Install Directions for Rods stuff

The install process to build these systems was extensive and is likely a major reason why we had issues trying to run anything.

Started out with Ubuntu 16.04 LTS desktop with latest updates.

To run ALE requires RL\_Glue and dependencies to be installed to create the interface to the system, SDL1.2-dev to be installed if you want to watch the Video outputs. Once those have been installed you can install Stella and some roms. Arcade Learning Environment loads over the top of Stella and actually patches it but requires SDL and RL\_Glue to be installed before hand.

Open Gym has a few more requirements but if you follow the instructions from their github site located at : <https://github.com/openai/gym> this will get you there. Ended up having to install too many dependencies to list them all. Basically the path taken was to run the code and install whatever libraries it complained it did not have.

The other Dependencies required were when using the GPU in the Nvidia graphics cards. This required the Nvidia Cuda Took kit and the CUDNN kit as well. To get the CUDNN kit you have to register with Nvidia but the Tool Kit you did not need to. The CUDNN kit just requires copying some files into a couple places to allow the took kit access to them and for compiling into a program using these.

I was able to use basically two agents from one source and two from another. Also used the ‘random’ bot that was included with gym. 1 of the sources used Junyper Notebooks to run code from and the other agents used were Python based.