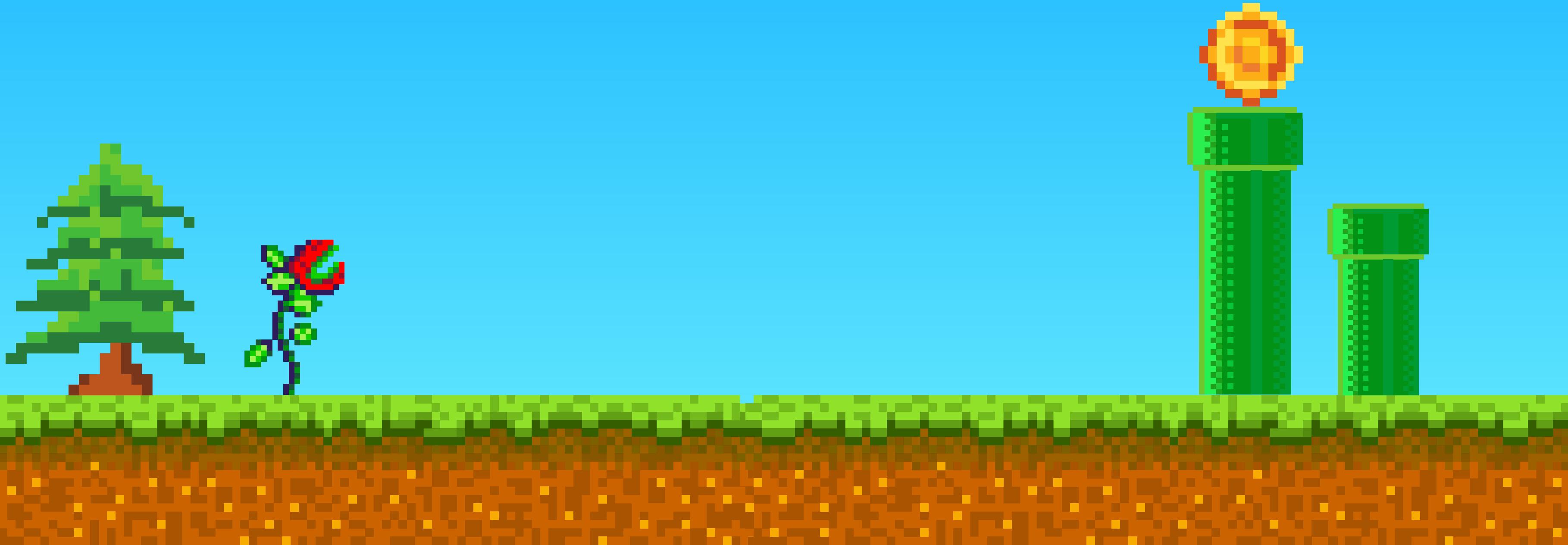


SUPER MARIO REINFORCEMENT LEARNING



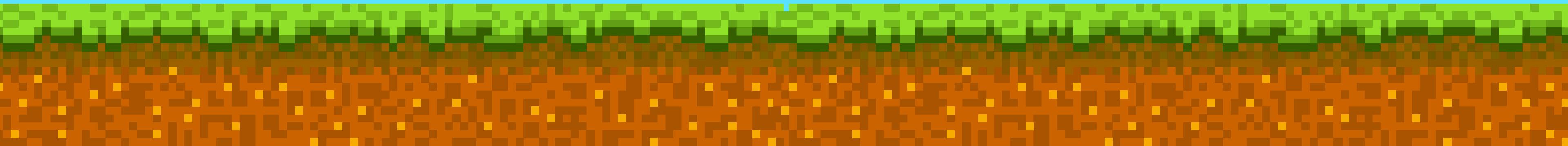
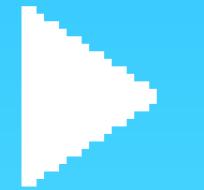
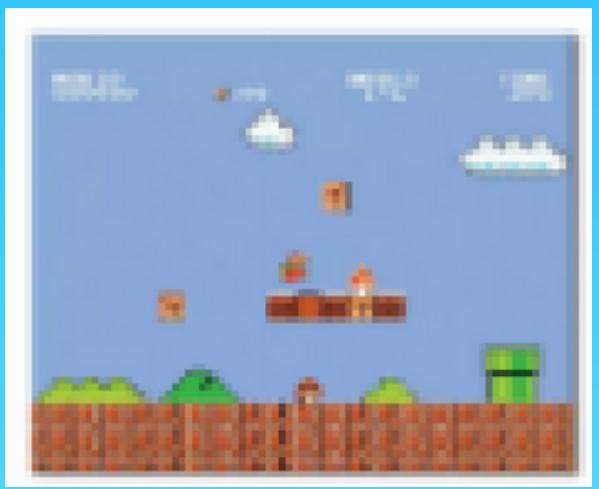
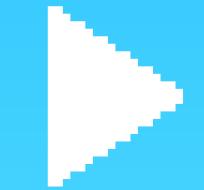
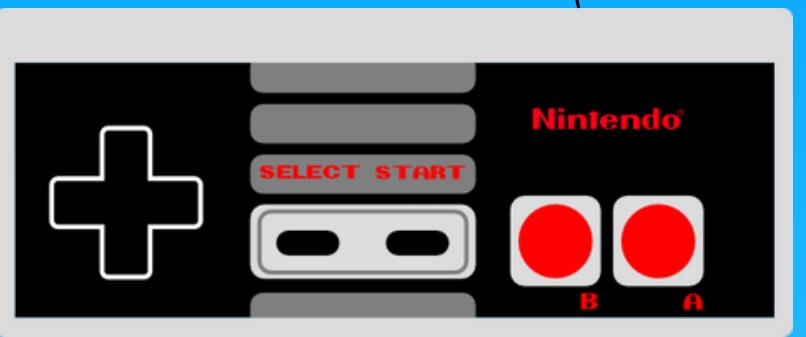
PRZYGOTOWANIE

ustalenie
dostępnych
ruchów

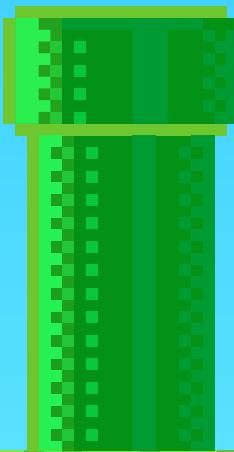
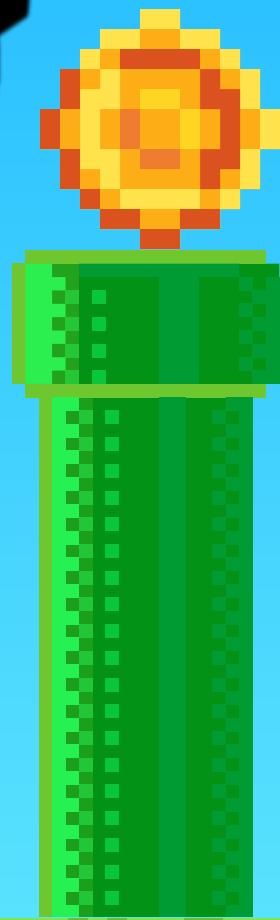
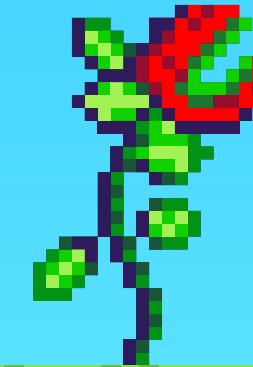
przeskalowanie
obrazu

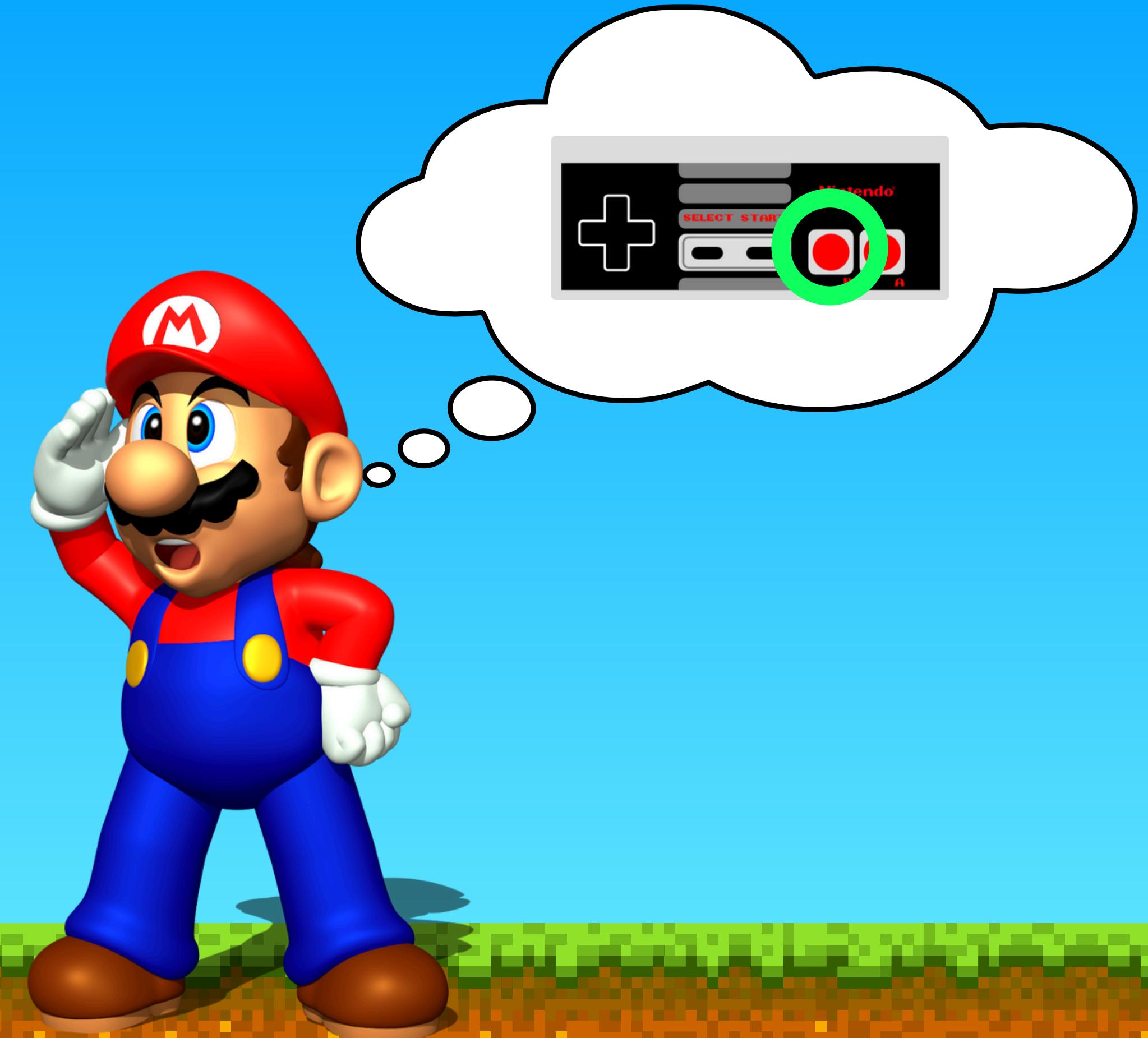
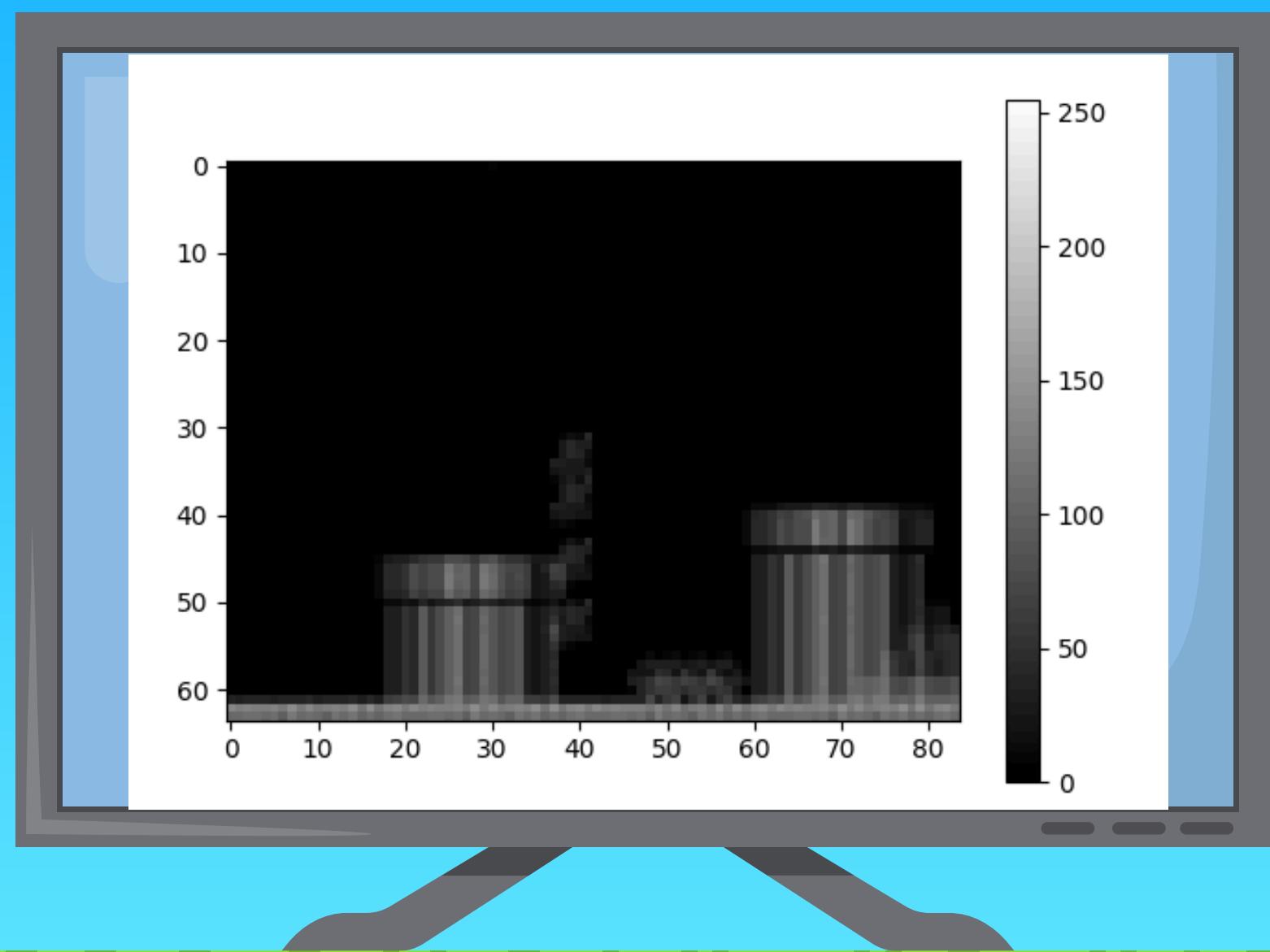
pozbycie się
kolorów z
obrazu





JAK TO DZIAŁA?





DOUBLE DEEP Q

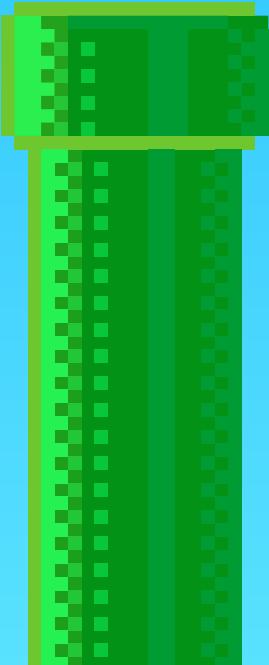
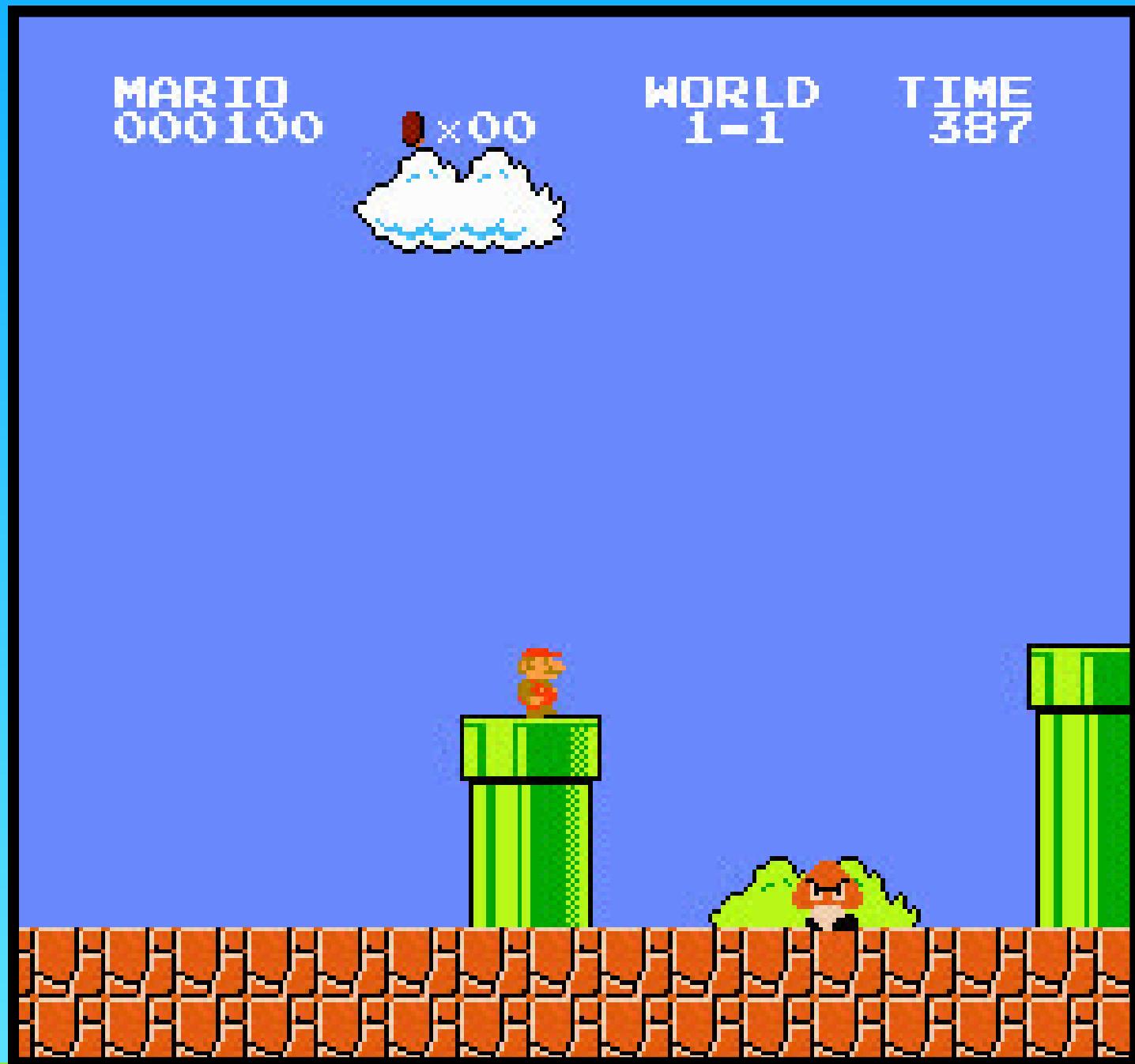
$$Q(S_t, A_t) \leftarrow Q(S_t, A_t) + \alpha [R_{t+1} + \gamma \max_a Q(S_{t+1}, a) - Q(S_t, A_t)]$$



EPSILON GREEGY

An orange Mario question mark block icon with a black outline. To its left is a black plus sign icon.

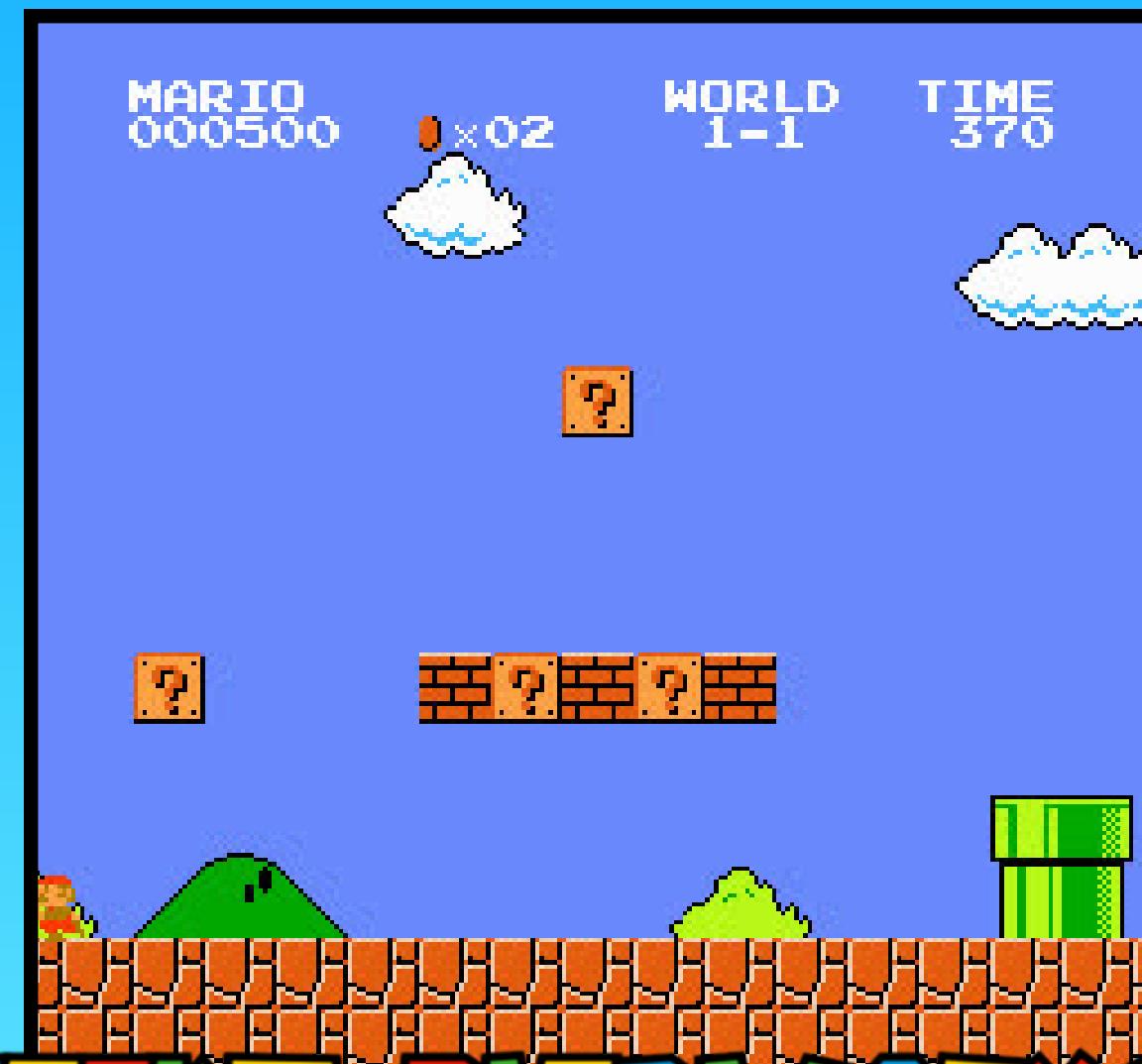
ŁOSOWE RUCHY



NAUCZONY != LEPSZY



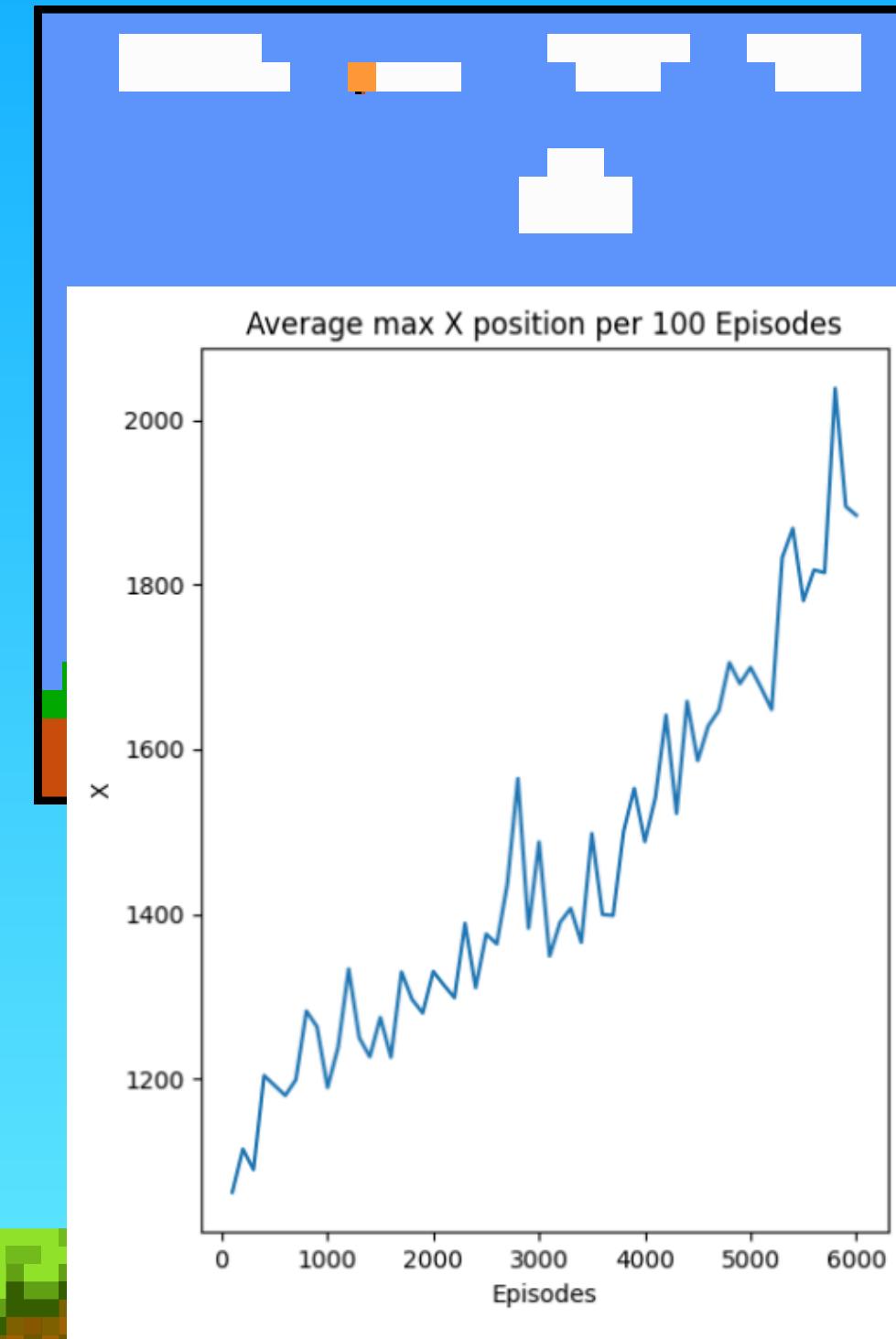
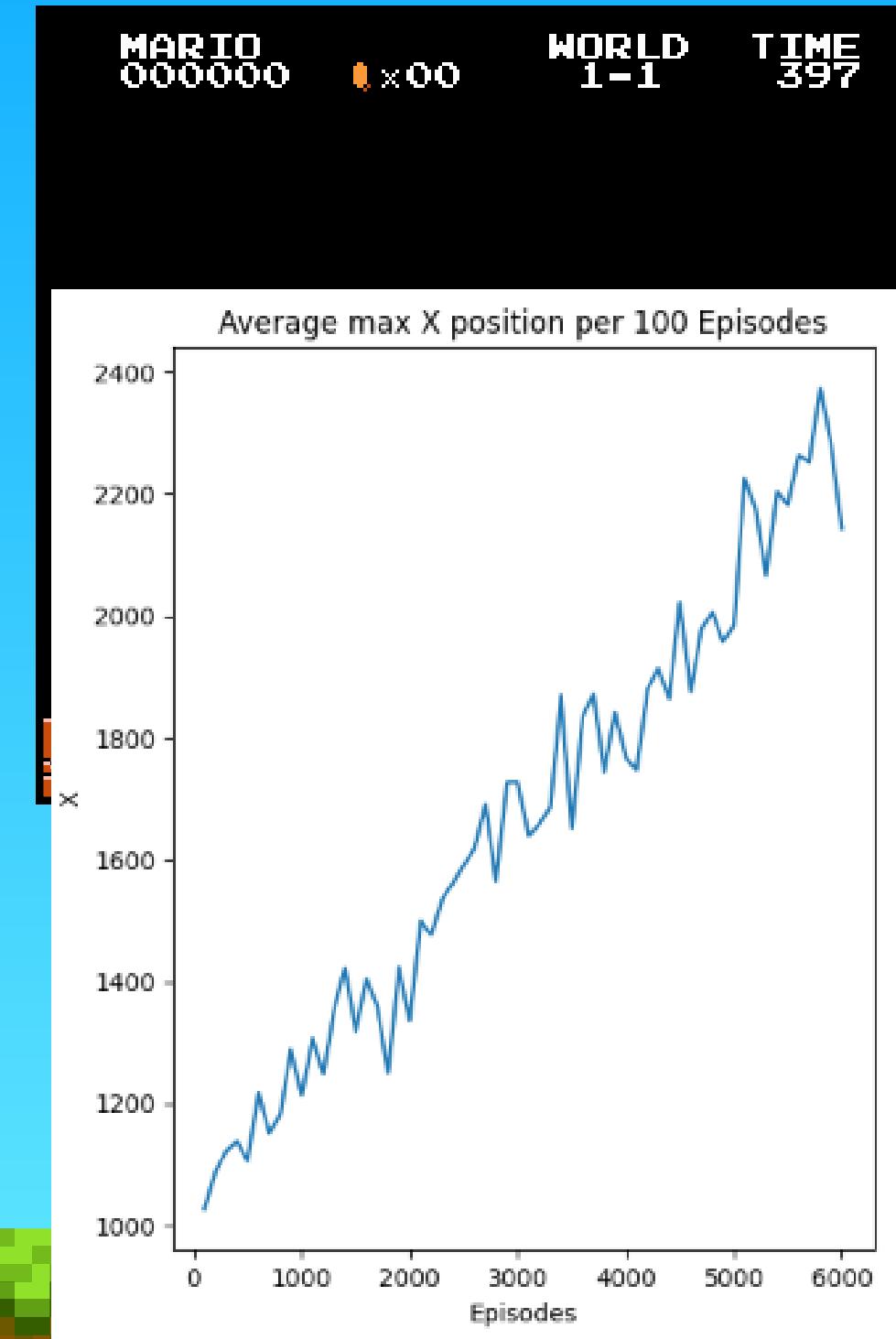
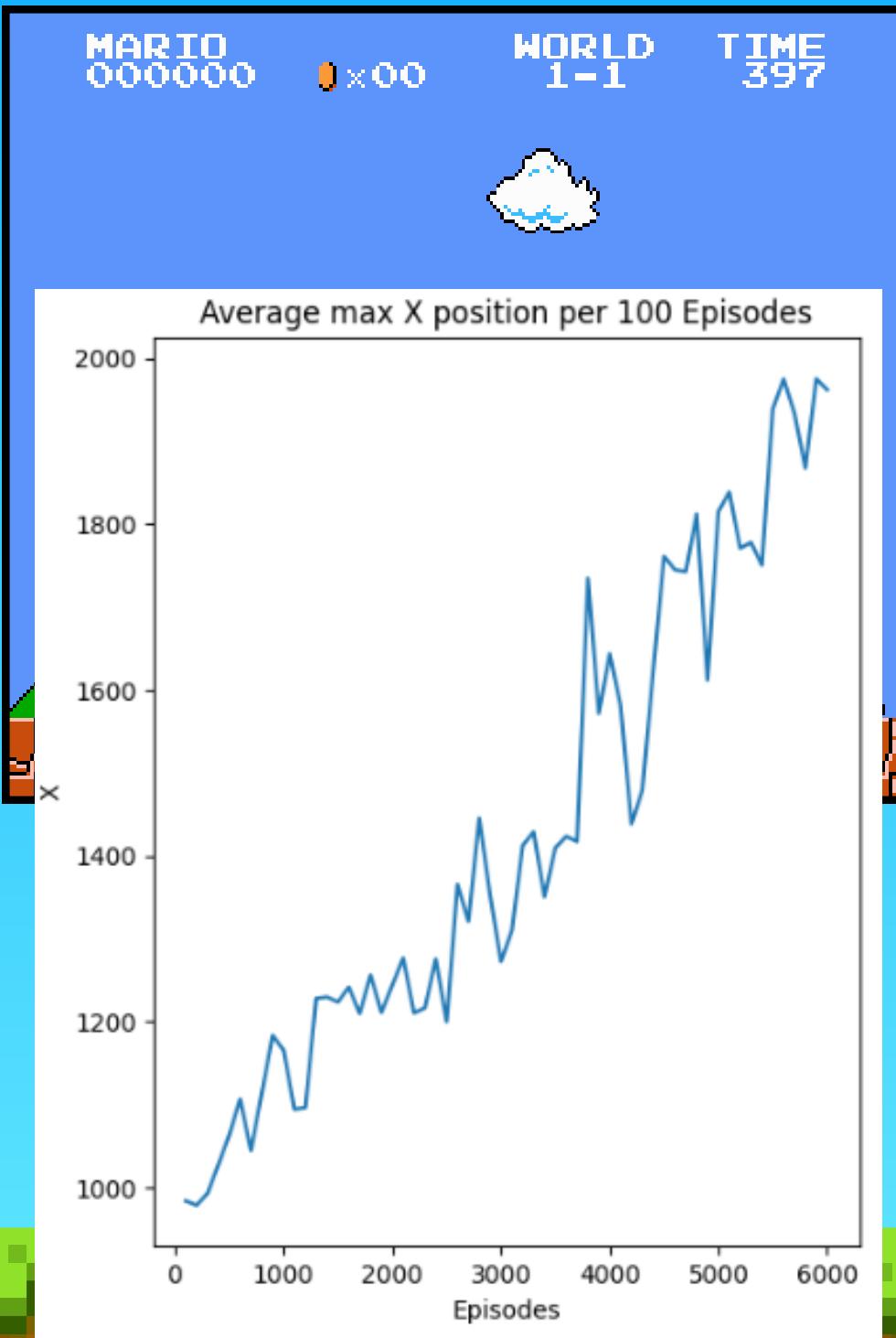
EFEKT PIERWSZEGO
UCZENIA



EFEKT PIERWSZYCH
ZMIAN NAGRODY



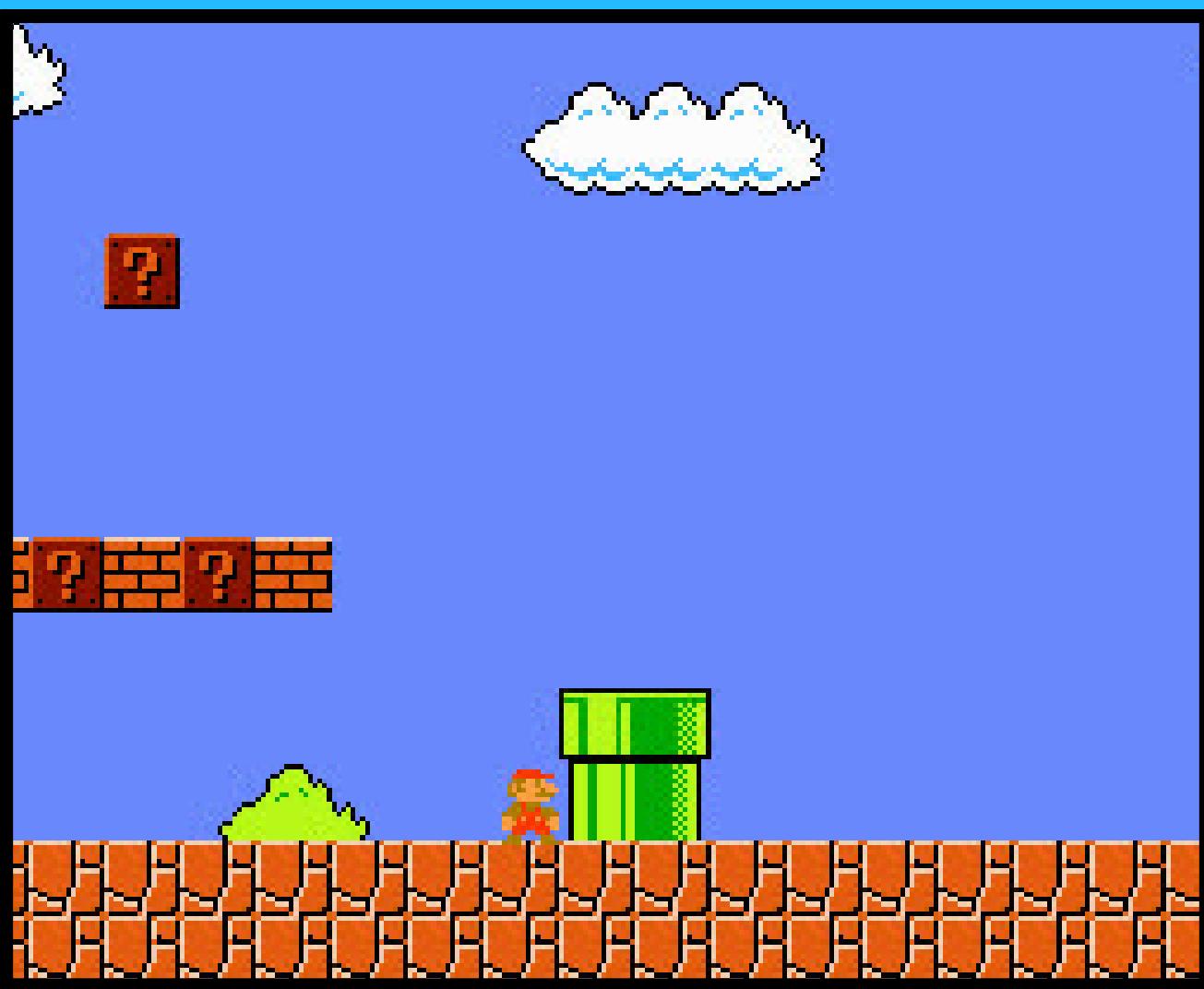
LICZY SIE KAZDY DETAL?



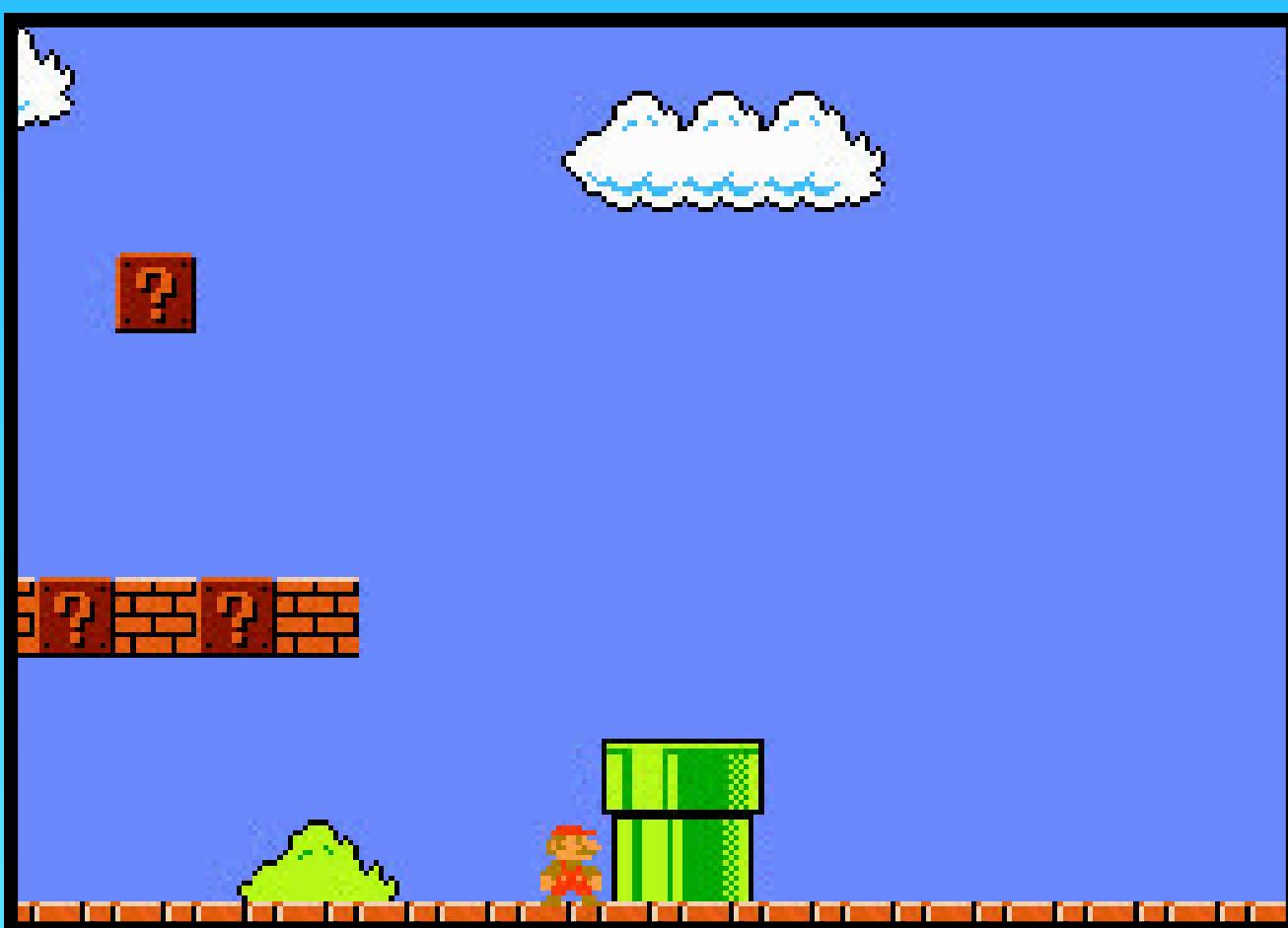
CZAS NIE JEST
PO NASZET JEST STRONIE



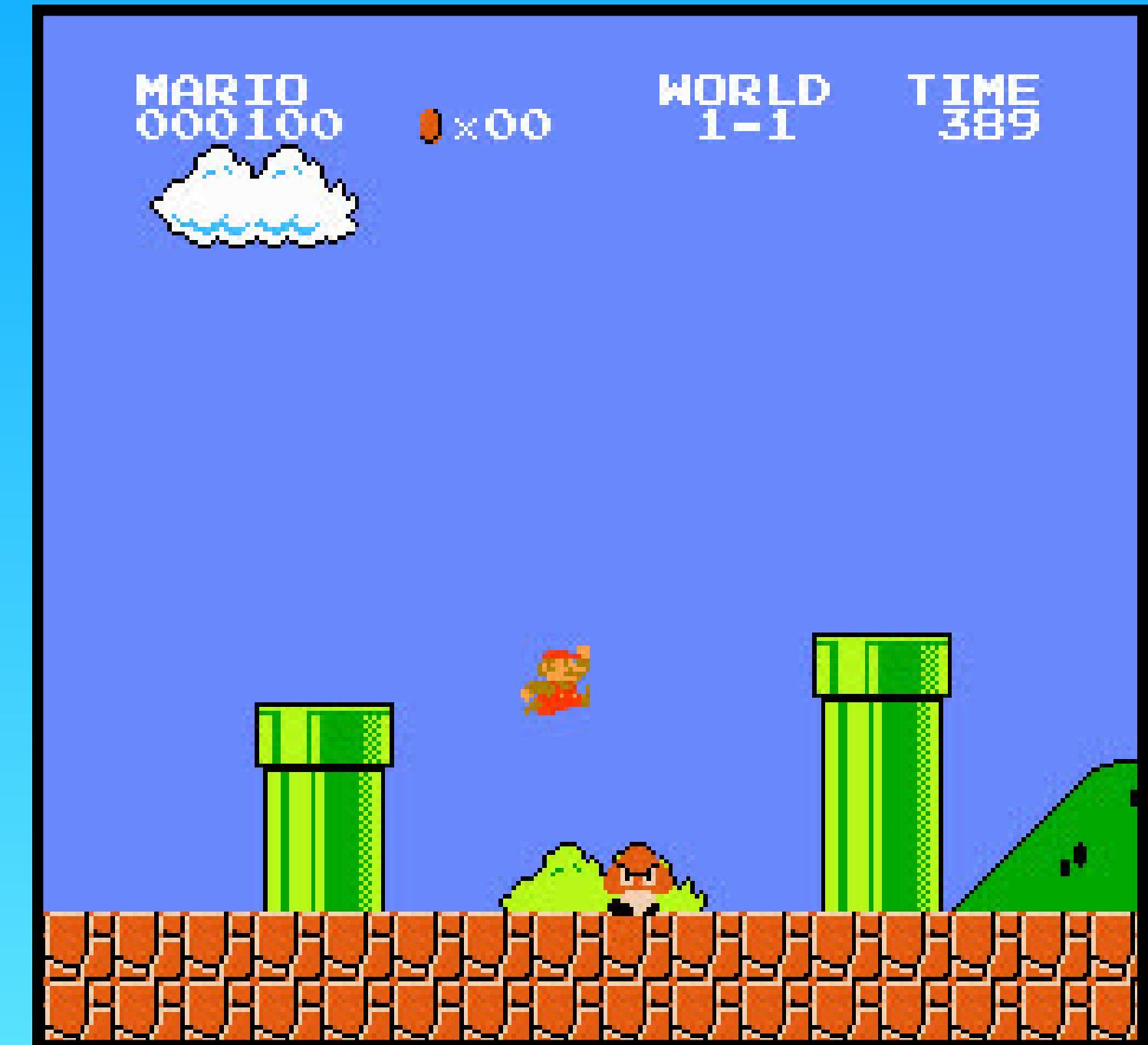
CZAS NIE JEST
PO NASZEJ STRONIE



PODLOGA TEZ NIE...



PIERWSZY OPONENT



Fix: DODANIE KARY ZA STANIE W MIEJSCU

JUZ PRAWIE KONIEC...



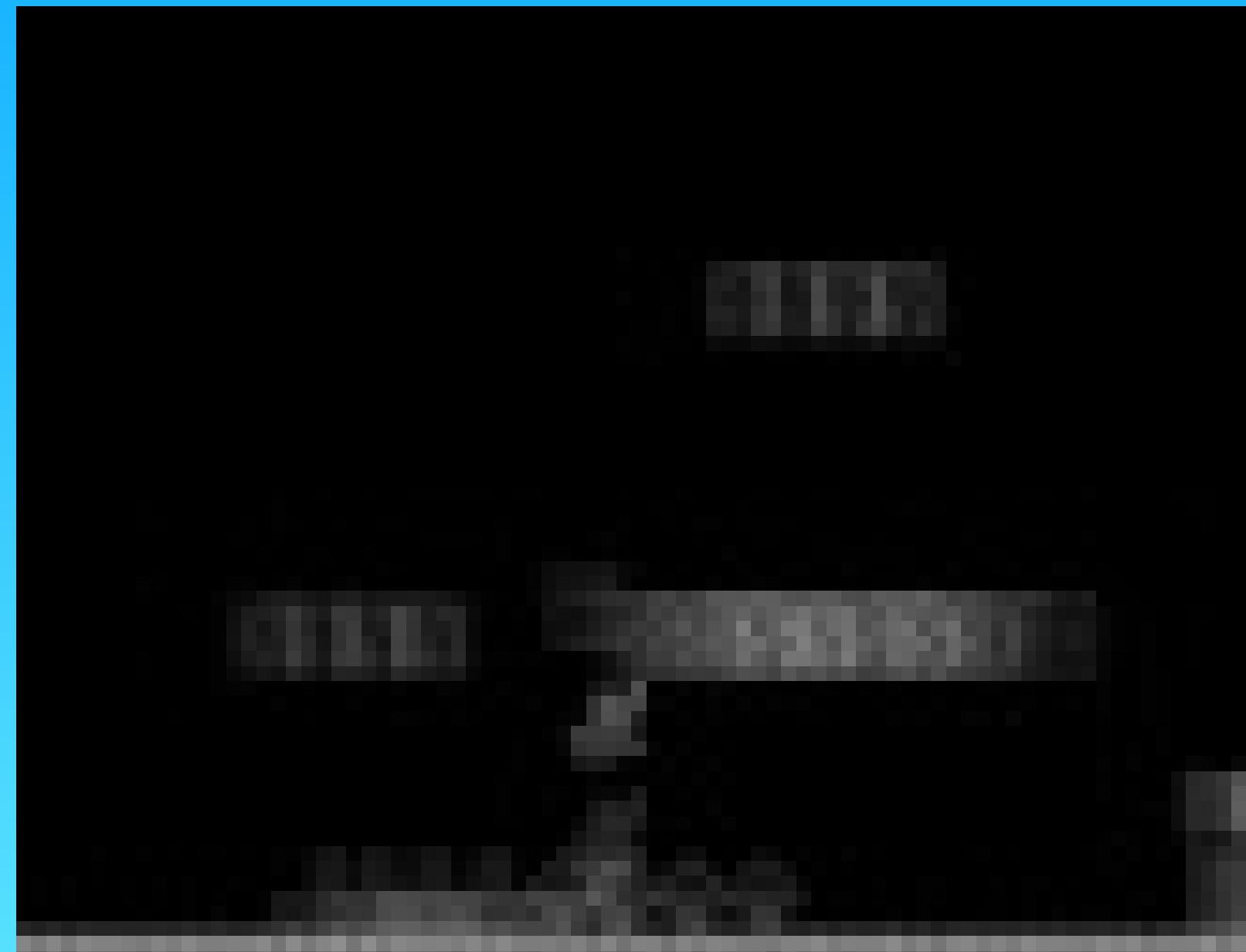
Fix: DODANIE +500 ZA UKONCZENIE POZIOMU

PIERWSZE SUKCESY!



**PROBLEM: DOPASOWANIE
EPSILON ON DECAY**

PIERWSZE DOBRE PRZEDSCIE



ROBOT POV



EMULATOR

NAJLEPSZY Z NAJLEPSZYM



CZAS: 339