



SAARLAND UNIVERSITY
DEPARTMENT OF COMPUTATIONAL LINGUISTICS

SOFTWARE PROJECT: **Neural Networks**

Tetris AI

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Abstract

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1 Our initial plan

1.1 Reinforcement learning

Describe RL generally.

1.2 Reinforcement learning for Tetris

Describe how RL would work for Tetris.

1.3 Computer Vision

Describe CV.

1.4 Computer Vision for Tetris

Describe why to use CV for Tetris. How to combine RL and CV.

2 Implementing RL with CV

2.1



Figure 1. The saarland uni logo.

3 DQN

3.1

4 PPO

4.1

References