

REPORT

Task 2.1 – Cartpole

We implemented the cartpole task using DQN, trained this with different hyperparameter configurations and obtained the required mean test score of 200+ over 15 episodes. Below are the details:

LR	Episodes	Epsilon	Tau	Test Reward
5e-4	800	0.05	0.01	344
5e-4	800	0.05	0.01	709

a_0_1

1



a_1_1

1



Here we have also done a combined plot of the running and the average value of the rewards obtained during training. The value of mean reward after every 20 episodes is plotted in the same graph (hence the spikes in the values at every 20th step). Final test reward is 344 for this training example.



Task 2.2 – Car Racing

For Car Racing we have implemented a 3-layer CNN with 2 stride, 0 padding for both Q-network and the target network with LR as $1e-4$ and Tau value as 0.01. Initially the reward values were around 400-500, so to improve this we made use of all the suggested tricks – set higher probabilities for straight and acceleration, skipped frames and made use of adaptive max_timesteps.

- Exploration: Tried the following combinations of probabilities for the actions

S	L	R	A	B	Reward
0.30	0.15	0.15	0.30	0.10	399
0.35	0.10	0.10	0.35	0.10	785
0.40	0.075	0.075	0.40	0.05	600
0.35	0.10	0.10	0.40	0.05	680

- Frame Skipping: Frame skipping was set at 5.
- Shorter Episodes: For a total episode run of around 700-900, we varied the value of max_timesteps from 500 to 750. We set the value of max_timesteps initially to 50 episodes and increased it by 50 episodes after every 20 episodes, [50, 100, 150 ...]

The combination that worked best for us (mean reward of around 800) is:

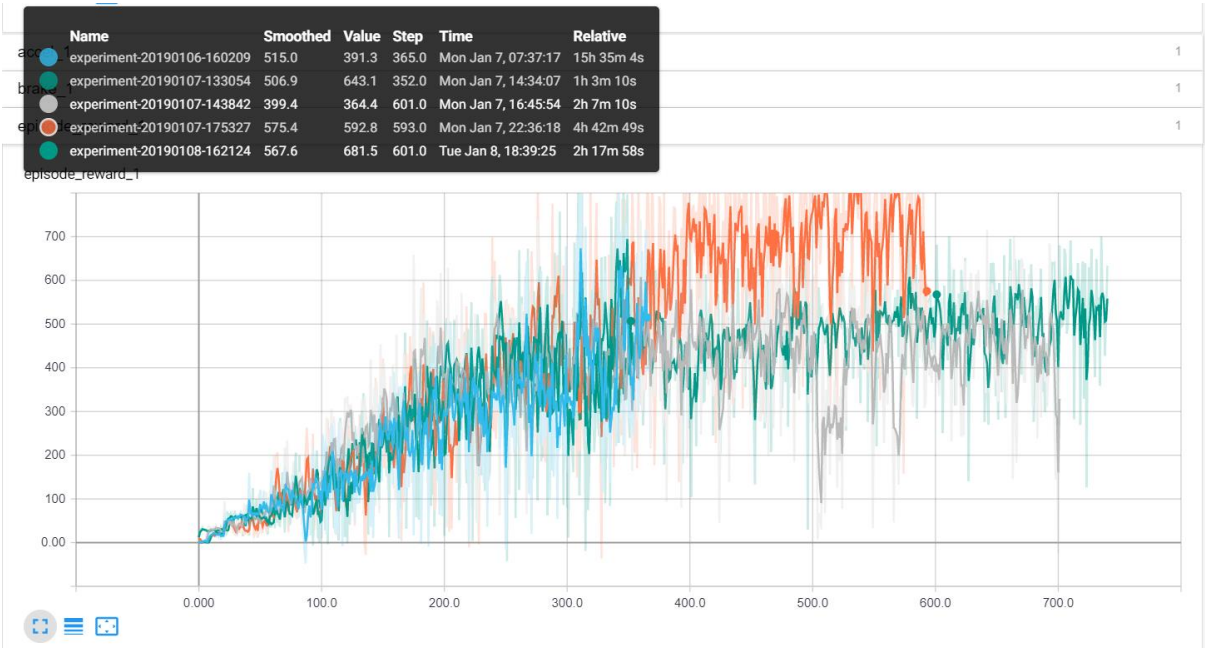
Exploration probabilities: [S 0.35, L 0.10, R 0.10, A 0.40, B 0.05]

Frame Skip: 5

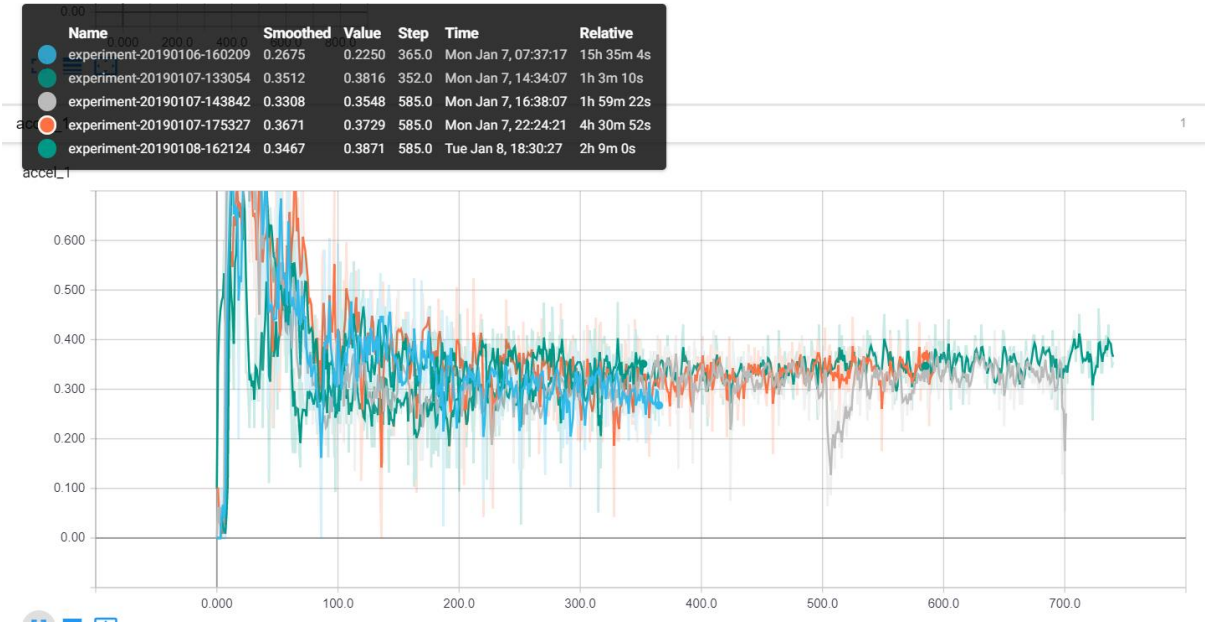
max_timesteps: 50 through 500, incremented by 50 after every 20 steps, for a total 700 steps.

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Episode_Rewards

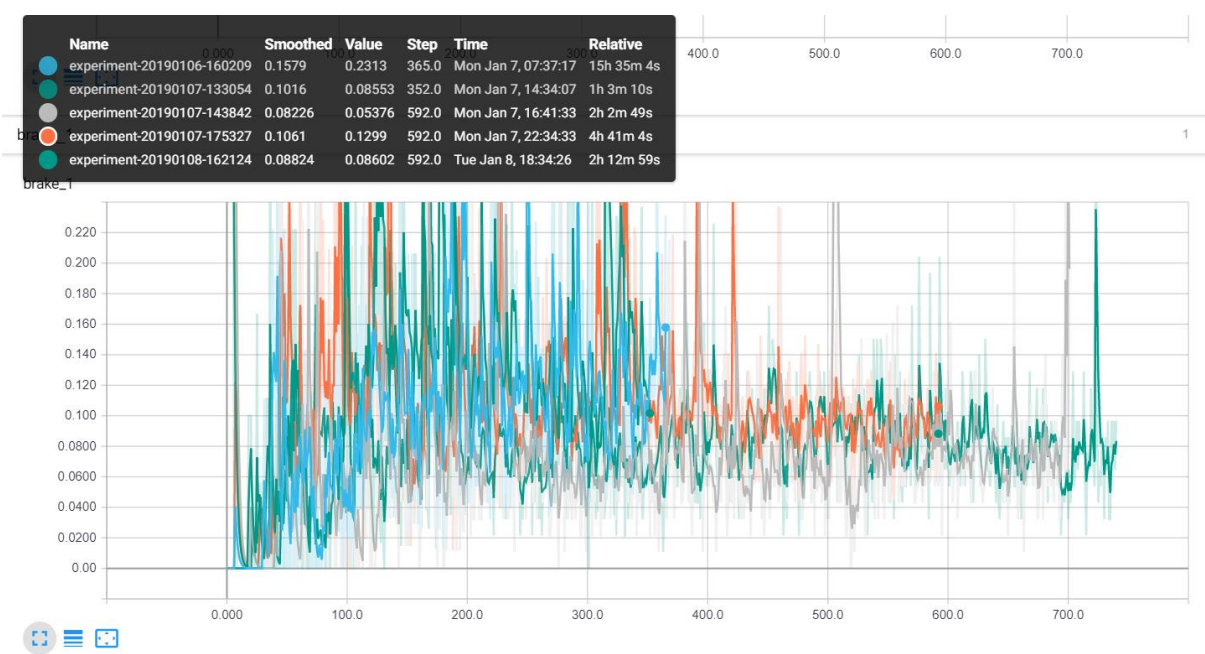


Accelerate

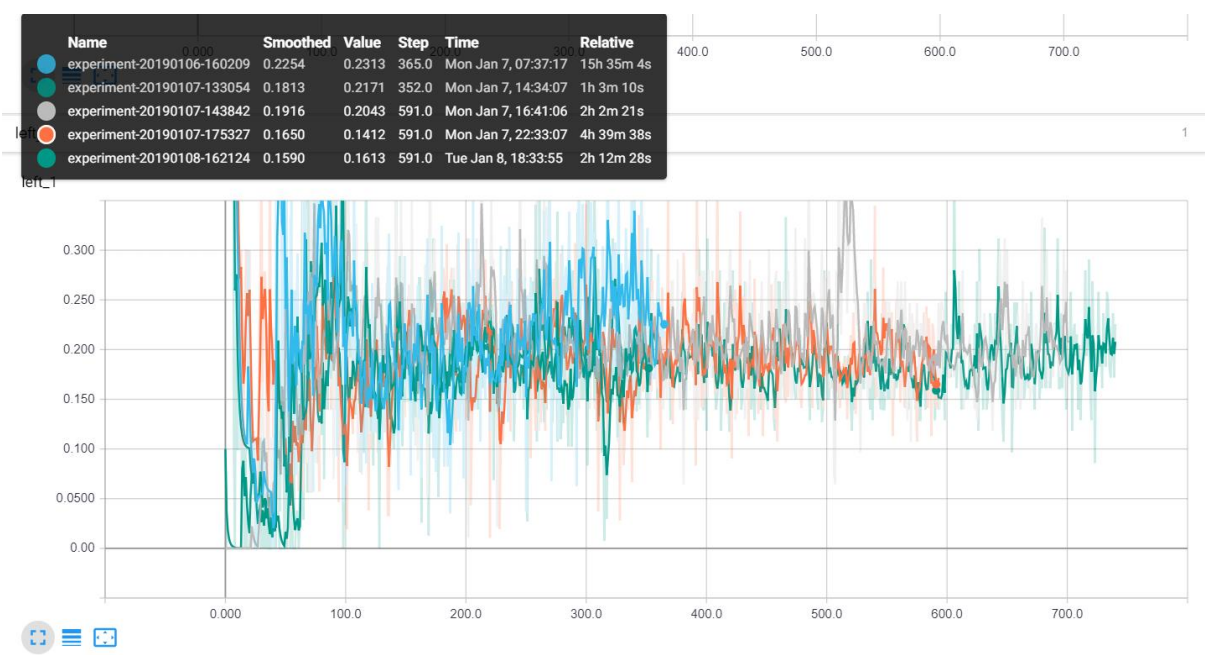


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Brake

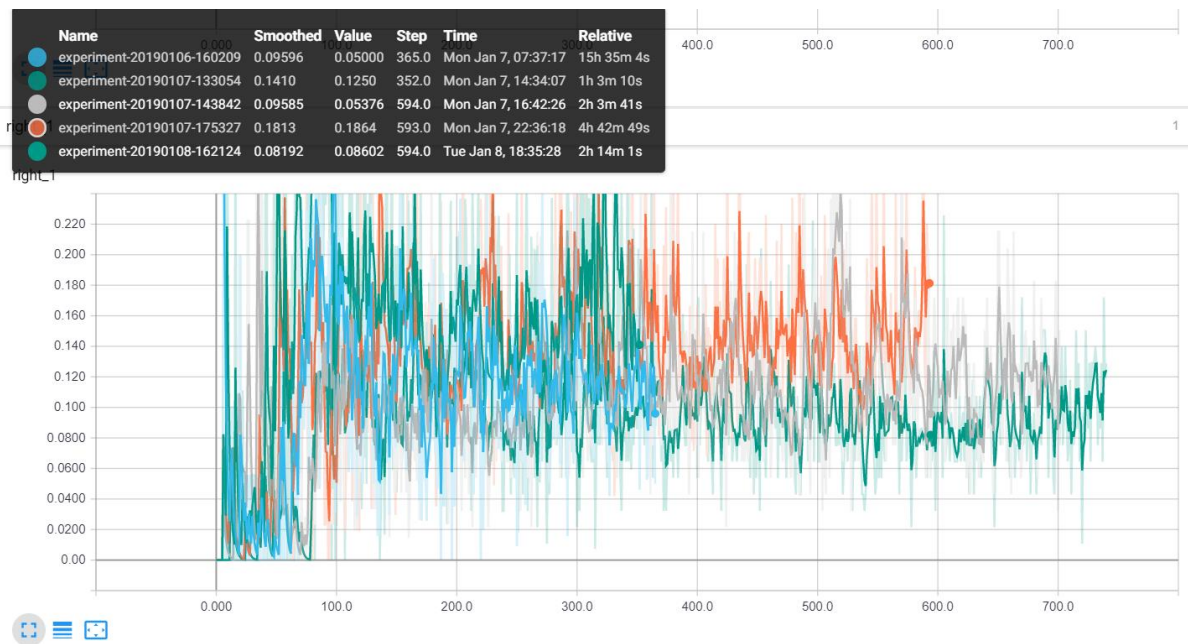


Left



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Right



Straight

