# Class replay memory(object)

# Function push -saving transition If len memory < capacity Memory.append(None) Pass the position of memory to transition tuple Increase count of position by 1 modulo by capacity and pass to position

#### Func init

Define capacity, memory array and position

## Func length

Returns the len memory

## Func sample

parameter: batch size
Func has .sample
method and returns
random batch of
transitions for
training

## Class dqn(nn.module)

#### Func init

Parameter: height, width, output

Define 3 layers of conv network with input, output ,kernel size and stride

batchnorm after every layer

#### Fun conv2d\_sizeout

Parameters: size, kernel size, stride

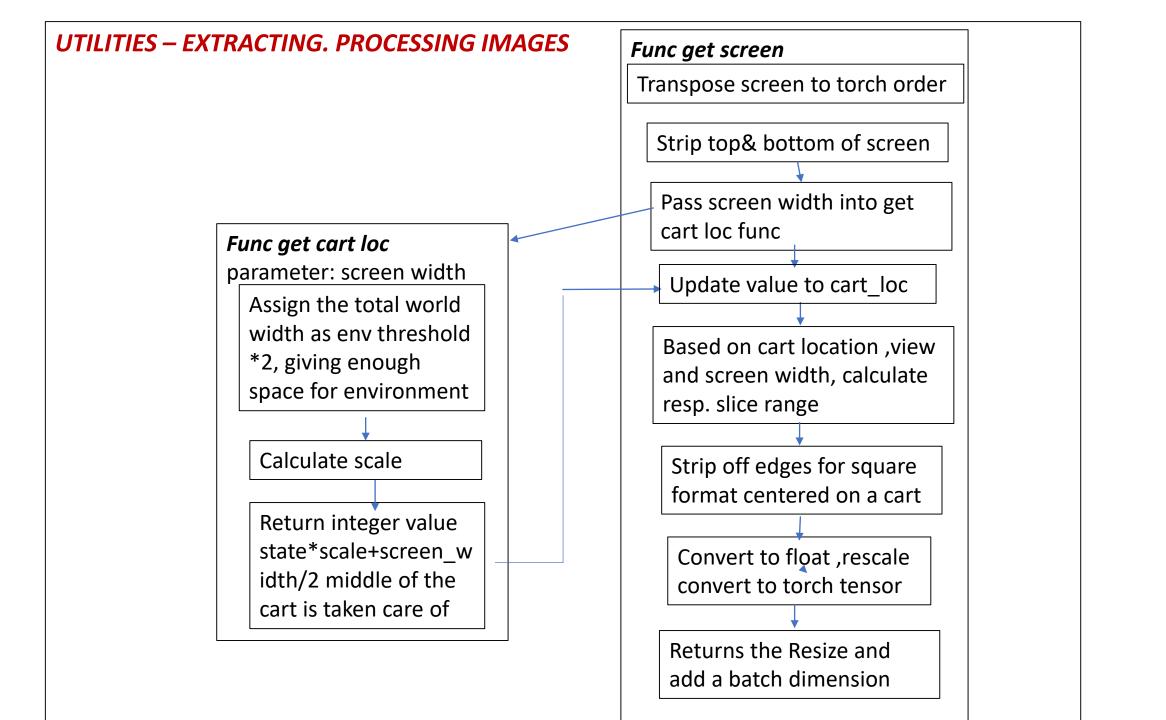
Compute output of conv layers Calculate width, height, and input size

### **Func forward**

Parameter: x

forward pass the 3 conv layers

Returns a tensor



#### **TRAINING**

Call dqn class, optimize model() and assign random batch of transitions for training in replay memory Declare training parameters like Batch size, gamma, eps\_start,end,decay, tgtupdate Get screen size, num of actions from gym action space.

To class dqn,
To class replaymemory
To optimize\_model()

