Exploring the various methods of using reinforcement learning to play Pong

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# Abstract

# Acknowledgements

# Introduction

## What is deep learning

## Project motive

# Literature Review

## Previous work

# Evaluation of various gaming methods

## Single-frame computer vision model

### Model architecture

### Training performance

### Evaluation

## Multi-frame computer vision model

### Model architecture

### Training performance

### Evaluation

## Feature extraction model

### Model architecture

### Training performance

### Evaluation

# Conclusion

# Bibliography

**There are no sources in the current document.**