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Algorithm: Deep Q Learning algorithm
Memory ← Initialize memory container with zeros
step \leftarrow 0
Network ← Initialize weights with zeros
\gamma \leftarrow \mathtt{Discount\ factor}
\epsilon \leftarrow \epsilon-greedy algorithm factor
function GET RESULT(S as state)
    for 1 < i < 108 do
                                           ▶ There are 108 cards in a UNO deck
       \mathtt{Mask}_i \leftarrow [\mathtt{Card}_i \in \mathtt{S.Playable}] \qquad \triangleright [\ ] represents Iverson bracket
                                ▶ Player may always take a card from the deck
    Mask_0 \leftarrow 1
    Result \leftarrow Sigmoid(Network.Run(S)) + 1
    return (Mask · Result) - 1
                                    ▷ ⊙ represents Hadamard product
function GET ACTION(S as state)
    if Random.Uniform(0, 1) > \epsilon then
       return Dummy Algorithm.Get Action(S)
    else
       return Argmax(Get Result(S))
function Observe(S as state, A as action, R as reward, S' as state)
    Memory[step mod N] \leftarrow S, A, R, S' \triangleright N is an arbitrary number
    Values \leftarrow Network.Run(S)[A] + R + \gamma \cdot max_{A'} Get Result(S')[A']
    Network.Run(S)[A] \leftarrow Perform gradient descent on Values
    step \leftarrow step + 1
```