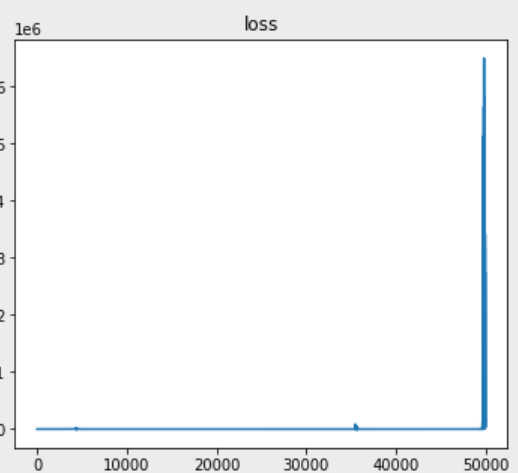
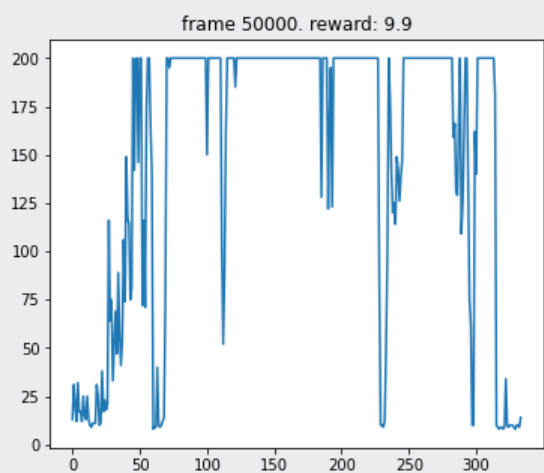
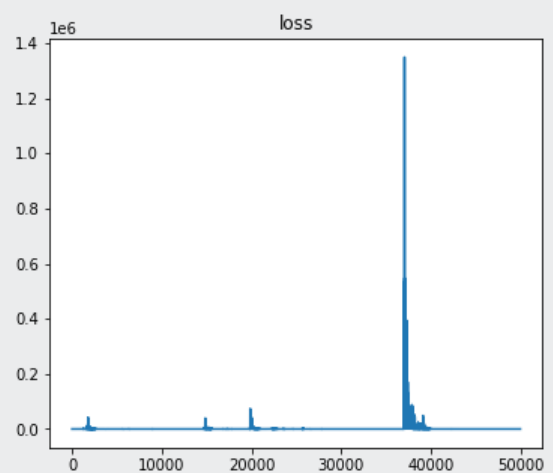
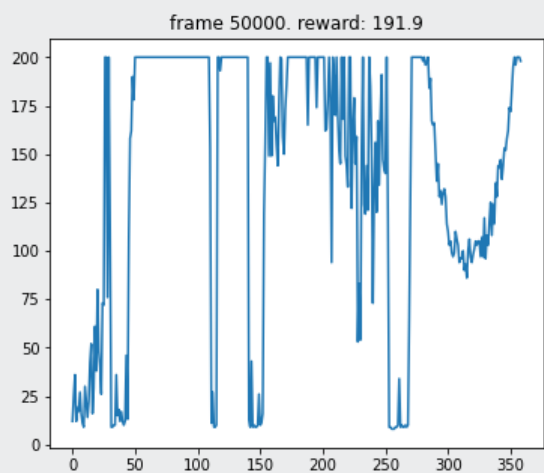
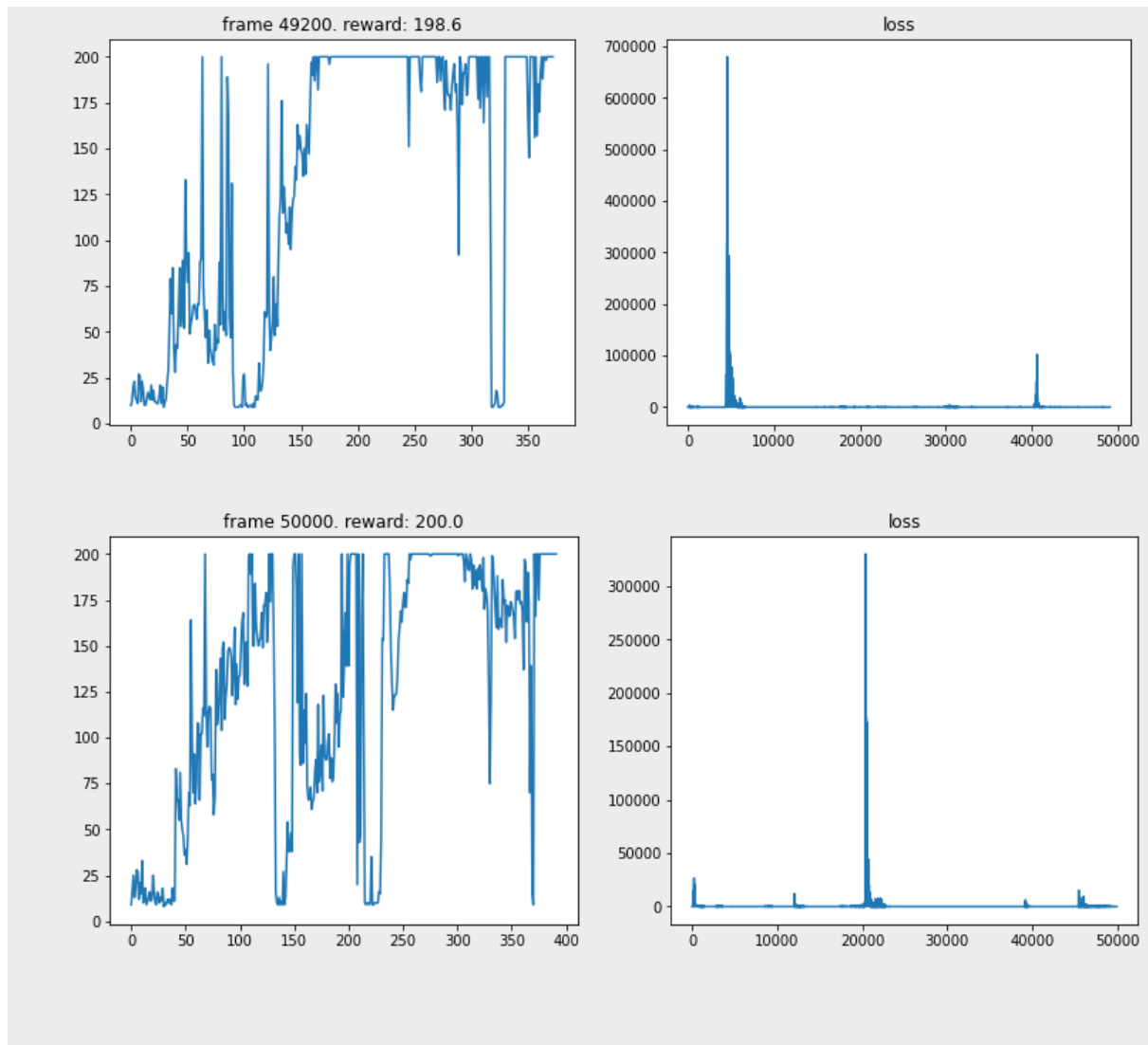




# DQN training hist

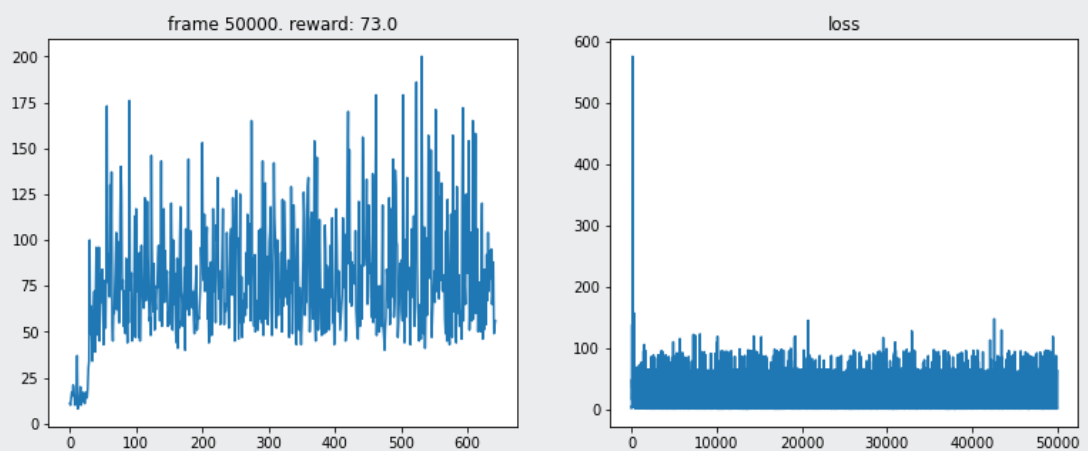
▼ Ref pytorch dqn 5000 frames



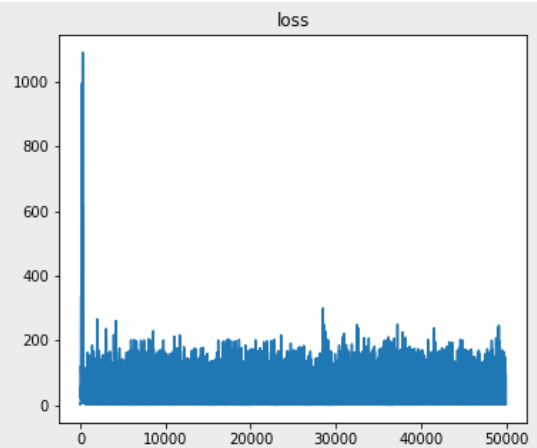
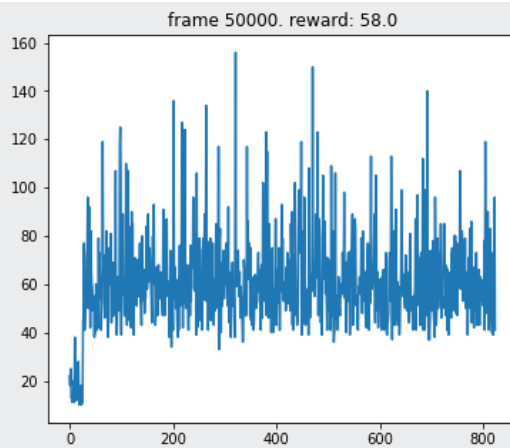


## ▼ Decay

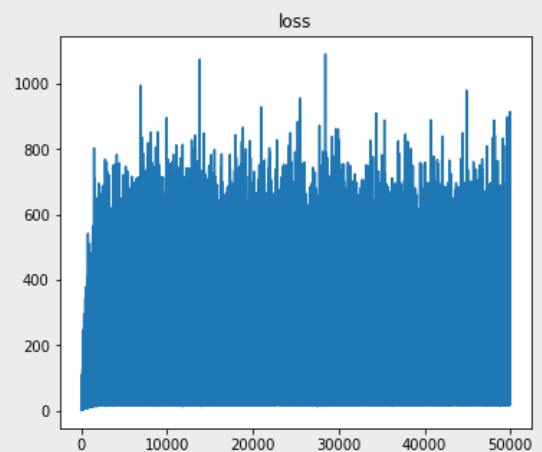
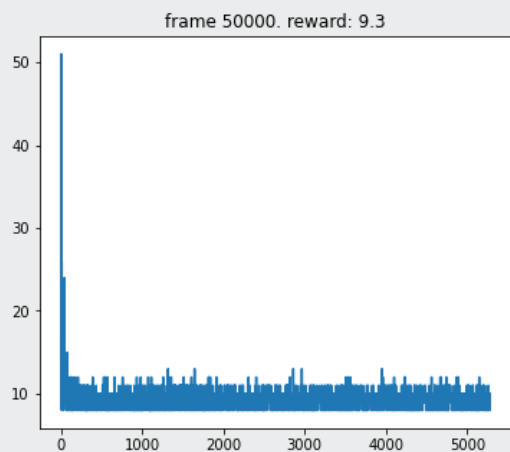
▼ 500 0.1 avg 78



▼ 500 0.01 avg 58

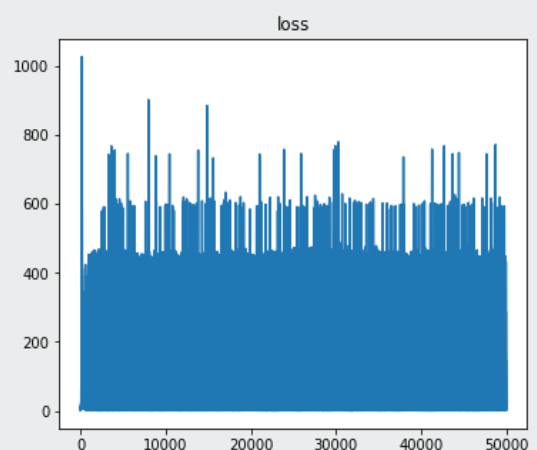
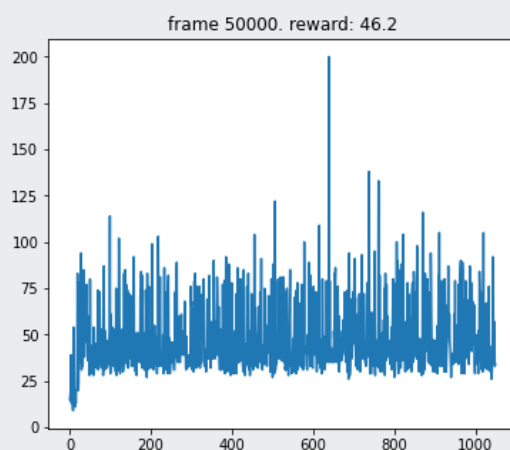


▼ 100 0.001 avg =9

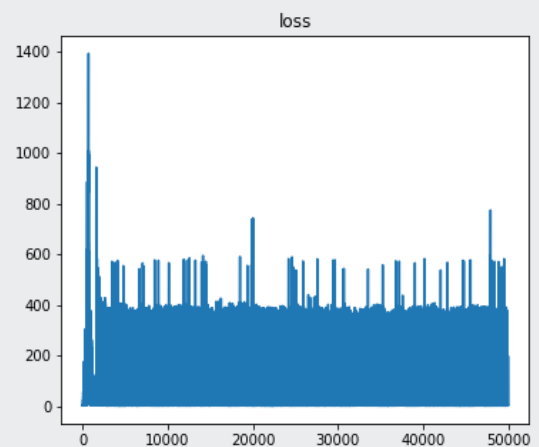


▼ 100 0.0001 avg =9

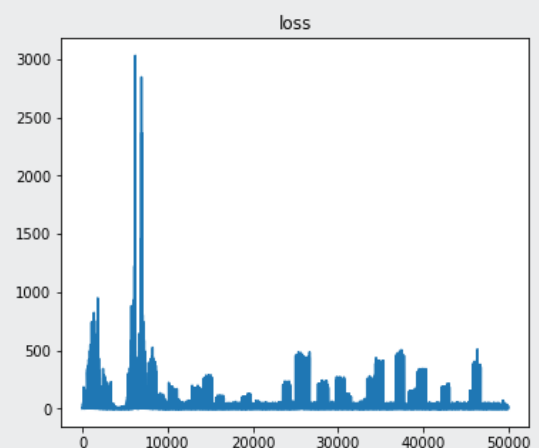
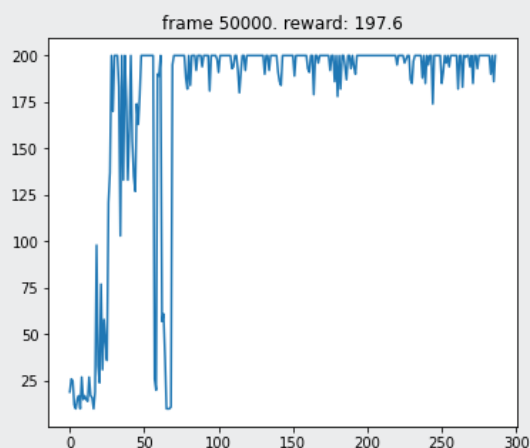
▼ 100 0.001 but after 500 frames start



▼ 100 0.001 only after 2000 frames



▼ 100 0.001 only after 12000 frames



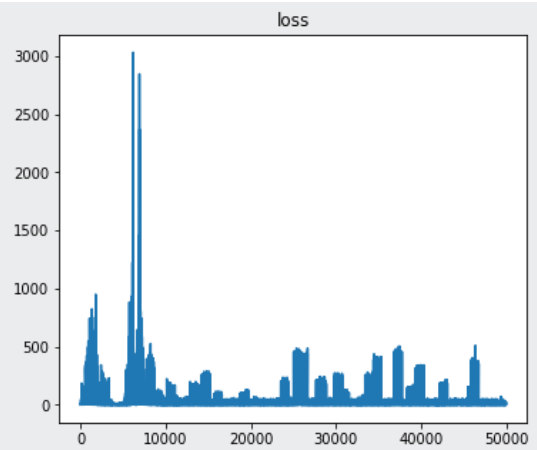
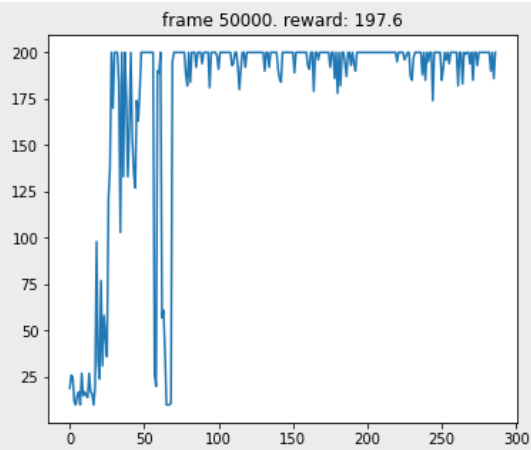
▼ decay if average over past 100 episode is closer to top most reward

**But i m not getting a intuition why it is happening  
????**

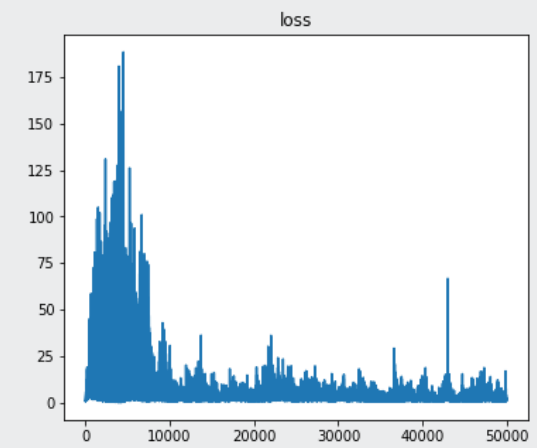
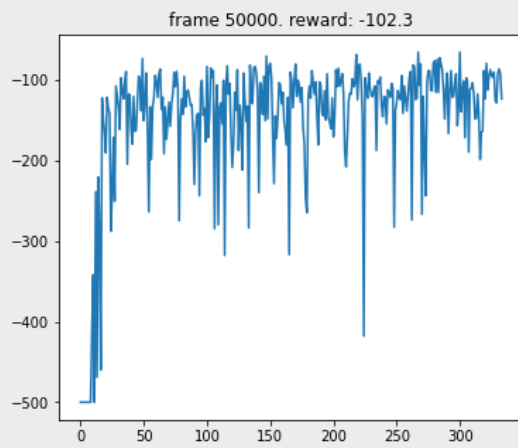
## Testing in other env

▼ Env comparison (no decay just normal dqn 500 frames )

▼ cartpole v0



### ▼ Acrobot-v1



### ▼ MountainCar-v0

