

CS CAPSTONE PROGRESS REPORT

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AI GAMING

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DEEP LEARNING ON EMBEDDED PLATFORM

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Abstract

In this document we describe the design of a deep learning system developed to learn how to play the arcade game Galaga. Galaga is an arcade shooter which was released in 1981 by Namco [1]. This system is designed with the ultimate goal of being turned into a course for the NVIDIA Deep Learning Institute. The documentation will outline exactly what hardware will be used, how the system will be put together, and what methods will be used in a way that allows others to recreate this project.

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