## DQN for Banana collection game environment Report

## I. Environment

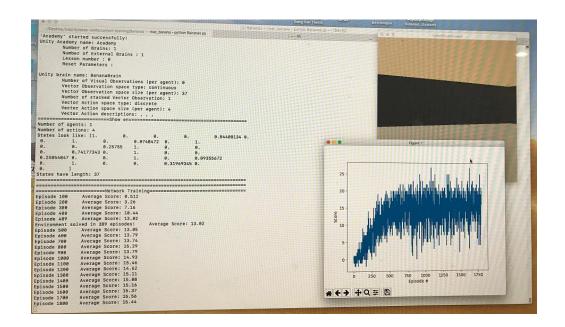
A reward of +1 is provided for collecting a yellow banana, and a reward of -1 is provided for collecting a blue banana. Thus, the goal of your agent is to collect as many yellow bananas as possible while avoiding blue bananas. The state space has 37 dimensions and contains the agent's velocity, along with ray-based perception of objects around the agent's forward direction. Given this information, the agent must learn how to best select actions. Four discrete actions are available, corresponding to:

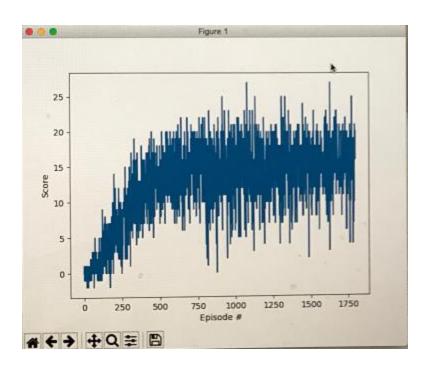
- 0 move forward.
- 1 move backward.
- 2 turn left.
- 3 turn right.

The task is episodic, and in order to solve the environment, the agent must get an average score of +13 over 100 consecutive episodes.

## II. Results

The DQN network was an MLP with 2 hidden layers. The input layer has 37 neurons as there were 37 observations from the environment and the output layer has 4 neurons. The network achieved an average of 13+ over 100 consecutive episodes within 600 iterations of training. The training report screen shots are below.





```
Number of agents: 1
Number of actions: 4
                              0.
                                              0.84408134 0.
States look like: [1.
                 0.
        1.
                         0.0748472
                                         1.
                                         0.
                                  0.
                 0.25755
                         1.
         0.
                                  A.
        0.74177343 0.
                         1.
                                         0.09355672
                         1.
0.25854847 0.
                 0.
                                  0.31969345 0.
                         0.
                 0.
         1.
0.
0.
States have length: 37
Average Score: 0.512
Episode 100
            Average Score: 3.26
Episode 200
           Average Score: 7.16
Episode 300
           Average Score: 10.44
Episode 400
           Average Score: 13.02
Episode 489
                             Average Score: 13.02
Environment solved in 389 episodes!
           Average Score: 13.05
Episode 500
           Average Score: 13.79
Episode 600
           Average Score: 13.74
Episode 700
          Average Score: 15.29
Episode 800
           Average Score: 13.79
Episode 900
Episode 1000 Average Score: 14.93
          Average Score: 15.46
Episode 1100
          Average Score: 14.62
Episode 1200
            Average Score: 15.11
Episode 1300
          Average Score: 15.08
Episode 1400
          Average Score: 15.16
Episode 1500
Episode 1600 Average Score: 15.37
Episode 1700 Average Score: 15.56
Episode 1800 Average Score: 15.44
```