DQN

测验, 6 个问题

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DQN		
	Is based on an off-policy method.	
	Neither off-policy nor on-policy method	
	Is based on an on-policy method.	
1 point 2. How can we speed up the DQN training process?		
	Use smaller model.	
	Use stacked state and action as input.	
	Use upsampling.	
	Use smaller input.	
	Parallelize learning.	
	Stack more layers.	
	Use strides.	
	Do not use pooling.	
	Stack 4 last states together.	

1 point

DQN 测验, 6 个问题	 3. Why do we need to stack four last frames while playing Atari games? At least two stacked frames is the only type of input accepted by a convolutional layer. It makes Atari game fully observable. It allows to obtain additional training data. Without such stacking a neural network will not learn (due to its depth). It stabilises training.
	1 point 4. How can we help an agent to adapt to different scales of a reward signal? Use moving average of last N rewards as a new reward. Adjust the agent learning rate. Give the agent more training samples with higher learning rate. Give the agent more training samples with lower learning rate. Adjust the reward signal gamma. Give the agent more training samples with same learning rate.
	1 point 5. Why target networks are commonly used? Target networks use smaller amount of parameters. For training stabilization. It is a heuristic against the problem of correlated training data.

DQN 测验, 6 个问题	 They increase training stability in tasks, where the reward scale is not known beforehand. They are mandatory when using an experience replay. Target networks work faster.
	1 point 6. What are the possible ways to improve experience replay (buffer)?
	Use smaller buffer (up to 1 thousand).
	Add more statistics to it, such as gamma, current learning rate, current step/epoch.
	Sample whole sessions from an experience replay instead of single experience (S,A,R,S') tuples.
	Use larger buffer (up to 1 million).
	Use samples more wisely – taking into account their contribution to the training process.
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