

# DeepRacer

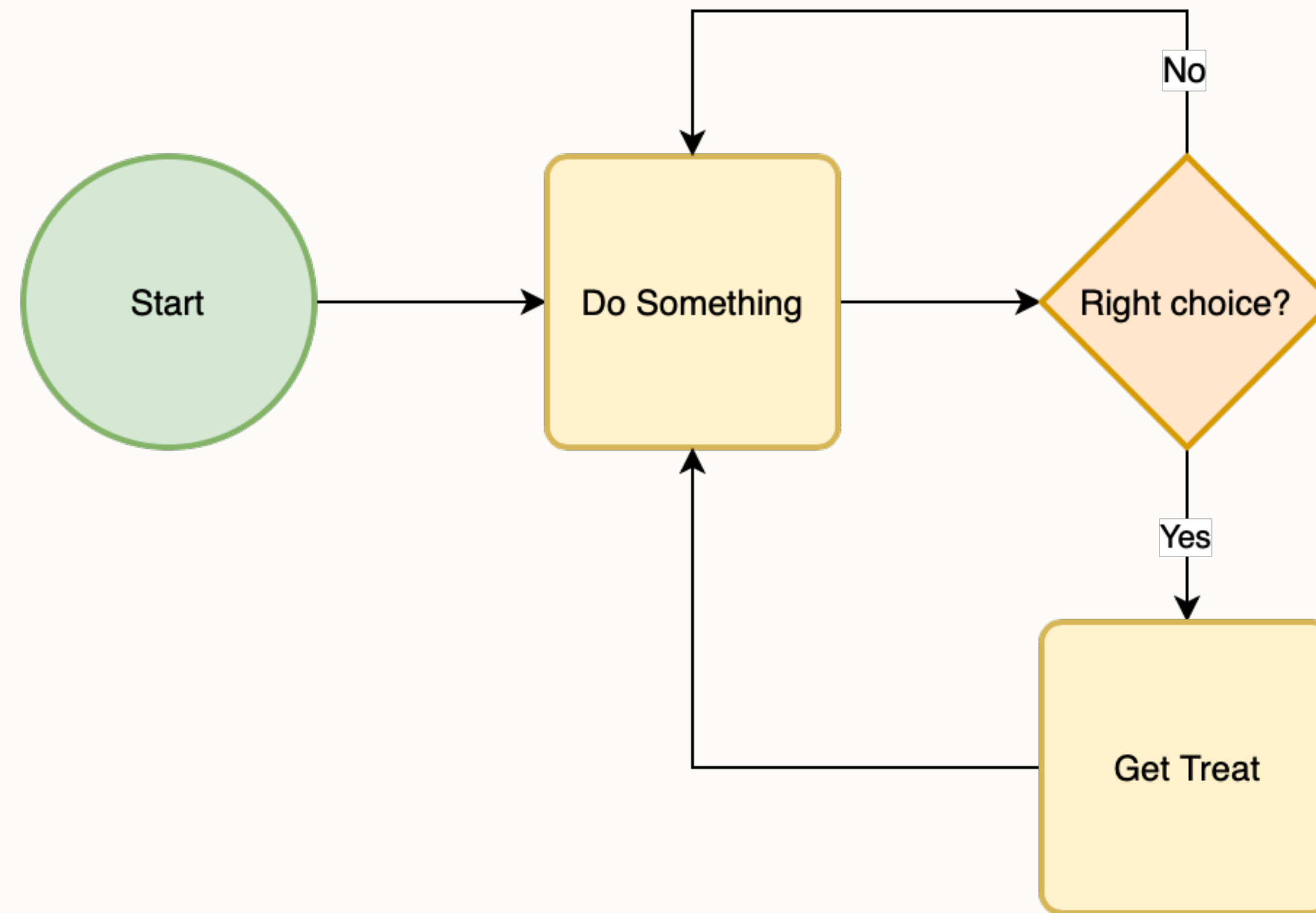
From Start to Finish 🏁

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# Meet DeepRacer

# Reinforcement Learning



# Give DeepRacer a Treat



```
def reward_function(params):  
    # Give higher reward if the car is closer to center line and vice versa  
    if distance_from_center <= marker_1:  
        reward = 1.0  
    elif distance_from_center <= marker_2:  
        reward = 0.5  
    elif distance_from_center <= marker_3:  
        reward = 0.1  
    else:  
        reward = 1e-3 # likely crashed/ close to off track  
  
    return float(reward)
```

Show, don't tell



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