

# Deep Learning Carom Billiards

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### 1. Objective:

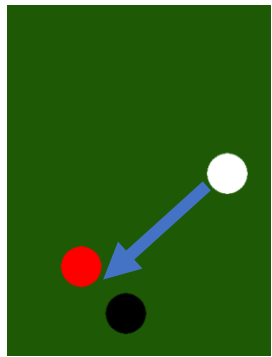
- Train a Neural Network to play Carom Billiards.
- Observe the limits of the model's generalization.

### 2. Video Demo:

[ YouTube search with title ]



### 3. Simulation for Q-Learning:



**State:** X and Y coordinates of each ball. Future states are not dependent on the current state

**Action:** Angle and Speed for the q-ball

**Q(Quality)-Value:** Reward earned from applying the action on the state

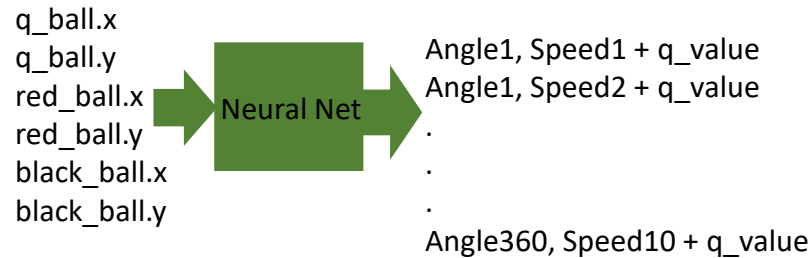
- 0 for no collision
- 10 for collision with one other ball
- 100 for collision with both the other balls

Game round starts when all balls are frozen. Game round ends when all balls are frozen.

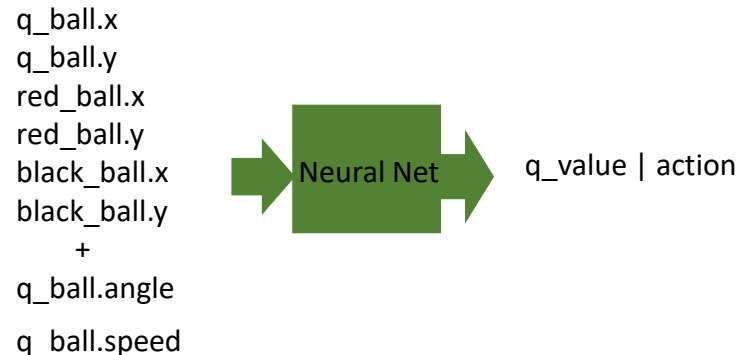
### 4. Key Challenges:

- Capturing a balanced dataset from random states and actions.
- Action space of 3600 : 360 angles and 10 speeds.
- Non-Linear separation.

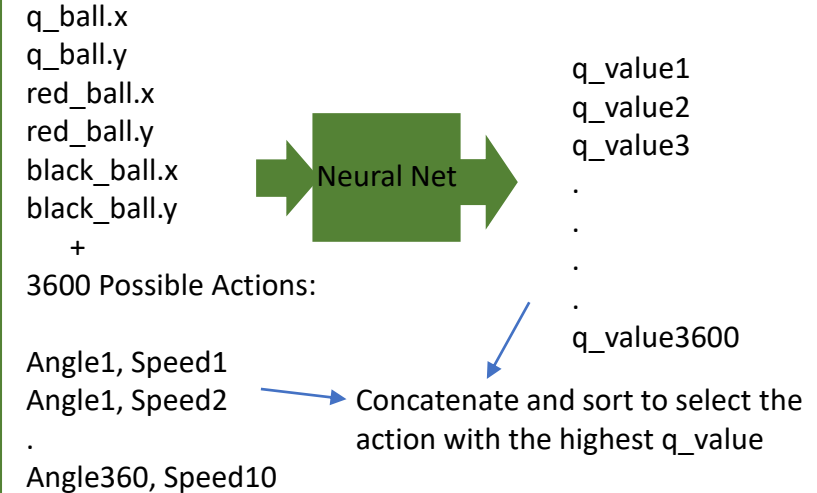
### 5. Traditional approach to Q-Learning:



### 6. Approach Used:

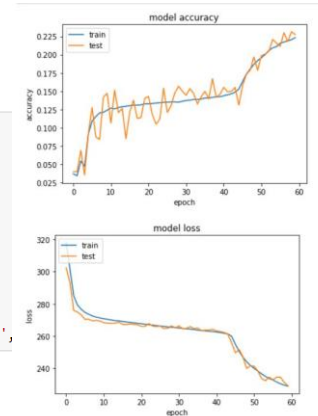


### 7. During Test:



### 8. Model & Training:

```
model = Sequential()  
model.add(Dense(8, input_dim=8, activation='relu'))  
model.add(Dense(10, activation='relu'))  
model.add(Dense(100, activation='relu'))  
model.add(Dense(300, activation='relu'))  
model.add(Dense(200, activation='relu'))  
model.add(Dense(50, activation='relu'))  
model.add(Dense(20, activation='relu'))  
model.add(Dense(5, activation='relu'))  
model.add(Dense(1, activation='relu'))  
  
model.compile(loss='mean_squared_error', optimizer='nadam',
```



### 9. Key take-aways:

- It is easy to land up with a non linear system.
- The real “black-box” here is the non-linear, real-world data; not the model.