=1000)
```

To check that your environment follows the gym interface, please use:

```
from stable_baselines3.common.env_checker import check_env

env = CustomEnv(arg1, ...)
# It will check your custom environment and output additional warnings if needed
check_env(env)
```

We have created a colab notebook for a concrete example of creating a custom environment.

You can also find a complete guide online on creating a custom Gym environment.

Optionally, you can also register the environment with gym, that will allow you to create the RL agent in one line (and use `gym.make()` to instantiate the env).

In the project, for testing purposes, we use a custom environment named `IdentityEnv` defined in this file. An example of how to use it can be found here.