Hammer Documentation

Release 0.1.0

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CHAPTER 1

Installation

1.1 Stable release

To install hammer, run this command in your terminal:

```
pip install hammer
```

This is the preferred method to install hammer, as it will always install the most recent stable release.

If you don't have pip installed, this Python installation guide can guide you through the process.

1.2 From sources

The sources for hammer can be downloaded from the Github repo.

You can either clone the public repository:

```
git clone git://github.com/yngtodd/hammer
```

Or download the tarball:

```
curl  -OL https://github.com/yngtodd/hammer/tarball/master
```

Once you have a copy of the source, you can install it with:

```
python setup.py install
```

CHAPTER 2

Usage

To use Hammer in a project:

```
import hammer
```

CHAPTER 3

Contributing

Contributions are welcome, and they are greatly appreciated! Every little bit helps, and credit will always be given.

You can contribute in many ways:

3.1 Types of Contributions

3.1.1 Report Bugs

Report bugs at https://github.com/yngtodd/hammer/issues.

If you are reporting a bug, please include:

- Your operating system name and version.
- Any details about your local setup that might be helpful in troubleshooting.
- Detailed steps to reproduce the bug.

3.1.2 Fix Bugs

Look through the GitHub issues for bugs. Anything tagged with "bug" is open to whoever wants to implement it.

3.1.3 Implement Features

Look through the GitHub issues for features. Anything tagged with "feature" is open to whoever wants to implement it.

3.1.4 Write Documentation

Hammer could always use more documentation, whether as part of the official Hammer docs, in docstrings, or even on the web in blog posts, articles, and such.

3.1.5 Submit Feedback

The best way to send feedback is to file an issue at https://github.com/yngtodd/hammer/issues.

If you are proposing a feature:

- Explain in detail how it would work.
- Keep the scope as narrow as possible, to make it easier to implement.
- Remember that this is a volunteer-driven project, and that contributions are welcome :)

3.2 Get Started!

Ready to contribute? Here's how to set up *hammer* for local development.

1. Fork the *hammer* repo on GitHub.
2. Clone your fork locally:

```
git clone git@github.com:your_name_here/hammer.git
```

3. Create a branch for local development:

```
git checkout -b name-of-your-bugfix-or-feature
```

Now you can make your changes locally.

4. When you're done making changes, check that your changes pass style and unit tests, including testing other Python versions with tox:

```
tox
```

To get tox, just pip install it.

5. Commit your changes and push your branch to GitHub:

```
git add .
git commit -m "Your detailed description of your changes."
git push origin name-of-your-bugfix-or-feature
```

6. Submit a pull request through the GitHub website.

3.3 Pull Request Guidelines

Before you submit a pull request, check that it meets these guidelines:

1. The pull request should include tests.
2. If the pull request adds functionality, the docs should be updated. Put your new functionality into a function with a docstring, and add the feature to the list in README.rst.

3. The pull request should work for Python >= 3.6 and for PyPy. Check https://travis-ci.org/yngtodd/hammer under pull requests for active pull requests or run the `tox` command and make sure that the tests pass for all supported Python versions.

3.4 Tips

To run a subset of tests:

```
py.test test/test_hammer.py
```

CHAPTER 4

Credits

4.1 Development Lead

- Todd Young GitHub: yngtodd

4.2 Contributors

None yet. Why not be the first?

CHAPTER 5

History

5.1 0.1.0 (2019-05-15)

- First release on PyPI.

CHAPTER 6

Related Work

- Impact of Nondeterminism in Deep Reinforcement Learning [Nag18]

CHAPTER 7

Feedback

If you have any suggestions or questions about **Hammer** feel free to email me at ygx@ornl.gov.

If you encounter any errors or problems with **Hammer**, please let me know! Open an Issue at the GitHub http://github.com/yngtodd/hammer main repository.

Bibliography

[Nag18] Prabhat Nagarajan. The impact of nondeterminism on reproducibility in deep reinforcement learning. In *ICML*. 2018.