DQN

Quiz, 6 questions

point 1. DQN Is based on an on-policy method. Neither off-policy nor on-policy method Is based on an off-policy method. point 2. How can we speed up the DQN training process? Use upsampling. Stack 4 last states together. Parallelize learning. Stack more layers. Use smaller input. Do not use pooling. Use strides. Use stacked state and action as input. Use smaller model.

DQN	
Quiż, 6 questions Why do we need to stack four last frames while playing Atari games?	
	Without such stacking a neural network will not learn (due to its depth).
	It stabilises training.
	At least two stacked frames is the only type of input accepted by a convolutional layer.
	It makes Atari game fully observable.
	It allows to obtain additional training data.
1 point	
4. How can we help an agent to adapt to different scales of a reward signal?	
	Adjust the agent learning rate.
	Give the agent more training samples with lower learning rate.
	Use moving average of last N rewards as a new reward.
	Give the agent more training samples with same learning rate.
	Adjust the reward signal gamma.
	Give the agent more training samples with higher learning rate.
1 point	
5. Why target networks are commonly used?	
	It is a heuristic against the problem of correlated training data.
	Target networks use smaller amount of parameters.
	Target networks work faster.

They increase training stability in tasks, where the reward scale is not known beforehand. \overline{DQN}	
Quiz <mark>, 6 quesτανηt</mark> raining stabilization.	
They are mandatory when using an experience replay.	
1 point	
6. What are the possible ways to improve experience replay (buffer)?	
What are the possible ways to improve experience replay (buffer)?	
Add more statistics to it, such as gamma, current learning rate, current step/epoch.	
Sample whole sessions from an experience replay instead of single experience (S,A,R,S') tuples.	
Use smaller buffer (up to 1 thousand).	
Use samples more wisely – taking into account their contribution to the training process.	
Use larger buffer (up to 1 million).	
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