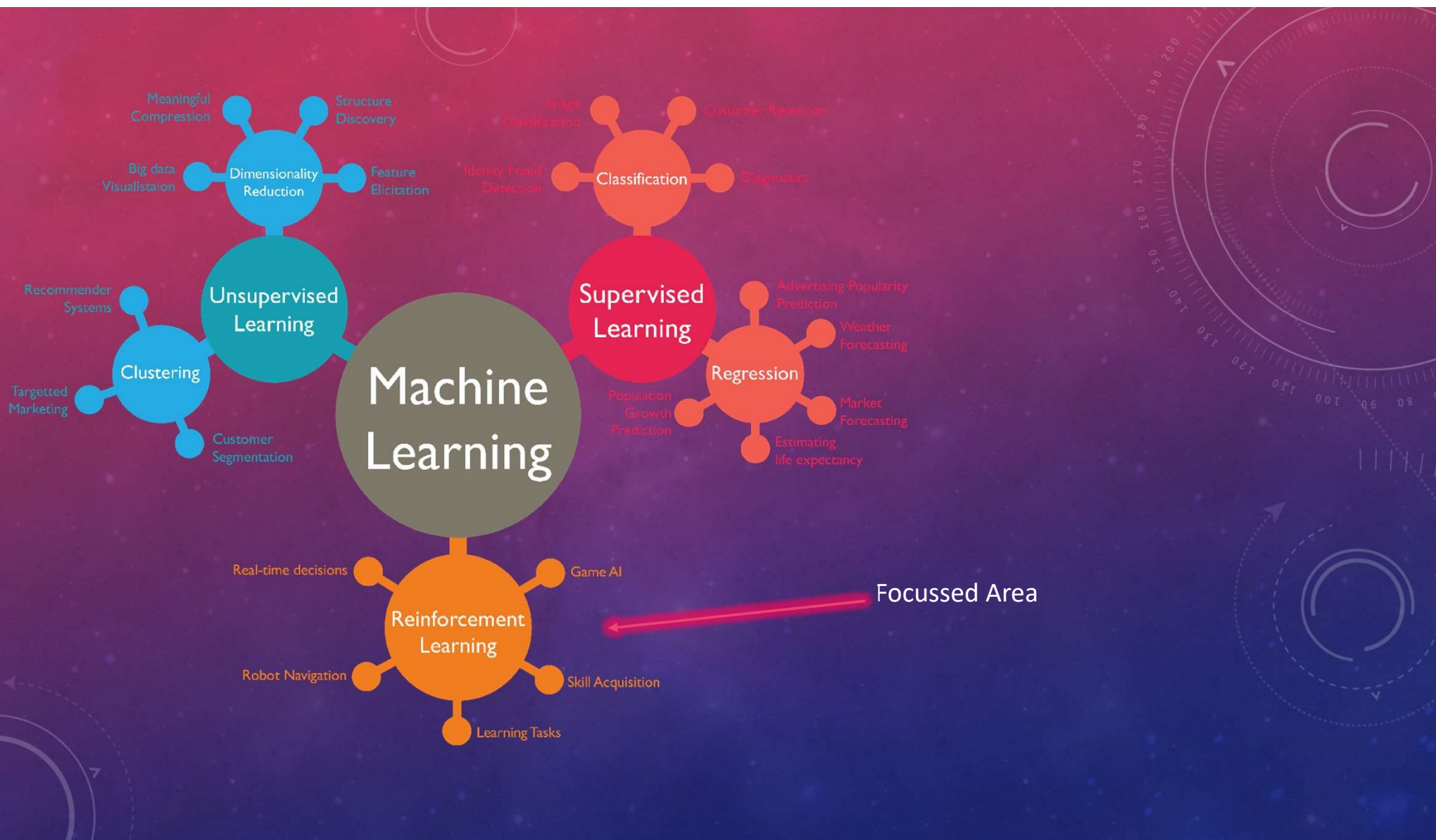




# HYPER-PARAMETERS FOR **AWS DEEPRACER** TRAINING

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GUIDED BY DR JIAN LI

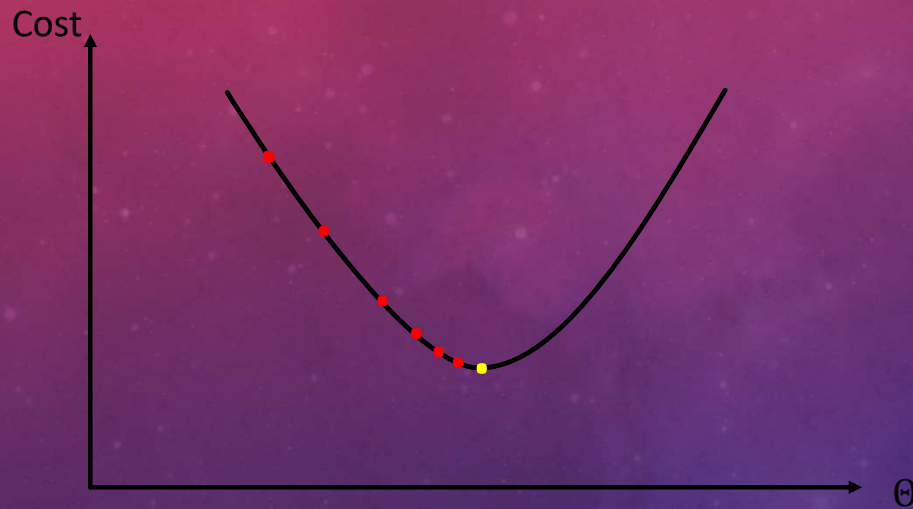


# LIST OF HYPERPARAMETERS

- Gradient Descent Batch Size
- Number of Epochs
- Learning Rate
- Entropy
- Discount Factor
- Loss Type
- Number of Episodes between each Update



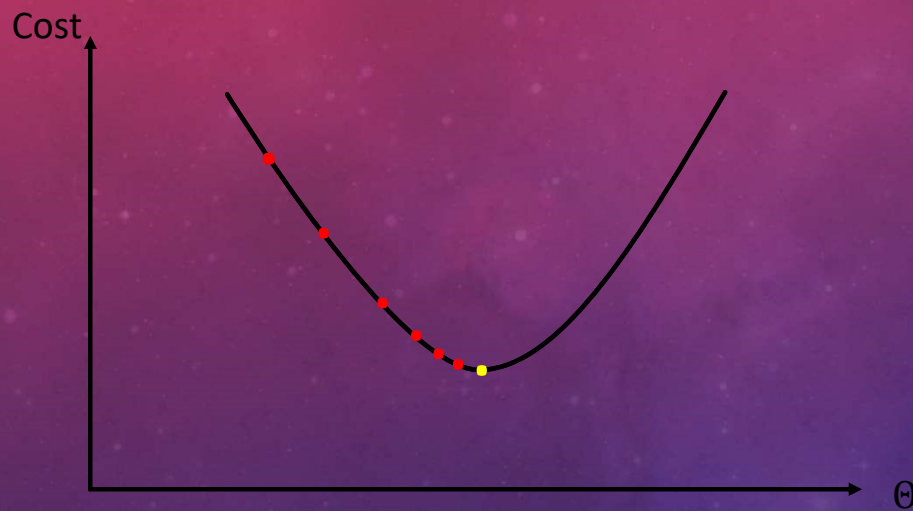
# GRADIENT DESCENT PROCESS



We have a relationship between cost function and initial random vector  $\theta$ . (for a linear regression model)

Our goal is to find the minimum cost for a given function. Gradient Descent is descent way to find global minimum for the given curve in the adjacent figure.

# GRADIENT DESCENT PROCESS



Batch Size:

It is a number of data-points to be considered before the internal parameters change in the system.

# NUMBER OF EPOCHS

- One process from start to end is considered to be an epoch.
- In more simple term, if numbers of epoch is set to  $n$ , then the model will train  $n$  times, every time differently in more accurate manner.

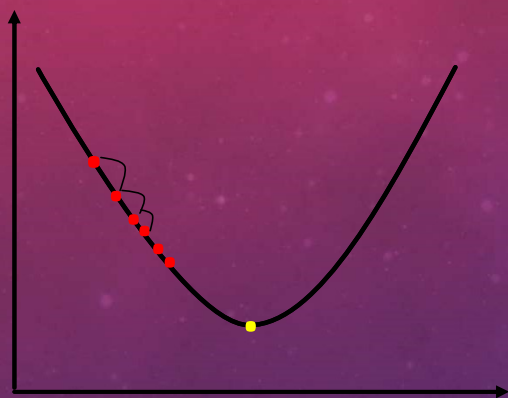
# LEARNING RATE

$$w(next) = w(present) + \eta * error * input$$

$\eta \rightarrow$  learning rate



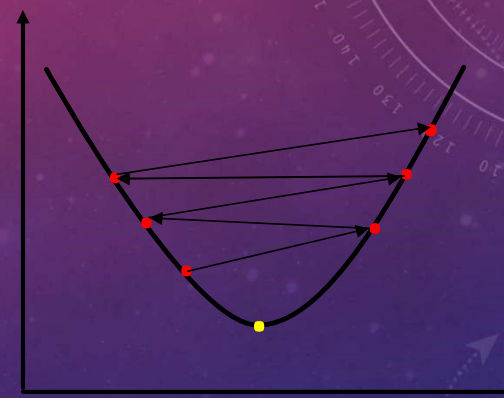
# EFFECTS OF LEARNING RATE



$\eta$  too low



$\eta$  just ideal



$\eta$  too high



# ENTROPY

- As the name suggests, entropy is the degree of uncertainty.
- In AWS environment this parameter helps the model to explore more randomness in the action space.
- Higher value of entropy means your model can sustain more randomness.

# DISCOUNT FACTOR

- Discount factor is an important parameter for Reinforcement Learning.
- Higher the discount factor, more model will look for future rewards. Lower the discount factors, model is more likely to focus on current rewards.

# LOSS TYPE

- In AWS DeepRacer Environment, we are introduced with two types of losses:
  - Huber Loss
  - Mean Square Error loss (i.e. MSE)



# HUBER LOSS V/S MSE

- MSE is widely known loss function. But with simplicity, robustness is a huge trade-off.
- Robustness is being considered while dealing with outliers. The AWS training environment is pre-designed. However, outliers can never be overseen.
- Different types of outliers can be explained thoroughly. Here we are being cautious about influential outliers.
- Huber loss function is more robust toward these outliers. It deals with residual in two steps.

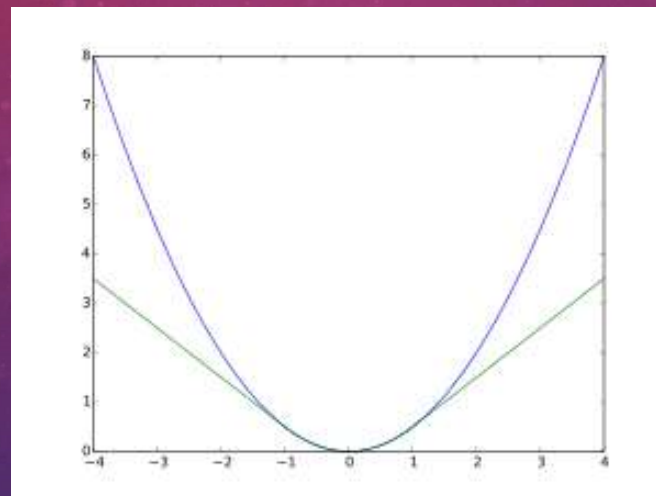
# HUBER LOSS V/S MSE

$$MSE = \frac{1}{n} \sum \epsilon^2$$

$$H(\epsilon) = \begin{cases} \frac{\epsilon^2}{2}, & \text{when } |\epsilon| \leq k \\ k|\epsilon| - \frac{\epsilon^2}{2}, & \text{otherwise} \end{cases}$$

Here,  $\epsilon \rightarrow \text{residual}$   
 $k = 1.345 * \sigma$

# HUBER LOSS V/S MSE





# NUMBER OF EXPERIENCED EPISODES BETWEEN EACH POLICY UPDATE

- From the start line to the moment when agent is either off-track or finishes the lap, is considered to be one experienced episode. This episode records the actions at different data points from the environment via mounted input device.
- In Reinforcement Learning, a policy defines the learning agent's way of behaving at a given time.
- We are not designing policy for the agent. Hence, we can say that it is been taken care by internal neural network.
- By updating the policy, agent learns to behave accurately in the environment.

# REFERENCES

- AWS DeepRacer Documentation:  
<https://docs.aws.amazon.com/deepracer/latest/developerguide/awsracerdg.pdf>
- Geron, A. (2019). *Hands-on Machine Learning with Scikit-Learn, Keras & Tensorflow*. O'Reilly Media, Inc.
- Sutton, R., & Barto, A. (2018). *Reinforcement Learning: An Introduction*, MIT Press.



THANK YOU!

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