

Department of Physics and Astronomy
University of Heidelberg

Deep Q Learning Bomberman

Martina Sonja Zündel
Benjamin Raach
Henrik Ruh

WS 18/19

This report has been written by
Martina Sonja Zündel, Benjamin Raach, and Henrik Ruh
as a part of the Fundamentals of Machine Learning course
given by Prof. Köthe.

Abstract

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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*.