Weekly Report （5.19-5.25）

MiaoDX(缪东旭)
2016218041
miaodx@tju.edu.cn

1 Task Description

a) Download and run GTA V game

b) Install DeepGTAV and try to fetch data from the game

2 Task Progress

a) Download and run GTA V game

The GTAV game is very large, to be specific, more than 60GB and luckily we can get it from PT in our school or from Northeastern University IPV6 station. And to be honest, it's better to buy the game first, but in case I fail to get data from it, I will just use the cracked versions first.

b) Install a new windows10 in a better PC in our lab

Since the game is pretty large, and it requires better GPU to get quicker and better results, I installed a fresh win10 in one PC with NVIDIA GTX 980, configured it and installed necessary tools.

c) Install DeepGTAV.

Do as the README in the github repository.

3 Existed Main Problems and Solutions

This project is also based on scripthookv, which is the library that allows to use GTA V script native functions in custom *.asi plugins and used by all the programs run on GTAV.

The codebase is a visual studio project, and I have not looked into it too much, by far, I just try to use it to fetch data from the game, and use the method provided by the author, to be more exact, the https://github.com/ai-tor/VPilot/blob/master/dataset.py file.

However, I failed to run the program, I am not so sure why this happen, possibly the game should be official one and I should by the game first?

4 Working Plan for Next Week

Next week I will first try again and test whether I will get good luck, since there are others using it, it's definitely doable.

And I will also try to do some experiments on the OpenAI platforms, and since next week I will have more free time (no final examination and no representation), it should be enough for both OpenAI gym, OpenAI roboschooland maybe the OpenAI universe, these should be much more easy since they are used widely.

REFERENCES

Since most of my references are links on the internet, I just list the links instead of use the more official cite format.

[1]   Using Virtual Worlds, Specifically GTA5, to Learn Distance to Stop Signs, http://orfe.princeton.edu/~alaink/SmartDrivingCars/DeepLearning/GTAV_TRB_Final.pdf
[2]   DeepGTAV , https://github.com/ai-tor/DeepGTAV