Project 3 Report

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1 Test Results

```
98% | 98/100 [00:47<00:00, 2.23it/s] Episode 99 reward: 249.0
99% | 99/100 [00:49<00:00, 1.41it/s] Episode 100 reward: 0.0
100% | 100/100 episodes
| 100/100 episode
```

Figure 1: Test Results with best model

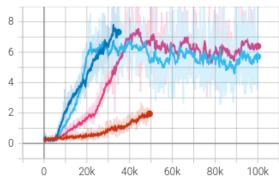
After days and hours of trying out various parameters, skipping frames, normalizing images, here is the conclusion of my work for this assignment.

During testing when the rewards are not clipped, the mean reward out of 100 episodes is 36.54, i.e. 37 points. The algorithm used was DQN with replay buffer and 2 networks. This is the best result I could get after training for many days with different hyper-parameters as explained in the next section. The DDQN algorithm performed worse for me.

2 Experiments

2.1 Graphs





Episodes vs Epsilon tag: Episodes vs Epsilon

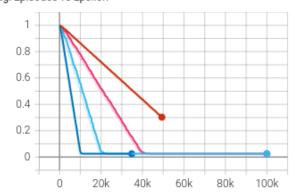


Figure 2: AvgReward vs Episodes

Figure 3: Epsilon vs Episodes

The above graphs are generated using the following:

	Models			
	DQN with			
RL Algorithm	* replay buffer			
	* 2 Q networks			
DL Network	CNN from DeepMind DQN Paper			
Optimizer	Adam			
Loss Function	Huber Loss			

2.2 Hyper-parameters

The hyper parameters used for each of the experiments in the graph is listed below. The hyper parameters in the last column gave the best results for me. In my understanding, the biggest factor was finding the right amount of exploration using the epsilon to decay around 40K episodes. The graph associated with it is the one in magenta color.

Hyper-parameters	Exp1	$\mathbf{Exp2}$	Exp3	$\mathbf{Exp4}$
	(Dark Red)	(Dark Blue)	(Light Blue)	(Magenta)
$Epsilon_Decayed_at_episode$	80K	10K	20K	$40\mathrm{K}$
Learning Rate	1e-4	1e-5	1e-4	1e-4
Gamma (Discount Factor)	1.0	1.0	0.99	0.99
Mini-batch size	64	64	32	32
Frames Skipped	10	0	0	0

2.3 Other Algorithms

I also tried the Double DQN (DDQN) algorithm. But that gave much worse results, i.e. the average rewards during training didn't go beyond 1. In the below pictures, the best DQN result is compared with the DDQN result.

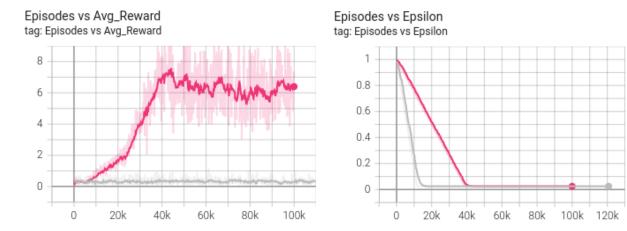


Figure 4: AvgReward vs Episodes

Figure 5: Epsilon vs Episodes

3 Visualization

The best result I got was from the DQN algorithm. The Learning Curve looks as shown below.

- 1. X-axis: number of episodes
- 2. Y-axis: average reward in last 30 episodes

Episodes vs Avg_Reward tag: Episodes vs Avg_Reward

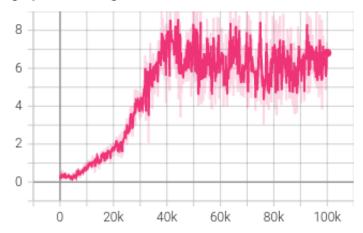


Figure 6: With my best model

Episodes vs Epsilon tag: Episodes vs Epsilon

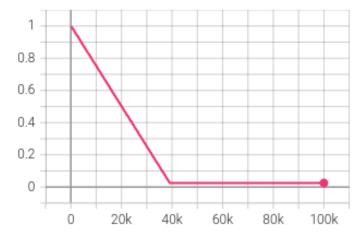


Figure 7: With my best model