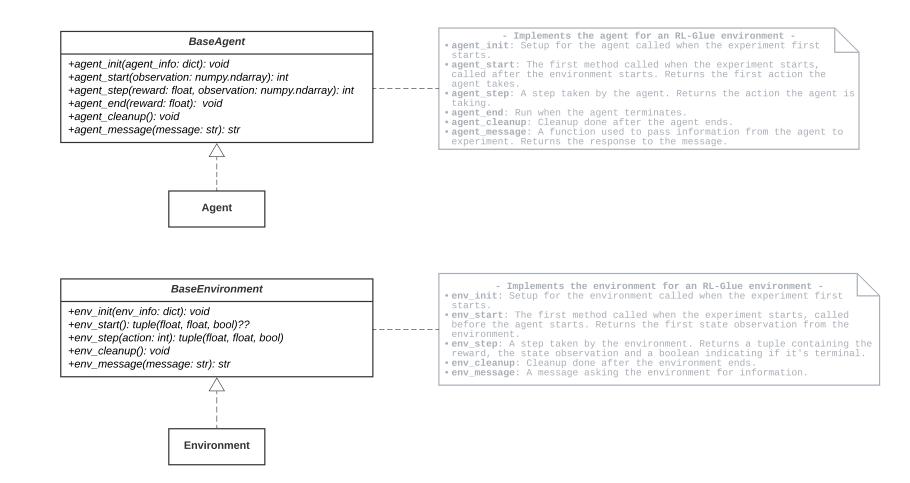
RL-Glue Class Diagram

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RLGlue

- + init (env class: str, agent class: str): void
- +rl init(agent init: dict, env init info: dict); void
- +rl start(agent start info: dict, env start info: dict): tuple(float, int)
- +rl agent start(observation: numpy.ndarray): int
- +rl agent step(reward: float, observation: numpy.ndarray): int
- +rl agent end(reward: float): void
- +rl env start(): tuple(float, float, bool)??
- +rl env step(action: int): tuple(float, float, bool)
- +rl step() tuple(float, float, int, bool)
- +rl cleanup(): void
- +rl_agent_message(message: str): str
- +rl env message(message: str): str
- +rl episode(max steps this episode: int): bool
- +rl return(): float
- +rl num steps(): int
- +rl num episodes(): int

- RLGlue class

- _init__: Creates a new istance starting from the name of the module where the environment and agent classes can be retrieved.
- •rl_init: Initial method called when RLGlue experiment is created.
- •rl_start: Starts RLGlue experiment. Returns an observation tuple containing the first state observation and the first action
- •rl_agent_start: Starts the agent. Returns the action taken by the agent.
- •rl_agent_step: Makes the agent take a step forward. Returns the action taken by the agent.
- rl_agent_end: Run when the agent terminates.
- •rl_env_start: Starts the RLGlue environment. Returns a tuple containing the reward, the state observation and a boolean indicating termination.
- •rl_env_step: Step taken by the environment based on the action selected by the agent. Returns a tuple containing the reward,
- the state observation and a boolean indicating termination. •rl_step: Step taken by RLGlue, moves the environment by a step and either moves or puts an end to the agent. Returns a tuple containing the reward, the last state observation, the last action, and a boolean indicating termination
- rl_cleanup: Cleanup done at the end of an experiment.
- •rl_agent_message: Message passed to communicate with the agent during the experiment. Returns the message from the agent.
- •rl_env_message: Message passed to communicate with the environment during the experiment. Returns the message from the
- •rl_episode: Runs an RLGlue episode. Returns a boolean stating whether the episode should terminate or not.
- rl_return: Getter for the total reward.rl_num_steps: Getter for the total number of steps taken.
- rl_num_episodes: Getter for the total number of episodes occured.