

Extended Data Table 1 | List of hyperparameters and their values

Hyperparameter	Value	Description
minibatch size	32	Number of training cases over which each stochastic gradient descent (SGD) update is computed.
replay memory size	1000000	SGD updates are sampled from this number of most recent frames.
agent history length	4	The number of most recent frames experienced by the agent that are given as input to the \ensuremath{Q} network.
target network update frequency	10000	The frequency (measured in the number of parameter updates) with which the target network is updated (this corresponds to the parameter C from Algorithm 1).
discount factor	0.99	Discount factor gamma used in the Q-learning update.
action repeat	4	Repeat each action selected by the agent this many times. Using a value of 4 results in the agent seeing only every 4th input frame.
update frequency	4	The number of actions selected by the agent between successive SGD updates. Using a value of 4 results in the agent selecting 4 actions between each pair of successive updates.
learning rate	0.00025	The learning rate used by RMSProp.
gradient momentum	0.95	Gradient momentum used by RMSProp.
squared gradient momentum	0.95	Squared gradient (denominator) momentum used by RMSProp.
min squared gradient	0.01	Constant added to the squared gradient in the denominator of the RMSProp update.
initial exploration	1	Initial value of ϵ in $\epsilon\text{-greedy}$ exploration.
final exploration	0.1	Final value of ϵ in ϵ -greedy exploration.
final exploration frame	1000000	The number of frames over which the initial value of ϵ is linearly annealed to its final value.
replay start size	50000	A uniform random policy is run for this number of frames before learning starts and the resulting experience is used to populate the replay memory.
no-op max	30	Maximum number of "do nothing" actions to be performed by the agent at the start of an episode.

The values of all the hyperparameters were selected by performing an informal search on the games Pong, Breakout, Seaquest, Space Invaders and Beam Rider. We did not perform a systematic grid search owing to the high computational cost, although it is conceivable that even better results could be obtained by systematically tuning the hyperparameter values.