Introduction

In this report, we illustrate how we manage to finish the group project of our machine learning course, which is to make Mario win the game in a fastest way without human intervention. After doing some research work on the Internet, we find two possible machine-learning related solutions to our task. One of them is to train a neural network with the help of genetic algorithms, while the other one is to use q-learning. Due to time limitation, we only implement the neural network one. But we still make a brief introduction to the q-learning method in this report.