

Playing games with Deep Learning

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- 1 Motivation
- 2 State of the art
- 3 Architecture, Design, Results
- 4 Conclusions
- 5 Future work
- 6 Questions

Motivation

- TODO

Once upon a time...

Model

Loss functions and optimizations techniques

Training and testing

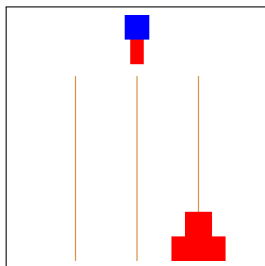
Once upon a time...

- Basic formula

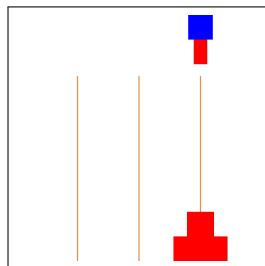
```
#define MAX(a, b) ((a) > (b) ? (a) : (b))
```

- TODO

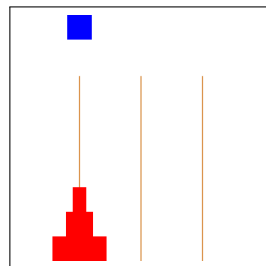
Q-Learning



UP = 90,6534
DOWN = 86,8787
LEFT = 89,1867
RIGHT = 94,2824



UP = 97,6530
DOWN = 100,0000
LEFT = 93,8538
RIGHT = 92,5261



UP = 26,3520
DOWN = 23,8452
LEFT = 23,8897
RIGHT = 22,8827

Conclusions

- TODO
- TODO

Conclusions



IN CS, IT CAN BE HARD TO EXPLAIN THE DIFFERENCE BETWEEN THE EASY AND THE VIRTUALLY IMPOSSIBLE.



Questions

- keyword1
- keyword2
- keyword3
- keyword4
- keyword5

