

# Deep Learning Models for Games

## Bachelor Thesis Session – September 2015

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

Faculty of Automatic Control and Computers,  
University POLITEHNICA of Bucharest

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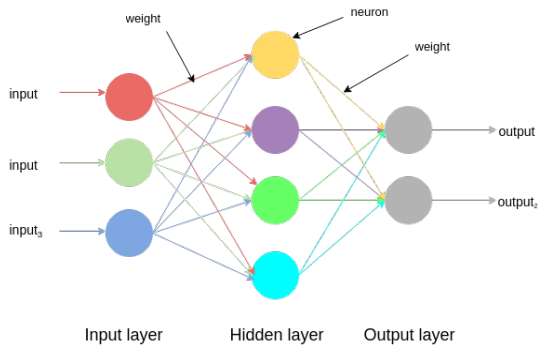
# Motivation

## Deep Learning

- find models capable of generalization
- extract from low-level(edges,colors) to high-level(combination of rudimentary features) features
- reduce programming burden
- applicability: cancer classification, autonomous cars, object recognition from images

# Once upon a time...

- reinforcement learning: Q-Learning
- neural networks **vs** deep neural networks

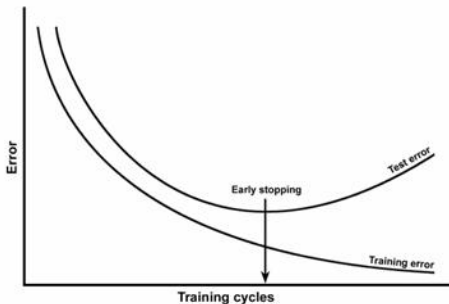


# Preprocessing, Model, Loss function

- color space: RGB, YUV, grayscale
- data normalization 0..1, contrast normalization
- activation functions
  - hidden layer vs output layer
  - tanh, sigmoid, ReLU
- how many layers/features, what type of layers
- loss function: classification(binary/multi-class) or regression?
- gradient descent **vs** stochastic gradient descent

# Train and test

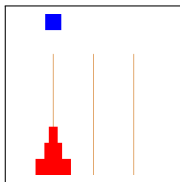
- split dataset for training and testing
- when to stop training?



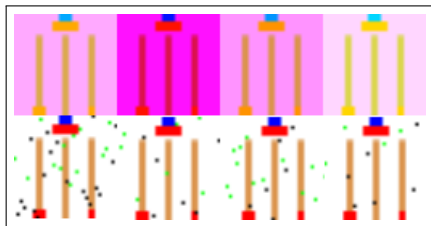
Source:

<http://documentation.statsoft.com/statisticahelp.aspx?path=sann/overview/sannoverviewsnetworkgeneralization>

# Once upon a time...



Tower of Hanoi (first state)

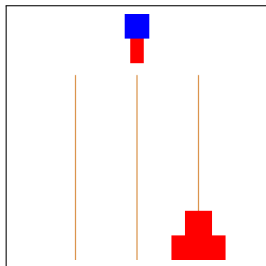


Dataset with noise added and color changed

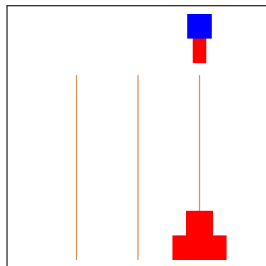
- game: Tower of Hanoi
- reinforcement learning: Q-Learning
- deep neural networks: predict values from Q-Learning
- machine learning framework: Torch based on Lua

# Q-Learning

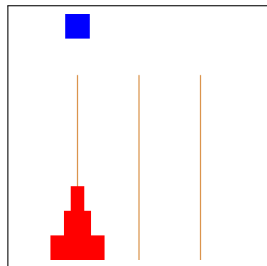
- finds optimal policy for action-value function
- $Q(s,a) = Q(s,a) + \alpha \cdot (r + \gamma \cdot \max_a Q(s', a') - Q(s, a))$



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



# Regression with complex model

nn

- predict values obtained from Q-Learning with convnet
- failure (the dnn was too complex)

# Future work

- implement Q-Network
- test algorithm on dynamic environments or games where the state of the universe is not fully observed
- make Nao capable of playing Tic-Tac-Toe
- after all tasks mentioned above are done, use all the information gathered for cancer classification, etc.

# Conclusions



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



Source:

<http://xkcd.com/>

## QA

## Questions and Answers

**Thank you for your attention!**