

Министерство науки и высшего образования Российской Федерации

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КАФЕДРА	СИСТЕМЫ ОБРАБОТКИ ИНФОРМАЦИИ И УПРАВЛЕНИЯ (ИУ5)	
	ОТЧЕТ	
	Лабораторная работа М «Алгоритмы Actor-Critic	
	по курсу «Методы машинного о	бучения»
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1. Задание

• Реализуйте любой алгоритм семейства Actor-Critic для произвольной среды.

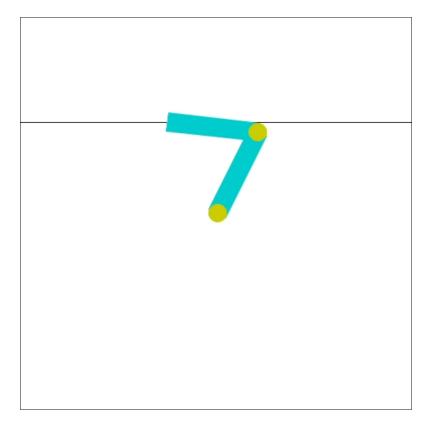
2. Текст программы

```
1 #!/usr/bin/env python
 3 import gymnasium as gym
 4 import numpy as np
 5 from itertools import count
 6 from collections import namedtuple
 8 import torch
 9 import torch.nn as nn
10 import torch.nn.functional as F
11 import torch.optim as optim
12 from torch.distributions import Categorical
13
14 # Cart Pole
15 CONST ENV NAME = 'Acrobot-v1'
16 env = gym.make(CONST_ENV_NAME)
17 GAMMA = 0.99
18 SavedAction = namedtuple('SavedAction', ['log_prob', 'value'])
20 class Policy(nn.Module):
    def __init__(self):
21
22
      super(Policy, self).__init__()
23
       self.affine1 = nn.Linear(6, 128)
24
25
      # actor's layer
26
      self.action_head = nn.Linear(128, 3)
27
28
       # critic's layer
29
      self.value_head = nn.Linear(128, 1)
     # action & reward buffer
31
      self.saved_actions = []
32
      self.rewards = []
33
34
35
     def forward(self, x):
36
      x = F.relu(self.affine1(x))
37
38
       # actor: choses action to take from state s_t
39
       # by returning probability of each action
40
       action_prob = F.softmax(self.action_head(x), dim=-1)
41
42
       # critic: evaluates being in the state s_t
43
       state_values = self.value_head(x)
44
45
       # return values for both actor and critic as a tuple of 2 values:
       # 1. a list with the probability of each action over the action space
47
       # 2. the value from state s_t
48
       return action_prob, state_values
49
50 model = Policy()
51 optimizer = optim.AdamW(model.parameters(), lr=1e-3)
52 eps = np.finfo(np.float32).eps.item()
53
```

```
54 def select action(state):
      state = torch.from numpy(state).float()
 56
      probs, state_value = model(state)
 57
 58
     # create a categorical distribution over the list of probabilities of actions
 59
      m = Categorical(probs)
 60
      # and sample an action using the distribution
 61
 62
      action = m.sample()
 63
 64
      # save to action buffer
 65
      model.saved_actions.append(SavedAction(m.log_prob(action), state_value))
 66
      # the action to take (left or right)
 67
      return action.item()
 68
 69
 70 def finish_episode():
 71
 72
     Training code. Calculates actor and critic loss and performs backprop.
 73
 74
      R = 0
 75
      saved_actions = model.saved_actions
      policy_losses = [] # list to save actor (policy) loss
 76
 77
      value_losses = [] # list to save critic (value) loss
 78
      returns = [] # list to save the true values
 79
      # calculate the true value using rewards returned from the environment
 80
 81
      for r in model.rewards[::-1]:
        # calculate the discounted value
 82
 83
        R = r + GAMMA * R
 84
       returns.insert(0, R)
 85
      returns = torch.tensor(returns)
 86
 87
      returns = (returns - returns.mean()) / (returns.std() + eps)
 88
 89
      for (log_prob, value), R in zip(saved_actions, returns):
 90
        advantage = R - value.item()
 91
 92
        # calculate actor (policy) loss
 93
        policy_losses.append(-log_prob * advantage)
 94
 95
        # calculate critic (value) loss using L1 smooth loss
 96
        value_losses.append(F.smooth_l1_loss(value, torch.tensor([R])))
 97
 98
      # reset gradients
 99
      optimizer.zero_grad()
100
101
      # sum up all the values of policy_losses and value_losses
102
      loss = torch.stack(policy_losses).sum() + torch.stack(value_losses).sum()
103
104
      # perform backprop
105
      loss.backward()
106
      optimizer.step()
107
      # reset rewards and action buffer
108
      del model.rewards[:]
109
      del model.saved_actions[:]
110
111
112 def main():
113
      running_reward = -500
114
```

```
115
      # run infinitely many episodes
116
      for i episode in count(1):
117
       #print(running_reward)
        # reset environment and episode reward
118
119
       state, _ = env.reset()
120
       ep_reward = 0
121
       # for each episode, only run 9999 steps so that we don't
122
123
       # infinite loop while learning
       for t in range(1, 99999):
124
         # select action from policy
125
126
          action = select_action(state)
127
128
         # take the action
129
         state, reward, done, truncated , _ = env.step(action)
130
131
         model.rewards.append(reward)
132
         ep reward += reward
          if done or truncated:
133
134
            break
135
136
       print(ep_reward)
137
        # update cumulative reward
138
        running_reward = 0.05 * ep_reward + (1 - 0.05) * running_reward
139
140
       # perform backprop
141
       finish_episode()
142
143
       # log results
144
       if i_episode % 10 == 0:
145
          print(f"Episode {i_episode}\tLast reward: {ep_reward:.2f}\tAverage reward:
          {running_reward:.2f}")
146
       # check if we have "solved" the cart pole problem
147
148
       if running_reward > env.spec.reward_threshold*2:
149
          print(f"Solved! Running reward is now {running_reward} and the last episode runs to {t}
          time steps!")
150
          break
151
152
      env2 = gym.make(CONST_ENV_NAME, render_mode='human')
153
154
      # reset environment and episode reward
155
      state, _ = env2.reset()
156
      ep_reward = 0
157
158
      # for each episode, only run 9999 steps so that we don't
159
      # infinite loop while learning
160
     for t in range(1, 10000):
161
      # select action from policy
162
       action = select_action(state)
163
       # take the action
164
       state, reward, done, _, _ = env2.step(action)
165
       model.rewards.append(reward)
       ep_reward += reward
166
       if done:
167
168
         break
169
170 if __name__ == '__main__':
171 main()
```

3. Экранные формы с примерами выполнения программы



```
1 -500.0
 2 -500.0
 3 -500.0
 4 -500.0
 5 -500.0
 6 -500.0
 7 -500.0
 8 -500.0
 9 -500.0
10 -500.0
11 Episode 10
                Last reward: -500.00 Average reward: -500.00
12 -500.0
13 -500.0
14 -500.0
15 -500.0
16 -500.0
17 -500.0
18 -500.0
19 -500.0
20 -500.0
21 -500.0
22 Episode 20
                Last reward: -500.00
                                          Average reward: -500.00
23 -500.0
24 -500.0
25 -500.0
26 -500.0
27 -500.0
28 -500.0
29 -500.0
30 -410.0
31 -500.0
32 -292.0
```

```
33 Episode 30
                   Last reward: -292.00
                                            Average reward: -485.54
34 -232.0
35 -335.0
36 -500.0
37 -500.0
38 -500.0
39 -500.0
40 -500.0
41 -500.0
42 -461.0
43 -500.0
44 Episode 40
                   Last reward: -500.00
                                           Average reward: -475.57
45 -500.0
46 -500.0
47 -500.0
48 -424.0
49 -362.0
50 -391.0
51 -350.0
52 -500.0
53 -257.0
54 -500.0
55 Episode 50
                 Last reward: -500.00
                                           Average reward: -454.83
56 -500.0
57 -384.0
58 -500.0
59 -481.0
60 -500.0
61 -292.0
62 -500.0
63 -342.0
64 -428.0
65 -468.0
66 Episode 60
                  Last reward: -468.00
                                           Average reward: -447.79
67 -500.0
68 -329.0
69 -472.0
70 -500.0
71 -412.0
72 -299.0
73 -500.0
74 -500.0
75 -284.0
76 -455.0
77 Episode 70
                  Last reward: -455.00
                                           Average reward: -437.99
78 -241.0
79 -333.0
80 -500.0
81 -315.0
82 -339.0
83 -292.0
84 -258.0
85 -408.0
86 -273.0
87 -297.0
88 Episode 80
                  Last reward: -297.00
                                          Average reward: -392.21
89 -451.0
90 -387.0
91 -268.0
92 -317.0
93 -255.0
```

```
94 -223.0
 95 -352.0
96 -267.0
 97 -258.0
 98 -242.0
99 Episode 90
                   Last reward: -242.00
                                            Average reward: -353.33
100 -208.0
101 -273.0
102 -283.0
103 -165.0
104 -231.0
105 -195.0
106 -237.0
107 -306.0
108 -213.0
109 -267.0
110 Episode 100
                   Last reward: -267.00
                                            Average reward: -307.42
111 -242.0
112 -149.0
113 -236.0
114 -258.0
115 -196.0
116 -204.0
117 -152.0
118 -366.0
119 -251.0
120 -285.0
121 Episode 110
                   Last reward: -285.00
                                            Average reward: -279.45
122 -210.0
123 -143.0
124 -185.0
125 -231.0
126 -142.0
127 -253.0
128 -251.0
129 -322.0
130 -160.0
131 -162.0
132 Episode 120
                  Last reward: -162.00
                                            Average reward: -250.42
133 -313.0
134 -205.0
135 -186.0
136 -162.0
137 -186.0
138 -186.0
139 -217.0
140 -124.0
141 -171.0
142 -208.0
143 Episode 130
                  Last reward: -208.00
                                            Average reward: -227.24
144 -214.0
145 -207.0
146 -149.0
147 -125.0
148 -245.0
149 -204.0
150 -175.0
151 -243.0
152 -135.0
153 -459.0
154 Episode 140
                   Last reward: -459.00
                                            Average reward: -225.08
```

```
155 -175.0
156 -163.0
157 -212.0
158 -177.0
159 -166.0
160 -157.0
161 -175.0
162 -140.0
163 -156.0
164 -197.0
165 Episode 150 Last reward: -197.00
                                         Average reward: -203.49
166 -241.0
167 -193.0
168 -154.0
169 -156.0
170 Solved! Running reward is now -199.8982282342606 and the last episode runs to 157 time steps!
```