Introduction and Motivation:

(\*\*some of the text was taken directly from papers so need to paraphrase first \*\*)

Recent advances in Reinforcement Learning have led to human-level or greater performance on a wide variety of games (e.g. Atari 2600 Games). However, training these networks can take a long time, and the techniques presented in the state of the art [add reference] perform poorly on several games that require long term planning. Deep Q-Networks learn to estimate the Q-Values (long term discounted returns) of selecting each possible action from the current game state. Deep Q-networks are limited in the sense that they learn a mapping from a limited number of past states, or game screens. In practice, DQN is trained using an input consisting of the last four states (or game screens). Thus, DQN performs poorly at games that require the agent to remember information more than four screens ago. In other words, the game could no longer be modeled as a true Markov Decision Process; all of the information needed to make an optimal action would no longer be contained in a single state. We explore the concept of a Deep Recurrent Q-network, a combination of a Long Short Term Memory (LSTM) [add reference] and a Deep Q-network. We wish to demonstrate that introducing recurrent network architecture into the Deep Q-network, the network can retain information from previous frames of the game and achieve good performance on games that require long term planning.

In addition, recent achievements of visual attention models have introduced people to exploring the possibility of incorporating attention mechanisms into the structure of the DRQN algorithm. The advantage of using attention mechanisms is that DRQN acquires the ability to select and focus on small informative regions of an input image, thus helping to reduce the total number of parameters in the deep neural network and computation operations needed for training and testing.

Deep Q Learning network:

DRQN Architecture:

Deep Attention Recurrent Q-network: