
Machine Learning and Having it Deep and Structured

HW4-3 Actor-Critic

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Original Model

- Without parameter-sharing
- After each episode, update actor, critic once each
- Failed
 - Reward ≤ 2

Model

Conv2d(4, 32, kernel_size=8, stride=4)

Conv2d(32, 64, kernel_size=4, stride=2)

Conv2d(64, 64, kernel_size=3, stride=1)

Flatten()

Dense(7*7*64, 512)

ReLU()

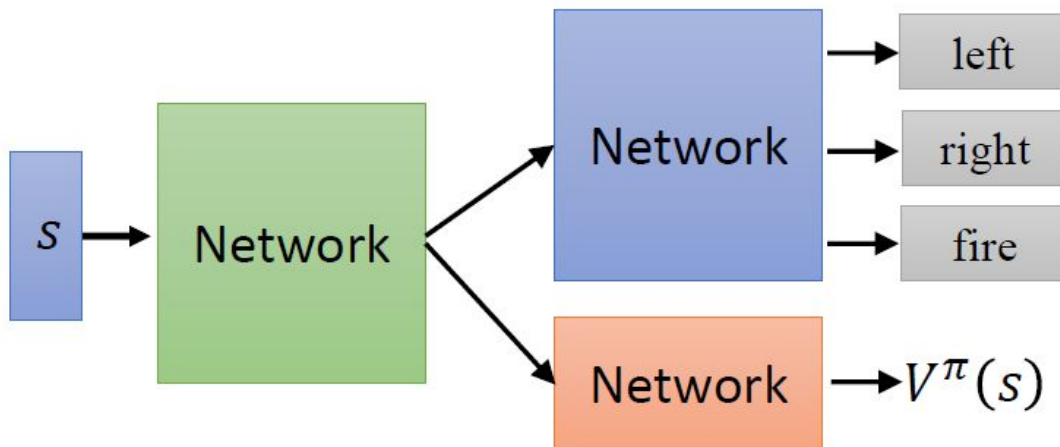
Dense(512, num_action)

(GAMMA = 0.999, Adam optimizer)

Original Model

- Parameter-sharing
- Fail

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



Add target critic

- tried both parameter-sharing and not sharing
-

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

target(fixed)

not fixed

-> Still failed

Accumulated Reward

- Start to train
- But very very slow...

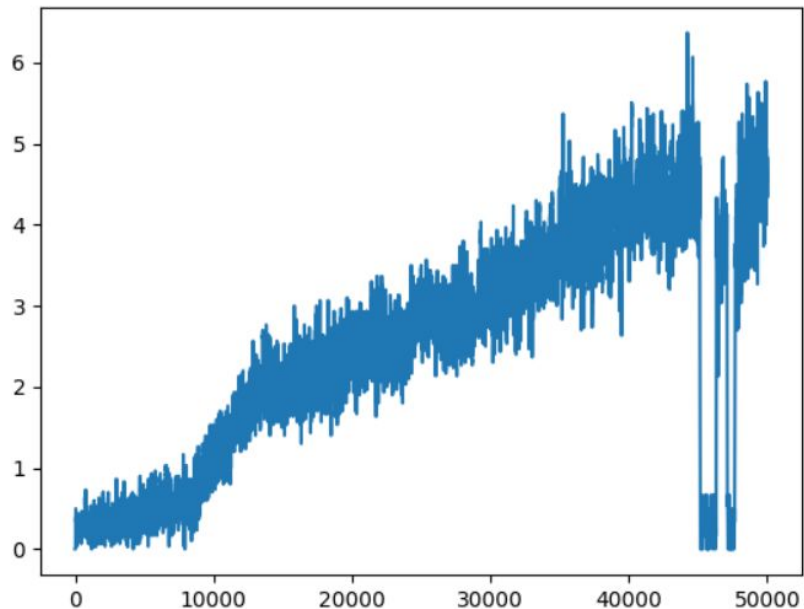
$$\nabla \bar{R}_\theta \approx \frac{1}{N} \sum_{n=1}^N \sum_{t=1}^{T_n} \left(\underbrace{\sum_{t'=t}^{T_n} \gamma^{t'-t} r_{t'}^n}_{\text{Accumulated Reward}} - \underline{b} \right) \nabla \log p_\theta(a_t^n | s_t^n)$$

Entropy Regularization

- Use output entropy as regularization for actor
 - Larger entropy is preferred
 - exploration

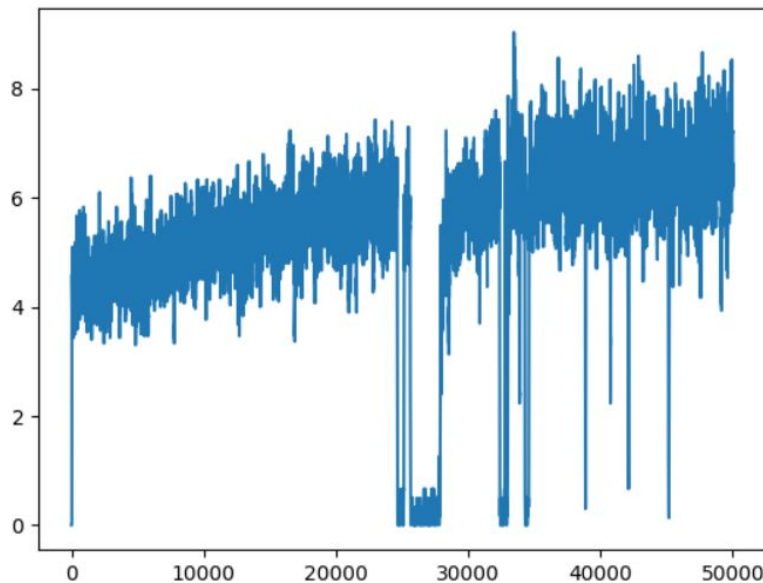
With Entropy Regularization-50000 episode

- Score : 6.04
 - Still learning



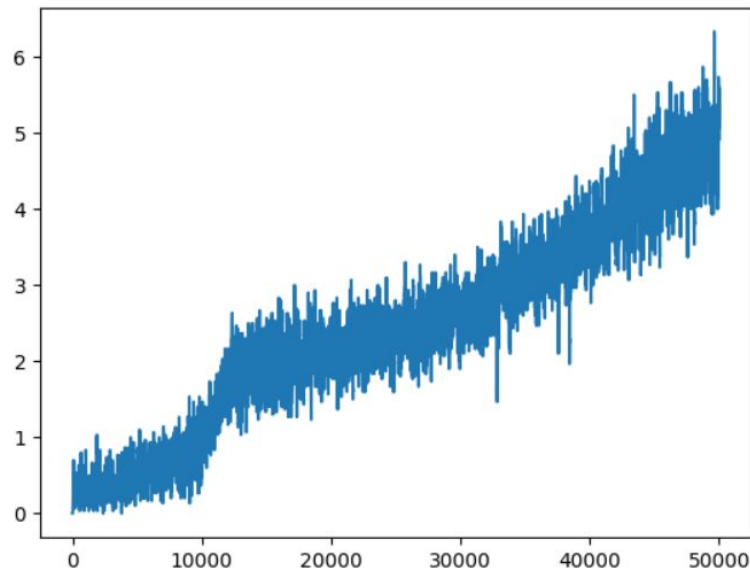
With Entropy Regularization-100000 episode

- Score : 13.11
 - Still learning



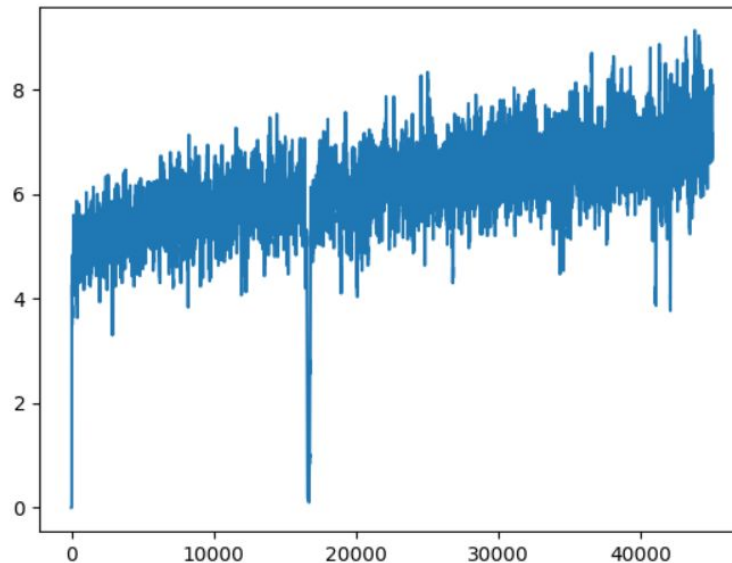
Without Entropy Regularization-50000 episode

- Score : 9.22
 - Still learning
 - Better



Without Entropy Regularization- 95299 episode

- Score : 14.18



Entropy Regularization

- Use output entropy as regularization for actor
 - Not better?
 - Always exploration

Compared with Q-Learning

- Converge in 50000 episodes

