## Critical Neural Networks in Atari Games

Thomas Pluck<sup>1</sup> and Aaron McAfee<sup>1</sup>

<sup>1</sup>Department of Electronic Engineering

Maynooth University

Maynooth, Ireland

Email: {thomas.pluck, aaron.mcafee}@mu.ie

## Abstract—

- I. Introduction
- II. BACKGROUND
- III. REINFORCEMENT LEARNING
- A. Network Criticality
- B. Critical Learning
  - IV. METHODOLOGY
- A. Critical Neural Network Architecture
- B. Dynamic Bias Adjustment Mechanism
- C. Environment Setup

V. RESULTS

VI. DISCUSSION

VII. CONCLUSION

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REFERENCES

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