Reinforcement Learning and Optimal Control for Robotics ROB-GY 6323 Exercise Series 4

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Question 1 Implement the Q-learning algorithm.

Answer We have been given the algorithm as,

Algorithm 1 Q-Learning Algorithm

```
1: for each episode do
2: Initialize the episode: x_0 = [0,0]
3: for each step of the episode do
4: Select u_n using an \epsilon-greedy policy
5: Compute the next state: x_{n+1}
6: Compute the target: y_n = g(x_n, u_n) + \alpha \min_a Q(x_{n+1}, a)
7: Perform one SGD step on the neural network parameters to minimize:

(Q(x, u) - y_n)^2
8: end for
9: end for
```

Implementing this in code, we have the loop as shown below. The code can be found in the attached jupyter notebook as well.

```
# Training loop with progress visualization using tqdm
 \begin{tabular}{ll} \be
          \# Initialize the state vector xi to [0, 0] and
          # move it to the selected device
           xi = torch.tensor(np.zeros((2,)), device=device, dtype=torch.float)
          # Loop over each step within the episode
           for _{\perp} in range(N):
                     # Perform a forward pass through the Q-network to
                     \# get Q-values for current state xi
                     forward_pass = q_function.forward(xi.unsqueeze(0))
                                -greedy policy for action selection
                     if torch.rand(1).item() < epsilon:
                                \# Exploration: select a random action
                                # from the possible controls
                                ui = torch.randint(0, 3, (1,)).item()
                      else:
                                \# Exploitation: select the action with
                                \# the minimum Q-value (assuming minimization)
                                ui = torch.argmin(forward_pass).item()
                     # Compute the next state and target value
                     \#\ without\ tracking\ gradients
                      with torch.no_grad():
                                # Apply the selected action to get the next state
                                # using the pendulum's dynamics
                                xip1 = torch.tensor(pendulum.step(
                                           x=xi.cpu().numpy(),
                                           u=possible_controls[ui]),
                                           device=device,
                                           dtype=torch.float)
                                # Calculate the target value y_i
                                \# y_{-i} = g(x_{-i}, u_{-i}) + alpha * min_a Q(x_{-i}, u_{-i}), a
                                yi = torch.tensor(
                                           (g(x=xi.cpu().numpy(), u=possible_controls[ui]) +
                                                      (alpha * torch.min(
```

 $q_{\text{-}}$ function.forward(xip1.unsqueeze(0))).item())), device=device, dtype=torch.float)

Compute the loss between the current Q-value and the target y_i
forward_pass.squeeze()[ui] extracts the Q-value
for the selected action
loss = loss_fn(forward_pass.squeeze()[ui], yi)

Zero the gradients before backpropagation
optimizer.zero_grad()

Perform backpropagation to compute gradients
loss.backward()

Update the Q-network parameters using the optimizer
optimizer.step()

Update the current state to the next state
xi = xip1

Question 2 Test that it works with and without pushes.

Answer This has been tested and the videos are present in the submission.

Question 3 Plot the cost per episode (to visualize learning)

Answer The plot is shown below -

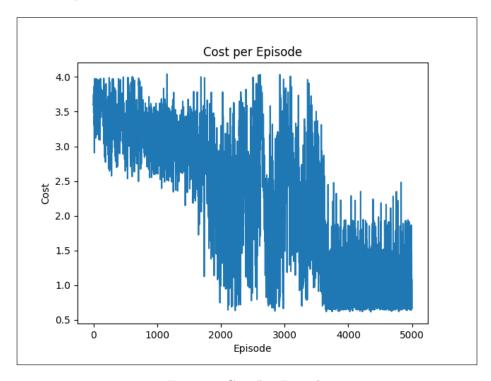


Figure 1: Cost Per Episode

Question 4 Plot the learned value function (in 2D as a function of pendulum position and velocity) as well as the policy.

Answer The plots are shown below -

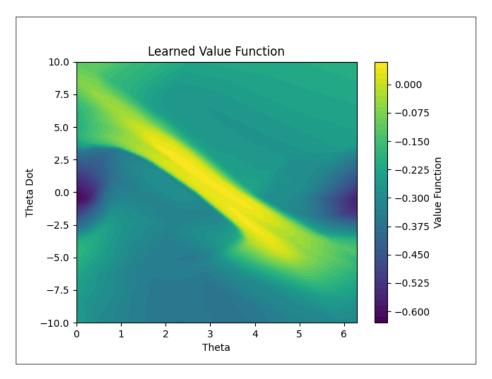


Figure 2: Value Function Plot

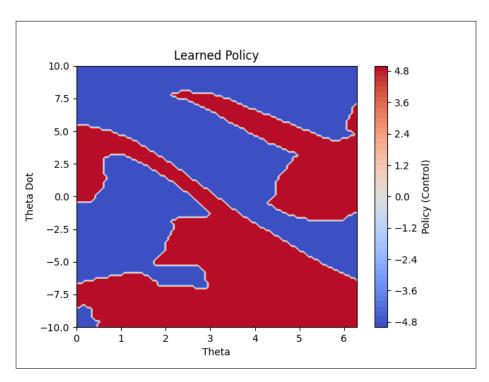


Figure 3: Learned Policy