
Transfer Learning with FlappyBird

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Abstract

Reinforcement learning’s growth in popularity in recent years is partly due to its ability to play some video games with a level of mastery that no human can reach. In this paper we apply transfer learning to the popular video game *FlappyBird* and analyze its performance to traditional reinforcement learning algorithms.

1 Introduction

2 Approach

2.1 Expected Behavior

2.2 Infrastructure

2.3 Baseline and Oracle

3 Challenges