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```
from IPython.display import clear output
In [44]:
          import gym as g
          import random as rnd
          import numpy as np
          import time
          from sklearn.preprocessing import KBinsDiscretizer
          import math
          import matplotlib.pyplot as plt
In [45]:
          #Implement cartpole environment
          env = g.make("CartPole-v1").env
          #Printing Action and State space
In [46]:
          print(env.action space)
          print(env.observation_space)
          print(env.observation_space.high)
          print(env.observation_space.low)
         Discrete(2)
         Box([-4.8000002e+00 -3.4028235e+38 -4.1887903e-01 -3.4028235e+38], [4.8000002e+00 3.
         4028235e+38 4.1887903e-01 3.4028235e+38], (4,), float32)
         [4.8000002e+00 3.4028235e+38 4.1887903e-01 3.4028235e+38]
         [-4.8000002e+00 -3.4028235e+38 -4.1887903e-01 -3.4028235e+38]
In [47]:
         #this function makes the choice to go left or right
          def left_or_right(parameter,obs):
              if (np.matmul(parameter,obs) < 0):</pre>
                  return 0
              else:
                  return 1
In [48]:
          #Function to run a single epsiode with Random values
          def episode run(env, parameter, timesteps):
              #We reset here to ensure its a random situation
              obs = env.reset()
              #Initialize reward
              total_reward = 0
              #Loop through untill pole falls
              for i in range(timesteps):
                  #Make the choice left or right
                  choice = left or right(parameter,obs)
                  obs, reward, done, info = env.step(choice)
                  #Update total episode's reward after the action
                  total reward = total reward + reward
                  #Check if the pole is fallen after the timestep
                  if (done == True):
                      break
              return total reward
In [49]:
          def random search():
              #Initialize variable to store reward and paramater.
              parameter = 0
              reward = 0
              #Loop through numbers of episode with random
              #episode number
              episode number = 1000
```

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```
for i in range(episode_number):
    temp_parameter = np.random.rand(4)*2 - 1
    temp_reward = episode_run(env,temp_parameter,timesteps = 200)
    if (temp_reward > reward):

        #swap temp values in to full values
        parameter = temp_parameter
        reward = temp_reward

    #if 200 steps reached success
    if (temp_reward == 200):
        #Return episode needed for success
        return i
        break
print(parameter,reward)
```

```
In [50]: results =[]

#Loop through 100 time of random search method
for i in range(100):
    results.append(random_search())
print("Average episode for success for 100 train times:",sum(results)/100)
```

Average episode for success for 100 train times: 13.53

```
In [51]: # plot results
plt.hist(results,50, facecolor='b')
plt.xlabel('Needed episode to reach 200 success timestep')
plt.ylabel('Frequency')
plt.title('Random search histogram')
plt.show()
```

