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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.

Algorithm 1: Q-Learning algorithm Python implementation.

```
1 class QLearning(TDBrain):
2     def __init__(self, observation_space:Discrete,
3         ↪ action_space, policy:Policy=EGreedy(),
4         ↪ gamma=0.99, alpha=None, lambda_=0):
5         super().__init__(observation_space, action_space,
6         ↪ policy, gamma, alpha, lambda_)
7
8     def update_Q(self, obs:AgentObservation):
9         state, action, reward, state2 = obs.unpack()
10
11         action2 = self.choose_action(state2)
12         Qa = np.max(self.Q[state2])
13         actions_star = np.argwhere(self.Q[state2] == Qa).
14         ↪ flatten().tolist()
15
16         delta = reward + self.gamma * Qa - self.Q[state][
17         ↪ action]
18         for (s, a) in set(self.eligibility.traces.keys()):
19             self.Q[s][a] += self.alpha.get(s,a) * delta *
20             ↪ self.eligibility.get(s, a)
21             if action2 in actions_star:
22                 self.eligibility.update(s, a)
23             else:
24                 self.eligibility.to_zero(s, a)
25
26         return action2
```

### 2.2 SARSA

SARSA algorithm.

Algorithm 2: SARSA algorithm Python implementation.

```
1 class Sarsa(TDBrain):
2     def __init__(self, observation_space:Discrete,
3         ↪ action_space, policy:Policy=EGreedy(),
4         ↪ gamma=0.99, alpha=None, lambda_=0.0):
5         super().__init__(observation_space, action_space,
6         ↪ policy, gamma, alpha, lambda_)
7
8     def update_Q(self, obs:AgentObservation):
9         state, action, reward, state2 = obs.unpack()
```

```

8
9     action2 = self.choose_action(state2)
10    Qa = self.Q[state2][action2]
11
12    delta = reward + self.gamma * Qa - self.Q[state][
13        ↪ action]
14    for (s, a) in set(self.eligibility.traces.keys()):
15        self.Q[s][a] += self.alpha.get(s,a) * delta *
16        ↪ self.eligibility.get(s, a)
17        self.eligibility.update(s, a)
18
19    return action2

```

### **3 $LTL_f/LDL_f$ Non-Markovian Rewards**

#### **3.1 Theoretical Background**

Introduction to the research paper.

#### **3.2 Examples**

How it can be used to train a RL model.

## **4    OpenAI Gym**

Intro.

### **4.1   Framework**

Introduction to the framework.

### **4.2   Examples**

Examples like the one on the website (+CODE).

## 5 Atari Breakout

Intro.

### 5.1 PyGame Breakout

Original implementation of the paper (non-ATARI).

### 5.2 Arcade Learning Environment

ATARI Breakout (from ALE) and differences from the other one.

### 5.3 Implementation

RobotFeatureExtractor (OpenCV). Extracts features of the robot (robot and ball positions).

Algorithm 3: Robot feature extractor Python implementation.

```
1 class BreakoutNRobotFeatureExtractor(  
2     ↳ BreakoutRobotFeatureExtractor):  
3  
4     def __init__(self, obs_space):  
5         robot_feature_space = Tuple((  
6             Discrete(287),  
7             Discrete(157),  
8         ))  
9  
10        self.prev_ballX = 0  
11        self.prev_ballY = 0  
12        self.prev_paddleX = 0  
13        self.still_image = True  
14  
15        super().__init__(obs_space, robot_feature_space)  
16  
17        def _extract(self, input, **kwargs):  
18            self.still_image = not self.still_image  
19            if self.still_image:  
20                return (self.prev_ballX-self.prev_paddleX+143,  
21                    ↳ self.prev_ballY)  
22            # Extract position of the paddle:  
23            paddle_img = input[189:193,8:152,:]  
24            gray = cv2.cvtColor(paddle_img, cv2.COLOR_RGB2GRAY)  
25            thresh = cv2.threshold(gray, 60, 255, cv2.  
26                ↳ THRESH_BINARY)[1]  
27            cnts = cv2.findContours(thresh.copy(), cv2.  
28                ↳ RETR_EXTERNAL, cv2.CHAIN_APPROX_SIMPLE)  
29            cnts = cnts[0] if imutils.is_cv2() else cnts[1]  
30            min_distance = np.inf  
31            paddleX = self.prev_paddleX  
32            for c in cnts:
```



```

29         M = cv2.moments(c)
30         if M["m00"] == 0:
31             continue
32         pX = int(M["m10"] / M["m00"])
33         if abs(self.prev_paddleX - pX) < min_distance:
34             min_distance = abs(self.prev_paddleX - pX)
35             paddleX = pX
36
37     # Extract position of the ball:
38     ballX = self.prev_ballX
39     ballY = self.prev_ballY
40     ballspace_img = input[32:189,8:152,:]
41     lower = np.array([200, 72, 72], dtype=np.uint8)
42     upper = np.array([200, 72, 72], dtype=np.uint8)
43     mask = cv2.inRange(ballspace_img, lower, upper)
44     cnts = cv2.findContours(mask.copy(), cv2.
        ↳ RETR_EXTERNAL, cv2.CHAIN_APPROX_SIMPLE)
45     cnts = cnts[0] if imutils.is_cv2() else cnts[1]
46     for c in cnts:
47         M = cv2.moments(c)
48         # Avoid to compute position of the ball if M["
        ↳ m00"] is zero:
49         if M["m00"] == 0:
50             continue
51         # Calculate the centroid
52         cX = int(M["m10"] / M["m00"])
53         cY = int(M["m01"] / M["m00"])
54         # Check that the centroid is actually part of
        ↳ the ball:
55         left_black = False
56         right_black = False
57         if cX > 3:
58             if ballspace_img[cY][cX-3][0] != 200 or \
59                 ballspace_img[cY][cX-3][1] != 72 or \
60                 ballspace_img[cY][cX-3][2] != 72:
61                 left_black = True
62         else:
63             if ballspace_img[cY][cX+3][0] != 200 or \
64                 ballspace_img[cY][cX+3][1] != 72 or \
65                 ballspace_img[cY][cX+3][2] != 72:
66                 right_black = True
67         if left_black or right_black:
68             ballX = cX
69             ballY = cY
70
71     self.prev_ballX = ballX
72     self.prev_ballY = ballY
73     self.prev_paddleX = paddleX
74
75     return (self.prev_ballX - self.prev_paddleX + 143,
        ↳ self.prev_ballY)

```

GoalFeatureExtractor (OpenCV). Extracts 6x18 table representation of the bricks in order to evaluate a formula.

Algorithm 4: Goal feature extractor Python implementation.

```

1 class BreakoutGoalFeatureExtractor(FeatureExtractor):
2     def __init__(self, obs_space, bricks_rows=6,
3         ↪ bricks_cols=18):
4         self.bricks_rows = bricks_rows
5         self.bricks_cols = bricks_cols
6         output_space = Box(low=0, high=1, shape=(
7             ↪ bricks_cols, bricks_rows), dtype=np.uint8)
8         super().__init__(obs_space, output_space)
9
10    def _extract(self, input, **kwargs):
11        bricks_features = np.ones((self.bricks_cols, self.
12            ↪ bricks_rows))
13        for row, col in itertools.product(range(self.
14            ↪ bricks_rows), range(self.bricks_cols)):
15            # Pixel of the observation to check:
16            px_upper_left = int( 8 + 8 * col)
17            py_upper_left = int(57 + 6 * row)
18            px_upper_right = int(15 + 8 * col)
19            py_upper_right = int(57 + 6 * row)
20
21            # Checking max because the input has 3 channels
22            ↪ :
23            if max(input[py_upper_left][px_upper_left]) ==
24                ↪ 0 or \
25                max(input[py_upper_right][px_upper_right])
26                ↪ == 0:
27                bricks_features[col][row] = 0
28
29        return bricks_features

```

\*Ext used to improve implementation.

LTL<sub>f</sub>/LDL<sub>f</sub> implementation (with Marco Favorito libraries).

Algorithm 5: LTL<sub>f</sub>/LDL<sub>f</sub> formulas Python implementation.

```

1 def get_breakout_lines_formula(lines_symbols):
2     # Generate the formula string
3     # E.g. for 3 line symbols:
4     # "<(!10 & !11 & !12)*;(10 & !11 & !12);(10 & !11 & !12
5     ↪ )*;(10 & 11 & !12); (10 & 11 & !12)*; 10 & 11 &
6     ↪ 12>tt"
7     pos = list(map(str, lines_symbols))
8     neg = list(map(lambda x: "!" + str(x), lines_symbols))
9
10    s = "(%s)*" % " " & ".join(neg)
11    for idx in range(len(lines_symbols)-1):
12        step = " & ".join(pos[:idx + 1]) + " & " + " & ".
13            ↪ join(neg[idx + 1:])
14        s += "({0});({0})*".format(step)
15    s += "({0})" % " " & ".join(pos)
16    s = "<%s>tt" % s
17
18    return s

```

```

16
17 class BreakoutCompleteLinesTemporalEvaluator(
    ↳ TemporalEvaluator):
18     """Breakout temporal evaluator for delete columns from
    ↳ left to right"""
19
20     def __init__(self, input_space, bricks_cols=3,
    ↳ bricks_rows=3, lines_num=3, gamma=0.99,
    ↳ on_the_fly=False):
21         assert lines_num == bricks_cols or lines_num ==
    ↳ bricks_rows
22         self.line_symbols = [Symbol("l%s" % i) for i in
    ↳ range(lines_num)]
23         lines = self.line_symbols
24
25         parser = LDLfParser()
26
27
28         string_formula = get_breakout_lines_formula(lines)
29         print(string_formula)
30         f = parser(string_formula)
31         reward = 10000
32
33         super().__init__(BreakoutGoalFeatureExtractor(
    ↳ input_space, bricks_cols=bricks_cols,
    ↳ bricks_rows=bricks_rows),
    ↳ set(lines),
    ↳ f,
    ↳ reward,
    ↳ gamma=gamma,
    ↳ on_the_fly=on_the_fly)
34
35
36
37
38
39
40     @abstractmethod
41     def fromFeaturesToPropositional(self, features, action,
    ↳ *args, **kwargs):
42         """map the matrix bricks status to a propositional
    ↳ formula
43         first dimension: columns
44         second dimension: row
45         """
46         matrix = features
47         lines_status = np.all(matrix == 0.0, axis=kwargs["
    ↳ axis"])
48         result = set()
49         sorted_symbols = reversed(self.line_symbols) if
    ↳ kwargs["is_reversed"] else self.line_symbols
50         for rs, sym in zip(lines_status, sorted_symbols):
51             if rs:
52                 result.add(sym)
53
54         return frozenset(result)
55
56 class BreakoutCompleteRowsTemporalEvaluator(
    ↳ BreakoutCompleteLinesTemporalEvaluator):

```

```

57     """Temporal evaluator for complete rows in order"""
58
59     def __init__(self, input_space, bricks_cols=3,
60         ↪ bricks_rows=3, bottom_up=True, gamma=0.99,
61         ↪ on_the_fly=False):
62         super().__init__(input_space, bricks_cols=
63             ↪ bricks_cols, bricks_rows=bricks_rows,
64             ↪ lines_num=bricks_rows, gamma=gamma,
65             ↪ on_the_fly=on_the_fly)
66         self.bottom_up = bottom_up
67
68     def fromFeaturesToPropositional(self, features, action,
69         ↪ *args, **kwargs):
70         """complete rows from bottom-to-up or top-to-down,
71             ↪ depending on self.bottom_up"""
72         return super().fromFeaturesToPropositional(features
73             ↪ , action, axis=0, is_reversed=self.bottom_up
74             ↪ )

```

Atari wrappers (OpenAI).

## 5.4 Experiments

Results with 6x18 non-ATARI Breakout (+CODE).

Results with our experiments (+CODE).

## 6 Conclusion

Why it does not work.

Summary + differences between the two environments.

Future works (neural networks and parallel computation).

## References