Playing DOOM using Deep Reinforcement Learning

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Problem Statement

Teach agent to perform well in various scenarios in the video game classic, DOOM.

Maximize rewards in our training scenarios using only state that would be available to a human player (images, items, health)

Training the agent to perform well at “seek-and-destroy” and “health gathering” scenarios.

Network Variations

Double DQN: Split action selection network and evaluation selection to reduce overestimation:

\[ Y^{\text{DoubleDQN}}_t = R_s + \gamma \hat{Q}(S_{t+1}, \arg \max_a Q(S_{t+1}, a, \theta'), \theta') \]

Dueling DQN: Split the network into 2 streams: value function for state \( S \), \( V(S) \) and advantage function for each action \( a \) in state \( S \) \( A(S, a) \)

\[ Q(s, a, \alpha, \beta) = \beta Q(s; \phi) + \alpha A(s; \theta; a) - \frac{1}{|A|} \sum_a A(s, a'; \theta, \alpha) \]

Multi-Frame States: State consists of four frames instead of a single frame. This captures movement in time.

Dataset, Features & Training

The data that was used to train our DQN raw pixel data, game state that would be readily available to a human player (current ammunition count, health).

Frame Size: 640 x 480 scaled to down to 160 x 120 (RGB & gray scale)

Reward shaping: Encouraged movement by giving rewards based on distance moved

\[ \text{Loss} = (Q(s, a) - (r + \gamma \max_a Q(s, a)))^2 \]

Results

After each training epoch (max 50), we did a validation run (deterministic policy using trained DQN).

The DQN performed very well on seek & destroy, approaching >60 validation reward (quickly killing the monster, +99 pts)

Results were mixed overall, for health gathering (reward shaping improved performance a bit) double dueling performed the best, large variation with reward shaping.

Training loss converged quickly (after a few epochs) but converged in half the time with dueling network.

Discussion

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DQN Architecture

First convolutional layer: 32 filters, 7x7 kernel, stride of 1, ReLU

Second convolutional layer: 32 filters, 5x5 kernel, stride of 1, ReLU

Max-pooling: 2x2 window, stride of 2 (on both convolutional layers)

First fully connected layer: 1024 output units and had 38,400 inputs from our processed images, in addition to our scalar states.

Second fully connected layer: 512 output units

Linear output layer: one output per valid action

References

[1] Deep Reinforcement Learning with Double Q-learning

