Playing QWOP with Deep Reinforcement Learning

Abstract

This paper discusses how we applied deep reinforcement learning to the flash game QWOP. A more complicated version is the deep learning model explored in Google DeepMind’s paper used to play the classic game of Atari where the only input is raw pixels and the output is a predicted value of future rewards. We abstract away the implementation of the neural network and the derivation of the Q value from the loss function by using Keras. <insert result statement here>.

Introduction

Related Work

Background

Experiments

Results

Conclusion

References