

An outline for a scientific paper

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Abstract—

I. INTRODUCTION

this paper shows an implementation of a DQN for the atari game space invaders just like [1]

A. Scenario

B. Structure of the Paper

II. LITERATURE REVIEW

A. First Method

B. Second Method

III. CONCEPT FOR PROBLEM SOLVING

IV. IMPLEMENTATION

A. Overall Solution Strategy

B. Step 1

C. Step 2

V. FURTHER STEPS

VI. CONCLUSION

REFERENCES

- [1] V. Mnih, K. Kavukcuoglu, D. Silver, A. Graves, I. Antonoglou, D. Wierstra, and M. Riedmiller, “Playing atari with deep reinforcement learning,” 2013. [Online]. Available: <https://arxiv.org/abs/1312.5602>