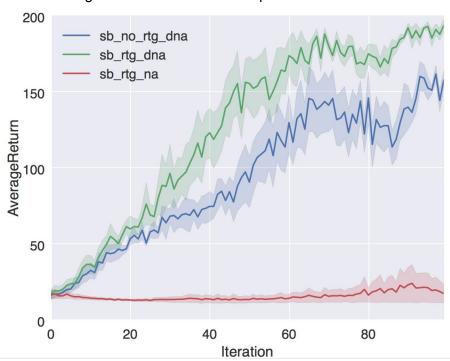
Deep Reinforcement Learning: Homework 2 Report

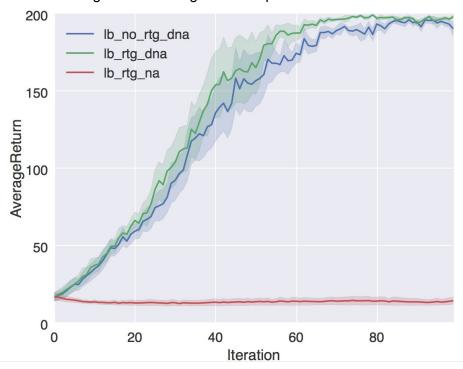
9/20/2017 Yifat Amir

CARTPOLE EXPERIMENTS

1. Learning curves for small batch experiments



2. Learning curves for large batch experiments

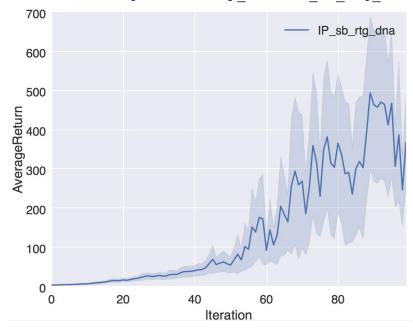


3. Answers to questions:

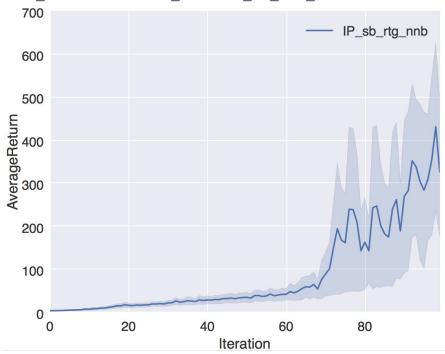
- a. Reward-to-go is the gradient estimator that has better performance without advantage-centering in comparison to the trajectory-centric one.
- b. Advantage centering did not help-- in fact it performed awfully.
- c. The empirical results match the theory since I expected reward-to-go to perform better since it captures more information than the trajectory-centric reward calculation.
- d. Higher batch size made convergence at an average reward of 200 happen faster.
- e. My exact command line configurations used to run experiments are below:
 - i. python train_pg.py CartPole-v0 -n 100 -b 1000 -e 5
 -dna --exp_name sb_no_rtg_dna
 - ii. python train_pg.py CartPole-v0 -n 100 -b 1000 -e 5
 -rtg -dna --exp_name sb_rtg_dna
 - - iv. python train_pg.py CartPole-v0 -n 100 -b 5000 -e 5
 -dna --exp_name lb_no_rtg_dna
 - v. python train_pg.py CartPole-v0 -n 100 -b 5000 -e 5
 -rtg -dna --exp name lb rtg dna 3
 - vi. python train_pg.py CartPole-v0 -n 100 -b 5000 -e 5
 -rtg --exp name lb rtg na

INVERTED PENDULUM EXPERIMENTS

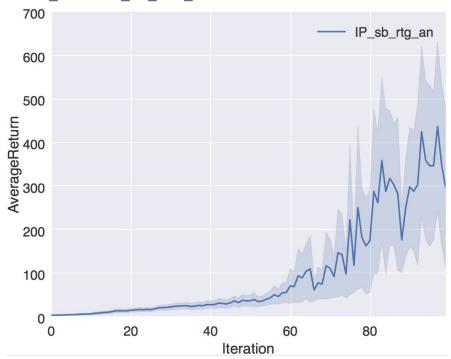
- 1. Provide a learning curve where the policy gets to optimum (maximum score of 1000) in less than 100 iterations. (This may be for a single random seed, or averaged over multiple.) (Also, your policy performance may fluctuate around 1000—this is fine.)
 - a. python train_pg.py InvertedPendulum-v1 -n 100 -b 1000 -e 5
 -rtg -dna --exp name IP sb rtg dna



2. Learning curve with both the NN baseline function and advantage normalization python train_pg.py InvertedPendulum-v1 -n 100 -b 1000 -e 5 -rtg --nn baseline --exp name IP sb rtg nnb



VS. learning curve without NN baseline but with advantage normalization (not very different) python train_pg.py InvertedPendulum-v1 -n 100 -b 1000 -e 5 -rtg --exp name IP sb rtg an



HALF CHEETAH EXPERIMENTS

1. Find any settings which result in the agent attaining an average score of 150 or more at the end of 100 iterations, and provide a learning curve.

```
python train_pg.py HalfCheetah-v1 -ep 150 --discount 0.9 -rtg --nn baseline -b 50000 -n 100 -e 3
```

[As of now I have not gotten to an average score of 150. I will submit this anyways since I've been trying.]

