CREATING A PLAYER AID FOR GEOMETRY DASH APS360 PROGRESS REPORT

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ABSTRACT

Our group intends to create a program that can create semantic segmentation maps of a Geometry Dash Level using machine learning. This program can be used to assist players in recognizing obstacles without the usage of mods. We are using a U-net architecture to achieve this task. —-Total Pages: 6

1 INTRODUCTION

The goal of our project is to develop a model that takes a screenshot from the game "Geometry Dash" and detects the location of collision boxes automatically. For example, given a live screenshot of the game, it should be able to recognize objects and determine their appropriate collision box:
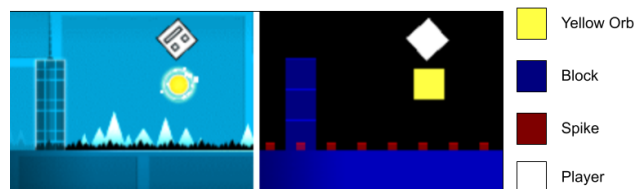

Figure 1: Example of our ideal input and output for the model.

Above is an example of our desired output for a given screenshot input. Note that Geometry Dash collision boxes are somewhat strangely-shaped, especially for spike objects.

We believe this project is appropriate for deep learning due to the many complexities and edge cases that may appear. For instance, there are many decorative objects that a player can recognize as irrelevant, but may trick a traditional hard-coded or image matching algorithm.

Here, a player can tell the squares are part of the background, while a hardcoded model may mistake it for a foreground object.

We believe this model could be a useful tool for players, who may not have access to other paid tools to view collision boxes. Furthermore, this may be a useful model for future work in training a RL model to play Geometry Dash by simplifying inputted information.

1.1 STYLE

Papers to be submitted to APS360 must be prepared according to the instructions presented here.

Figure 2: An example of a level where a mechanism might get confused labelling objects.

Authors are required to use the APS360 LaTeX style files obtainable at the APS360 website on Quercus. Tweaking the style is not permitted.

1.2 RETRIEVAL OF STYLE FILES

The file `APS360_Project.pdf` contains these instructions and illustrates the various formatting requirements your APS360 paper must satisfy. Submissions must be made using LaTeX and the style files `iclr2022_conference.sty` and `iclr2022_conference.bst` (to be used with LaTeX2e). The file `APS360_Project.tex` may be used as a "shell" for writing your paper. All you have to do is replace the author, title, abstract, and text of the paper with your own.

The formatting instructions contained in these style files are summarized in sections 2, 3, and 4 below.

2 GENERAL FORMATTING INSTRUCTIONS

The text must be confined within a rectangle 5.5 inches (33 picas) wide and 9 inches (54 picas) long. The left margin is 1.5 inch (9 picas). Use 10 point type with a vertical spacing of 11 points. Times New Roman is the preferred typeface throughout. Paragraphs are separated by 1/2 line space, with no indentation.

Paper title is 17 point, in small caps and left-aligned. All pages should start at 1 inch (6 picas) from the top of the page.

Authors' names are set in boldface, and each name is placed above its corresponding address. The lead author's name is to be listed first, and the co-authors' names are set to follow. Authors sharing the same address can be on the same line.

Please pay special attention to the instructions in section 4 regarding figures, tables, acknowledgments, and references.

There will be a strict upper limit of 9 pages for the main text of the initial submission, with unlimited additional pages for citations.

3 HEADINGS: FIRST LEVEL

First level headings are in small caps, flush left and in point size 12. One line space before the first level heading and 1/2 line space after the first level heading.

3.1 HEADINGS: SECOND LEVEL

Second level headings are in small caps, flush left and in point size 10. One line space before the second level heading and 1/2 line space after the second level heading.

3.1.1 HEADINGS: THIRD LEVEL

Third level headings are in small caps, flush left and in point size 10. One line space before the third level heading and 1/2 line space after the third level heading.

4 CITATIONS, FIGURES, TABLES, REFERENCES

These instructions apply to everyone, regardless of the formatter being used.

4.1 CITATIONS WITHIN THE TEXT

Citations within the text should be based on the `natbib` package and include the authors' last names and year (with the "et al." construct for more than two authors). When the authors or the publication are included in the sentence, the citation should not be in parenthesis using `\citet{}` (as in "See Hinton et al. (2006) for more information."). Otherwise, the citation should be in parenthesis using `\citep{}` (as in "Deep learning shows promise to make progress towards AI (Bengio & LeCun, 2007).").

The corresponding references are to be listed in alphabetical order of authors, in the REFERENCES section. As to the format of the references themselves, any style is acceptable as long as it is used consistently.

To cite a new paper, first, you need to add that paper's BibTeX information to `APS360_ref.bib` file and then you can use the `\citep{}` command to cite that in your main document.

4.2 FOOTNOTES

Indicate footnotes with a number[1] in the text. Place the footnotes at the bottom of the page on which they appear. Precede the footnote with a horizontal rule of 2 inches (12 picas).[2]

4.3 FIGURES

All artwork must be neat, clean, and legible. Lines should be dark enough for purposes of reproduction; art work should not be hand-drawn. The figure number and caption always appear after the figure. Place one line space before the figure caption, and one line space after the figure. The figure caption is lower case (except for first word and proper nouns); figures are numbered consecutively.

Make sure the figure caption does not get separated from the figure. Leave sufficient space to avoid splitting the figure and figure caption.

You may use color figures. However, it is best for the figure captions and the paper body to make sense if the paper is printed either in black/white or in color.

4.4 TABLES

All tables must be centered, neat, clean and legible. Do not use hand-drawn tables. The table number and title always appear before the table. See Table 1.

Place one line space before the table title, one line space after the table title, and one line space after the table. The table title must be lower case (except for first word and proper nouns); tables are numbered consecutively.

5 DEFAULT NOTATION

In an attempt to encourage standardized notation, we have included the notation file from the textbook, *Deep Learning* Goodfellow et al. (2016) available at `https://github.com/`

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[1]Sample of the first footnote
[2]Sample of the second footnote

Figure 3: Sample figure caption. Image: ZDNet

Table 1: Sample table title

PART	DESCRIPTION
Dendrite	Input terminal
Axon	Output terminal
Soma	Cell body (contains cell nucleus)

`goodfeli/dlbook_notation/`. Use of this style is not required and can be disabled by commenting out `math_commands.tex`.

Numbers and Arrays

a	A scalar (integer or real)
$\boldsymbol{a}$	A vector
$\boldsymbol{A}$	A matrix
$\mathbf{A}$	A tensor
$\boldsymbol{I}_n$	Identity matrix with n rows and n columns
$\boldsymbol{I}$	Identity matrix with dimensionality implied by context
$\boldsymbol{e}^{(i)}$	Standard basis vector $[0, \ldots, 0, 1, 0, \ldots, 0]$ with a 1 at position i
$\text{diag}(\boldsymbol{a})$	A square, diagonal matrix with diagonal entries given by $\boldsymbol{a}$
a	A scalar random variable
$\mathbf{a}$	A vector-valued random variable
$\mathbf{A}$	A matrix-valued random variable

Sets and Graphs

$\mathbb{A}$	A set
$\mathbb{R}$	The set of real numbers
$\{0, 1\}$	The set containing 0 and 1
$\{0, 1, \ldots, n\}$	The set of all integers between 0 and n
$[a, b]$	The real interval including a and b
$(a, b]$	The real interval excluding a but including b
$\mathbb{A} \backslash \mathbb{B}$	Set subtraction, i.e., the set containing the elements of $\mathbb{A}$ that are not in $\mathbb{B}$
$\mathcal{G}$	A graph
$Pa_{\mathcal{G}}(\mathrm{x}_i)$	The parents of x_i in $\mathcal{G}$

Indexing

a_i	Element i of vector $\boldsymbol{a}$, with indexing starting at 1
a_{-i}	All elements of vector $\boldsymbol{a}$ except for element i
$A_{i,j}$	Element i, j of matrix $\boldsymbol{A}$
$\boldsymbol{A}_{i,:}$	Row i of matrix $\boldsymbol{A}$
$\boldsymbol{A}_{:,i}$	Column i of matrix $\boldsymbol{A}$
$\mathsf{A}_{i,j,k}$	Element (i, j, k) of a 3-D tensor A
$\mathsf{A}_{:,:,i}$	2-D slice of a 3-D tensor
a_i	Element i of the random vector a

Calculus

$\dfrac{dy}{dx}$	Derivative of y with respect to x
$\dfrac{\partial y}{\partial x}$	Partial derivative of y with respect to x
$\nabla_{\boldsymbol{x}} y$	Gradient of y with respect to $\boldsymbol{x}$
$\nabla_{\boldsymbol{X}} y$	Matrix derivatives of y with respect to $\boldsymbol{X}$
$\nabla_{\mathsf{X}} y$	Tensor containing derivatives of y with respect to X
$\dfrac{\partial f}{\partial \boldsymbol{x}}$	Jacobian matrix $\boldsymbol{J} \in \mathbb{R}^{m \times n}$ of $f : \mathbb{R}^n \to \mathbb{R}^m$
$\nabla_{\boldsymbol{x}}^2 f(\boldsymbol{x})$ or $\boldsymbol{H}(f)(\boldsymbol{x})$	The Hessian matrix of f at input point $\boldsymbol{x}$
$\displaystyle\int f(\boldsymbol{x}) d\boldsymbol{x}$	Definite integral over the entire domain of $\boldsymbol{x}$
$\displaystyle\int_{\mathbb{S}} f(\boldsymbol{x}) d\boldsymbol{x}$	Definite integral with respect to $\boldsymbol{x}$ over the set $\mathbb{S}$

Probability and Information Theory

$P(\mathrm{a})$	A probability distribution over a discrete variable
$p(\mathrm{a})$	A probability distribution over a continuous variable, or over a variable whose type has not been specified
$\mathrm{a} \sim P$	Random variable a has distribution P
$\mathbb{E}_{\mathrm{x} \sim P}[f(x)]$ or $\mathbb{E}f(x)$	Expectation of $f(x)$ with respect to $P(\mathrm{x})$
$\mathrm{Var}(f(x))$	Variance of $f(x)$ under $P(\mathrm{x})$
$\mathrm{Cov}(f(x), g(x))$	Covariance of $f(x)$ and $g(x)$ under $P(\mathrm{x})$
$H(\mathrm{x})$	Shannon entropy of the random variable x
$D_{\mathrm{KL}}(P\|Q)$	Kullback-Leibler divergence of P and Q
$\mathcal{N}(\boldsymbol{x}; \boldsymbol{\mu}, \boldsymbol{\Sigma})$	Gaussian distribution over $\boldsymbol{x}$ with mean $\boldsymbol{\mu}$ and covariance $\boldsymbol{\Sigma}$

Functions

$f : \mathbb{A} \to \mathbb{B}$	The function f with domain $\mathbb{A}$ and range $\mathbb{B}$
$f \circ g$	Composition of the functions f and g
$f(\boldsymbol{x}; \boldsymbol{\theta})$	A function of $\boldsymbol{x}$ parametrized by $\boldsymbol{\theta}$. (Sometimes we write $f(\boldsymbol{x})$ and omit the argument $\boldsymbol{\theta}$ to lighten notation)
$\log x$	Natural logarithm of x
$\sigma(x)$	Logistic sigmoid, $\dfrac{1}{1 + \exp(-x)}$
$\zeta(x)$	Softplus, $\log(1 + \exp(x))$
$\|\boldsymbol{x}\|_p$	L^p norm of $\boldsymbol{x}$
$\|\boldsymbol{x}\|$	L^2 norm of $\boldsymbol{x}$
x^+	Positive part of x, i.e., $\max(0, x)$
$\mathbf{1}_{\mathrm{condition}}$	is 1 if the condition is true, 0 otherwise

6 FINAL INSTRUCTIONS

Do not change any aspects of the formatting parameters in the style files. In particular, do not modify the width or length of the rectangle the text should fit into, and do not change font sizes (except perhaps in the REFERENCES section; see below). Please note that pages should be numbered.

AUTHOR CONTRIBUTIONS

If you'd like to, you may include a section for author contributions as is done in many journals. This is optional and at the discretion of the authors.

ACKNOWLEDGMENTS

Use unnumbered third level headings for the acknowledgments. All acknowledgments, including those to funding agencies, go at the end of the paper.

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