

Exploring DQN Extensions on MinAtari-Breakout

RL Laboratory
Group 2

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INTRODUCTION

DQN - Deep Q-Network

- DQN combines Q-learning with deep convolutional neural networks and experience replay
- Handles large and complex state spaces.
- **Problem:** Overestimation Bias.
- Extensions:
 - Double DQN
 - Multi-step DQN
 - Dueling DQN

DDQN - Double Deep Q-Network

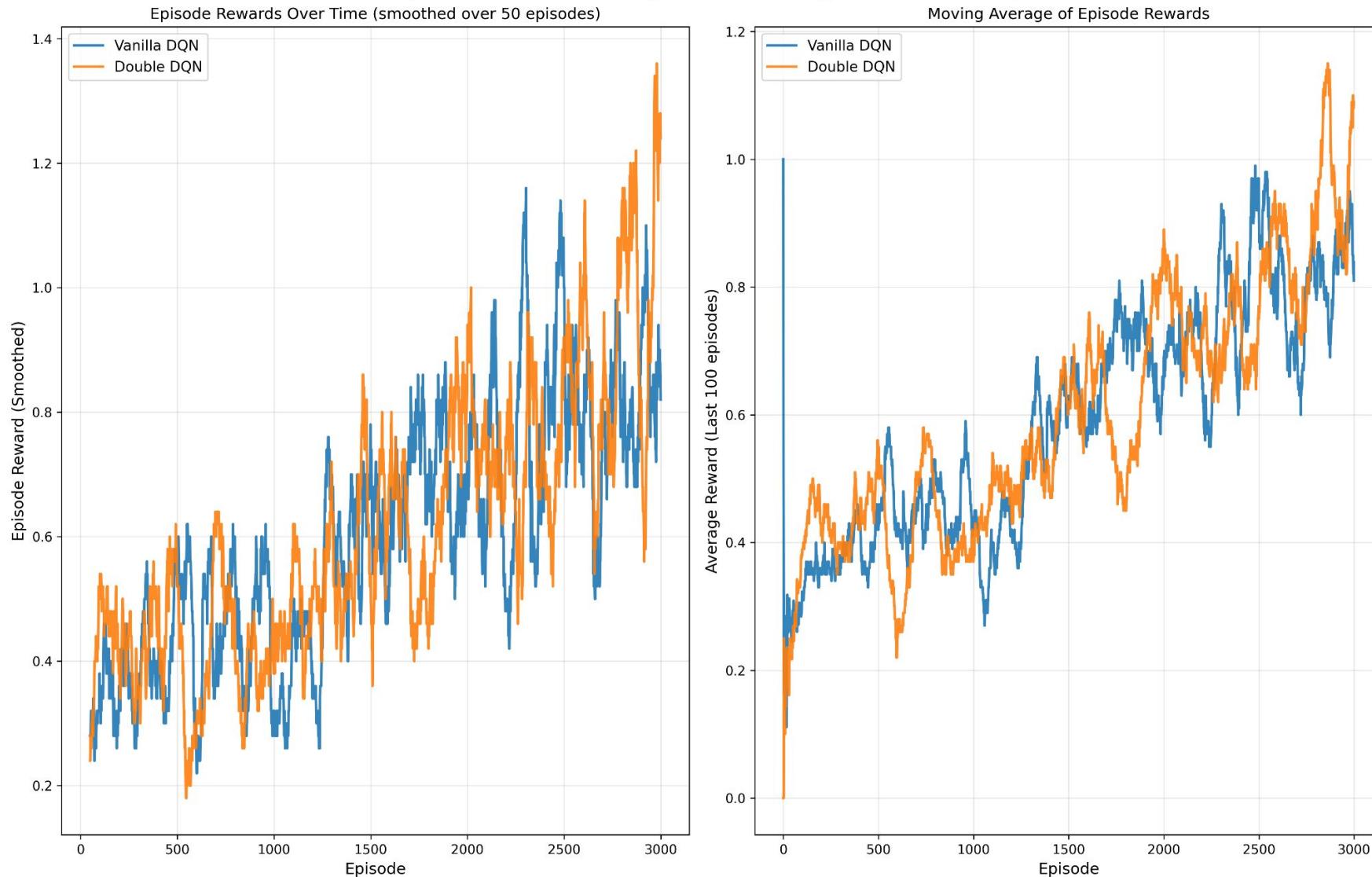
- Fixes overestimation bias in DQN
- Key idea:
 - **Online Network** to select actions
 - **Target Network** to evaluate actions
- Double DQN Target Update

$$Y_t^Q = R_{t+1} + \gamma \operatorname{argmax}_a Q(S_{t+1}, a; \theta_t); \theta_t$$

- More stable and accurate Q-value estimates → reduces over optimistic updates.

DDQN vs DQN

Comparison of Double DQN Extension against Vanilla DQN



Multistep DQN

- Idea: Instead of using only the intermediate reward, we use the reward of the next n steps.
- Instead of using the standard TD target:

$$R_{t+1} + \gamma \max_{a'} Q_\theta(s_{t+1}, a')$$

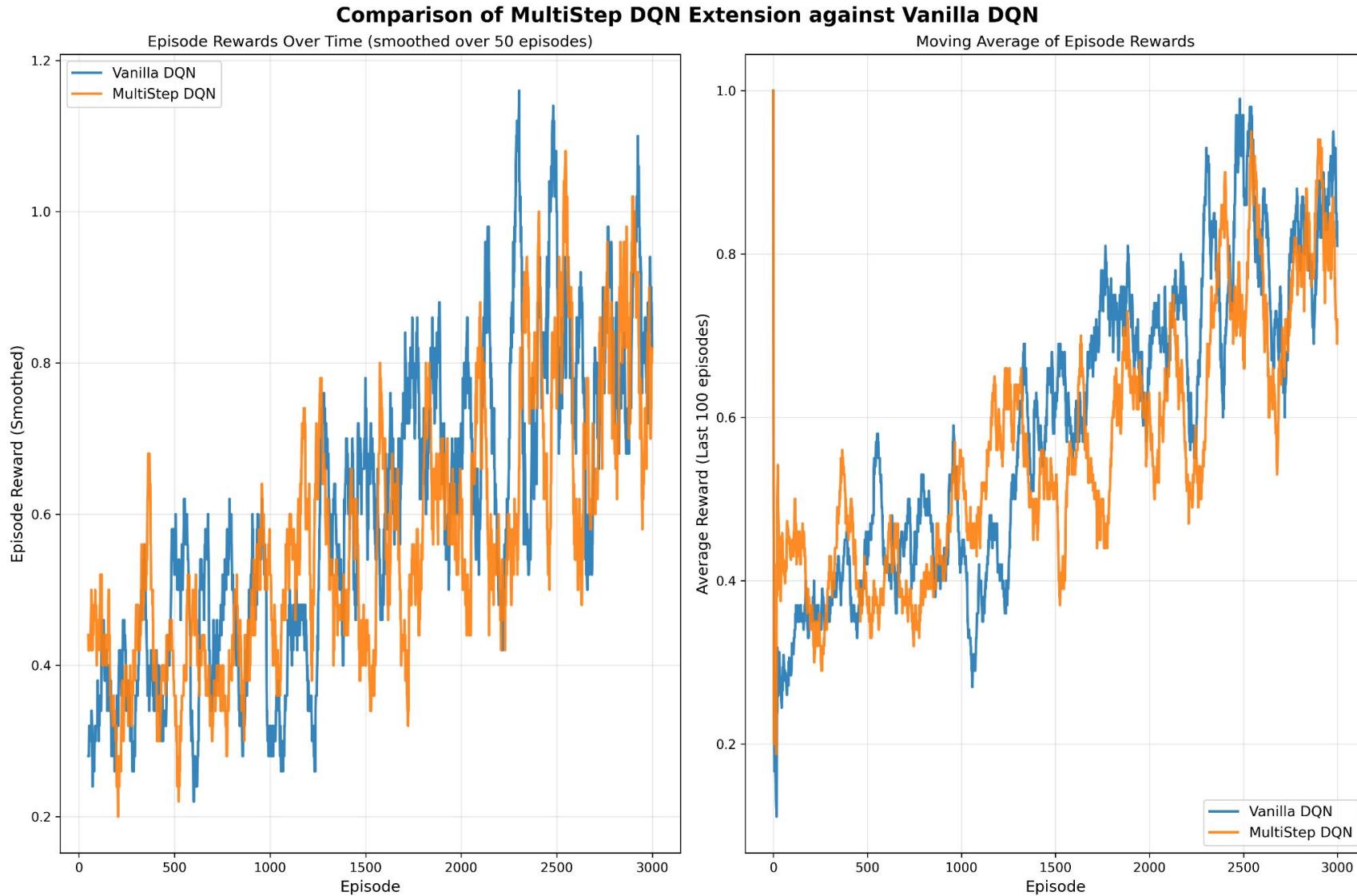
- We use the n-step return:

$$R_t^{(n)} + \gamma^{(n)} \max_{a'} Q_\theta(s_{t+n}, a')$$

- Where:

$$R_t^{(n)} = \sum_{k=0}^{n-1} \gamma^k R_{t+k+1} = R_{t+1} + \gamma R_{t+2} + \dots + \gamma^{n-1} R_{t+n}$$

Multi-step DQN vs DQN



Dueling DQN

Standard DQN estimates Q-values directly:

$$Q(s, a; \theta) \approx \text{Expected return for action } a \text{ in state } s$$

Problem: For states where action choice matters little, learning Q-values for every action separately is inefficient.

Key Idea behind Dueling :

1. Separate the Q-value into:

- a. **State-value Stream:** $V(s; \theta, \beta)$ — how good it is to be in state s
- b. **Advantage Stream :** $A(s, a; \theta, \alpha)$ — how much better action a is than the average

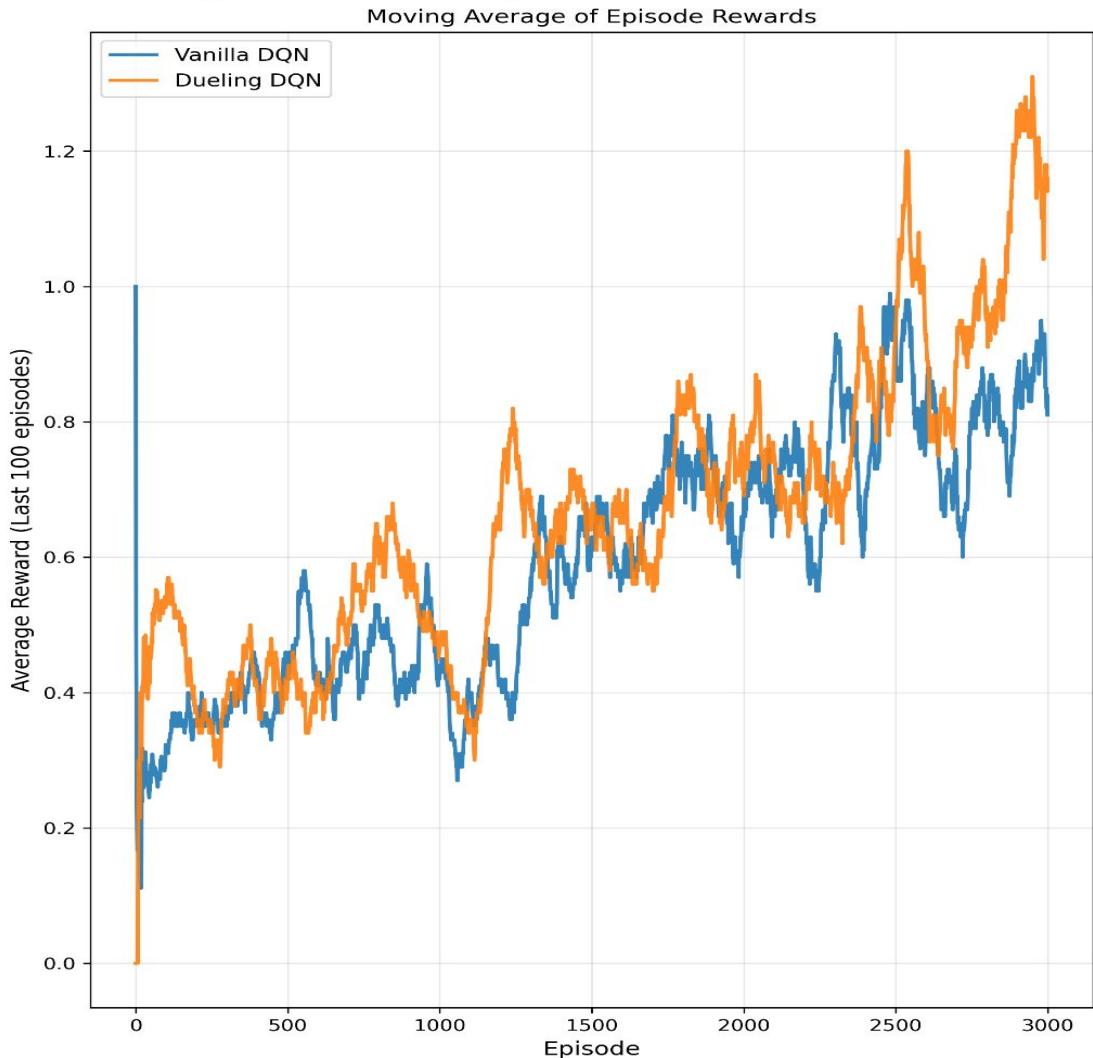
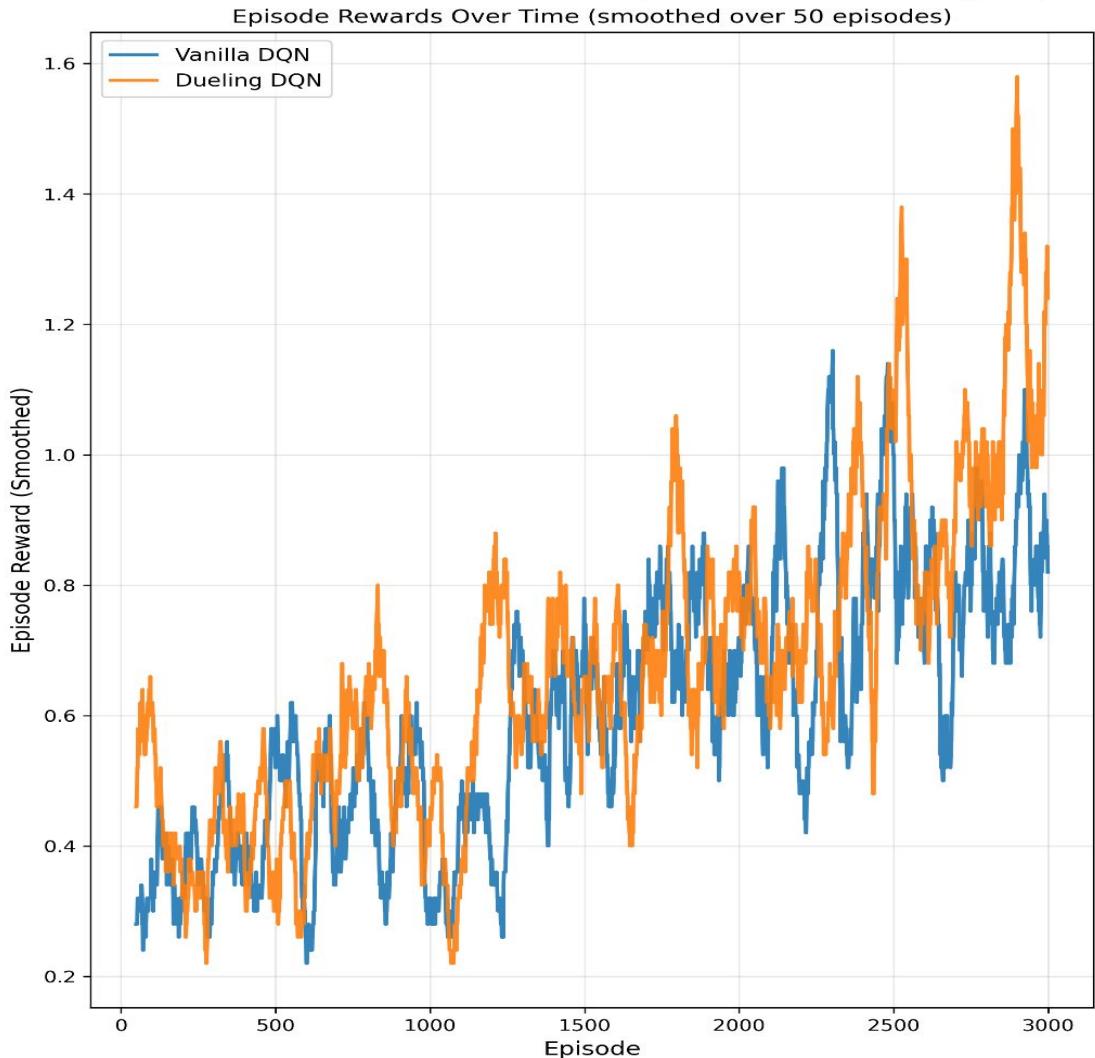
2. Aggregate streams to get Q-value:

$$Q(s, a; \theta, \alpha, \beta) = V(s; \theta, \beta) + \left(A(s, a; \theta, \alpha) - \frac{1}{|\mathcal{A}|} \sum_{a'} A(s, a'; \theta, \alpha) \right)$$

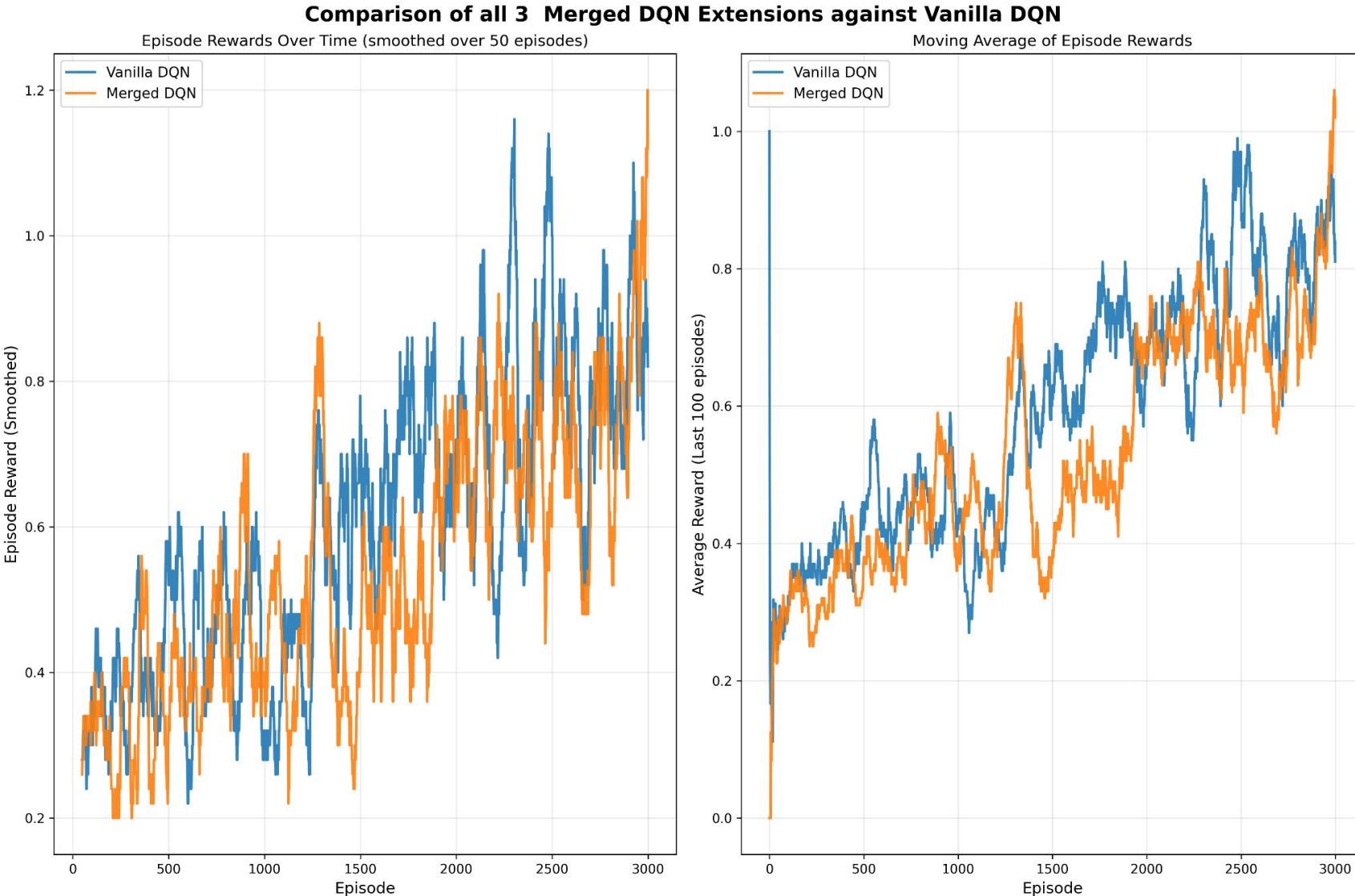
where $|\mathcal{A}|$ is the number of possible actions.

Dueling extension Vs Vanilla DQN

Comparison of Dueling DQN Extension against Vanilla DQN



Merging all three extensions



Results

Training Performance (Last 100 Episodes):

Agent	Mean	Std	Min	Max
Vanilla DQN	0.81	1.05	0.00	6.00
Double DQN	1.09	1.33	0.00	6.00
Multi-step DQN	0.72	0.97	0.00	4.00
Dueling DQN	1.16	1.26	0.00	6.00
Merged	1.02	1.09	0.00	5.00

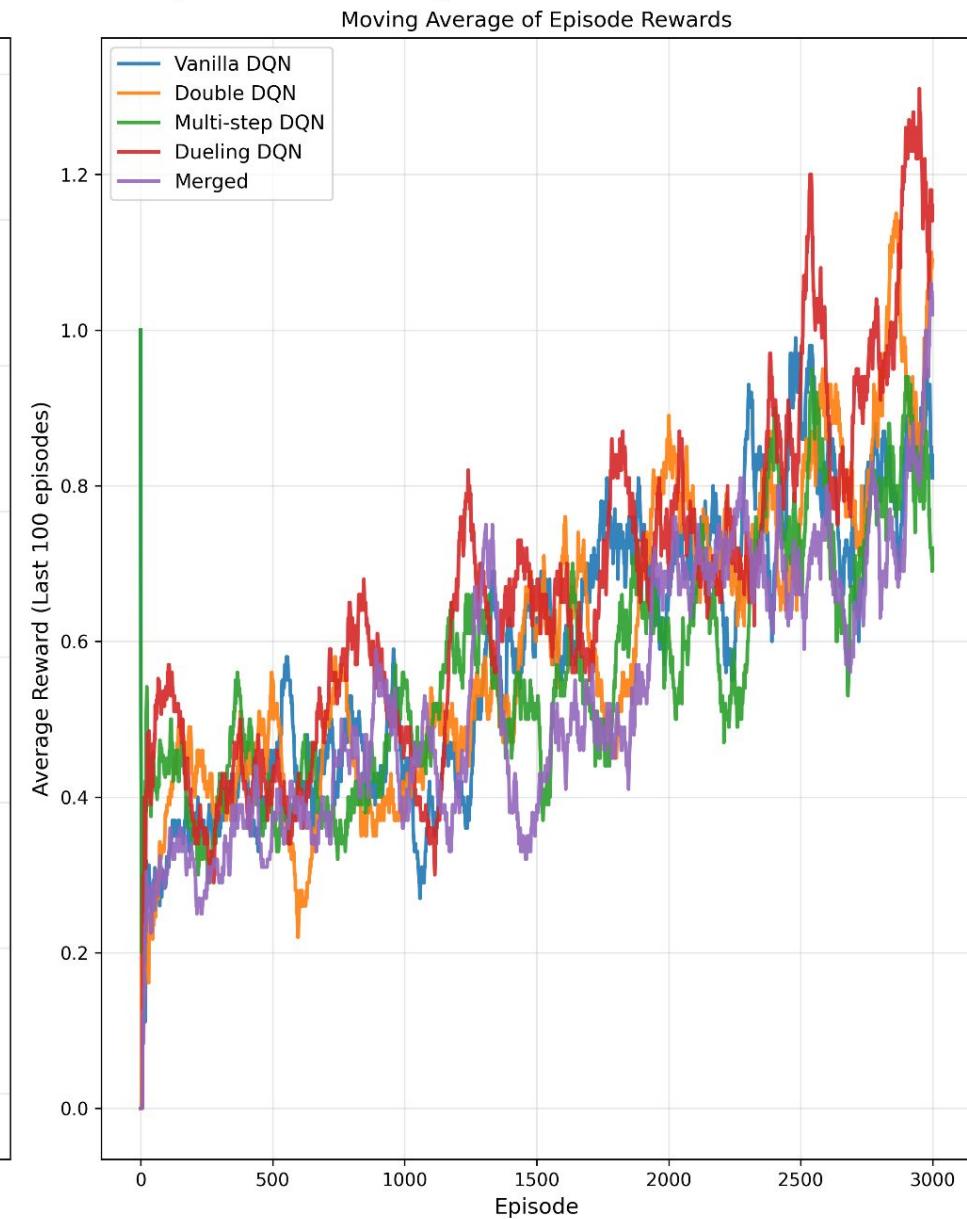
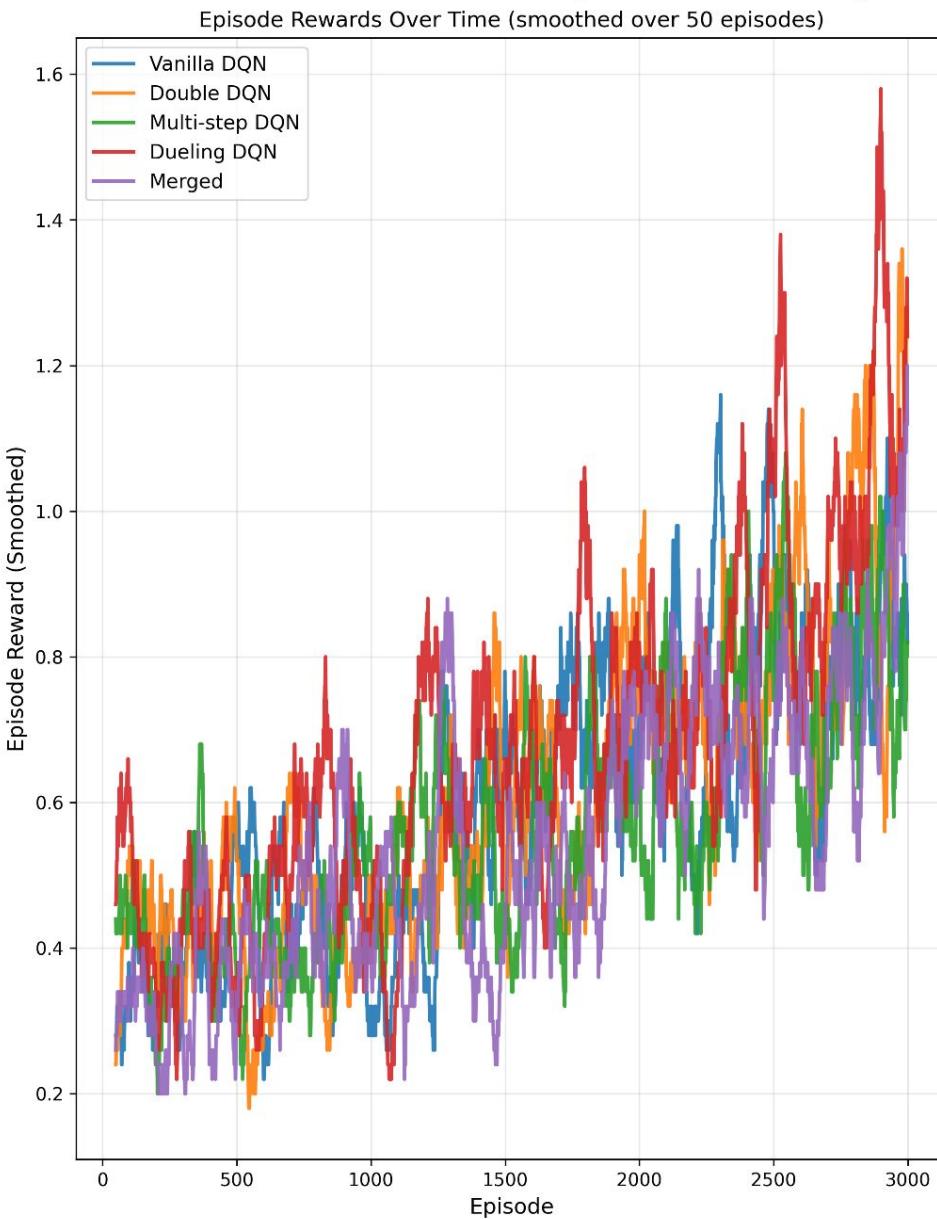
Test Performance:

Agent	Mean	Std	Min	Max
Vanilla DQN	3.06	1.52	0.00	6.00
Double DQN	5.43	1.56	0.00	9.00 (+77.5%)
Multi-step DQN	3.70	0.92	2.00	7.00 (+20.9%)
Dueling DQN	4.70	1.62	2.00	7.00 (+53.6%)
Merged DQN	4.27	1.67	0.00	9.00 (+39.5%)

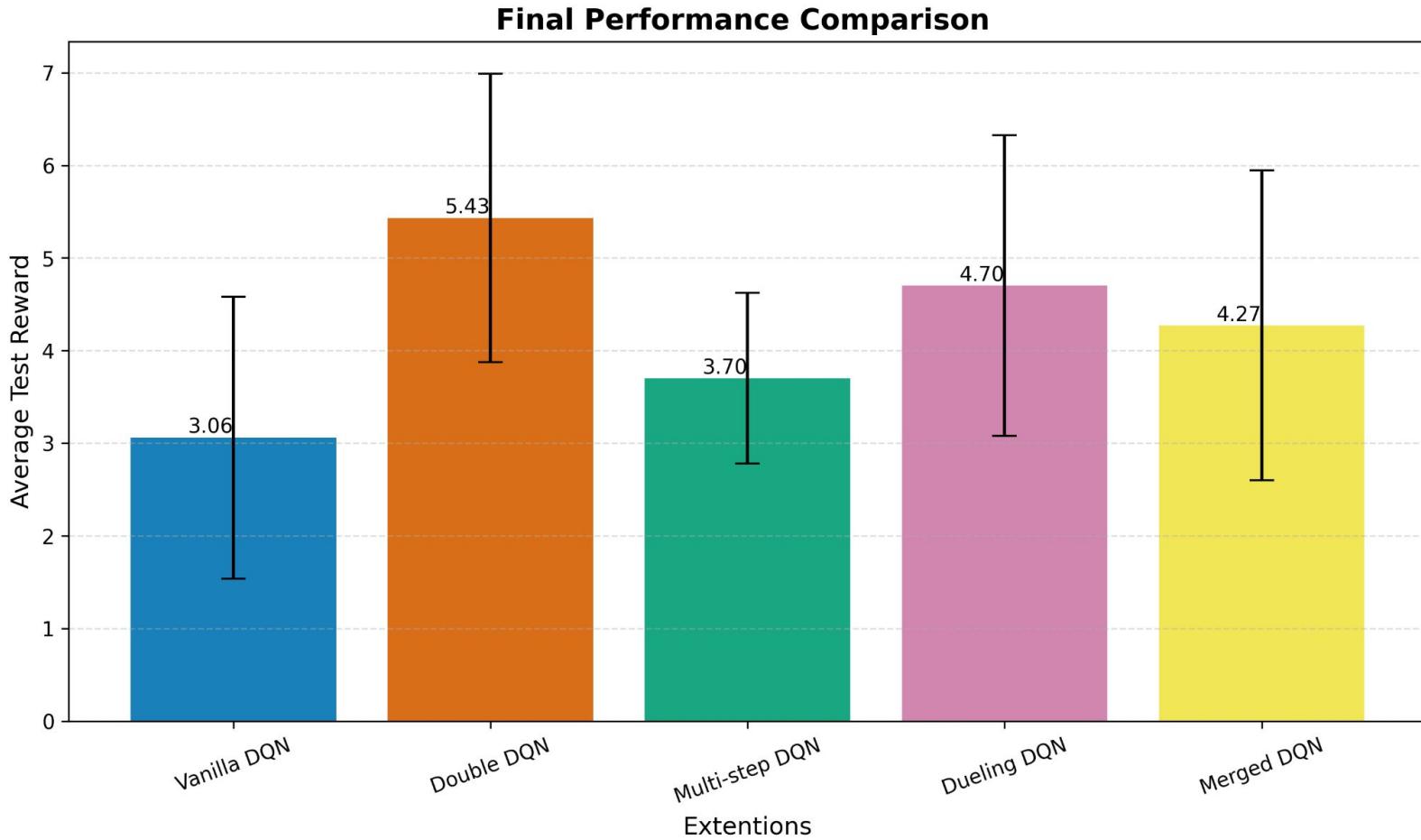
- Dueling DQN achieved the highest average reward during **training**,
- Double DQN achieved the best **test performance** with a 77.5% improvement over Vanilla DQN.
- Multi-step DQN showed lower variance but smaller gains, indicating improved stability rather than peak performance.
- Combining extensions did not lead to additive improvements.

Results

Comparison of ALL DQN Extensions against Vanilla DQN



Conclusion



- Double DQN outperforms in average reward.
- Dueling DQN and Merged DQN also improve over Vanilla DQN.

Thank you

Questions ?