强化学习 LAB2



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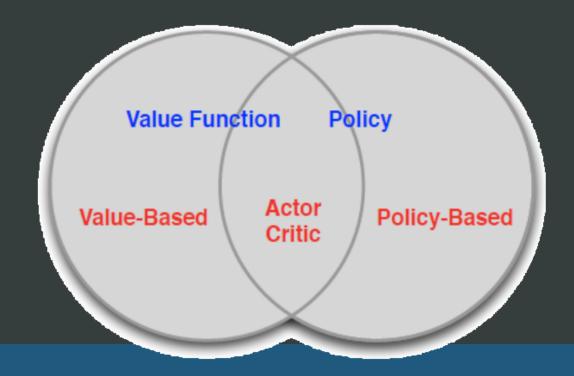
内容介绍

- •考察知识点
- •实验环境
- •实验任务
- •实验要求

考察知识点

背景介绍

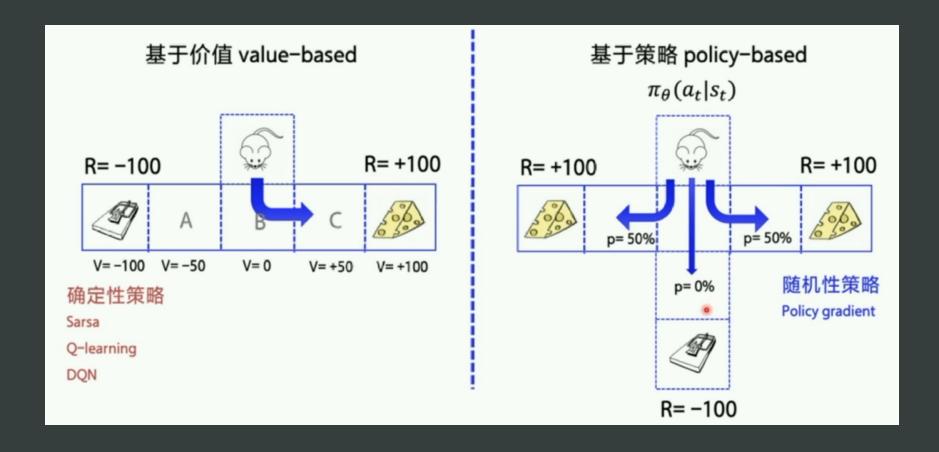
- ・ 实验一考察了mc, sarsa, q-learning等 三种value-based方法
- · 本次实验分为两个小实验,分别对Policy-Based以及Actor-Critic两种类型的方法进行考察

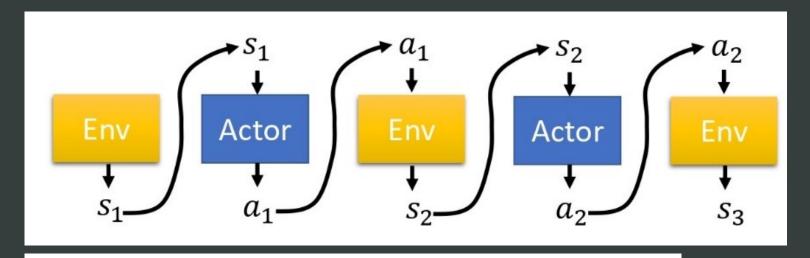




policy-based

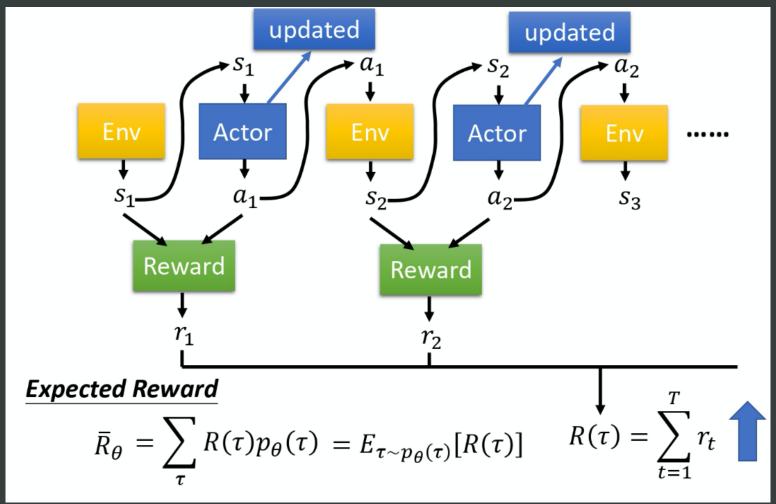
· 详见ppt lec7,以及lec12

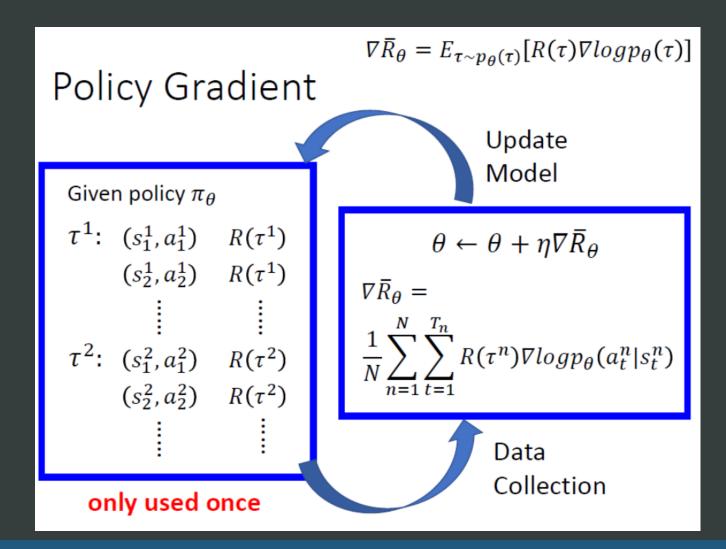




Trajectory
$$\tau = \{s_1, a_1, s_2, a_2, \cdots, s_t, a_t\}$$

$$\begin{split} p_{\theta}(\tau) &= p\left(s_{1}\right) p_{\theta}\left(a_{1}|s_{1}\right) p\left(s_{2}|s_{1}, a_{1}\right) p_{\theta}\left(a_{2}|s_{2}\right) p\left(s_{3}|s_{2}, a_{2}\right) \cdots \\ &= p\left(s_{1}\right) \prod_{t=1}^{T} p_{\theta}\left(a_{t}|s_{t}\right) p\left(s_{t+1}|s_{t}, a_{t}\right) \end{split}$$





小tip

Tip 1: Add a Baseline

$$\theta \leftarrow \theta + \eta \nabla \bar{R}_{\theta}$$
 It is possible that $R(\tau^n)$ is always positive.

$$\nabla \bar{R}_{\theta} \approx \frac{1}{N} \sum_{n=1}^{N} \sum_{t=1}^{T_n} (R(\tau^n) - \underline{b}) \nabla log p_{\theta}(a_t^n | s_t^n) \qquad b \approx E[R(\tau)]$$

· 小tip

$$\nabla \bar{R}_{\theta} \approx \frac{1}{N} \sum_{n=1}^{N} \sum_{t=1}^{T_n} \frac{(R(t^n) - b)}{(R(t^n) - b)} \nabla log p_{\theta}(a_t^n | s_t^n)$$

$$\longrightarrow \sum_{t'=t}^{T_n} r_{t'}^n \longrightarrow \sum_{t'=t}^{T_n} \gamma^{t'-t} r_{t'}^n$$
Add discount factor $\gamma < 1$

Actor-Critic

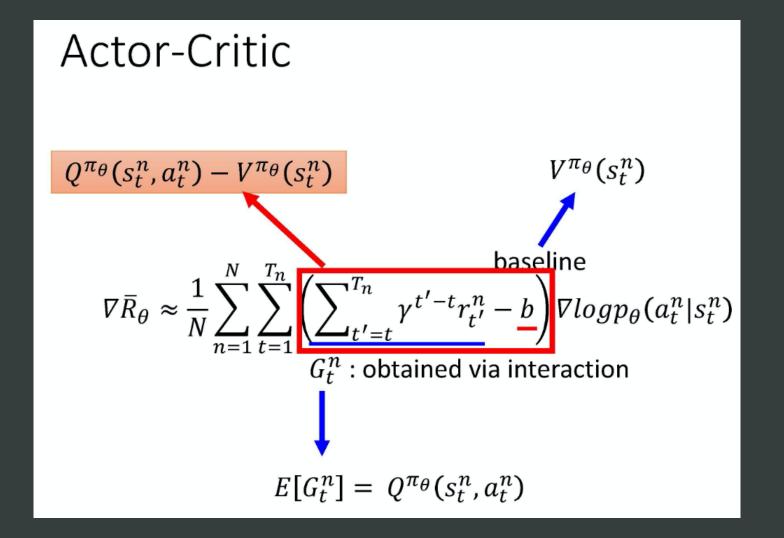
・详见ppt lec7,以及lec12

$$\nabla \bar{R}_{\theta} \approx \frac{1}{N} \sum_{n=1}^{N} \sum_{t=1}^{T_n} \left(\sum_{t'=t}^{T_n} \gamma^{t'-t} r_{t'}^n - \underline{b} \right) \nabla log p_{\theta}(a_t^n | s_t^n)$$

$$G_t^n : \text{obtained via interaction}$$

$$\text{Very unstable}$$

Actor-Critic



Advantage Actor-Critic(A2C)

$$Q^{\pi}(s_t^n, a_t^n) - V^{\pi}(s_t^n)$$

$$r_t^n + V^{\pi}(s_{t+1}^n) - V^{\pi}(s_t^n)$$

$$Q^{\pi}(s_t^n, a_t^n) = E[r_t^n + V^{\pi}(s_{t+1}^n)]$$
$$Q^{\pi}(s_t^n, a_t^n) = r_t^n + V^{\pi}(s_{t+1}^n)$$

$$\nabla \bar{R}_{\theta} \approx \frac{1}{N} \sum_{n=1}^{N} \sum_{t=1}^{T_n} \left(r_t^n + V^{\pi}(s_{t+1}^n) - V^{\pi}(s_t^n) \right) \nabla log p_{\theta}(a_t^n | s_t^n)$$

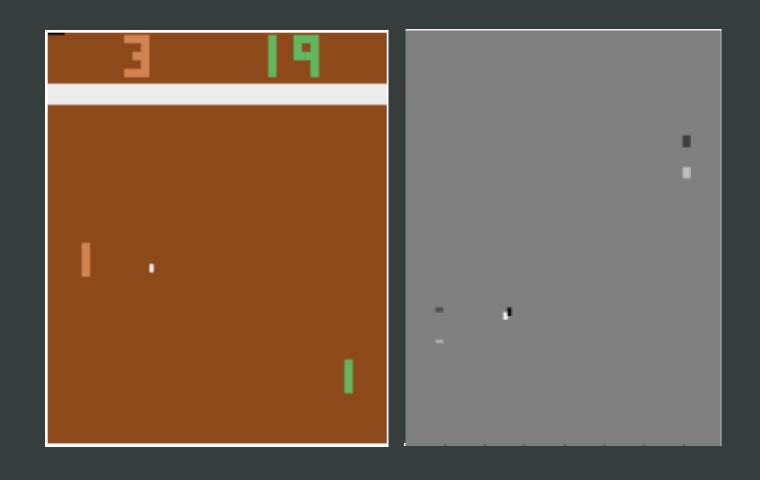


实验环境

Pong

- ・ 实验环境: gym-Atari
 - PongDeterministic-v4
- state: 210x160x3 ->80*80
- action_space: 2
 - UP = 2
 - DOWN = 3
- 任意一方获得21分,游戏结束
- · 得一分reward为1
- · 输一分reward为-1

目标: -21->21



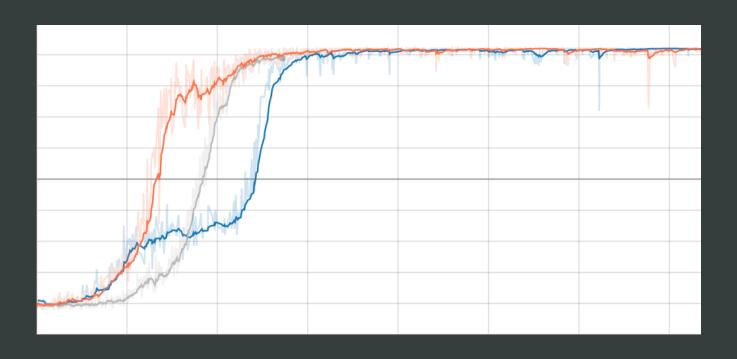
环境配置

- pip install gym[atari]
 - · 如果出现 import gym 出现 AttributeError: module 'contextlib' has no attribute 'nullcontext'的错误,是因为gym版本和python版本不匹配,可以升级python版本或降 gym版本
 - 例如: python 3.6 应该搭配 gym==0.15.7
- unzip ROMS.zip && cd Roms && python -m atari_py.import_roms .
- pytorch 安装教程: https://pytorch.org/get-started/locally/
- tensorflow 安装教程: https://www.tensorflow.org/install



tensorbord

运行 tensorboard --logdir tensorboard logs, 后在浏览器中打开对应链接(如http://localhost:6006/),可查看loss,以及reward曲线



注: PG在助教cpu上训练,约4h, 600 个batch后达到收敛



实验任务

实验任务

- · 本实验提供一个Policy Gradient的代码框架
- · 有五处TODO需要填空
 - 模型搭建
 - 前向传播
 - rewards计算
 - 动作选择
 - loss计算
- · 实现PG后,在此基础上或者自己另外搭建,实现A2C算法

实验要求

注意事项

- ・需要提交
 - 程序源文件 (两个)
 - 实验报告一份(包括但不限于,核心代码注释,训练曲线,实现内容,两个算法优缺点对比)
- 实验DDL: 2021.12.20 23: 59: 59
 - · 延后一周*0.8
 - ・期末*0.6
- 提交至ustcrl2021@163.com
- •!!!发送格式!!!:邮件以及附件命名均为 实验二-{姓名}-{学号},例:实验二-张三-SA21000000



实验要求

- 评分细则:
 - Policy Gradient: 40%
 - Actor-Critic: 40%
 - report: 20%

创寰宇学府 育天下英才

感谢观看



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