

# Playing Pong with Deep Reinforcement Learning

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December 14, 2016

## 1 Introduction and Background

The history between artificial intelligence and gaming is long standing because short term choices give rise to long term sophistication. For example, the moves possible in the game of Go are few, yet it took one of the most sophisticated machine learning algorithms to date to be able to perform sufficiently at this problem. We aimed to revisit this relationship between machine learning and gaming in order to gain facility with how these algorithms work.

This shit is bananas b a n a n a s

## 2 Data

## 3 Implementation

## 4 Results and Discussion

## 5 Conclusion