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

Austin, give input output behavior

2.2 Infrastructure

Cedrick, describe keras-rl and ple

2.3 Baseline and Oracle

Cristian, define baseline and oracle

3 Challenges

Preprint. Work in progress.