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DEPARTMENT OF COMPUTER, CONTROL AND
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Atari Breakout with LTL_f/LDL_f Goals

ELECTIVE IN ARTIFICIAL INTELLIGENCE:
REASONING ROBOTS

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1 Introduction

Introduction to the whole project, structure of the report and summary of the work.

2 Reinforcement Learning

Introduction to RL.

2.1 Q-Learning

Q-Learning algorithm.

2.2 SARSA

SARSA algorithm.

3 $\text{LTL}_f/\text{LDL}_f$ Non-Markovian Rewards

Introduction to the research paper and how can it be used to train a RL model.

4 OpenAI Gym

Introduction to the framework.

Examples.

5 ATARI Breakout

Original implementation of the paper (non-ATARI).
ATARI Breakout and differences from the other one.
Results with 6x18 non-ATARI Breakout (+CODE).
Results with our experiments (+CODE).
`RobotFeatureExtractor` (OpenCV).
`GoalFeatureExtractor` (OpenCV).
`*Ext` used to improve implementation.
`LTLf/LDLf` implementation (with Marco Favorito libraries).

6 Conclusion

Why it does not work.

Summary + differences between the two environments.

Future works (neural networks and parallel computation).

References