Procedural Generation in the age of AI

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May 11, 2018

Inhalt

1 Abstract

bliblablup todo

Fragestellung: How does content creation in games differ between Procedural Content Generation (PCG) and Machine Learning (ML) content creation?

2 Definitions

2.1 Content
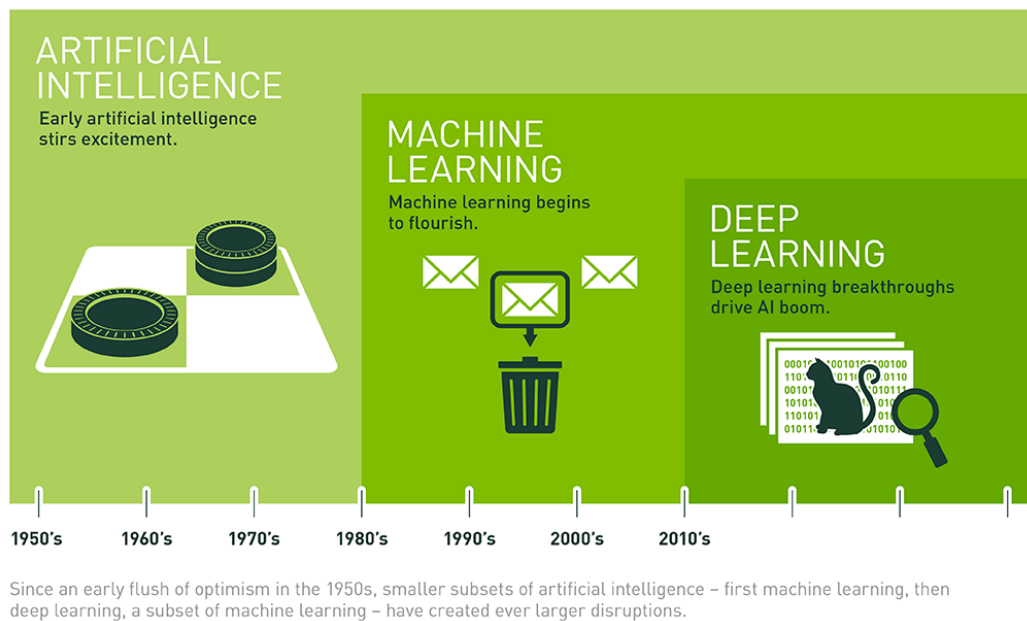
Content in games can refer to various parts. Some known areas include level generation (dungeons,

2.2 Procedural Content Generation

The term PCG ..

2.3 AI, Machinelearning, Deeplearning

blibla [1] TODO: research definitions

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Figure 1: Levels of AI as Image. [1]

3 Motivation

Games that are meant to be replayed a lot benefit from Procedural Generation.

4 Recurrent Neural Networks

As explained in subsection 2.3 ML is a broad term and includes a variety of models. The Recurrent Neural Networks (RNN) are networks for tasks where we need some kind of persistance. If we want to classify videoframes the network should have some kind of consistency.[2] A network should persist the last seen data and not reclassify items every frame. Reclassifying without previous context could lead to different recognitions in every frame for the same object.

5 Long short-term memory

RNN are good for persisting very recent information. Sentences are a great example: "Ships are built to float on *water*". The RNN is great in filling the end of this sentence. Problems arise when the information is needed a lot later. The more information is inbetween the contextual references the more unreiable a basic RNN gets. Books for example can have references on the last page to the very beginning. For such tasks a Long short-term memory (LSTM) model is the perfect fit. The LSTM network was introduced by Hochreiter Sepp and Urgen Schmidhuber[3]. A LSTM is a specialized version of a RNN which is designed for these kind of tasks. Almost all RNN tasks can be achieved with a LSTM RNN[2]. to read: $https : //en.wikipedia.org/wiki/Long_short-term_memory$ $https : //colah.github.io/posts/2015 - 08 - Understanding - LSTMs/$

6 The artistic vision and the generation

Generating content for games is a fundamental artistic choice for gamedevelopers. The generation in various forms is linked to a decrease in the artistic vision. Designers have to step away from micro-controlling gameparts like environment, shapes, colors, enemy behaviours etc. Therefore games do include PCG in different ways and in various depths. Big studios tend to stick to more controlled experiences and have more (human-)resources to ensure this vision. A partial list of different depths includes:

1. No generation (ex. super mario where everything was handplaced, drawn and animated)

2. Content generation in the game making phase. (ex. The Elder Scrolls Oblivion used PCG to generated most of the world before the artists curated it. A widely used PCG algorithm for game studios is SpeedTree[4]

3. Gameplay partially based on PCG

4. Games almost completely generated ex. Dwarf Fortress

, generation Role Play Game (RPG)s started to rely more on generation and artists curation of contet to fill the initial world.

7 OLD:

8 TensorFlow.js

As of April 2018 Google released a new JavaScript ML library called Tensorflow.js. Tensorflow.js is build on deeplearn.js and can be used for a broad variety of ML tasks. The library allows to train and run models in the webbrowser. Models can be pre-trained on a server or offline computer and then be used on the website.

9 Challenges

various challenges:

- level is playable

- Levels getting harder

- build up, learn new thing and then master it

10 Goal

The goal of this work is to generate maps for games. Maps from "Super Mario" or "Super Meat Boy" contain mostly solid or empty blocks. With that knowledge, the levels can probably be represented in an easy to read text format instead of an image format. The text can probably be feed into an ML system and new maps can be generated with the assistance of a ML model.

11 Referenzen und Akronyme

Glossary

Tensorflow.js The Tensorflow software released as a JavaScript library for websites and webapplications 4

Acronyms

LSTM Long short-term memory. 3

ML Machine Learning. 2–4

PCG Procedural Content Generation. 2, 3

RNN Recurrent Neural Networks. 3

RPG Role Play Game. 3

References

[1] Michael Copeland. The Difference Between AI, Machine Learning, and Deep Learning? — NVIDIA Blog, 2016.

[2] Christopher Olah. Understanding LSTM Networks, 2015.

[3] Sepp Hochreiter and Jj Urgen Schmidhuber. LONG SHORT-TERM MEMORY. *Neural Computation*, 9(8):1735–1780, 1997.

[4] SpeedTree. SpeedTree Vegetation Modeling.

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