SUPPLEMENTARY CODES

All the custom code is written in Python using modules from Torch (version 1.3.1) and Gym (version 0.17.3), and trained in CUDA Version 10.2.89. The following material is available in `https://github.com/submitting-anon/sac-i-supplement`:

- `Supplementary_Scripts_Evaluation.ipynb`: this notebook shows how to evaluate the trained models presented in the paper.
- `Supplementary_Scripts_Training.ipynb`: this notebook shows how to train the different models presented in the paper.
- `/models_trained`: folder containing the weights of trained models shown in evaluation.
- `README.md`: describes how to setup the conda environment used in the experiments.
- `eval_lunarT.py`: script to eval the trained agents in the LunarLanderContinuous-v2 with Bomb.
- `eval_bipedal.py`: script to eval the trained agents in the BipedalWalkerHardcore-v3 as well as in the mixed version.
- `train*.py`: scripts to train the SAC and SAC-I agents described in the paper.
- `lunar_lander_withBomb.py`: script modifying the original environment to show the bomb. Bomb rewards and Done condition are modified externally. Model weights are necessary for the evaluation as well as for the retraining.
- `sac_vanilla.py`: main script with the SAC and SAC-I agents implementations.
- `replaybuffer.py`: script implementing the replay buffer.
- `utils.py`: script containing helper functions.