

DEEP REINFORCEMENT LEARNING NANODEGREE UDACITY

Navigation Project

1. Learning Algorithm

Overestimation of Q-values

$$\Delta \mathbf{w} = \alpha \left(R + \gamma \max_{a} \hat{q}(S', a, \mathbf{w}) - \hat{q}(S, A, \mathbf{w}) \right) \nabla_{\mathbf{w}} \hat{q}(S, A, \mathbf{w})$$

$$R + \gamma \hat{q} \left(S', \arg \max_{a} \hat{q}(S', a, \mathbf{w}), \mathbf{w} \right)$$

$$Q\text{-value}$$

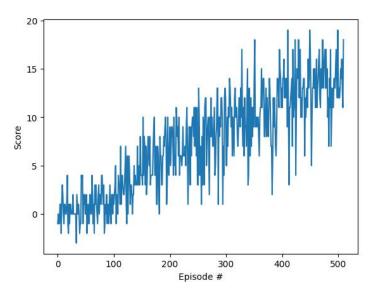
$$\text{state}$$

$$\text{action with max Q-value}$$

2. Plot of Rewards

I needed 410 episodes to solve the environment:

```
Episode 100 Average Score: 0.69
Episode 200 Average Score: 4.23
Episode 300 Average Score: 7.70
Episode 400 Average Score: 10.11
Episode 500 Average Score: 12.97
Episode 510 Average Score: 13.04
Environment solved in 410 episodes! Average Score: 13.04
```



3. Ideas for Future Work

To improve convergence speed, the developments covered in the dual DQN course can be used to help reduce overestimation of action values