Shooting Games

Relative Final Score chart for Shooting Games comparing MT-A3C-Multi-column, MT-A3C-(6*CNN+1*LSTM), MT-A3C-(5*CNN+1*LSTM), MT-A3C-(4*CNN+1*LSTM), MT-A3C-(3*CNN+LSTM), and GTN across games.

Average
- 50%
- 44%
- 48%
- 37%
- 42%
- 73%

TimePilot
- 88%
- 100%
- 114%
- 113%
- 76%
- 128%

ChopperCommand
- -6%
- 58%
- 71%
- 26%
- -6%
- 111%

Asteroids
- 36%
- 15%
- 34%
- 34%
- 136%
- 110%

YarsRevenge
- 65%
- 75%
- 13%
- 69%
- 68%
- 100%

StarGunner
- 87%
- 29%
- 148%
- 125%
- 148%
- 99%

Pooyan
- 42%
- -25%
- 179%
- 39%
- 97%

SpaceInvaders
- 4%
- 108%
- 44%
- 5%
- 72%
- 96%

Zaxxon
- 0%
- 4%
- 4%
- 1%
- 4%
- 90%

CrazyClimber
- -54%
- 60%
- 30%
- -11%
- 9%
- 97%

Assault
- 116%
- 114%
- 41%
- -31%
- 104%
- 78%

Seaquest
- 2%
- 96%
- 3%
- -3%
- 7%
- 57%

Gravitar
- 5%
- 137%
- 93%
- 2%
- 5%
- 59%

DemonAttack
- 19%
- 1%
- 16%
- 17%
- 34%
- 53%

Riverraid
- -5%
- 29%
- -5%
- -18%
- 13%
- 47%

Centipede
- 91%
- 124%
- 94%
- 123%
- 36%
- 37%

Atlantis
- 43%
- 3%
- 7%
- 29%
- 33%

Phoenix
- 10%
- 9%
- 5%
- 15%
- 52%
- 32%

BeamRider
- -7%
- -19%
- 14%
- 14%
- 2%

Legend:
- MT-A3C-Multi-column
- MT-A3C-(6*CNN+1*LSTM)
- MT-A3C-(5*CNN+1*LSTM)
- MT-A3C-(4*CNN+1*LSTM)
- MT-A3C-(3*CNN+LSTM)
- GTN   Relative Final Score

X-axis: -60%   -10%   40%   90%   140%