CS662: Assignment 4

Group Members:
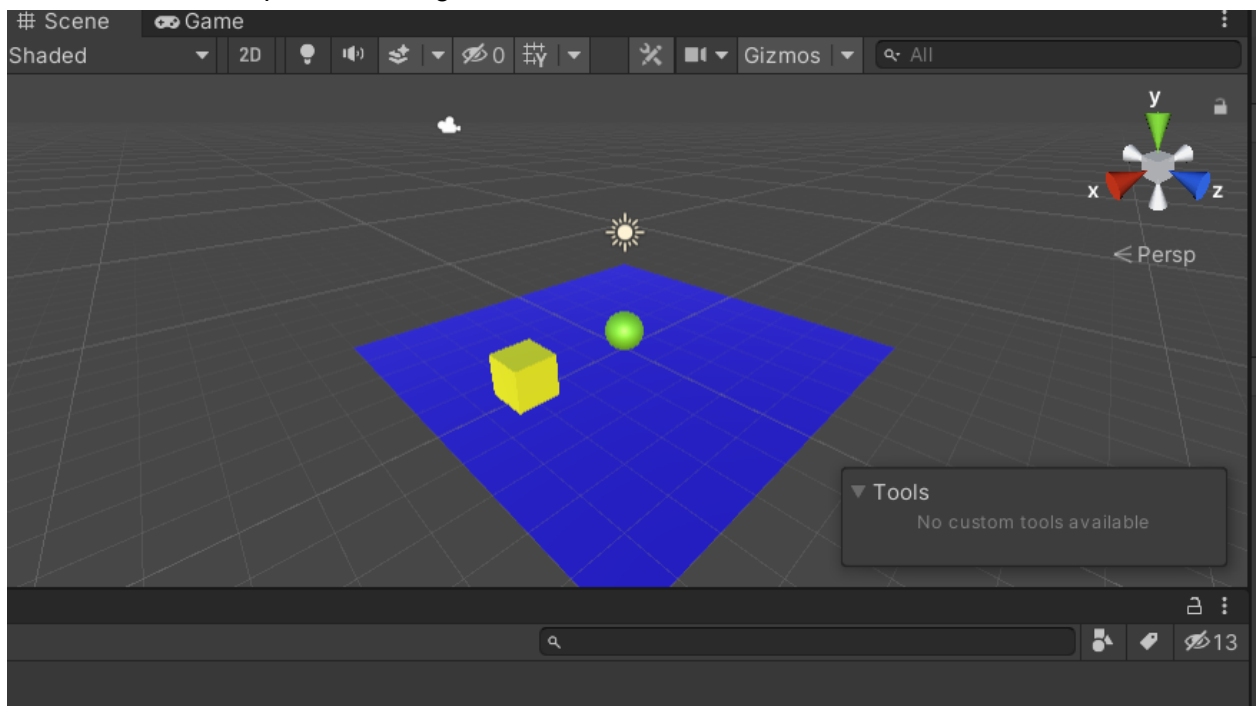Abhinav Kumar (B18099)
Rahul Anand (B18078)
Saksham Barara (B18190)
Partik Kumar (B18187)

Q1.

   a) The environment of previous assignment is shown below.

b) The game was played by a human for some time. Some demonstrations were recorded in the Assets/Demonstrations folder.

c) The Agent was trained and the following result was obtained. The file bc.yaml in the folder Assets/Configs/ was used as the config file for training.

Q2.
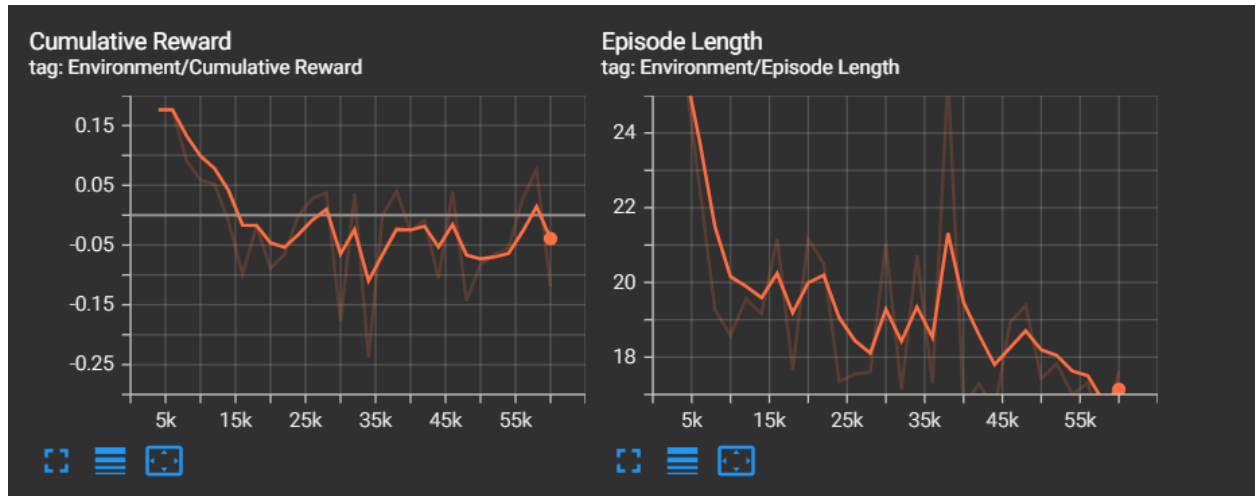
a) The environment of the previous part was used.
b) The model was trained and the fol
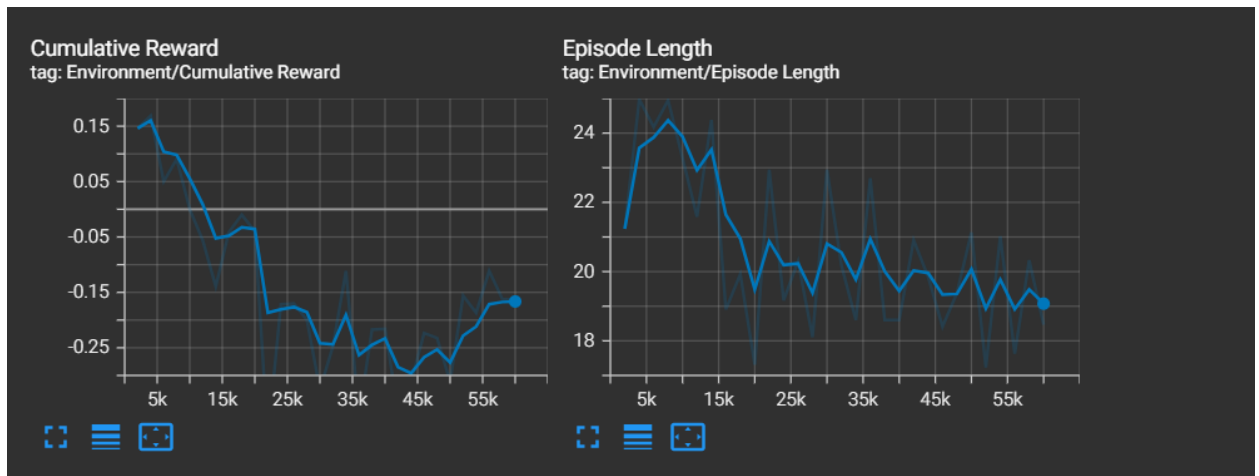
lowing results were obtained. The file bc.yaml in the folder Assets/Configs/ was used as the config file for training.

c) The comparison between the two parts is shown below. We can view the result logs (A4_Q1 and A4_Q2) in the results folder. Here in the graph orange line represents model described in Q1 and blue line describes the model trained in Q2.
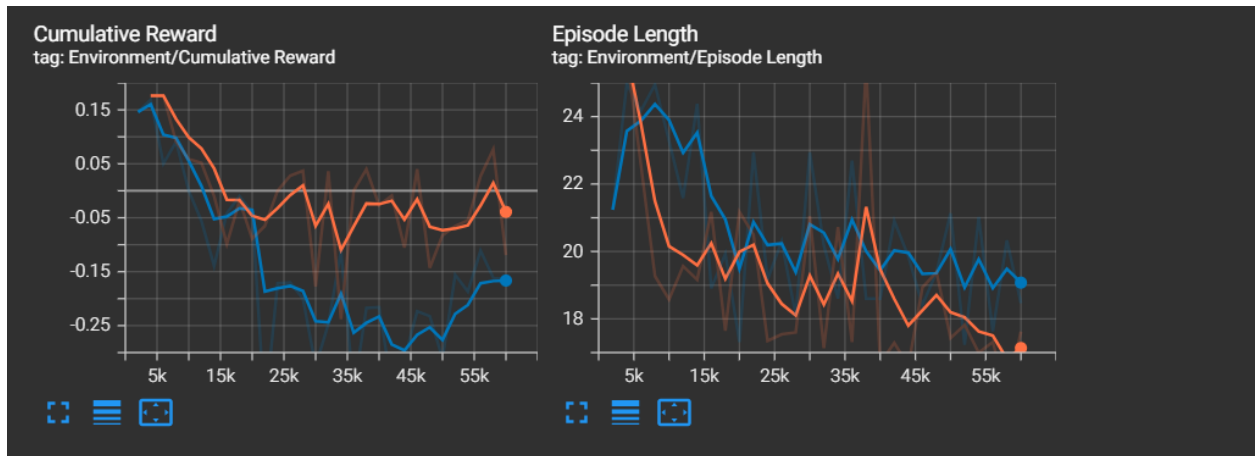
We can see that for Q1 we get better cumulative reward than Q2. The episode length of Q1 is also generally less than Q2.

Drive Links-

Please use the below links for the code-
Q1.
https://drive.google.com/file/d/1SSdcjJoZ6sbAM8s8pvXwdicrh2_PmSbE/view?usp=sharing
Q2.
https://drive.google.com/file/d/1t6J9lWmHF2bf6y-l2kJbJ5TZJDzXyqNG/view?usp=sharing