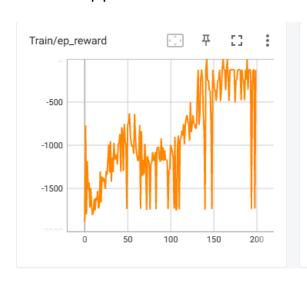
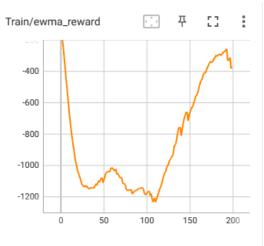
RL HW2 Report

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(a) Pendulum

- Results
 - In task "Pendulum-v0", it is likely to achieve an approximate reward of 0 in around 200 episodes.







- Hyperparameters
 - Learning rate: lr_a=1e-4, lr_c=1e-3
 - Batch size: 128
 - NN architecture:

(hidden_size = 128)

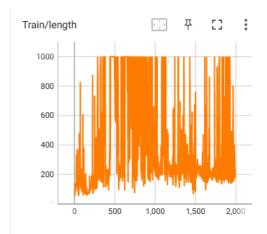
(b) LunarLanderContinuous

- Results
 - In task "LunarLanderContinuous-v2", it can achieve reward > 200 in around 2000 episodes.

```
Episode: 1980, length: 189, reward: 273.04, ewma reward: 230.42
Episode: 1981, length: 170, reward: 260.10, ewma reward: 231.90
Episode: 1982, length: 189, reward: 282.77, ewma reward: 234.44
Episode: 1983, length: 189, reward: 282.77, ewma reward: 233.01
Episode: 1984, length: 167, reward: 251.03, ewma reward: 233.01
Episode: 1985, length: 1000, reward: 169.36, ewma reward: 231.46
Episode: 1986, length: 178, reward: 246.18, ewma reward: 231.46
Episode: 1986, length: 178, reward: 246.18, ewma reward: 227.24
Episode: 1988, length: 217, reward: 263.60, ewma reward: 229.66
Episode: 1989, length: 217, reward: 260.08, ewma reward: 225.06
Episode: 1999, length: 175, reward: 260.08, ewma reward: 225.14
Episode: 1999, length: 467, reward: 240.2, ewma reward: 225.14
Episode: 1991, length: 467, reward: 254.02, ewma reward: 225.16
Episode: 1993, length: 275, reward: 277.62, ewma reward: 230.94
Episode: 1994, length: 158, reward: 264.79, ewma reward: 233.70
Episode: 1995, length: 197, reward: 254.1, ewma reward: 233.70
Episode: 1996, length: 191, reward: 251.95, ewma reward: 233.80
Episode: 1997, length: 191, reward: 251.95, ewma reward: 238.88
Episode: 1999, length: 191, reward: 283.73, ewma reward: 238.88
Episode: 1999, length: 191, reward: 283.73, ewma reward: 241.47
Saving models to preTrained/ddpg_actor_LunarLanderContinuous-v2_0420203_082833_.pth and preTrained/ddpg_critic_LunarLanderContinuous-v2_0420203_082833_.pth
```







- Hyperparameters
 - Learning rate: lr_a=1e-3, lr_c=1e-3
 - Batch size: 64
 - NN architecture:

class Actor(nn.Module):

```
def __init__(self, hidden_size, num_inputs, action_space):
        super(Actor, self).__init__()
        self.action_space = action_space
        num_outputs = action_space.shape[0]
        # Construct your own actor network
        self.fc1 = nn.Linear(num inputs, hidden size[0])
        self.fc2 = nn.Linear(hidden_size[0], hidden_size[1])
        self.fc3 = nn.Linear(hidden_size[1], num_outputs)
        self.relu = nn.ReLU()
        self.tanh = nn.Tanh()
        ######## END OF YOUR CODE #########
    def forward(self, inputs):
        x = self.fc1(inputs)
        x = self.relu(x)
x = self.fc2(x)
        x = self.relu(x)
        x = self.fc3(x)
        x = self.tanh(x)
        return x
        ######## END OF YOUR CODE ########
class Critic(nn.Module):
   def __init__(self, hidden_size, num_inputs, action_space):
    super(Critic, self).__init__()
       self.action_space = action_space
       num_outputs = action_space.shape[0]
       self.fc1 = nn.Linear(num_inputs + num_outputs, hidden_size[0])
       self.fc2 = nn.Linear(hidden_size[0], hidden_size[1])
       self.fc3 = nn.Linear(hidden_size[1], 1)
       self.relu = nn.ReLU()
       ######## END OF YOUR CODE ##########
   def forward(self, inputs, actions):
       x = self.fc1(torch.cat([inputs, actions], dim=1))
       x = self.relu(x)
x = self.fc2(x)
x = self.relu(x)
       x = self.fc3(x)
       return x
```

 $(hidden_size = 400, 300)$