## January 23, 2024

%pylab is deprecated, use %matplotlib inline and import the required libraries. Populating the interactive namespace from numpy and matplotlib device = cuda

[1]: RayContext(dashboard\_url='', python\_version='3.10.13', ray\_version='2.9.1', ray\_commit='cfbf98c315cfb2710c56039a3c96477d196de049', protocol\_version=None)

```
[2]: @ray.remote
     class Rollout:
         def __init__(self, screen_width, screen_height, hd=True,_
      ⇔track='lighthouse', render=True):
             # Init supertuxkart
             if not render:
                 config = pystk.GraphicsConfig.none()
             elif hd:
                 config = pystk.GraphicsConfig.hd()
             else:
                 config = pystk.GraphicsConfig.ld()
             config.screen_width = screen_width
             config.screen_height = screen_height
             pystk.init(config)
             self.render = render
             race_config = pystk.RaceConfig(track=track)
             self.race = pystk.Race(race_config)
             self.race.start()
```

```
def __call__(self, agent, n_steps=200):
        torch.set_num_threads(1)
        self.race.restart()
        self.race.step()
        data = []
        track_info = pystk.Track()
        track_info.update()
        for i in range(n steps):
            world_info = pystk.WorldState()
            world_info.update()
            # Gather world information
            kart_info = world_info.players[0].kart
            agent_data = {'track_info': track_info, 'kart_info': kart_info}
            if self.render:
                agent_data['image'] = np.array(self.race.render_data[0].image)
            # Act
            action = agent(**agent_data)
            agent_data['action'] = action
            # Take a step in the simulation
            self.race.step(action)
            # Save all the relevant data
            data.append(agent_data)
        return data
def show_video(frames, fps=30):
    import imageio
    from IPython.display import Video, display
    imageio.mimwrite('/tmp/test.mp4', frames, fps=fps, bitrate=10000000)
    display(Video('/tmp/test.mp4', width=800, height=600, embed=True))
viz_rollout = Rollout.remote(100, 75)
def show agent(agent, n steps=600):
    data = ray.get(viz_rollout.__call__.remote(agent, n_steps=n_steps))
    show_video([d['image'] for d in data])
rollouts = [Rollout.remote(100, 75) for i in range(10)]
def rollout_many(many_agents, **kwargs):
   ray_data = []
    for i, agent in enumerate(many_agents):
```

```
ModuleNotFoundError Traceback (most recent call last)

Cell In[2], line 75
72 return action
74 # Let's load a fancy auto-pilot. You'll write one yourself in youruchomework.
---> 75 from _auto_pilot import auto_pilot
77 show_agent(auto_pilot)

ModuleNotFoundError: No module named '_auto_pilot'
```

```
[3]: from torchvision.transforms import functional as TF
     class ActionNet(torch.nn.Module):
         def __init__(self):
             super().__init__()
             self.network = torch.nn.Sequential(
                 torch.nn.BatchNorm2d(3),
                 torch.nn.Conv2d(3, 16, 5, stride=2),
                 torch.nn.ReLU(),
                 torch.nn.Conv2d(16, 32, 5, stride=2),
                 torch.nn.ReLU(),
                 torch.nn.Conv2d(32, 32, 5, stride=2),
                 torch.nn.ReLU(),
                 torch.nn.Conv2d(32, 32, 5, stride=2),
                 torch.nn.ReLU()
             )
             self.classifier = torch.nn.Linear(32, 2)
         def forward(self, x):
             f = self.network(x)
             return self.classifier(f.mean(dim=(2,3)))
```

```
class Actor:
    def __init__(self, action_net):
        self.action_net = action_net.cpu().eval()
    def __call__(self, image, **kwargs):
        output = self.action_net(TF.to_tensor(image)[None])[0]
        action = pystk.Action()
        action.acceleration = 1
        action.steer = output[0]
        action.drift = output[1] > 0.5
        return action
def noisy_actor(actor, noise_std=5):
    def act(**kwargs):
        action = actor(**kwargs)
        action.steer += np.random.normal(0, noise_std)
        return action
    return act
action_net = ActionNet()
actor = Actor(action_net)
```

```
[4]: %load_ext tensorboard
import tempfile
log_dir = 'log_04'
%tensorboard --logdir {log_dir} --reload_interval 1
```

<IPython.core.display.HTML object>

```
[5]: import torch.utils.tensorboard as tb
from datetime import datetime

n_epochs = 10
batch_size = 128
n_trajectories = 10

# Create the network
action_net = ActionNet().to(device)

# Create the optimizer
optimizer = torch.optim.Adam(action_net.parameters())

# Create the loss
```

```
loss = torch.nn.MSELoss()
# Collect the data
train_data = []
for data in rollout_many([auto_pilot]*n_trajectories):
    train_data.extend(data)
# Upload to the GPU
train_images = torch.stack([torch.as_tensor(d['image']) for d in train_data]).
 \rightarrowpermute(0,3,1,2).to(device).float()/255.
train_labels = torch.stack([torch.as_tensor((d['action'].steer, d['action'].
 drift)) for d in train_data]).to(device).float()
# Start training
global_step = 0
action_net.train().to(device)
logger = tb.SummaryWriter(log_dir+'/'+str(datetime.now()), flush_secs=1)
for epoch in range(n_epochs):
    for iteration in range(0, len(train_data), batch_size):
        batch_ids = torch.randint(0, len(train_data), (batch_size,),__

device=device)

        batch images = train images[batch ids]
        batch_labels = train_labels[batch_ids]
        o = action_net(batch_images)
        loss_val = loss(o, batch_labels)
        logger.add_scalar('train/loss', loss_val, global_step)
        global_step += 1
        optimizer.zero_grad()
        loss_val.backward()
        optimizer.step()
```

```
NameError Traceback (most recent call last)

Cell In[5], line 19

17 # Collect the data

18 train_data = []

---> 19 for data in rollout_many([auto_pilot]*n_trajectories):

20 train_data.extend(data)

22 # Upload to the GPU

NameError: name 'auto_pilot' is not defined
```

```
[]: show_agent(Actor(action_net), n_steps=600)
```

```
[8]: # Collect the data
     for data in rollout_many([Actor(action_net)]*n_trajectories):
         train_data.extend(data)
     # for data in rollout_many([noisy_actor(auto_pilot, noise_std=i//2) for i in_
      \neg range(n\_trajectories)]):
           train\_data.extend(data)
     # Supervise using the auto-pilot actions
     for d in train data:
         d['action'] = auto_pilot(**d)
     # Upload to the GPU
     train_images = torch.stack([torch.as_tensor(d['image']) for d in train_data]).
      \rightarrowpermute(0,3,1,2).to(device).float()/255.
     train_labels = torch.stack([torch.as_tensor((d['action'].steer, d['action'].
      drift)) for d in train_data]).to(device).float()
     # Start training
     logger = tb.SummaryWriter(log_dir+'/'+str(datetime.now()), flush_secs=1)
     global_step = 0
     action_net.train().to(device)
     for epoch in range(n_epochs):
         for iteration in range(0, len(train_data), batch_size):
             batch_ids = torch.randint(0, len(train_data), (batch_size,),__
      →device=device)
             batch_images = train_images[batch_ids]
             batch_labels = train_labels[batch_ids]
             o = action_net(batch_images)
             loss_val = loss(o, batch_labels)
             logger.add_scalar('train/loss', loss_val, global_step)
             global_step += 1
             optimizer.zero_grad()
             loss_val.backward()
             optimizer.step()
```

```
NameError Traceback (most recent call last)

Cell In[8], line 9
4 # for data in rollout_many([noisy_actor(auto_pilot, noise_std=i//2) for in range(n_trajectories)]):
5 # train_data.extend(data)
6
7 # Supervise using the auto-pilot actions
8 for d in train_data:
```

[]: