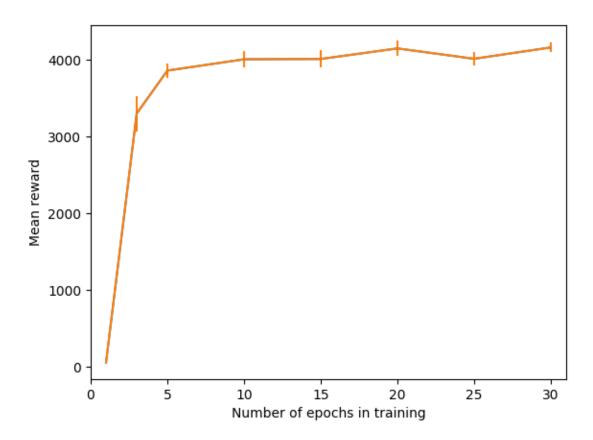
Deep RL Assignment 1: Imitation Learning

<u>Table 1</u>: Results from behavioral cloning

	mean	std	amount_of_data	n_training_iterations	network_size
HalfCheetah-v2	4107	4107	20000	18750	(17, 100)x(100, 100)x(100, 6)
Humanoid-v2	499	499	20000	18750	(376, 100)x(100, 100)x(100, 17)

Figure 1

Behavorial Cloning - Mean reward = f(number of epoch)



I chose to change the epoch parameter because when I was testing my code pipeline, I trained with low value of epochs and realized that there was a big evolution gap between the low values of epochs and the higher one. I wanted to show this in a graph.

DAgger - Mean reward function of number of iterations

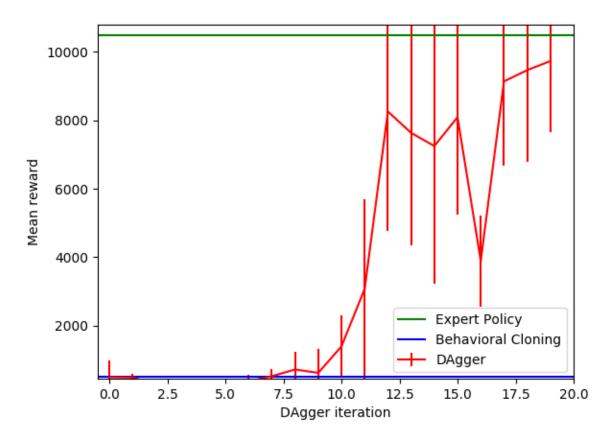


Figure2