Playing games with Deep Learning

Bachelor Thesis Session – September 2015

Florentina-Ștefania Bratiloveanu
Supervisor: As. Drd. Ing Tudor Berariu

Faculty of Automatic Control and Computers,
University POLITEHNICA of Bucharest

September 14, 2015

1 Context

2 Architecture and Design

3 Implementation

4 Results

5 Questions

TODO

- TODO

TODO

- Basic formula

```
#define MAX(a, b) ((a) > (b) ?  (a) :  (b))
```

- TODO

TODO

- TODO
- TODO

TODO

- TODO
- TODO

Questions

- keyword1
- keyword2
- keyword3
- keyword4
- keyword5