Department of Physics and Astronomy
University of Heidelberg

Deep Q Learning Bomberman

Martina Sonja Zündel

Benjamin Raach

Henrik Ruh

WS 18/19

Abstract

Abstract.

1 Introduction

terms:

- epsilon greedy

- off policy

- modelfree

- state, reward, discount

- action value function

  (Mnih et al., 2013)

References

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