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Deep Q Learning Bomberman

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Abstract

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1 Notes

tasks:

- write up

- think about how to perform a stagewise learning process

- reward system

- net architecture

- which loss criterion?

- which optimization algorithm?

- improve epsilon greedy implementation

    change of epsilon value as fct of number of rounds

- saving the model

- implement gpu ability

- implement terminal step learning

- perform learning

- code master script

- cleaning up code

    commenting

    log messages

References

Mnih, Volodymyr et al. (2013). "Playing atari with deep reinforcement learning." In: *arXiv preprint arXiv:1312.5602*.