

Udacity - Project Navigation

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Abstract

In this paper, Deep Q-Learning (DQN) of various formats was tested, to meet the best format, sometimes reaching the level of zeroing the notebook to have no remnants in memory. At 330 epoch DQN reached its goal 13.08, the value was ≥ 13.0 in the score window generated by DQN. The configuration used:

n_epoch_max	eps_end	eps_decay
700	.008	.9277

Object Model

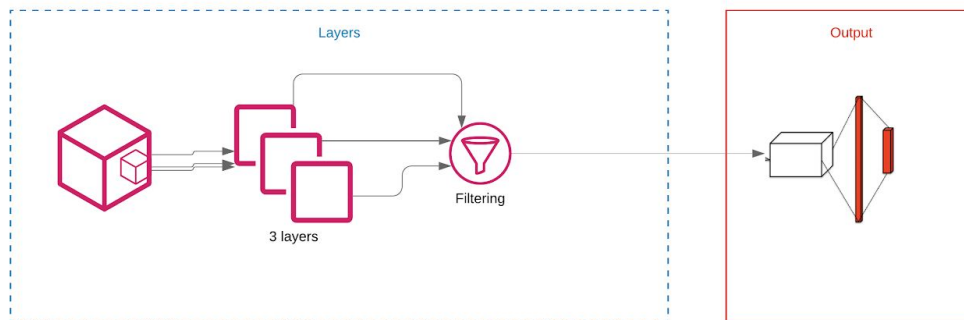
The goal is to learn the techniques that were passed in the Deep Reinforcement Learning course and put them into practice in deliverable projects.

Model Architecture

After experimenting with different numbers of layers (number of layers used [2, 3, 4]), it was found that three layers make more sense because the advance of the activation pattern with ReLu at the time was a good compromise to reach the goal. With dimension 37 of the state space and dimension 4 of the (exit / action) space, the problem is not very dimensional, so a very high number of layers or hidden units in the layers does not seem to be justified and does not make epoch for achieve the goal.

Archteture DQN

Paulo Cotta | April 5, 2020



As described in the classes and exercises, the choice of ϵ (initial value, decay / speed factor, final value) has a great effect on the learning speed. It was decided to opt for a multiplicative "decay" with minimum value in the long run: $\epsilon = \max(\epsilon_0 \cdot \epsilon_{kdecay}, \epsilon_{min})$, where k denotes the epochs. After starting with relatively conservative and previously seen ϵ_{decay} values (for example, 0.99), it decreased more and more and I observed a very fast training progress in the case the .9277 value.

My interpretation is that the environment is not very complex (that is, it does not generate much variation in the state space) and, therefore, the agent needs relatively little exploration compared to other environments.

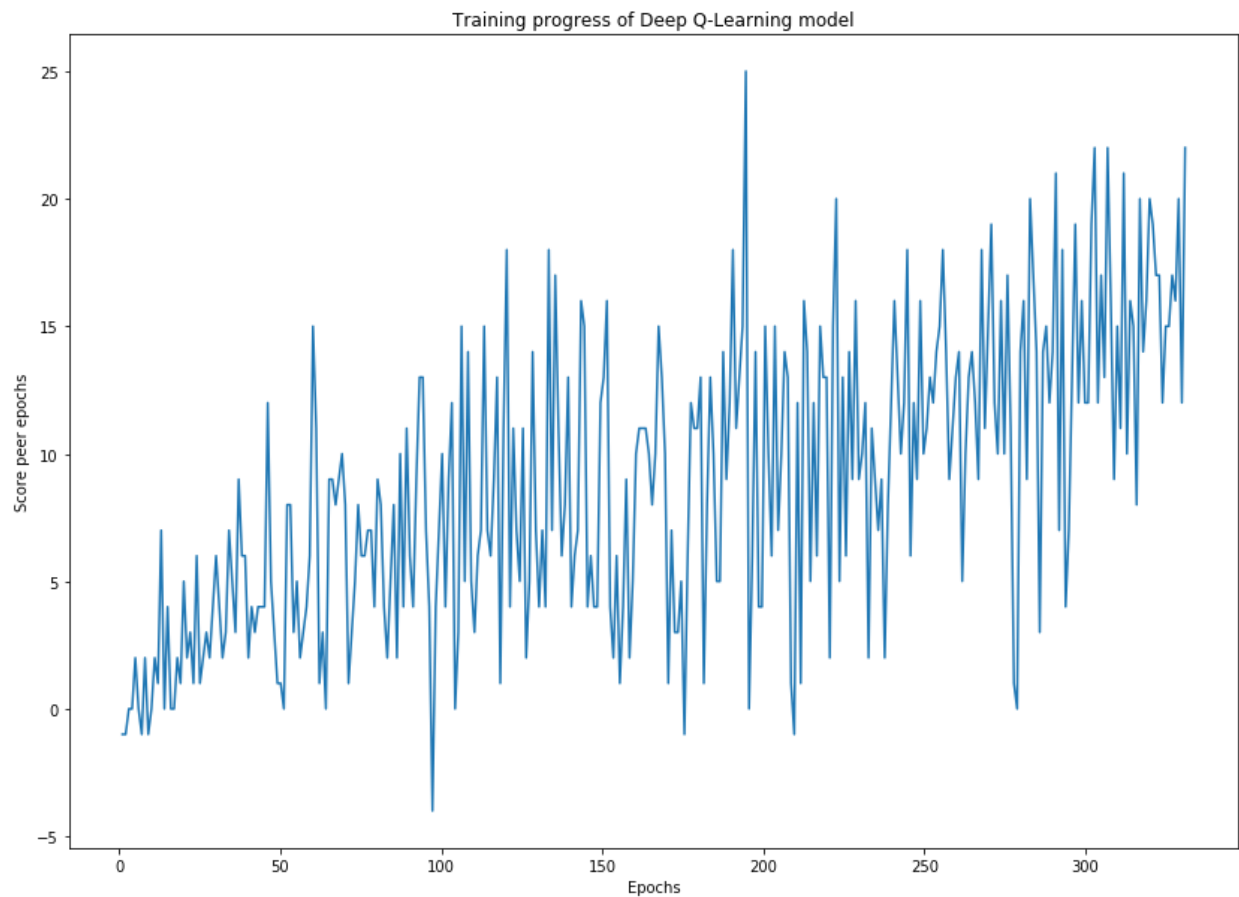
In this work, the agent_model_dqn.py class was used, where it has 3 classes (Agent, QNetwork, ReplayBuffer).

Final result - Conclusion

We reached 330 epochs to really get to where goal 13.0 was, 700 epochs were placed, which suggests that < that 700 epochs we managed to reach the goal and demonstrates that the problem is not so complex. In this case, we have the results of training with the final configuration.

n_epoch_max	eps_end	eps_decay
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After an initial phase with little progress (due to the high participation in the exploration), the agent begins to obtain higher scores after approximately 10 epochs. After about 230 epochs, progress seems more flattened, but the average score still increases until an average score of 13.0 is reached. Result the problem is not of high complexity for the agent.



References

<https://medium.com/@awjuliani/simple-reinforcement-learning-with-tensorflow-part-4-deep-q-networks-and-beyond-8438a3e2b8df>

Book - Reinforcement Learning, Sutton