

I was hoping to propose a new project for Project 5: if I could solve a robotics problem with deep learning. I was hoping to solve a problem such as Fetch from OpenAI's robotics gym. Fetch is a robot with three joints and must solve a variety of tasks such as using its end effector to manipulate the environment (hit a puck such that the puck rests on a goal, moving boxes to goal positions, picking up boxes). There are other robot simulations that OpenAI provides such as a robotic hand that manipulates the environment.

I'd like to solve these tasks using deep reinforcement learning by implementing techniques such as deep deterministic policy gradients and other actor critic training algorithms.



