Deep Reinforcement Learning

on Car Racing Game

Jiahao Zhang, Minghe Ren, Weixuan Jiang, Zhonghao Guo

Outline

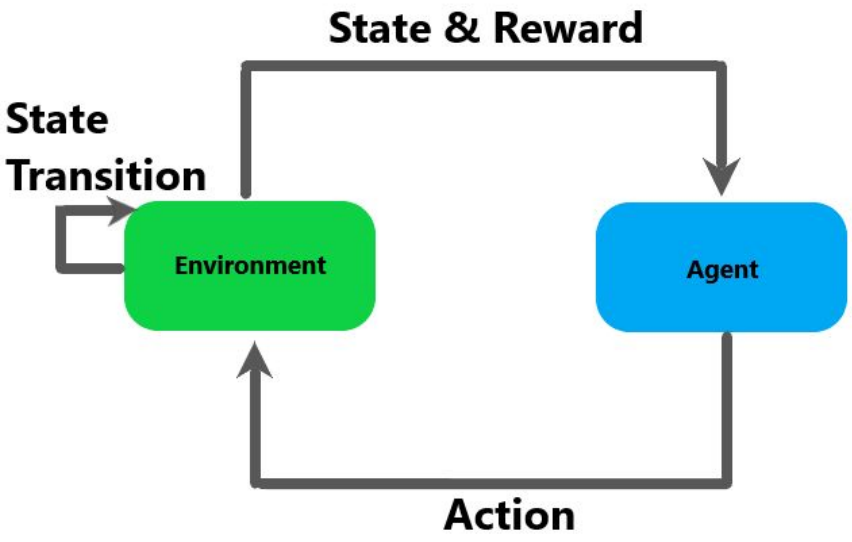
- Background
- Game Environment
- Deep Q-Network (DQN)
- Double DQN (DDQN)
- Dueling DQN
- Experimental Result

Outline

- Background
- Environment
- Deep Q-Network (DQN)
- Double DQN (DDQN)
- Dueling DQN
- Experimental Result

Reinforcement Learning Review

- Enables an agent to learn in an interactive environment
- Each action influences the agent’s future state
- Success is measured by reward
- Goal: select actions to maximize future reward



Outline

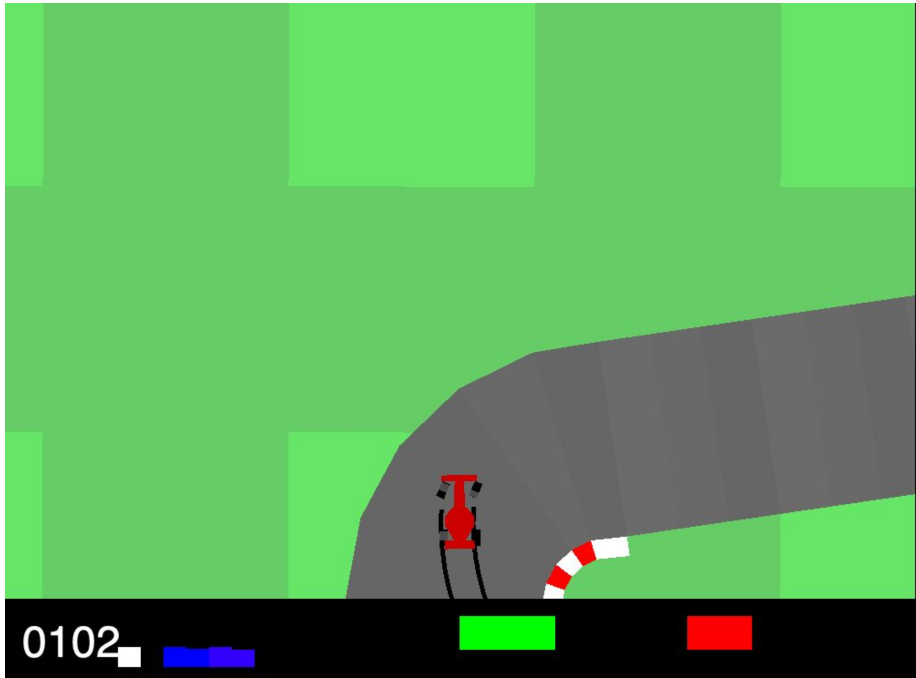
- Background
- Game Environment
- Deep Q-Network (DQN)
- Double DQN (DDQN)
- Dueling DQN
- Experimental Result

Game Environment

- Car-Racing-v0 from gym library as our basic environment
- Agent: car
- States: pics taken every 4 frames of 96×96 pixels
- Actions: forward, brake, left, right
- Reward:

  if action detected, reward -= 0.1

  if running out of playfield, reward -= 150



Outline

- Background
- Gaming Environment
- Deep Q-Network (DQN)
- Double DQN (DDQN)
- Dueling DQN
- Experimental Result

DQN

***

New Q-value

Discount Factor

$$Q_t = r_t + \gamma \max_{a'} Q(S_{t+1}, a'; \theta)$$

Reward

Pick an action that maximize Q-value

DQN

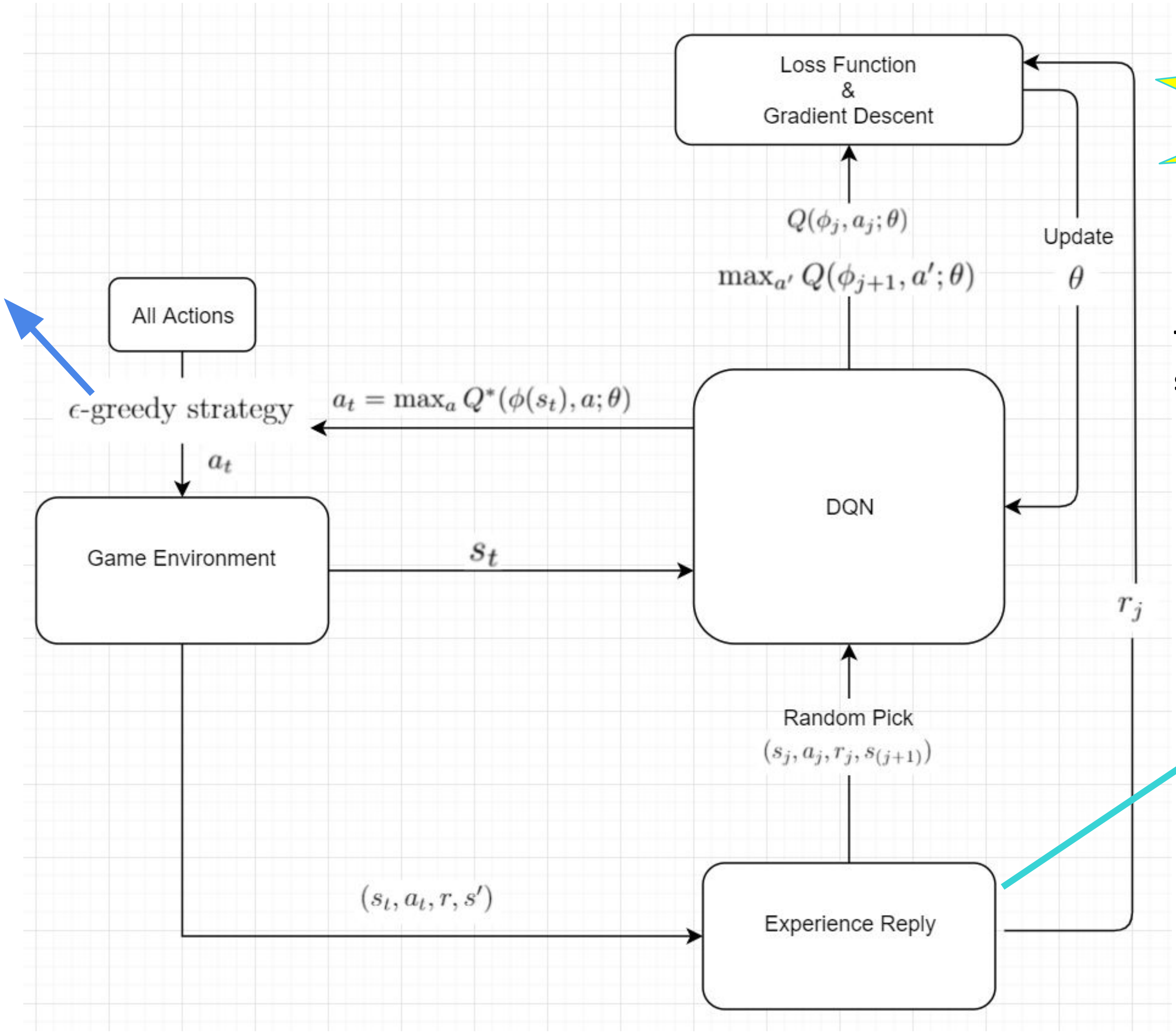
Algorithm 1 Deep Q-learning with Experience Replay

Initialize replay memory $\mathcal{D}$ to capacity N
Initialize action-value function Q with random weights
for episode $= 1, M$ **do**
  Initialise sequence $s_1 = \{x_1\}$ and preprocessed sequenced $\phi_1 = \phi(s_1)$
  for $t = 1, T$ **do**
    With probability ϵ select a random action a_t
    otherwise select $a_t = \max_a Q^*(\phi(s_t), a; \theta)$
    Execute action a_t in emulator and observe reward r_t and image x_{t+1}
    Set $s_{t+1} = s_t, a_t, x_{t+1}$ and preprocess $\phi_{t+1} = \phi(s_{t+1})$
    Store transition $(\phi_t, a_t, r_t, \phi_{t+1})$ in $\mathcal{D}$
    Sample random minibatch of transitions $(\phi_j, a_j, r_j, \phi_{j+1})$ from $\mathcal{D}$
    Set $y_j = \begin{cases} r_j & \text{for terminal } \phi_{j+1} \\ r_j + \gamma \max_{a'} Q(\phi_{j+1}, a'; \theta) & \text{for non-terminal } \phi_{j+1} \end{cases}$
    Perform a gradient descent step on $(y_j - Q(\phi_j, a_j; \theta))^2$ according to equation 3
  end for
end for

Algorithm from *Playing Atari with Deep Reinforcement Learning*

DQN

- Randomly select actions with ε probability
- Select the currently known best action with a 1- ε probability



The prev_state and new_state won't change too much.

The correlation between state and state is too strong!

Solve:

Random sampling to minimizing the correlation between data

Outline

- Background
- Gaming Environment
- Deep Q-Network (DQN)
- Double DQN (DDQN)
- Dueling DQN
- Experimental Result

Double DQN(DDQN) Improvement in Q value estimation

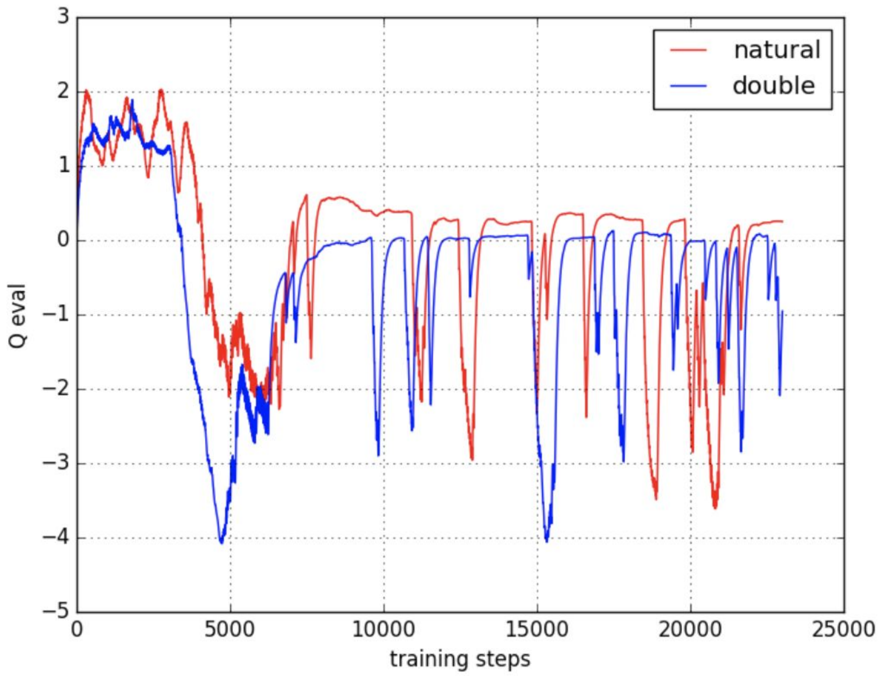
Why Double DQN works?

Original DQN target Y: $Y_t^{\mathrm{DQN}} \equiv R_t + \gamma \max_a Q(S_{t+1}, a; \boldsymbol{\theta}_t^-)$

Double DQN target Y: $Y_t^{\mathrm{DoubleQ}} \equiv R_t + \gamma Q(S_{t+1}, \operatorname{argmax}_a Q(S_{t+1}, a; \boldsymbol{\theta}_t); \boldsymbol{\theta}_t')$

In standard Q-learning and DQN, they both use same values to select and to evaluate an action. This may cause overestimated values, resulting overoptimistic value estimates. In double DQN, we use another second set of weights to evaluate the greedy policy estimating by the first set of weights (original DQN weights).

Double DQN(DDQN)



An example showing that the double DQN tends to reduce the overestimation

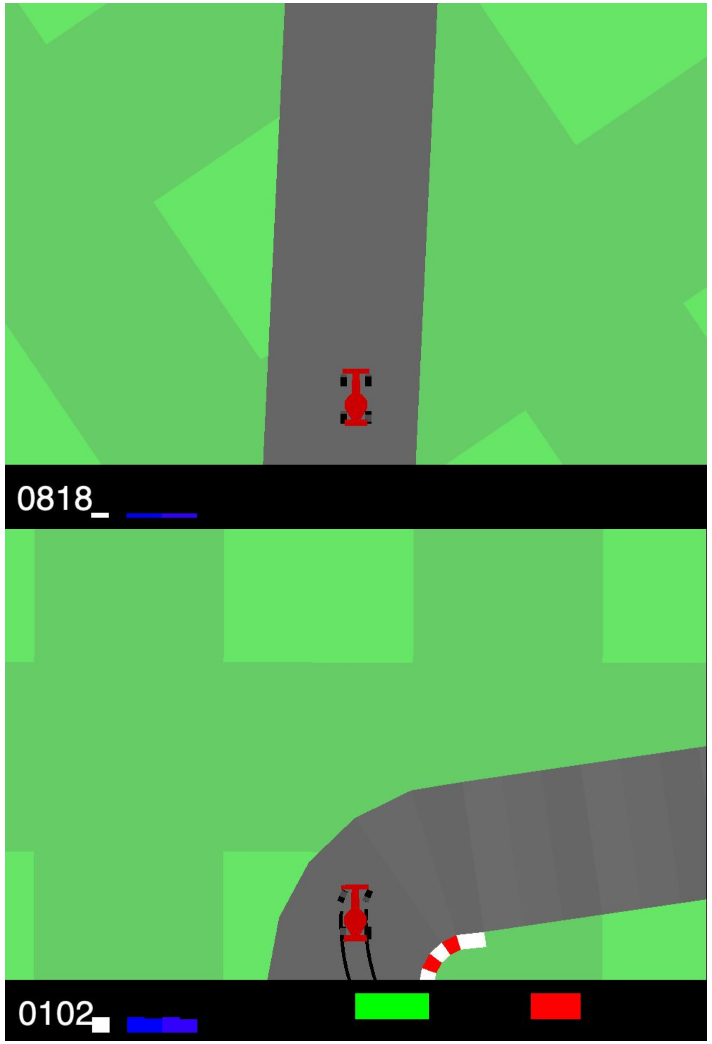
Outline

- Background
- Gaming Environment
- Deep Q-Network (DQN)
- Double DQN (DDQN)
- Dueling DQN
- Experimental Result

Dueling Network

- Why dueling network?
  There are many states where it's unnecessary to estimate the value of each action choice. Its actions do not affect the reward in any relevant way.

  Improvement in network structure!!!

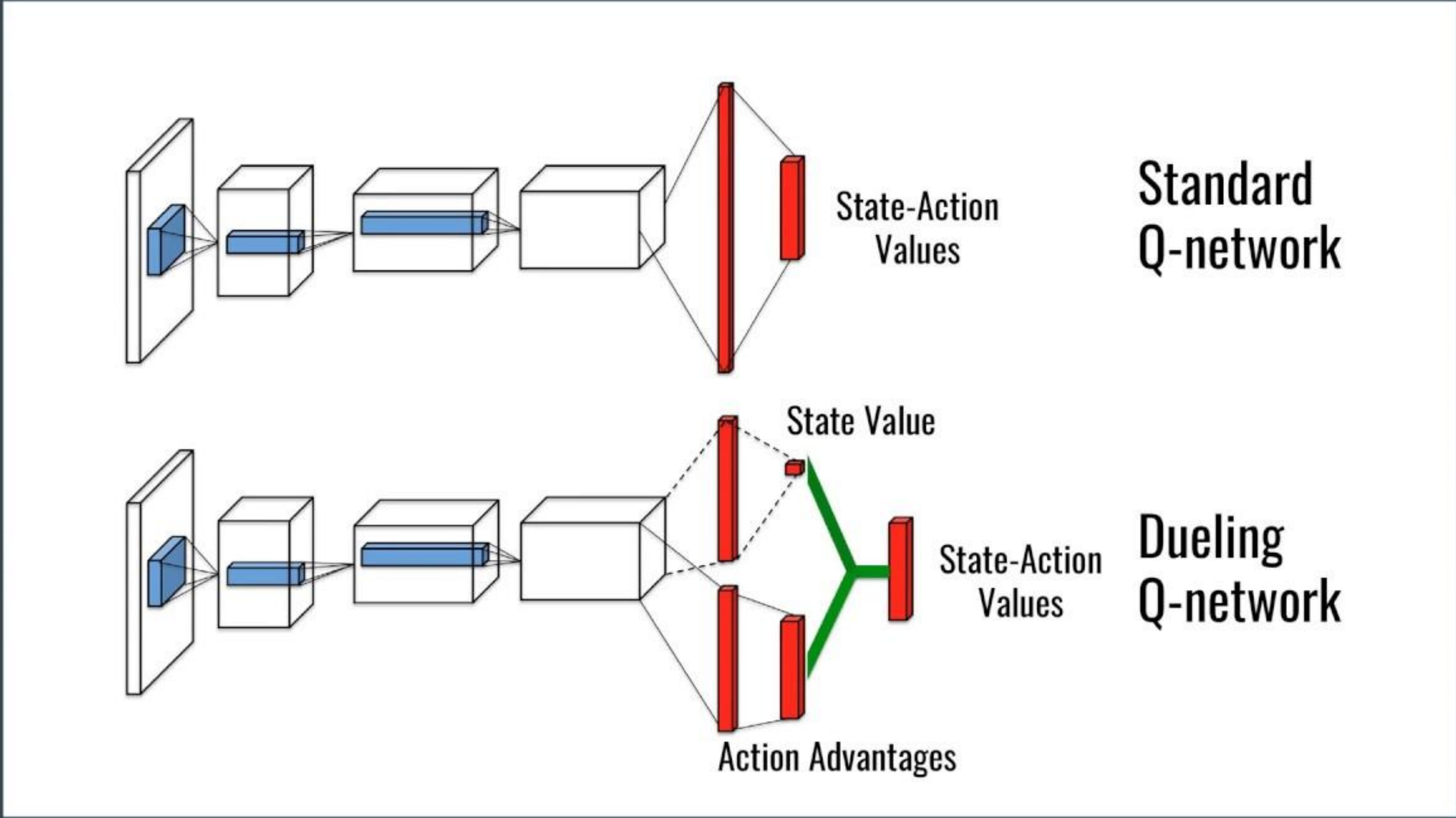


Dueling Network

- What is the new Q value here?
  <u>*state-value function*</u> $V(s;\theta,\beta)$, <u>*advantage function*</u> $A(s,a;\theta,\alpha)$

$$Q(s,a;\theta,\alpha,\beta) = V(s;\theta,\beta) + A(s,a;\theta,\alpha)$$

$$Q(s,a;\theta,\alpha,\beta) = V(s;\theta,\beta) + \left(A(s,a;\theta,\alpha) - \frac{1}{|A|}\sum_{a'} A(s,a';\theta,\alpha)\right)$$


State-Action
Values
Standard
Q-network
State Value
State-Action
Values
Dueling
Q-network
Action Advantages

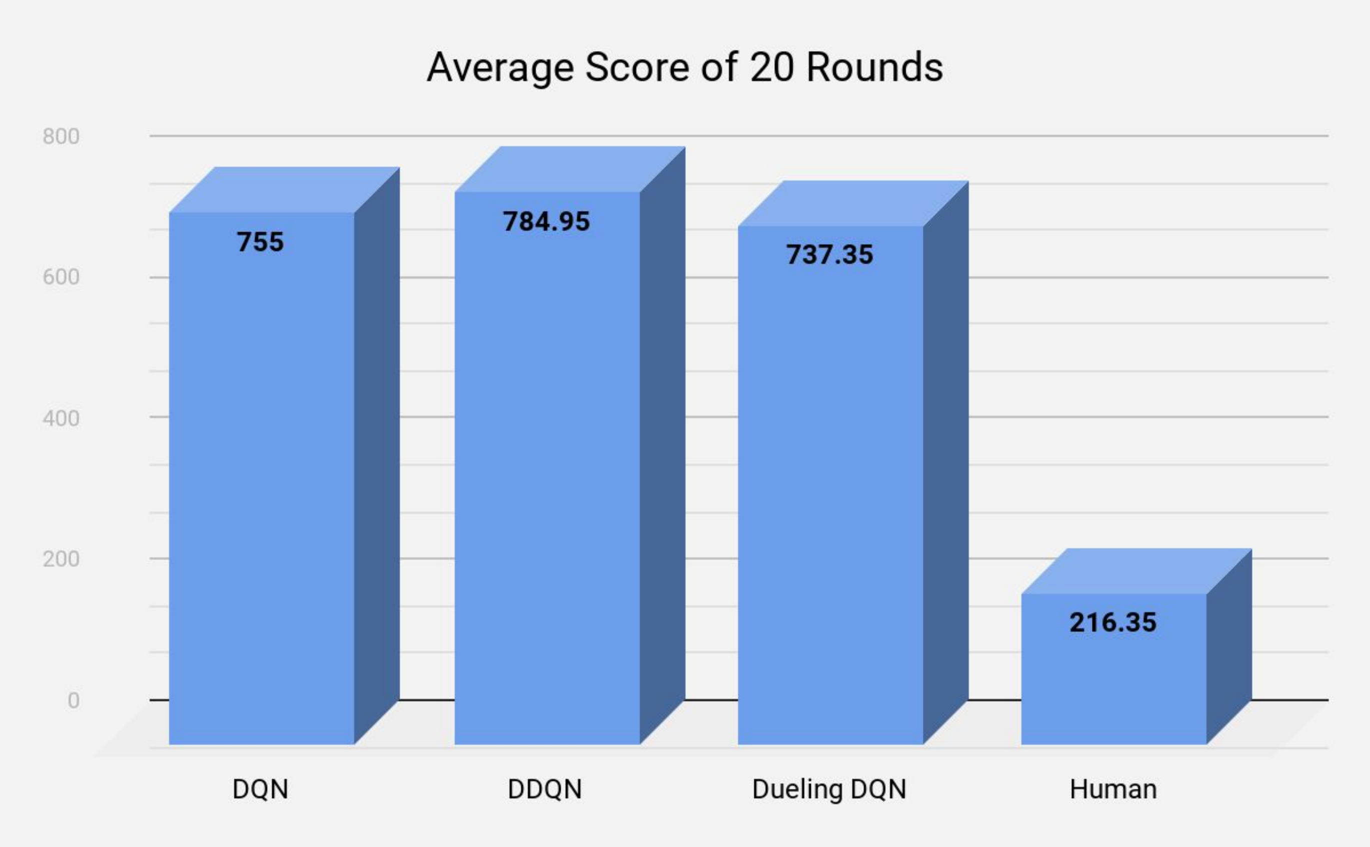
Outline

- Background
- Gaming Environment
- Deep Q-Network (DQN)
- Double DQN (DDQN)
- Dueling DQN
- Experimental Result

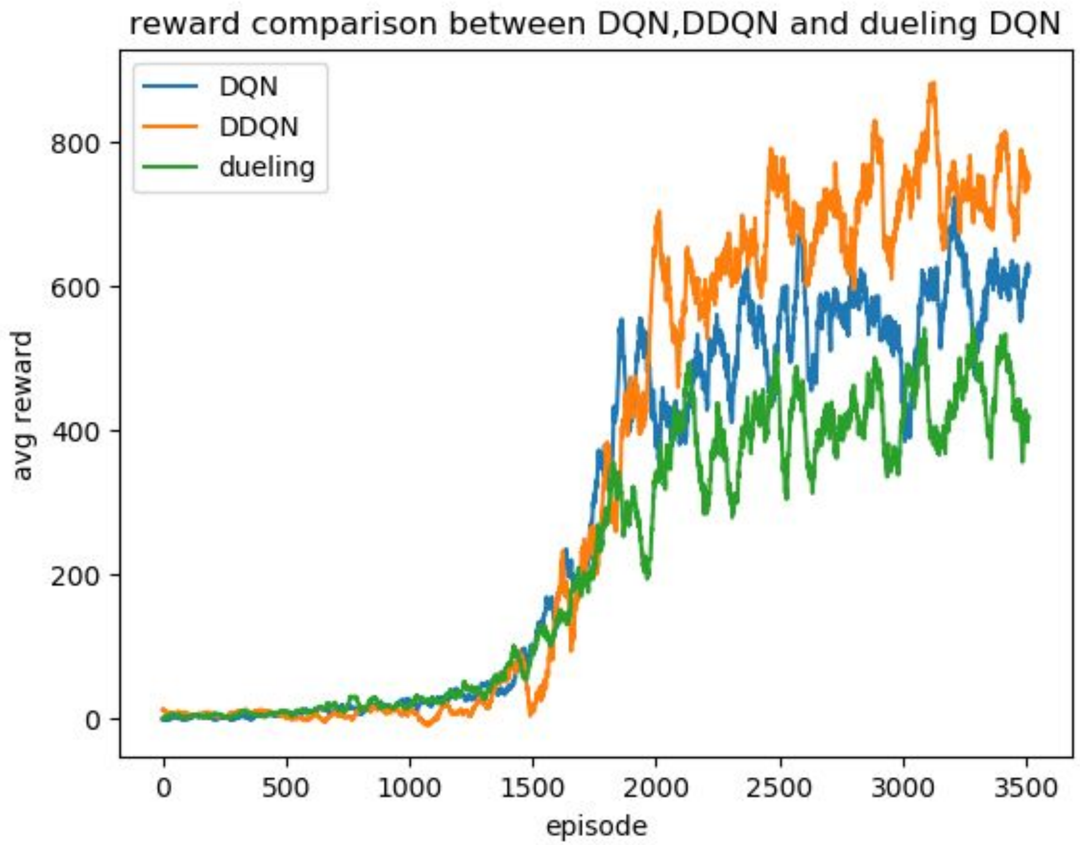
Test Results

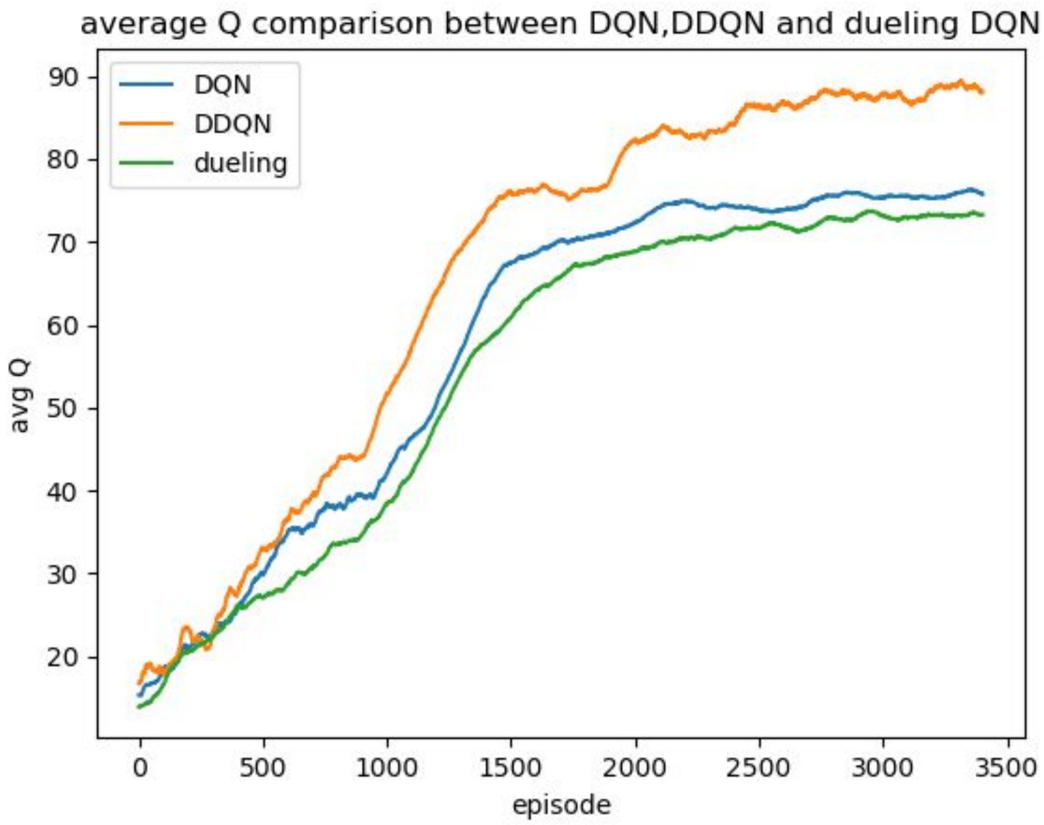
DQN	DDQN	Dueling DQN	Human
755	784.95	737.35	216.35

Average score of 20 rounds



Training Results





Result

Before training

After 12h training

END