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9. Deep Q-network

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9. Deep Q-network

As you have observed in the previous tab, a linear model is not able to correctly approximate the Q-function for our simple task.

In this section, you will approximate $Q(s, c)$ with a neural network. You will be provided with a DQN that takes the state representation (bag-of-words) and outputs the predicted Q values for the different "actions" and "objects".

Deep Q network

1 point possible (graded)

Complete the function `deep_q_learning` that updates the model weights, given the transition data $(s, c, R(s, c), s')$.

Please enter the *average episodic rewards* of your Q-learning algorithm when it converges.

Generating Speech Output

Answer: 0.50

Submit

You have used 0 of 6 attempts

i Answers are displayed within the problem

Discussion











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If you reached this part of the project and didn't deal with the torch library close enough befo... 3
 Pinned
-  I have a doubt on Linear Regression in our Closed form solution, please tell me if you spot any flaw in my derivation. 5
-  Loss function 16
I tried three losses: manual MSE loss (mentioned in second recitation), torch MSE loss and tor...
-  Is agent_dqn running slow for everyone? 7
I am running it on cpu and getting rate of 1.5 iterations/s.It will take a long time to run 300 ite...
-  Loss Function 17
I have used 4 of my attempts for this question, but have not been able to get a green check ...
-  [STAFF] Share DQN code 4
Dear [STAFF] would it be possible to share the code as part of the solution? It would be really...

Generating Speech Output

 <u>Is it possible to provide the code for DQN after the project expires?</u>	3
<u>P.S. I got green, but is still unsure if my code is correct. i.e. I just got something running, and c...</u>	
 <u>Avg Reward vs Ewma Reward</u>	1
<u>So I've completed all of the questions with green check marks, but I still have no clue on the d...</u>	
 <u>q_value_cur_state</u>	3
<u>how to compute q_value_cur_state? any hint, please</u>	
 <u>DQN learning understanding</u>	3
<u>I think I managed to get epsilon_greedy more or less consistent, but I really struggle to draw ...</u>	
 <u>Intuition for the linear/nonlinear approximation of the state/action spaces</u>	

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