# A DISSERTION ON

**GAMES PLAYING USING REINFORCEMENT**

# LEARNING

**In partial fulfilment of the requirements for the award of the degree of**

**BACHELOR OF TECHNOLOGY IN**

**COMPUTER SCIENCE & ENGINEERING SUBMITTED**

## BY

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**COMPUTER SCIENCE AND ENGINEERING PANAGAL, NALGONDA – 508001**

# NOV 2021

**UNIVERSITY COLLEGE OF ENGINEERING&TECHNOLOGY MAHATMA GANDHI UNIVERSITY**

# Panagal, Nalgonda – 508001 COMPUTER SCIENCE AND ENGNIEERING

**CERTIFICATE**

This is to certify that project report entitled “**GAMES PLAYING USING REINFORCEMNT LEARNING”** which is submitted by the **CH.VAMSHI (4511-18-733-017),** in partial fulfilment of the requirement for award of degree B.Tech Department of Computer science & engineering of University college of Engineering and Technology , panagal, is record of the candidate own work carried out by them under my/our supervision. The matter embodied in project is original and has not been submitted for the award of any other degree.

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# ACKNOWLEDGEMENT

The satisfaction that accompanies the successful completion of the task would be put incomplete without the mention of the people who made it possible, whose constant guidance and encouragement crown all the efforts with success.

I wish to express my deep sense of gratitude to **Mr.P.DURGA PRASAD** Assistant professor & Project Guide, Department of Computer Science and Engineering, University College of Engineering and Technology, for his able guidance and useful suggestion, which helped me in completing the project work, in time.

I am particularly thankful to **Mrs. CH. SWARNALATHA**, Head of the Department of Computer Science and Engineering for her guidance, intense support and encouragement, which helped me to mould our internship into a successful one.

I would like to thank Principal **D. SANDHYA RANI** for her expert guidance and encouragement at various levels of my project.

I am show my gratitude to honorable Registrar **Prof. P. VISHNU DEV** for having provided all the facilities and support.

I avail this opportunity to express my deep sense of gratitude to honorable Vice. Chancellor **Prof. CH GOPAL REDDY**, congenial atmosphere to complete this project successfully.

I am also thank all the staff members of Computer Science & Engineering department for their valuable support and generous advice. Finally, thanks to all my friends and family members for their continuous support and enthusiastic help.

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# DECLARATION

I hereby declare that this submission is my own work and that, to the best of my knowledge and belief no material previously published or written by another person nor material which to a substantial extent has been accepted for the award of any other degree or diploma of the University or other institute of higher learning. Except where due acknowledgment has been made in the text.

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# ABSTRACT

Reinforcement learning is the road to build artificially intelligent machines that can perform tasks similar to that of human beings, without any prior training. A machine learning agent learns from the feedback of the try-and-error in order to predict their next step. The challenge to win a game is that the player needs to come up with a good strategy. In order to produce good strategy, player need to play the game multiple time which are time, energy and money consuming. The objective introduce a reinforcement learning agent in game that run the simulation of the game and produce improved results after each iteration. Then human can imitate the agent performance in order to improve their chance of winning the game It is essential for training an agent to make smart decisions under uncertain conditions and to take small actions in order to achieve a higher over achieving goal. how reinforcement learning and deep learning techniques can be combined, along with an approximation function called Q-learning, to train an agent to play a classic game. This deep neural network model will successfully learn to control policies directly from high-dimensional sensory input using reinforcement learning. The challenge is that the agent only sees the pixels and the rewards, similar to a human player. Q-learning and State-Action-Reward-State- Action method are chosen as both are almost similar except Q-learning is on-policy algorithm. Q-Learning to train agents to play trivial games like Flappy Bird, IBM Deep Blue chess, Alpha Go and we dive into Deep Reinforcement Learning to train the agents to play more complicated games where the tasks are non-trivial.

LIST OF FIGURES

DIAGRAM PAGE NO

1. Reinforcement Learning Process 3

2. Block Diagram of Game Playing Using RL 5

3. Turtle Graphics Logo 6

4.Open Ai Gym Logo 7

5.Logo of Python 9

6. Logo of Pycharm 11

7. Creating Custom Environment 12

8. State Space of Environment 13

9. Experience Replay executes the ε-greedy action 14

10. Storing in ReplayMemory 14

11. BellMan Equation 15

12. Finding Maximum Reward 15

13. Architecture of Q-Network 16

14. Computing Loss 17

15. Training of Agent With Random Moves 27

16. Testing of Agent 27

17. Playing Agent itself 28

**CONTENTS**

|  |  |  |  |
| --- | --- | --- | --- |
| TITLE PAGE |  |  | i |
| CERTIFICATE |  |  | ii |
| ACKNOWLEDGEMENT |  |  | iii |
| DECLARATION |  |  | iv |
| ABSTRACT |  |  | v |
| LIST OF FIGURES  CONTENTS |  |  | vi  vii |
| 1. INTRODUCTION |  |  |  |
| 1.1 INTRODUCTION |  |  | 1 |
| 1.2 EXISTING SYSTEM |  |  | 2 |
| 1.3 PROPOSED SYSTEM |  |  | 3 |

2. LITERATURE SURVEY 4

* 1. BLOCK DIAGRAM 5
  2. TURTLE 6
  3. OPEN AI GYM 7

1. SYSTEM ANALYSIS
   1. SOFTWARE REQUIREMENTS 8
   2. HARDWARE REQUIREMENTS 8
2. DOMAIN
   1. PYTHON 9
   2. PYTHON’S FEATURE SET 10

4.3 PYCHARM 11

5.MODULE DESIGN

5.1 MODULES

5.1.1 CREATING CUSTOM ENVIRONMENT 12

5.1.2 PLAYING WITH STATE SPACE 13

5.1.3 EXPERIENCE REPLAY 14

5.1.4 DEEP Q NETWORK 15

6.CODING 18

7.OUTPUT SCREENS 27

8.CONCLUSION 29

9. BIBILOGRAPHY 30