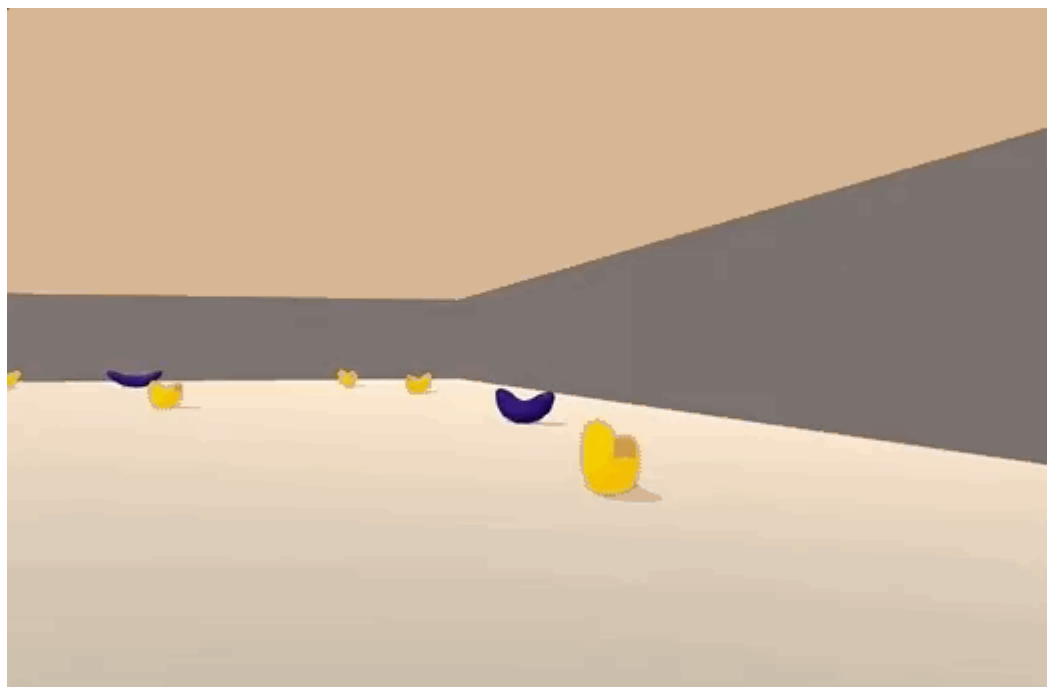


Environment

A reward of +1 is provided for collecting a yellow banana, and a reward of -1 is provided for collecting a blue banana. Thus, the goal of the agent is to navigate through the environment and collect as many yellow bananas as possible while avoiding blue bananas.



```
Unity brain name: BananaBrain
  Number of Visual Observations (per agent): 0
  Vector Observation space type: continuous
  Vector Observation space size (per agent): 37
  Number of stacked Vector Observation: 1
  Vector Action space type: discrete
  Vector Action space size (per agent): 4
  Vector Action descriptions: , , ,
```

The state space has 37 dimensions and contains the agent's velocity, along with ray-based perception of objects around the agent's forward direction. Given this information, the agent has to learn how to best select actions. Four discrete actions are available, corresponding to:

- 0 - move forward.
- 1 - move backward.
- 2 - turn left.
- 3 - turn right.

Agent

DQN Agent was used to approximate the value function.

```
class QNetwork(nn.Module):
    def __init__(self, state_size=37, action_size=4, seed=0):
        super(QNetwork, self).__init__()
        self.seed = torch.manual_seed(0)
        middle_size1 = 100
        middle_size2 = 100
        self.fc1 = nn.Linear(state_size, middle_size1)
        self.fc2 = nn.Linear(middle_size1, middle_size2)
        self.fc3 = nn.Linear(middle_size2, action_size)
        self.relu = nn.ReLU()

    def forward(self, state):
        x = self.fc1(state)
        x = self.relu(x)
        x = self.fc2(x)
        x = self.relu(x)
        x = self.fc3(x)
        return x
```

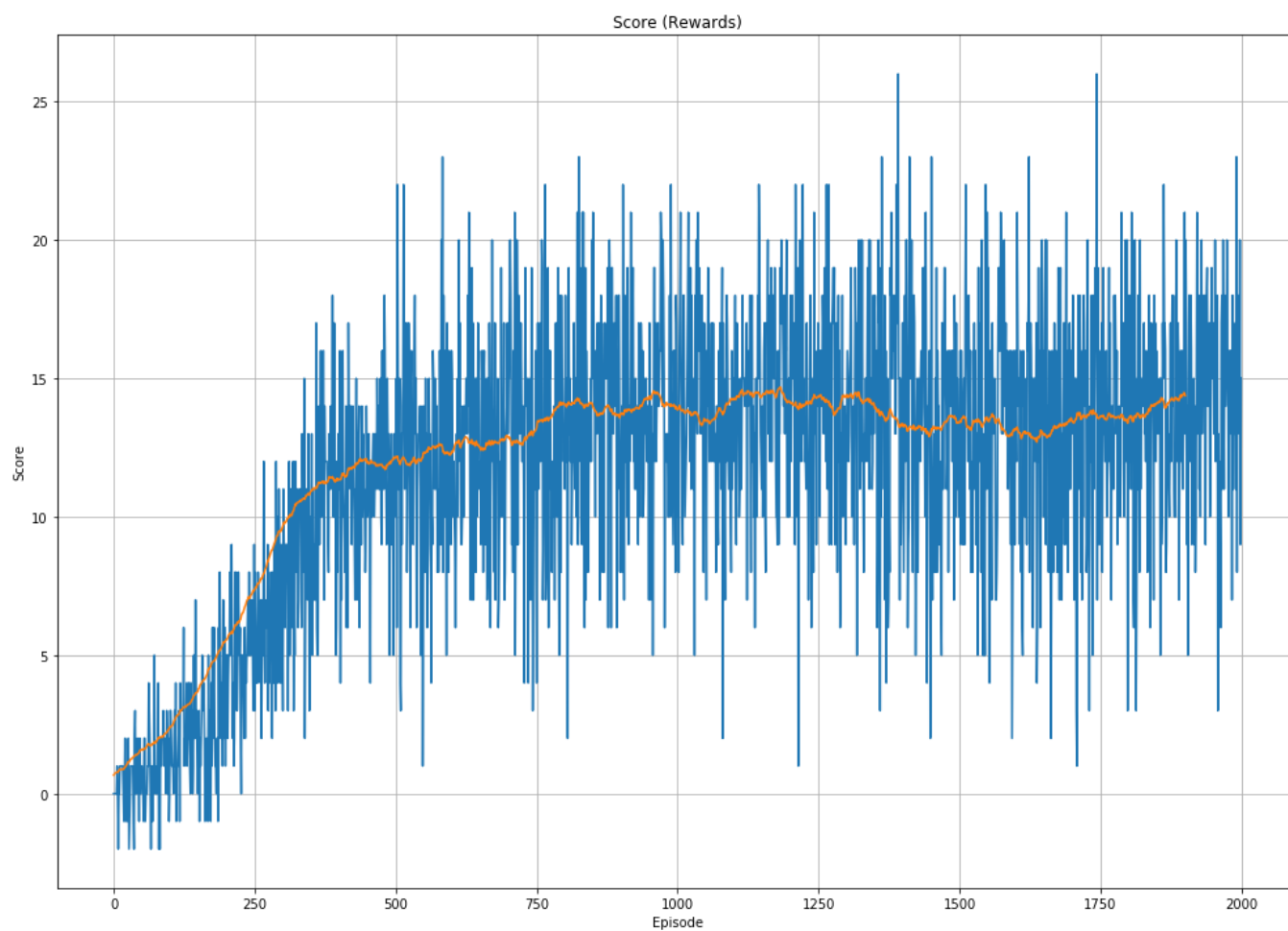
Hyperparameters

- number of episodes = 2000
- maximum time steps = 5000
- Exploration $\text{eps_start}=1.0$, $\text{eps_end}=0.01$, $\text{eps_decay}=0.995$
- Buffer size = $1e5$
- batch size = 100
- Gamma = 0.99
- TAU = $1e-3$
- LR = $1e-3$

Training time

- DQN took 57.8 minutes for 2000 episodes
- DDQN took 52.8 minutes for 2000 episodes

DQN training rewards



To-Do

- Pixel Agent to train from the frames
- Policy based methods
- Actor Critic method