Name(s): Jennifer Lim, Yoonjae Hwang

Netid(s): jylim3, yoonjae2

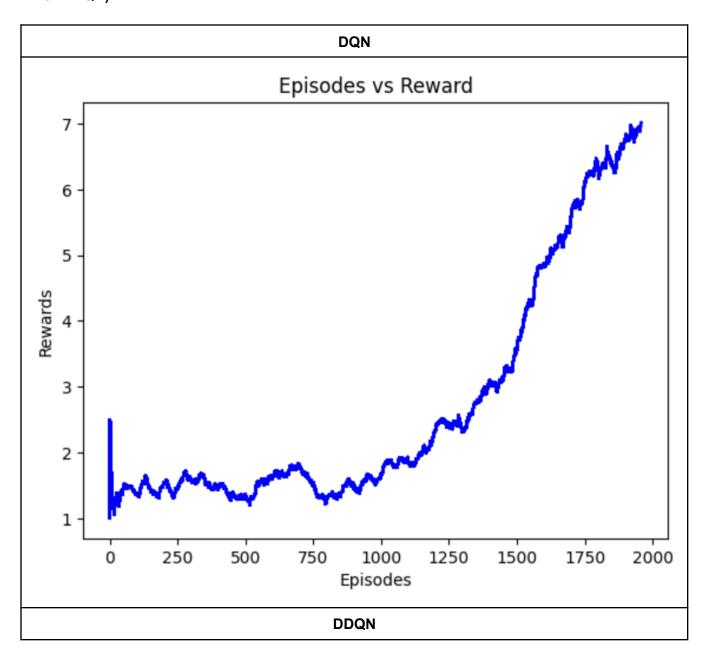
Mean Reward Reached using DQN and DDQN:

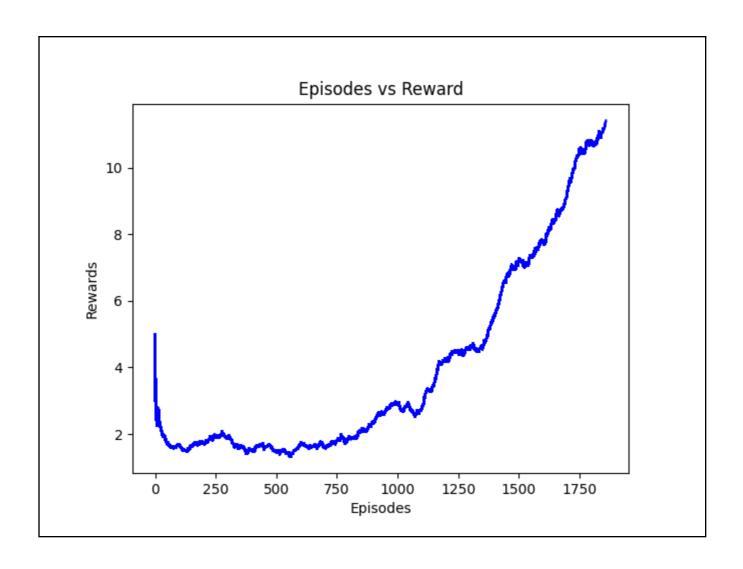
DQN									
DQN									
episode: 1934 episode: 1935 episode: 1936 episode: 1937	score: 7.0 score: 14.0 score: 5.0 score: 3.0	memory length: 448377 memory length: 448701	epsilon: 0.3102115600096537 sepsilon: 0.30957004000964966 sepsilon: 0.30957004000964966 sepsilon:	teps: 532 lr: teps: 324 lr:	6.400000000000001e-06 eva 6.400000000000001e-06 eva	uation reward: 6.73 uluation reward: 6.82 uluation reward: 6.82 uation reward: 6.82			
episode: 1938 episode: 1939	score: 5.0 score: 5.0	memory length: 449242 ememory length: 449550 ememory	epsilon: 0.3084988600096429 stepsilon: 0.307889020009639 ste	eps: 329 lr:	6.400000000000001e-06 eval	uation reward: 6.79			
episode: 1940 episode: 1941	score: 9.0 score: 9.0					luation reward: 6.83			
episode: 1942	score: 5.0	memory length: 450758	psilon: 0.3054971800096239 st	eps: 294 lr:	6.40000000000001e-06 eval	uation reward: 6.9			
episode: 1943 episode: 1944	score: 8.0 score: 8.0	memory length: 451639	psilon: 0.30375280000961286 s	teps: 436 lr:	6.40000000000001e-06 eva	uation reward: 6.93 uluation reward: 6.92			
episode: 1945 episode: 1946	score: 6.0 score: 5.0					uation reward: 6.92			
episode: 1947	score: 10.0	memory length: 452795	epsilon: 0.3014639200095984 s	teps: 508 lr:	6.40000000000001e-06 eva	luation reward: 6.92			
episode: 1948 episode: 1949	score: 5.0 score: 7.0					uluation reward: 6.92 .uation reward: 6.94			
episode: 1950 episode: 1951	score: 5.0 score: 9.0	memory length: 453812	psilon: 0.29945026000958563 s	teps: 325 lr:		luation reward: 6.92			
episode: 1952	score: 5.0	memory length: 454573	psilon: 0.2979434800095761 st	eps: 290 lr:	6.400000000000001e-06 eval	uation reward: 6.92			
episode: 1953 episode: 1954	score: 5.0 score: 5.0	memory length: 455189	psilon: 0.2967238000095684 st	eps: 312 lr:		uation reward: 6.89 uation reward: 6.88			
episode: 1955 episode: 1956	score: 8.0 score: 8.0	memory length: 455653	psilon: 0.29580508000956257 s		6.40000000000001e-06 eva	luation reward: 6.92			
episode: 1957	score: 7.0	memory length: 456527	psilon: 0.2940745600095516 st	eps: 441 lr:	6.400000000000001e-06 eval	uation reward: 6.95			
episode: 1958 episode: 1959	score: 14.0 score: 5.0					valuation reward: 7.02 .uation reward: 7.02			
_									
			DDQN						
episode: 1822 episode: 1823	score: 16.0 score: 18.0	memory length: 500867 memory length: 501485	epsilon: 0.20628136000899616 epsilon: 0.20505772000898842		lr: 2.5600000000000001e-06				
episode: 1824	score: 14.0	memory length: 502126	epsilon: 0.2037885400089804	steps: 641	lr: 2.560000000000001e-06	evaluation reward: 10.8			
episode: 1825 episode: 1826	score: 12.0 score: 9.0	memory length: 502686 memory length: 503134	epsilon: 0.20267974000897337 epsilon: 0.20179270000896776	steps: 560 steps: 448	lr: 2.5600000000000001e-06	evaluation reward: 10. evaluation reward: 10.8			
episode: 1827	score: 13.0	memory length: 503729	epsilon: 0.2006146000089603	steps: 595	lr: 2.560000000000001e-06	evaluation reward: 10.8			
episode: 1828 episode: 1829	score: 11.0 score: 15.0	memory length: 504321 memory length: 504866	epsilon: 0.1994424400089529 epsilon: 0.19836334000894607	steps: 592 steps: 545	lr: 2.5600000000000001e-06 lr: 2.560000000000001e-06	evaluation reward: 10.9 evaluation reward: 10.			
episode: 1830	score: 12.0	memory length: 505426	epsilon: 0.19725454000893905	steps: 560	lr: 2.560000000000001e-06	evaluation reward: 11.			
episode: 1831 episode: 1832	score: 18.0 score: 14.0	memory length: 505973 memory length: 506606	epsilon: 0.1961714800089322 epsilon: 0.19491814000892427	steps: 547 steps: 633	lr: 2.560000000000001e-06 lr: 2.560000000000001e-06	evaluation reward: 11.1 evaluation reward: 11.0			
episode: 1833	score: 6.0	memory length: 506964	epsilon: 0.19420930000891978	steps: 358	lr: 2.5600000000000001e-06	evaluation reward: 10.99			
episode: 1834 episode: 1835	score: 11.0 score: 13.0	memory length: 507427 memory length: 508093	epsilon: 0.19329256000891398 epsilon: 0.19197388000890564		lr: 2.5600000000000001e-06				
episode: 1836	score: 7.0	memory length: 508439	epsilon: 0.1912888000089013	steps: 346	lr: 2.560000000000001e-06	evaluation reward: 10.94			
episode: 1837 episode: 1838	score: 13.0 score: 7.0	memory length: 509045 memory length: 509454	epsilon: 0.1900889200088937 epsilon: 0.1892791000088886	steps: 606 steps: 409	lr: 2.5600000000000001e-06 lr: 2.560000000000001e-06	evaluation reward: 10.9 evaluation reward: 10.93			
episode: 1839 episode: 1840	score: 14.0 score: 12.0	memory length: 510130 memory length: 510663	epsilon: 0.18794062000888012 epsilon: 0.18688528000887344	steps: 676 steps: 533	lr: 2.5600000000000001e-06				
episode: 1841	score: 18.0	memory length: 511214	epsilon: 0.18579430000886654	steps: 551	lr: 2.560000000000001e-06	evaluation reward: 11.			
episode: 1842 episode: 1843	score: 8.0 score: 16.0	memory length: 511626 memory length: 512327	epsilon: 0.18497854000886138 epsilon: 0.1835905600088526	steps: 412 steps: 701	lr: 2.5600000000000001e-06 lr: 2.5600000000000001e-06	evaluation reward: 11.0 evaluation reward: 11.0			
episode: 1844	score: 7.0	memory length: 512670	epsilon: 0.1829114200088483	steps: 343	lr: 2.560000000000001e-06	evaluation reward: 11.07			
episode: 1845 episode: 1846	score: 8.0 score: 13.0	memory length: 513088 memory length: 513739	epsilon: 0.18208378000884307 epsilon: 0.1807948000088349	steps: 418 steps: 651	lr: 2.5600000000000001e-06 lr: 2.560000000000001e-06	evaluation reward: 11.0 evaluation reward: 11.0			
episode: 1847	score: 16.0	memory length: 514383	epsilon: 0.17951968000882684	steps: 644	lr: 2.560000000000001e-06	evaluation reward: 11.			
episode: 1848 episode: 1849	score: 15.0 score: 16.0	memory length: 514929 memory length: 515526	epsilon: 0.17843860000882 epsilon: 0.17725654000881252	steps: 546 steps: 597	lr: 2.560000000000001e-06 lr: 2.560000000000001e-06	evaluation reward: 11.15 evaluation reward: 11.			
episode: 1850	score: 10.0	memory length: 515998	epsilon: 0.1763219800088066	steps: 472	lr: 2.560000000000001e-06	evaluation reward: 11.18			
episode: 1851 episode: 1852	score: 16.0 score: 10.0	memory length: 516724 memory length: 517080	epsilon: 0.17488450000879752 epsilon: 0.17417962000879306		lr: 2.5600000000000001e-06				
episode: 1853	score: 9.0	memory length: 517544	epsilon: 0.17326090000878724	steps: 464	lr: 2.560000000000001e-06	evaluation reward: 11.18			
episode: 1854 episode: 1855	score: 15.0 score: 17.0	memory length: 518176 memory length: 518748	epsilon: 0.17200954000877933 epsilon: 0.17087698000877216		lr: 2.5600000000000001e-06				
episode: 1856	score: 8.0	memory length: 519210	epsilon: 0.16996222000876637	steps: 462	lr: 2.560000000000001e-06	evaluation reward: 11.27			
episode: 1857 episode: 1858	score: 12.0 score: 12.0	memory length: 519730 memory length: 520290	epsilon: 0.16893262000875986 epsilon: 0.16782382000875284		lr: 2.5600000000000001e-06				
episode: 1859	score: 11.0	memory length: 520848	epsilon: 0.16671898000874585	steps: 558	lr: 2.560000000000001e-06	evaluation reward: 11.3			
episode: 1860	score: 12.0	memory length: 521423	epsilon: 0.16558048000873865	steps: 575	lr: 2.5600000000000001e-06	evaluation reward: 11.			

Uploaded Saved DQN/DDQN Model on Canvas (whichever performs better): Yes

Uploaded your Agent.py and Agent_double.py file on Canvas : Yes

Plot of Mean Evaluation Reward for the model that reaches the target score (Either DQN or DDQN):





Provide a few sentences to analyze the training process and talk about some implementation details:

The training process of DQN iteratively updates the network system to approximation Q-values. Agents collects data during training and the target values are computed using separated target network with fixed weights and is also periodically updated. We implemented both the agent and double agent to improve the performance of the DQN. Finally, we could conclude that DQN implementation uses target network to stabilize the training and prevent overfitting.

Extra Credit

Answer the questions accordingly if you did the corresponding part. The questions are just prompts. You should elaborate a bit more if you can.

- 1. What games did you apply the extra credit to? How does it work?
- 2. What other algorithm did you use? Explain and cite all your sources. Any issues you got in training your new algorithm.