The chosen problem:

* Pacman (from Atari environment)
* To complete the game by collecting all the pellets without getting caught.
* Observation space: Box 128 (ram)
* Action space: Discrete: 9 (provide a table)

<https://www.gymlibrary.ml/environments/atari/ms_pacman/>

Methodology:

* Q learning
* DQN
* DDQN
* Dueling DQN
* Decay learning rate
* Experience replay v.s. Prioritized experience replay
* Off policy learning (pretrain with human experiencce)

一張含有 文字, 白板 的圖片

自動產生的描述

* Create bias since prioritized

一張含有 文字 的圖片

自動產生的描述

一張含有 文字 的圖片

自動產生的描述