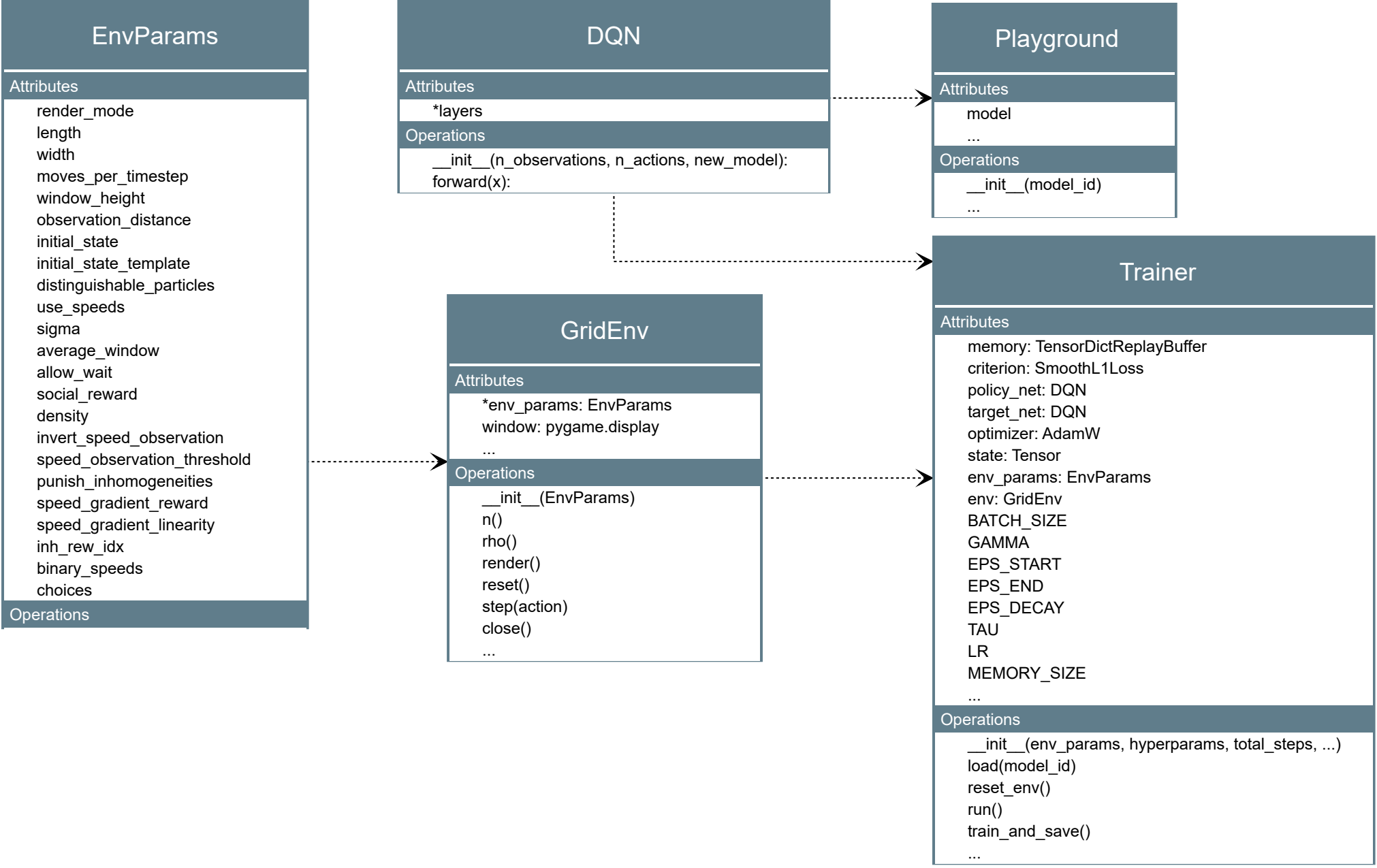
EnvParams
Attributes
render_mode
length
width
moves_per_timestep
window_height
observation_distance
initial_state
initial_state_template
distinguishable_particles
use_speeds
sigma
average_window
allow_wait
social_reward
density
invert_speed_observation
speed_observation_threshold
punish_inhomogeneities
speed_gradient_reward
speed_gradient_linearity
inh_rew_idx
binary_speeds
choices
Operations
DQN
Attributes
*layers
Operations
__init__(n_observations, n_actions, new_model):
forward(x):
Playground
Attributes
model
...
Operations
__init__(model_id)
...
GridEnv
Attributes
*env_params: EnvParams
window: pygame.display
...
Operations
__init__(EnvParams)
n()
rho()
render()
reset()
step(action)
close()
...
Trainer
Attributes
memory: TensorDictReplayBuffer
criterion: SmoothL1Loss
policy_net: DQN
target_net: DQN
optimizer: AdamW
state: Tensor
env_params: EnvParams
env: GridEnv
BATCH_SIZE
GAMMA
EPS_START
EPS_END
EPS_DECAY
TAU
LR
MEMORY_SIZE
...
Operations
__init__(env_params, hyperparams, total_steps, ...)
load(model_id)
reset_env()
run()
train_and_save()
...