## Curiosity Driven Deep Reinforcement Learning

#### What You Will Learn In This Course

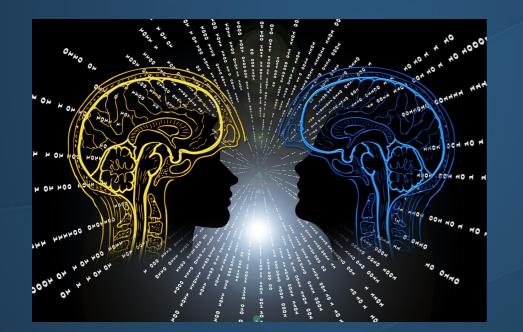
## Why Curiosity Is Important

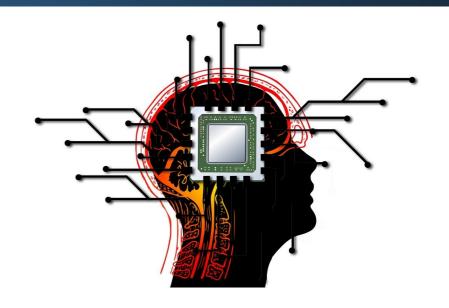


#### How can we learn from sparse rewards?

This is a cutting edge topic... who is this course for?

### Who This Course Is For





#### Familiar w/ Actor Critic

#### Code Deep NN

Command of Python language (list comp., classes, etc.)

#### **Course Structure**

```
File Edit View Bookmarks Settings Help
38 class ActorCritic(nn.Module):
       def __init__(self, input_dims, n_actions, gamma=0.99, tau=1.0):
           super(ActorCritic, self).__init__()
           self.gamma = gamma
           self.tau = tau
           self.conv1 = nn.Conv2d(input_dims[0], 32, 3, stride=2, padding=1)
           self.conv2 = nn.Conv2d(32, 32, 3, stride=2, padding=1)
           self.conv3 = nn.Conv2d(32, 32, 3, stride=2, padding=1)
           self.conv4 = nn.Conv2d(32, 32, 3, stride=2, padding=1)
           conv_shape = self.calc_conv_output(input_dims)
           self.gru = nn.GRUCell(conv_shape, 256)
           self.pi = nn.Linear(256, n_actions)
           self.v = nn.Linear(256, 1)
       def forward(self, state, hx):
           conv = F.elu(self.conv1(state))
           conv = F.elu(self.conv2(conv))
           conv = F.elu(self.conv3(conv))
           conv = F.elu(self.conv4(conv))
           conv state = conv.view((conv.size()[0], -1))
           hx = self.gru(conv_state, (hx))
           pi = self.pi(hx)
                                                                                                  38,1
```

🗵 ICM : vim

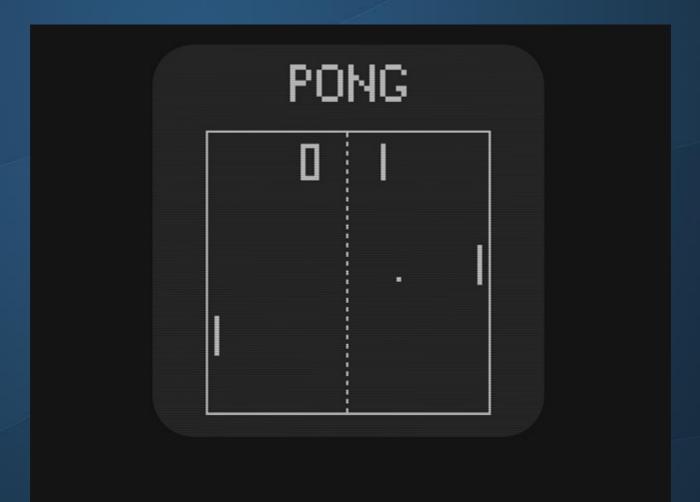
Review of actor critic methods (theory & code)

36%



Framework for Implementing Papers

Lecture before reading paper to increase accessibility



Modifying the Open AI gym



#### Parallel computation



#### ICM: Bolt-on module for RL algorithms

## Focus on Fundamentals

Practice coding best practices

- How to read and implement papers
- How to modify the Open AI Gym
- How to implement A3C
- How to implement ICM for any algorithm

# Up Next

