```
AAKASH DESHMANE \
133008022 \
ECEN 743 ASSIGNMENT 4 \
ECEN 743: Reinforcement Learning
Deep Q-Learning
Code tested using
  1. gymnasium 0.27.1
  2. box2d-py  2.3.5
  3. pytorch   2.0.0
  4. Python    3.9.12
1 & 2 can be installed using pip install gymnasium[box2d]
General Instructions
1. This code consists of TODO blocks, read them carefully and complete
the blocks
2. Type your code between the following lines
      ###### TYPE YOUR CODE HERE ######
      ###################################
3. The default hyperparameters should be able to solve LunarLander-v2
4. You do not need to modify the rest of the code for this assignment,
free to do so if needed.
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ECEN 743 ASSIGNMENT 4

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2. Type your code between the following lines

```
###### TYPE YOUR CODE HERE ######
###################################
```

3. The default hyperparameters should be able to solve LunarLander-v2
4. You do not need to modify the rest of the code for this assignment, feel free to do so if needed.

+ Code + Text

```
!pip install gymnasium[all]
```

```
Looking in indexes: https://pypi.org/simple, https://us-python.pkg.dev/colab-wheels/public/simple/
Requirement already satisfied: gymnasium[all] in /usr/local/lib/python3.9/dist-packages (0.28.1)
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```

```
!pip3 install torch
```

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Looking in indexes: https://pypi.org/simple, https://us-python.pkg.dev/colab-wheels/public/simple/
Requirement already satisfied: torch in /usr/local/lib/python3.9/dist-packages (2.0.0+cu118)
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Requirement already satisfied: mpmath>=0.19 in /usr/local/lib/python3.9/dist-packages (from sympy->torch) (1.3.0)
```

```
import gymnasium as gym
import random
import torch
import torch.nn as nn
import torch.nn.functional as F
import torch.optim as optim
import argparse
import numpy as np
from collections import deque, namedtuple
import matplotlib.pyplot as plt
import base64, io
import cv2


```

```
/usr/local/lib/python3.9/dist-packages/ipykernel/ipkernel.py:283: DeprecationWarning: `should_run_async` will not call `transform_cell`
  and should_run_async(code)
```

```
class ExperienceReplay:
    """
    Based on the Replay Buffer implementation of TD3
    Reference: https://github.com/sfujim/TD3/blob/master/utils.py
    """
    def __init__(self, state_dim, action_dim,max_size,batch_size,gpu_index=0):
        self.max_size = max_size
        self.ptr = 0
        self.size = 0
        self.state = np.zeros((max_size, state_dim))
        self.action = np.zeros((max_size, action_dim))
        self.next_state = np.zeros((max_size, state_dim))
        self.reward = np.zeros((max_size, 1))
        self.done = np.zeros((max_size, 1))
        self.batch_size = batch_size
        self.device = torch.device('cuda', index=gpu_index) if torch.cuda.is_available() else torch.device('cpu')


    def add(self, state, action,reward,next_state, done):
        self.state[self.ptr] = state
        self.action[self.ptr] = action
        self.next_state[self.ptr] = next_state
        self.reward[self.ptr] = reward
        self.done[self.ptr] = done
        self.ptr = (self.ptr + 1) % self.max_size
        self.size = min(self.size + 1, self.max_size)

    def sample(self):
        ind = np.random.randint(0, self.size, size=self.batch_size)

        return (
            torch.FloatTensor(self.state[ind]).to(self.device),
            torch.FloatTensor(self.action[ind]).long().to(self.device),
            torch.FloatTensor(self.reward[ind]).to(self.device),
            torch.FloatTensor(self.next_state[ind]).to(self.device),
            torch.FloatTensor(self.done[ind]).to(self.device)
        )
```

```

```

```
class QNetwork(nn.Module):
    """
    Q Network: designed to take state as input and give out Q values of actions as output
    """

    def __init__(self, state_dim, action_dim):
        """
            state_dim (int): state dimenssion
            action_dim (int): action dimenssion
        """
        super(QNetwork, self).__init__()
        self.l1 = nn.Linear(state_dim, 64)
        self.l2 = nn.Linear(64, 64)
        self.l3 = nn.Linear(64, action_dim)

    def forward(self, state):
        q = F.relu(self.l1(state))
        q = F.relu(self.l2(q))
        return self.l3(q)
```

```
class DQNAgent():

    def __init__(self,
     state_dim,
     action_dim,
     discount=0.99,
     tau=1e-3,
     lr=5e-4,
     update_freq=4,
     max_size=int(1e5),
     batch_size=64,
     gpu_index=0
     ):
        """
            state_size (int): dimension of each state
            action_size (int): dimension of each action
            discount (float): discount factor
            tau (float): used to update q-target
            lr (float): learning rate
            update_freq (int): update frequency of target network
            max_size (int): experience replay buffer size
            batch_size (int): training batch size
            gpu_index (int): GPU used for training
        """
        self.state_dim = state_dim
        self.action_dim = action_dim
        self.discount = discount
        self.tau = tau
        self.lr = lr
        self.update_freq = update_freq
        self.max_size = max_size
        self.batch_size = batch_size
        self.device = torch.device('cuda', index=gpu_index) if torch.cuda.is_available() else torch.device('cpu')


        # Setting up the NNs
        self.Q = QNetwork(state_dim, action_dim).to(self.device)
        self.Q_target = QNetwork(state_dim, action_dim).to(self.device)
        self.optimizer = optim.Adam(self.Q.parameters(), lr=self.lr)

        # Experience Replay Buffer
        self.memory = ExperienceReplay(state_dim,1,max_size,self.batch_size,gpu_index)

        self.t_train = 0

    def step(self, state, action, reward, next_state, done):
        """
        1. Adds (s,a,r,s') to the experience replay buffer, and updates the networks
        2. Learns when the experience replay buffer has enough samples
        3. Updates target netowork
        """
        self.memory.add(state, action, reward, next_state, done)
        self.t_train += 1
```

```

        # Experience Replay
        if self.memory.size > self.batch_size:
            experiences = self.memory.sample()
            self.learn(experiences, self.discount) #To be implemented

        # Target Network
        if (self.t_train % self.update_freq) == 0:
            self.target_update(self.Q, self.Q_target, self.tau) #To be implemented

    def select_action(self, state, epsilon = 0.):

        if np.random.random() > epsilon:
            state = torch.tensor(state, dtype=torch.float32, device=self.device) # converting our state to pytorch tensor
            self.Q.eval()
            with torch.no_grad():
                actions=self.Q.forward(state)
            self.Q.train()
            action = torch.argmax(actions).item() # .item() converts tensors to integers
        else:
                action=np.random.choice(self.action_dim)

        return action


    def learn(self, experiences, discount):
        """
        TODO: Complete this block to update the Q-Network using the target network
        1. Compute target using  self.Q_target ( tar get = r + discount * max_b [Q_target(s,b)] )
        2. Compute Q(s,a) using self.Q
        3. Compute MSE loss between step 1 and step 2
        4. Update your network
        Input: experiences consisting of states,actions,rewards,next_states and discount factor
        Return: None
        """
        states, actions, rewards, next_states, dones = experiences

        q_eval = self.Q(states).gather(1, actions)
        q_next = self.Q_target(next_states).detach().max(1)[0].unsqueeze(1)

        # Calcuating q_target
        q_target = rewards + discount * q_next * (1-dones)

        # Calculating loss and backpropogating
        loss = F.mse_loss(q_eval, q_target)
        self.optimizer.zero_grad()
        loss.backward()
        self.optimizer.step()
        self.target_update(self.Q, self.Q_target, tau)

    def target_update(self, Q, Q_target, tau):
        """
        TODO: Update the target network parameters (param_target) using current Q parameters (param_Q)
        Perform the update using tau, this ensures that we do not change the target network drastically
        1. param_target = tau * param_Q + (1 - tau) * param_target
        Input: Q,Q_target,tau
        Return: None
        """
        ###### TYPE YOUR CODE HERE ######
        for param_target, param_local in zip(Q_target.parameters(), Q.parameters()):
            param_target.data.copy_(tau*param_local.data + (1.0-tau)*param_target.data)


        #param_target = tau * param_Q + (1 - tau) * param_target
```

```

if __name__ == "__main__":
    seed = 0
    n_episodes = 1500
    batch_size = 64
    discount = 0.99
    lr = 5e-4                       # learning rate
    tau = 0.001                     # soft update of target network
    max_size = int(1e5)
    update_freq = 4
    gpu_index = 0
```

```
    max_eps_len = 1000
    #exploration strategy
    epsilon_start = 1               # start value of epsilon
    epsilon_end = 0.01              # end value of epsilon
    epsilon_decay = 0.995           # decay value of epsilon


    # making the environment
    env = gym.make("LunarLander-v2", render_mode="rgb_array")

    #setting seeds
    torch.manual_seed(seed)
    np.random.seed(seed)
    random.seed(seed)

    state_dim = env.observation_space.shape[0]
    action_dim = env.action_space.n

    kwargs = {
        "state_dim":state_dim,
        "action_dim":action_dim,
        "discount":discount,
        "tau":tau,
        "lr":lr,
        "update_freq":update_freq,
        "max_size":max_size,
        "batch_size":batch_size,
        "gpu_index":gpu_index
    }
    learner = DQNAgent(**kwargs) #Creating the DQN learning agent
    moving_window = deque(maxlen=100)
    scores=[]
    state_dict=[]
    best_state=0
    index=0
    epsilon_by_step = lambda step: float(epsilon_end+(epsilon_start - epsilon_end)*np.exp(-1. * step / epsilon_decay))

    # For visualization
    fourcc = cv2.VideoWriter_fourcc(*'mp4v')
    video = cv2.VideoWriter('lunar_landerv1.mp4', fourcc, 30, (600, 400))
    RENDER= True
    max_array= -1000000

    # Training code
    for e in range(n_episodes):
        state, _ = env.reset(seed=seed)
        curr_reward = 0
        for t in range(max_eps_len):
            epsilon = epsilon_by_step(t)
            action = learner.select_action(state, epsilon) #To be implemented
            n_state,reward,terminated,truncated,_ = env.step(action)
            done = terminated or truncated
            learner.step(state, action, reward, n_state, done) #To be implemented
            state = n_state
            curr_reward += reward
            #if RENDER:
                #frame = env.render()

                #video.write(frame)
            if done:
                break
        moving_window.append(curr_reward)
        scores.append(curr_reward)

        if np.mean(moving_window) > 200.00:
            torch.save(agent.Q.state_dict(), 'checkpoint.pth')

            #if RENDER:
                #frame = env.render()
                #frame = cv2.resize(frame, (600,400))
                #video.write(frame)


        """
        TODO: Write code for decaying the exploration rate using args.epsilon_decay
        and args.epsilon_end. Note that epsilon has been initialized to args.epsilon_start
        1. You are encouraged to try new methods
```

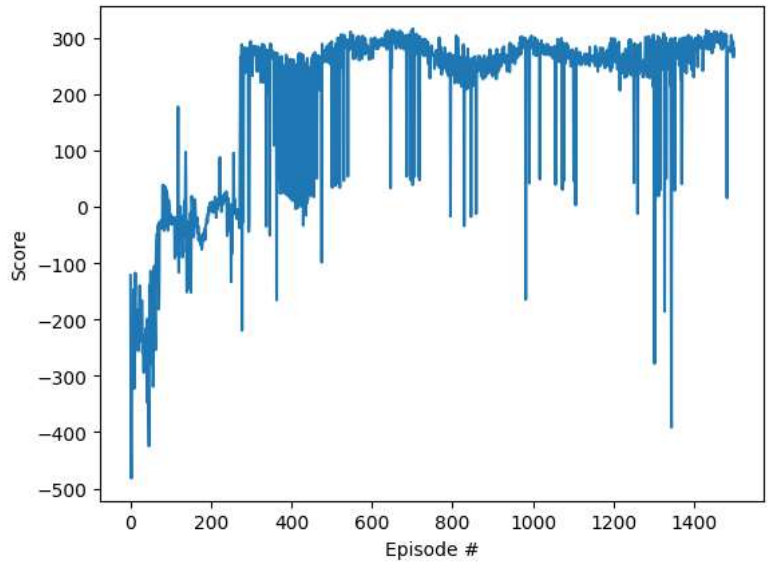
```
        """
        ###### TYPE YOUR CODE HERE ######
        ##################################

        if e % 100 == 0:
            print('Episode Number {} Average Episodic Reward (over 100 episodes): {:.2f}'.format(e, np.mean(moving_window)))
        #if curr_reward >= scores.max:
            #best_state=state_dict(e)
            #index=e

        """"
        TODO: Write code for
        1. Logging and plotting
        2. Rendering the trained agent
        """
    fig = plt.figure()
    ax = fig.add_subplot(111)
    plt.plot(np.arange(len(scores)), scores)
    plt.ylabel('Score')
    plt.xlabel('Episode #')
    plt.show()

    #video.release()
        ###### TYPE YOUR CODE HERE ######
```

```
Episode Number 0 Average Episodic Reward (over 100 episodes): -121.30
Episode Number 100 Average Episodic Reward (over 100 episodes): -151.32
Episode Number 200 Average Episodic Reward (over 100 episodes): -34.27
Episode Number 300 Average Episodic Reward (over 100 episodes): 56.14
Episode Number 400 Average Episodic Reward (over 100 episodes): 222.30
Episode Number 500 Average Episodic Reward (over 100 episodes): 196.65
Episode Number 600 Average Episodic Reward (over 100 episodes): 261.28
Episode Number 700 Average Episodic Reward (over 100 episodes): 285.49
Episode Number 800 Average Episodic Reward (over 100 episodes): 260.90
Episode Number 900 Average Episodic Reward (over 100 episodes): 240.62
Episode Number 1000 Average Episodic Reward (over 100 episodes): 265.98
Episode Number 1100 Average Episodic Reward (over 100 episodes): 267.61
Episode Number 1200 Average Episodic Reward (over 100 episodes): 257.59
Episode Number 1300 Average Episodic Reward (over 100 episodes): 254.96
Episode Number 1400 Average Episodic Reward (over 100 episodes): 237.16
```




```
# For visualization
from gym.wrappers.monitoring import video_recorder
from IPython.display import HTML
from IPython import display
import glob
```

```
def show_video(env_name):
    mp4list = glob.glob('video/*.mp4')
    if len(mp4list) > 0:
        mp4 = 'video/{}.mp4'.format(env_name)
        video = io.open(mp4, 'r+b').read()
        encoded = base64.b64encode(video)
        display.display(HTML(data='''<video alt="test" autoplay
```

```
                loop controls style="height: 400px;">
                <source src="data:video/mp4;base64,{0}" type="video/mp4" />
             </video>'''.format(encoded.decode('ascii'))))
    else:
        print("Could not find video")

def show_video_of_model(agent, env_name):
    env = gym.make(env_name, render_mode="rgb_array")
    fourcc = cv2.VideoWriter_fourcc(*'mp4v')
    video = cv2.VideoWriter('lunar_lander.mp4', fourcc, 30, (600, 400))
    agent.Q.load_state_dict(torch.load('checkpoint.pth'))
    state, _ = env.reset()
    print(state.shape)
    done = False
    while not done:
        frame = env.render()
        video.write(frame)

        action = agent.select_action(state)

        n_state,reward,terminated,truncated,_ = env.step(action)
        done = terminated or truncated
        agent.step(state, action, reward, n_state, done) #To be implemented
        state = n_state
    env.close()
    video.release()
```

```
state, _ = env.reset()
```

```
agent = DQNAgent(state_dim=8, action_dim=4)
show_video_of_model(agent, 'LunarLander-v2')

```

```
(8,)
```