

Input:
Screen buffer
108x60 RGB

Conv 1
8x8; stride 4
32 filters

32
f-maps
26x14

Conv 2
4x4; stride 2
64 filters

64
f-maps
12x6

Fully connected
512

Game feature
1 fully connected

DQN

Fully connected
512

Actions scores
 n fully connected

Flat output
4608

DRQN

Hidden recur. state
300

Long/Short Term Memory

Actions scores
 n fully connected

