

# ECE598 Learning-based Robotics

## Machine Problem 3

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### Problem1 Behavior Cloning from States

#### 1. Implementation

I implemented the training loop to solve the 3 tasks. For discrete tasks, I choose cross-entropy loss, and for continuous tasks, I use the mean-squared error loss. For optimizer, I used Adam optimizer with a learning rate of  $1e-4$ . The test results are shown below.

#### CartPole-v2:

```
Epoch: 250 Loss: tensor(43.6520, grad_fn=<AddBackward0>)
Epoch: 500 Loss: tensor(42.8889, grad_fn=<AddBackward0>)
Epoch: 750 Loss: tensor(46.7658, grad_fn=<AddBackward0>)
Epoch: 1000 Loss: tensor(46.6182, grad_fn=<AddBackward0>)
100%|████████████████████████████████████████████████████████████████████████████████| 200/200 [00:00<00:00, 516.32it/s]
E1025 19:59:27.418987 4607008192 evaluation.py:54] Episode Reward: 199.930, upright_frames: 1.000.
```

#### DoubleIntegrator-v1

```
Epoch: 250 Loss: tensor(0.4258, grad_fn=<AddBackward0>)
Epoch: 500 Loss: tensor(0.1393, grad_fn=<AddBackward0>)
Epoch: 750 Loss: tensor(0.0242, grad_fn=<AddBackward0>)
Epoch: 1000 Loss: tensor(0.0105, grad_fn=<AddBackward0>)
100%|████████████████████████████████████████████████████████████████████████████████| 200/200 [00:01<00:00, 163.37it/s]
E1025 20:06:56.113190 4447751616 evaluation.py:54] Episode Reward: -418.803, success: 1.000.
```

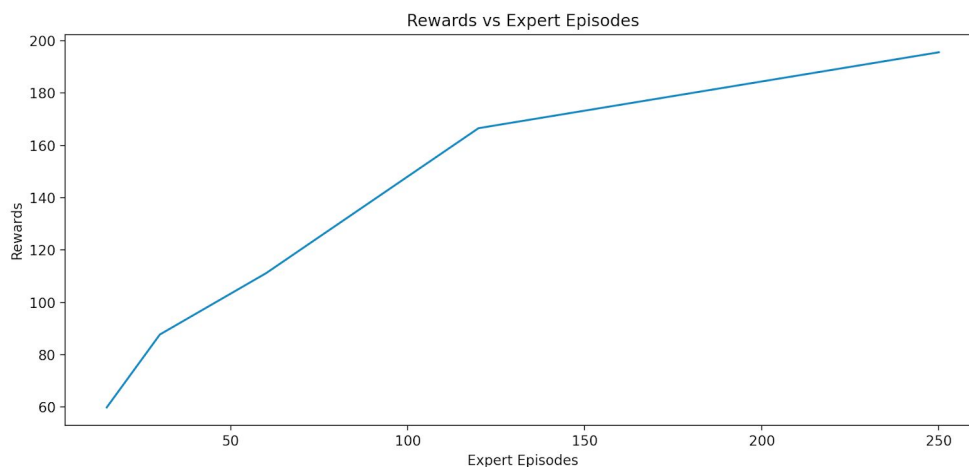
#### PenduluBalance-v1

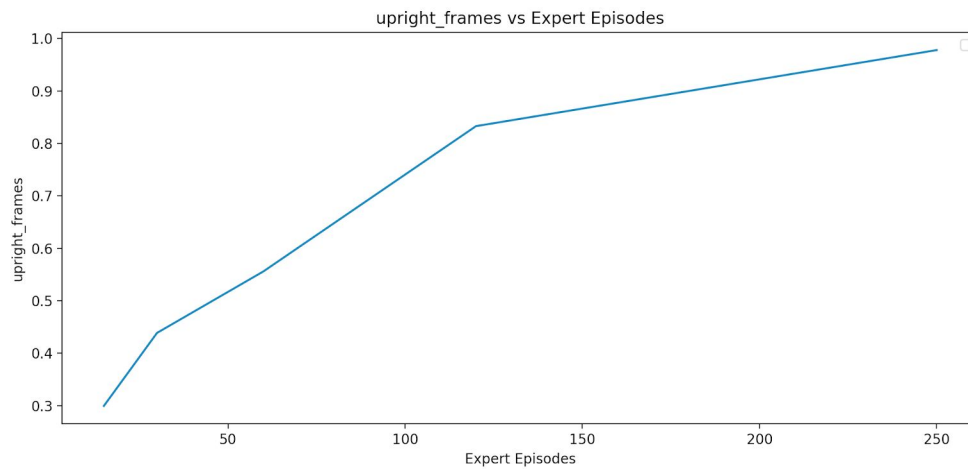
```
Epoch: 250 Loss: tensor(0.0068, grad_fn=<AddBackward0>)
Epoch: 500 Loss: tensor(0.0020, grad_fn=<AddBackward0>)
Epoch: 750 Loss: tensor(0.0012, grad_fn=<AddBackward0>)
Epoch: 1000 Loss: tensor(0.0011, grad_fn=<AddBackward0>)
100%|████████████████████████████████████████████████████████████████████████████████| 200/200 [00:02<00:00, 88.74it/s]
E1025 20:10:28.261155 4801117632 evaluation.py:54] Episode Reward: -5.406, fraction_upright: 0.973.
```

#### 2. Data efficiency of learning

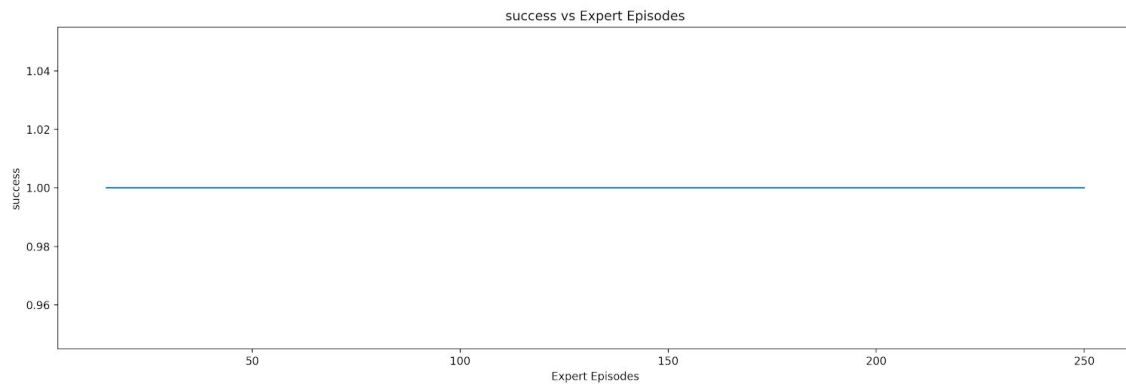
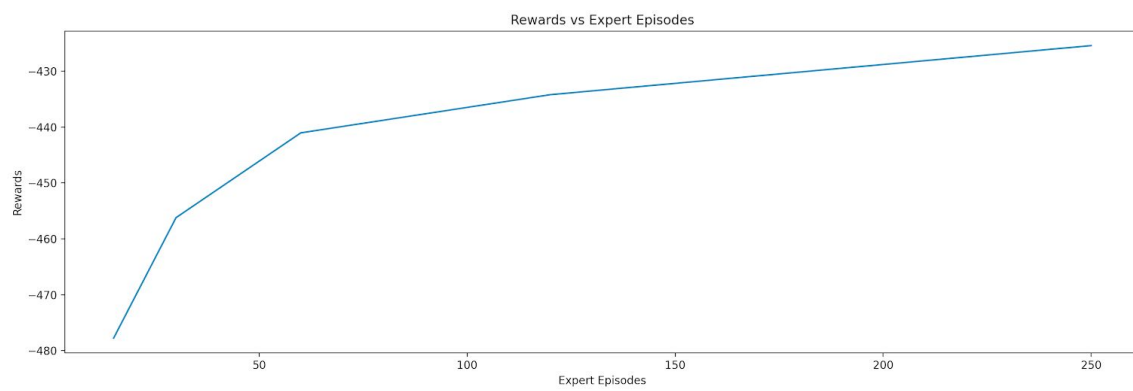
I tried to study the performance of the policy as a function of the number of expert demonstrations. I plot the metric vs the number of expert episodes and rewards vs the number of expert episodes for three environments. The results are shown below.

#### CartPole-v2





## DoubleIntegrator-v1



## PeduluBalance-v1 w

