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Learning Algorithm

Deep Deterministic Policy Gradient (DDPG)

Algorithm 1 DDPG algorithm

Randomly initialize critic network $Q(s, a|\theta^Q)$ and actor $\mu(s|\theta^\mu)$ with weights θ^Q and θ^μ .

Initialize target network Q' and μ' with weights $\theta^{Q'} \leftarrow \theta^Q$, $\theta^{\mu'} \leftarrow \theta^\mu$

Initialize replay buffer R

for episode = 1, M do

Initialize a random process \mathcal{N} for action exploration

Receive initial observation state s_1

for t = 1, T do

Select action $a_t = \mu(s_t|\theta^{\mu}) + \mathcal{N}_t$ according to the current policy and exploration noise

Execute action a_t and observe reward r_t and observe new state s_{t+1}

Store transition (s_t, a_t, r_t, s_{t+1}) in R

Sample a random minibatch of N transitions (s_i, a_i, r_i, s_{i+1}) from R

Set
$$y_i = r_i + \gamma Q'(s_{i+1}, \mu'(s_{i+1}|\theta^{\mu'})|\theta^{Q'})$$

Update critic by minimizing the loss: $L = \frac{1}{N} \sum_{i} (y_i - Q(s_i, a_i | \theta^Q))^2$

Update the actor policy using the sampled policy gradient:

$$\nabla_{\theta^{\mu}} J \approx \frac{1}{N} \sum_{i} \nabla_{a} Q(s, a | \theta^{Q})|_{s=s_{i}, a=\mu(s_{i})} \nabla_{\theta^{\mu}} \mu(s | \theta^{\mu})|_{s_{i}}$$

Update the target networks:

$$\theta^{Q'} \leftarrow \tau \theta^Q + (1 - \tau)\theta^{Q'}$$

$$\theta^{\mu'} \leftarrow \tau \theta^{\mu} + (1 - \tau)\theta^{\mu'}$$

end for end for

Code Walk-through

File: Tennis.ipynb

- 1. Instantiate ddpg_agent
- 2. Initialize Variables
- 3. Outer Loop (2000 Episodes)
 - a. Reset the Tennis Environment
 - b. Retrieve the Initial State from the Environment
 - c. Reset the Learning Agent
 - d. Inner Loop (1 Full Episode)
 - i. Get Action for Given State from Agent
 - ii. Send the Action to the Environment
 - iii. Get the New State
 - iv. Get the Reward
 - v. Check if Episode is Done
 - vi. For Each Agent Loop
 - Transition to the next state
 - vii Accumulate rewards for the Episode
 - vii. Exit Loop when Done
 - e. Store each Episode's Score for the last 100 Episodes
 - f. Store each Episode's Score for Plotting

Model Architecture for Neural Network

Actor Model:

Three layer Neural Network

1st Layer takes as input the number of STATES, 128 units as output

 2^{nd} Layer – 128 units as input, 128 units as output

3rd Layer – 128 units as input, output is the number of ACTIONS

Rectified Linear Units connect the Layers together with a Batch Normalization for the first layer.

Critic Model:

Three layer Neural Network

1st Layer takes as input the number of STATES, 128 units as output

2nd Layer – 128 units + number of ACTIONS as input, 128 units as output

 3^{rd} Layer – 128 units as input, output is 1

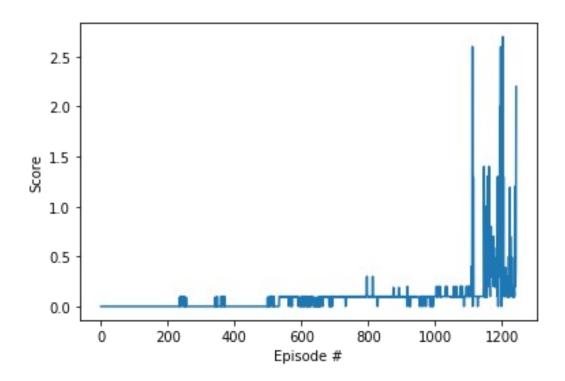
Rectified Linear Units connect the Layers together with a Batch Normalization for the first layer.

Hyper-parameters

Hyper Parameter	Value	Description
BUFFER_SIZE	1 x 10 ⁶	replay buffer size
BATCH_SIZE	1024	Mini batch size
GAMMA	0.99	discount factor
TAU	1 x 10 ⁻³	for soft update of target parameters
LR_ACTOR	2 x 10 ⁻⁴	learning rate of the actor
LR_CRITIC	2 x 10 ⁻⁴	learning rate of the critic
WEIGHT_DECAY	0	L2 weight decay
THETA	0.15	
SIGMA	0.1	

Results

(Goal: Average Score of .5 over 100 episodes)



Episode 100	Average Score: 0.00
Episode 200	
Episode 300	Average Score: 0.01
Episode 400	Average Score: 0.01
Episode 500	
Episode 600	
Episode 700	
Episode 800	
Episode 900	Average Score: 0.10
Episode 1000	Average Score: 0.08
Episode 1100	Average Score: 0.11
Episode 1200	
Episode 1242	
Environment solved in 1242 episodes!	9

Ideas for Future Work

Further tuning and optimization of parameters to solve the problem in less episodes

References

```
@misc{lillicrap2015continuous,
    title={Continuous control with deep reinforcement learning},
    author={Timothy P. Lillicrap and Jonathan J. Hunt and Alexander Pritzel and Nicolas Heess and
Tom Erez and Yuval Tassa and David Silver and Daan Wierstra},
    year={2015},
    eprint={1509.02971},
    archivePrefix={arXiv},
    primaryClass={cs.LG}
}
```