# Reinforcement Learning: Balancing a CartPole using Q-Learning

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This tutorial helps you get started with OpenAI Gymnasium (the updated version of OpenAI Gym) for reinforcement learning. This tutorial will provide a visual, hands-on experience, where you can see how an agent learns in a simple environment. We'll use **CartPole** as the example environment, which is one of the classic environments in RL.

### **Getting Started with OpenAI Gymnasium: A Visual Tutorial**

In this tutorial, you will learn how to:

- 1. Install OpenAI Gymnasium and dependencies.
- 2. Understand the CartPole environment.
- 3. Create and train a reinforcement learning agent using Q-learning.
- 4. Visualize how the agent learns over time.

## **Step 1: Install OpenAI Gymnasium and Dependencies**

First, you need to install **OpenAI Gymnasium** (Gym's newer version) and some other dependencies.

#### Install the necessary libraries:

pip install gymnasium**[**all**]** numpy matplotlib

- gymnasium[all] : This installs all the environments (including the classic CartPole environment) and necessary dependencies.
- numpy : For array and matrix manipulations.
- matplotlib : For visualizing the training process.

### **Step 2: Import Libraries and Set Up the CartPole Environment**

Let's start by importing the necessary libraries and initializing the **CartPole** environment.

```
import numpy as np
 import matplotlib.pyplot as plt
 from matplotlib.animation import FuncAnimation
import time
# Create the CartPole environment
env = gym.make("CartPole-v1", render_mode='rgb_array')
print(env)
# Reset the environment to start
observation, info = env.reset()
print("Observation Space:", env.observation_space)
print("Action Space:", env.action_space)
<TimeLimit<OrderEnforcing<PassiveEnvChecker<CartPoleEnv<CartPole-v1>>>>>
Observation Space: Box([-4.8 -inf -0.41887903 -inf],
[4.8 inf 0.41887903 inf], (4,), float32)
```

```
Action Space: Discrete(2)
```
- gym.make("CartPole-v1") : This initializes the CartPole environment.
- render\_mode='human' : This ensures that the environment renders a visual representation for human viewers.
- env.reset() : Resets the environment to its initial state.

The output should display information about the observation and action spaces. For CartPole:

- **Observation space** is a continuous space with 4 elements (Cart position, Cart velocity, Pole angle, Pole velocity).
- **Action space** is discrete: 0 (move left) or 1 (move right).

### **Step 3: Define Q-Learning Algorithm**

We'll now define a simple **Q-learning** algorithm for training the agent to balance the pole.

#### Key elements for Q-learning:

- 1. **Q-table**: A table that stores Q-values for each state-action pair.
- 2. **Learning Rate (α)**: Determines how quickly the agent updates its Q-values.
- 3. **Discount Factor (γ)**: Determines the importance of future rewards.
- 4. **Exploration-Exploitation (ε)**: Determines the agent's strategy of exploration (random actions) versus exploitation (choosing the best-known action).

```
# Parameters for Q-Learning
In [ ]:alpha = 0.1 # Learning rate
       gamma = 0.99 # Discount factor
       epsilon = 0.1 # Exploration rate
       n_episodes = 30000 # Number of episodes for training
       # Initialize Q-table (for discrete states)
       n_actions = env.action_space.n
```

```
q_table = np.zeros((24, 24, 24, 24, n_actions)) # For CartPole, discreti
print("Shape of Q-table: ", q_table.shape)
```
Shape of Q-table: (24, 24, 24, 24, 2)

**Discretizing the continuous state space**: CartPole's state space is continuous, but we'll discretize it to make Q-learning feasible. Here, the 4 dimensions of the state space are divided into 24 bins each.

### **Step 4: Discretize the Continuous State Space**

To apply Q-learning, we need to convert the continuous state space into discrete states. We'll use numpy 's linspace to create bins.

```
# Define state space boundaries and number of bins for each dimension
In [ ]: state_bins = [
             np.linspace(-2.4, 2.4, 24), # Cart position
             np.linspace(-3.0, 3.0, 24), # Cart velocity
             np.linspace(-0.5, 0.5, 24), # Pole angle
             np.linspace(-2.0, 2.0, 24) # Pole velocity
        ]
        def discretize_state(state):
         """
             Discretize the continuous state to an index in the Q-table.
        "" """""
             state_discretized = []
             for i, (s, bins) in enumerate(zip(state, state_bins)):
                 state_discretized.append(np.digitize(s, bins) - 1)
             return tuple(state_discretized)
```
- np.digitize(s, bins) maps each continuous state value to a bin index.
- This discretizes the 4-dimensional state space into 4 indices, each ranging from 0 to 23 (as we have 24 bins for each dimension).

### **Step 5: Train the Agent with Q-learning**

Now we will implement the Q-learning training loop. In each episode, the agent will:

- 1. Choose an action based on an ε-greedy policy.
- 2. Take the action and observe the new state and reward.
- 3. Update the Q-table using the Q-learning update rule.

```
In [ ]: \#env = gym.make("CartPole-v1")#, render mode='human')
        # Training loop
        rewards = []
        for episode in range(n episodes):
             state, _ = env.reset() # Reset environment to start a new episode
             total_reward = 0
```

```
 done = False
     while not done:
         # Discretize the state
        state discretized = discretize state(state)
         # Exploration vs Exploitation: Choose action
         if np.random.rand() < epsilon:
             action = env.action_space.sample() # Explore: Random action
         else:
             action = np.argmax(q_table[state_discretized]) # Exploit: Be
         # Step in the environment
         next_state, reward, terminated, truncated, _ = env.step(action)
         # Discretize next state
        next state discretized = discretize state(next state)
         # Q-learning update rule
         q_table[state_discretized + (action,)] = q_table[state_discretize
             alpha * (reward + gamma * np.max(q_table[next_state_discretiz
         total_reward += reward
         state = next_state
         if terminated or truncated:
             done = True
     rewards.append(total_reward)
     if episode % 50 == 0:
        print(f"Episode {episode}/{n_episodes}, Total Reward: {total_rewa
# Plot the reward curve over episodes
plt.plot(rewards)
plt.xlabel('Episode')
plt.ylabel('Total Reward')
plt.title('Total Rewards Over Training Episodes')
plt.savefig("training_rewards.png")
plt.show()
```
Episode 0/30000, Total Reward: 10.0 Episode 50/30000, Total Reward: 13.0 Episode 100/30000, Total Reward: 9.0 Episode 150/30000, Total Reward: 11.0 Episode 200/30000, Total Reward: 11.0 Episode 250/30000, Total Reward: 10.0 Episode 300/30000, Total Reward: 16.0 Episode 350/30000, Total Reward: 14.0 Episode 400/30000, Total Reward: 9.0 Episode 450/30000, Total Reward: 10.0 Episode 500/30000, Total Reward: 12.0 Episode 550/30000, Total Reward: 9.0 Episode 600/30000, Total Reward: 10.0 Episode 650/30000, Total Reward: 15.0 Episode 700/30000, Total Reward: 10.0 Episode 750/30000, Total Reward: 15.0 Episode 800/30000, Total Reward: 13.0 Episode 850/30000, Total Reward: 8.0 Episode 900/30000, Total Reward: 15.0 Episode 950/30000, Total Reward: 15.0 Episode 1000/30000, Total Reward: 15.0 Episode 1050/30000, Total Reward: 11.0 Episode 1100/30000, Total Reward: 16.0 Episode 1150/30000, Total Reward: 14.0 Episode 1200/30000, Total Reward: 18.0 Episode 1250/30000, Total Reward: 15.0 Episode 1300/30000, Total Reward: 19.0 Episode 1350/30000, Total Reward: 20.0 Episode 1400/30000, Total Reward: 11.0 Episode 1450/30000, Total Reward: 18.0 Episode 1500/30000, Total Reward: 37.0 Episode 1550/30000, Total Reward: 17.0 Episode 1600/30000, Total Reward: 14.0 Episode 1650/30000, Total Reward: 11.0 Episode 1700/30000, Total Reward: 16.0 Episode 1750/30000, Total Reward: 12.0 Episode 1800/30000, Total Reward: 16.0 Episode 1850/30000, Total Reward: 21.0 Episode 1900/30000, Total Reward: 13.0 Episode 1950/30000, Total Reward: 29.0 Episode 2000/30000, Total Reward: 14.0 Episode 2050/30000, Total Reward: 19.0 Episode 2100/30000, Total Reward: 27.0 Episode 2150/30000, Total Reward: 57.0 Episode 2200/30000, Total Reward: 74.0 Episode 2250/30000, Total Reward: 32.0 Episode 2300/30000, Total Reward: 57.0 Episode 2350/30000, Total Reward: 88.0 Episode 2400/30000, Total Reward: 59.0 Episode 2450/30000, Total Reward: 42.0 Episode 2500/30000, Total Reward: 54.0 Episode 2550/30000, Total Reward: 36.0 Episode 2600/30000, Total Reward: 44.0 Episode 2650/30000, Total Reward: 76.0 Episode 2700/30000, Total Reward: 35.0 Episode 2750/30000, Total Reward: 55.0 Episode 2800/30000, Total Reward: 34.0 Episode 2850/30000, Total Reward: 60.0 Episode 2900/30000, Total Reward: 76.0 Episode 2950/30000, Total Reward: 35.0





Episode 9000/30000, Total Reward: 96.0 Episode 9050/30000, Total Reward: 83.0 Episode 9100/30000, Total Reward: 73.0 Episode 9150/30000, Total Reward: 151.0 Episode 9200/30000, Total Reward: 155.0 Episode 9250/30000, Total Reward: 98.0 Episode 9300/30000, Total Reward: 157.0 Episode 9350/30000, Total Reward: 113.0 Episode 9400/30000, Total Reward: 118.0 Episode 9450/30000, Total Reward: 93.0 Episode 9500/30000, Total Reward: 113.0 Episode 9550/30000, Total Reward: 45.0 Episode 9600/30000, Total Reward: 106.0 Episode 9650/30000, Total Reward: 110.0 Episode 9700/30000, Total Reward: 116.0 Episode 9750/30000, Total Reward: 168.0 Episode 9800/30000, Total Reward: 139.0 Episode 9850/30000, Total Reward: 115.0 Episode 9900/30000, Total Reward: 59.0 Episode 9950/30000, Total Reward: 67.0 Episode 10000/30000, Total Reward: 197.0 Episode 10050/30000, Total Reward: 102.0 Episode 10100/30000, Total Reward: 151.0 Episode 10150/30000, Total Reward: 115.0 Episode 10200/30000, Total Reward: 135.0 Episode 10250/30000, Total Reward: 136.0 Episode 10300/30000, Total Reward: 156.0 Episode 10350/30000, Total Reward: 204.0 Episode 10400/30000, Total Reward: 92.0 Episode 10450/30000, Total Reward: 119.0 Episode 10500/30000, Total Reward: 101.0 Episode 10550/30000, Total Reward: 117.0 Episode 10600/30000, Total Reward: 107.0 Episode 10650/30000, Total Reward: 94.0 Episode 10700/30000, Total Reward: 88.0 Episode 10750/30000, Total Reward: 112.0 Episode 10800/30000, Total Reward: 114.0 Episode 10850/30000, Total Reward: 159.0 Episode 10900/30000, Total Reward: 102.0 Episode 10950/30000, Total Reward: 111.0 Episode 11000/30000, Total Reward: 53.0 Episode 11050/30000, Total Reward: 111.0 Episode 11100/30000, Total Reward: 26.0 Episode 11150/30000, Total Reward: 58.0 Episode 11200/30000, Total Reward: 22.0 Episode 11250/30000, Total Reward: 81.0 Episode 11300/30000, Total Reward: 49.0 Episode 11350/30000, Total Reward: 19.0 Episode 11400/30000, Total Reward: 52.0 Episode 11450/30000, Total Reward: 57.0 Episode 11500/30000, Total Reward: 66.0 Episode 11550/30000, Total Reward: 85.0 Episode 11600/30000, Total Reward: 76.0 Episode 11650/30000, Total Reward: 92.0 Episode 11700/30000, Total Reward: 36.0 Episode 11750/30000, Total Reward: 107.0 Episode 11800/30000, Total Reward: 43.0 Episode 11850/30000, Total Reward: 108.0 Episode 11900/30000, Total Reward: 106.0 Episode 11950/30000, Total Reward: 78.0















<Figure size 640x480 with 0 Axes>

- **Q-learning update**: After each action, we update the Q-value for the state-action pair using the Q-learning rule.
- **ε-greedy policy**: The agent explores the environment by taking random actions with probability ε and exploits the best-known action with probability 1-ε.
- **Reward visualization**: After training, we plot the total reward achieved by the agent in each episode.

#### When does an episode end?

In our "CartPole-v1" environment, an **episode** ends when one of the following conditions is met:

#### 1. **Pole Angle Exceeds Limit**:

The pole's angle exceeds a threshold (±12 degrees from vertical). This threshold is measured in radians internally.

#### 2. **Cart Position Exceeds Bounds**:

The cart moves too far to the left or right from the center. Specifically, the cart's position exceeds ±2.4 units from the center of the track.

#### 3. **Maximum Episode Steps**:

The environment has a maximum step limit (500 steps for "CartPole-v1"). If this limit is reached without any of the above failures, the episode ends successfully.

#### **Rewards**:

For every step the pole remains upright, the agent receives a reward of +1. Therefore, the total reward in an episode reflects how long the pole was balanced.

#### **Done Flag**:

When the episode ends, the environment returns done=True . This indicates that the episode has concluded, and the agent should reset the environment before continuing.

### **Step 6: Visualize the Trained Agent and Compare with an Untrained Agent**

To see how the agent performs, you can run the trained agent in the environment for a few episodes and visualize its behavior.

```
env = gym.make("CartPole-v1", render_mode='rgb_array')
In [ ]:# Test the trained agent
        frames=[]
        for episode in range(10):
            state, = env.reset()
             done = False
             while not done:
                 # Discretize the state
                state discretized = discretize state(state)
                 # Choose the action with the highest Q-value (exploitation)
                 action = np.argmax(q_table[state_discretized])
                 # Step in the environment
                 state, reward, terminated, truncated, _ = env.step(action)
                 # Render the environment (to visualize the agent)
                 im = env.render()
                 frames.append(im)
                 if terminated or truncated:
                     done = True
        fig = plt.figure()
        img = plt.imshow(frames[0])
        def update(frame):
                 img.set_data(frames[frame])
                 return img
        ani = FuncAnimation(fig, update, frames=len(frames), interval=50)
        ani.save("CartPoleTrained.mp4", fps=10, writer='ffmpeg')
        plt.show()
        env.close()
```


```
ani = FuncAnimation(fig, update, frames=len(frames), interval=50)
ani.save("CartPoleUntrained.mp4", fps=10, writer='ffmpeg')
plt.show()
```

```
env.close()
```


# **Final Thoughts**

- **Q-learning**: This basic Q-learning algorithm allows you to see how the agent improves over time. As the agent learns, the total reward should increase.
- **Exploration vs Exploitation**: You'll observe that early in training, the agent explores a lot, but over time, it starts exploiting what it has learned.
- **Visualization**: The plots and animations show how the agent's performance improves, and the rendered environment shows its progress in real-time.

This tutorial provided a hands-on, visual approach for teaching reinforcement learning. It allows you to experiment with Q-learning in a simple environment and understand how the agent learns through interaction with the environment.

### **Next Steps:**

- Modify the exploration rate ( epsilon ) and observe how it impacts learning.
- Experiment with the number of episodes and see how the agent's performance changes.
- Try training the agent in different environments in Gymnasium, such as **MountainCar-v0** or **FrozenLake-v1**.