# TRAINING AI TO PLAY\* MARIO KART

\* ADDITIONAL TRAINING WILL BE REQUIRED; A PERFORMANT NETWORK IS NOT INCLUDED



#### **ToDos:**

- Integrate Mario Kart with
   OpenAl Gym
- 2. Make a script to record gameplay
- 3. Reduce state (frame) dimensions
- 4. Train a DQN to play the game
- 5. Train a network to copy behavior



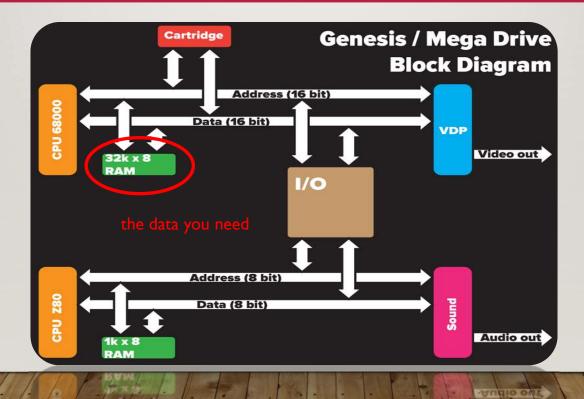
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- Integrate Mario Kart withOpenAl Gym
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#### WHY MARIO KART?

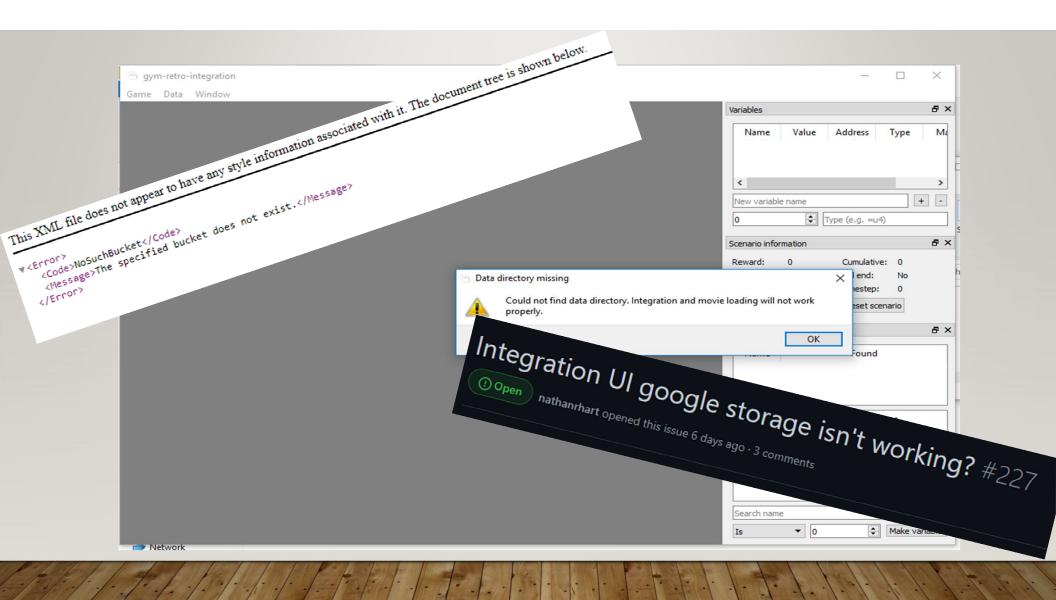
simple environment

easy to access data



looks like autonomous driving

can beat my friends at mario kart

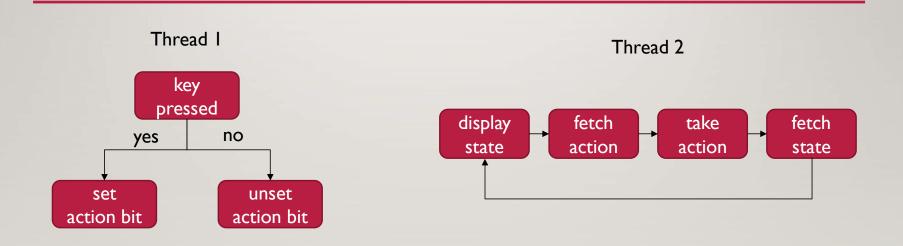


#### I have extracted all needed data and stored it here:

https://github.com/2BytesGoat/rl-retro-gym

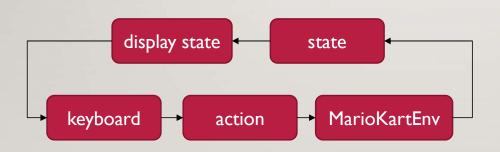


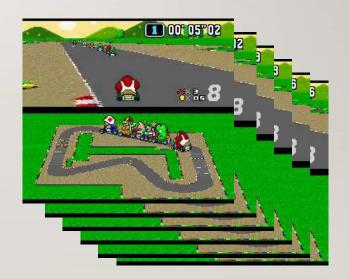
### **RECORDING TOOL**



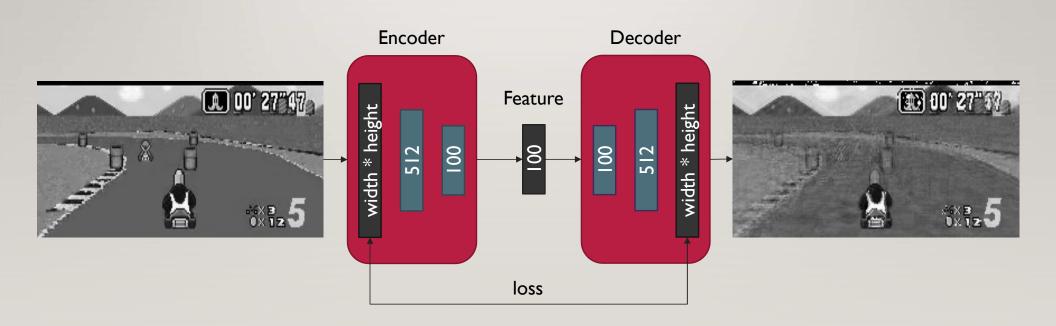
Action [0 0 0 0 0 1 0 0 1 0 0 0]

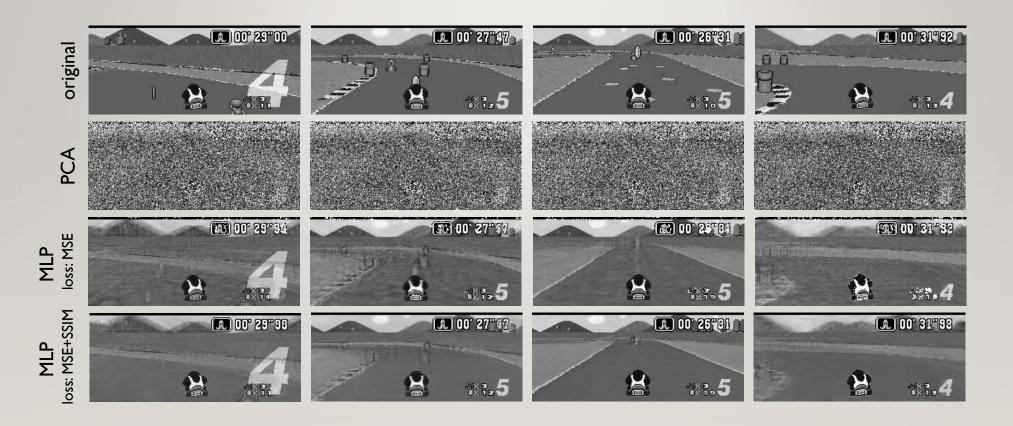
	cart_lap_nb	cart_has_item	cart_place	map_time	cart_last_item	cart_is_coliding	cart_coins	cart_position_x	cart_status	map_surface	cart_speed	action
0	127	0	14	0	0	0	5	27	0	64	0	[0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
1	127	0	14	0	0	0	5	27	0	64	0	[0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
2	127	0	14	0	0	0	5	27	0	64	0	[0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
3	127	0	14	0	0	0	5	27	0	64	0	[0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
4	127	0	14	0	0	0	5	27	0	64	0	[0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
5	127	0	14	0	0	0	5	27	0	64	0	[0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]





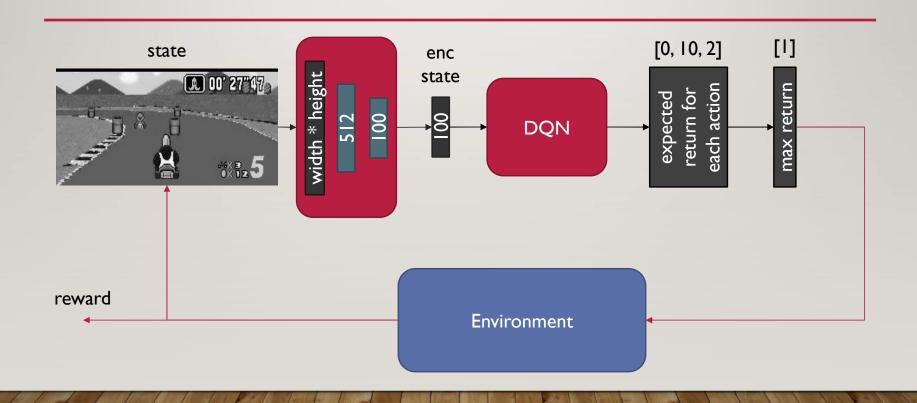
## HOW THE ENCODER WORKS



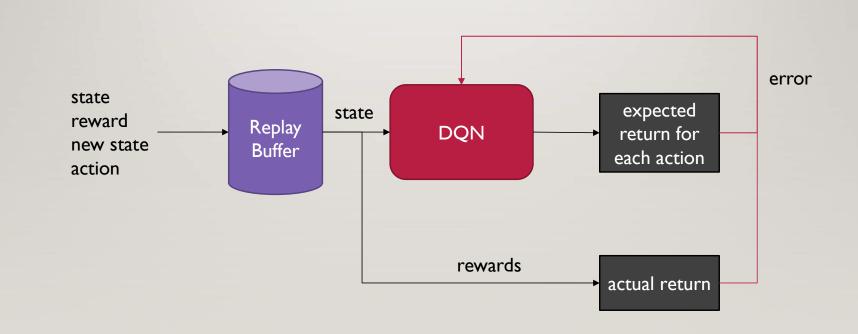


\* decoding done from a 100 value feature vector

## TRAINING DQN - FORWARD PASS



# TRAINING DQN - LEARNING



#### **NEXT STEPS**

• Update DQN so multiple actions can be taken in the same time