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**Deep Q Learning Bomberman**

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This report has been written by  
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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
- 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*.