### Deep Reinforcement Learning Seminar

**Battleships Results and Discussion** 

#### First of all...

#### Big thank you!

## It really meant a lot to me!





# What is your main take away?

#### Let's talk Battleships

Admittably, not an easy challenge

But some of you took or the challenge



#### Who are the brave?

Amray Schwabe

Jinfan Chen

Mayank Mittal

Michael Seeber

Thanks for taking part!

Valentin Anklin

If I missed your submission, please let me know immediately

#### Amray

- First tried DQN but then switched to policy gradients
- Discrete action space
- Used max probability action for evaluation
- What performance did you achieve?

#### Jinfan

- Used A3C with 5 workers
- Discrete action space
- Achieves a mean episode length over 5 episodes of 67 100 timesteps

#### Mayank

- Used PPO
- Discrete action space
- Upscaled input image to 100x100
- What results did you achieve?

#### Michael

- Started from a published policy gradient solution to a simpler version of Battleships
- Turned input into 1-hot encoding
- Experimented with different replay buffers
- Achieved an average game length around 80

#### Valentin

- Also used policy gradients
- Discrete action space
- Used max probability action for evaluation
- Achieved an average game length around 61 after 50 hours of training

#### Valentin



## But what made it so hard?

#### **Action space**

#### Grid world: Up, Down, Left, Right → 4 actions





Atari:

#### 18 discrete actions

#### DM lab: 11 discrete actions



#### **Battleships?**

100 (!) discrete actions

Masked to 2 continuous action dimensions...

... such that plug&play solutions don't work





#### High stochasticity





## Almost nothing shared between episodes

#### → Not much to learn!

#### So how to address such a task?

Not much to learn → a few parameters are enough

Stochasticity → small learning rate, larger batch sizes, adjust evaluation

Only 1 task → use domain knowledge

No repeated action, locallity, symetrie

#### Discussion

## When should domain knowledge be applied? And when not?

## Thank you for being part of this seminar!