ABSTRACT

Games Playing Using Reinforcement Learning

Reinforcement learning has proven to be state-of-the-art methods for a lot of machine learning and artificial intelligence tasks from resource management, traf ic control to self-driving cars, robotics, and even game playing. This method allows an agent to estimate the expected utility of its state in order to make optimal actions in an unknown environment. This paper explores different reinforcement learning algorithms and their efficiency in playing popular games. We use Q-Learning to train agents to play trivial games like Flappy Bird, and we dive into Deep Reinforcement Learning to train the agents to play more complicated games where the tasks are non-trivial.

UndertheGuidane of **Submitted By,**

P.DURGA PRASAD CH.VAMSHI (4511-18-733-017)