

T-Rex Runner I



Seoul AI Meetup
Martin Kersner, 2017/05/12

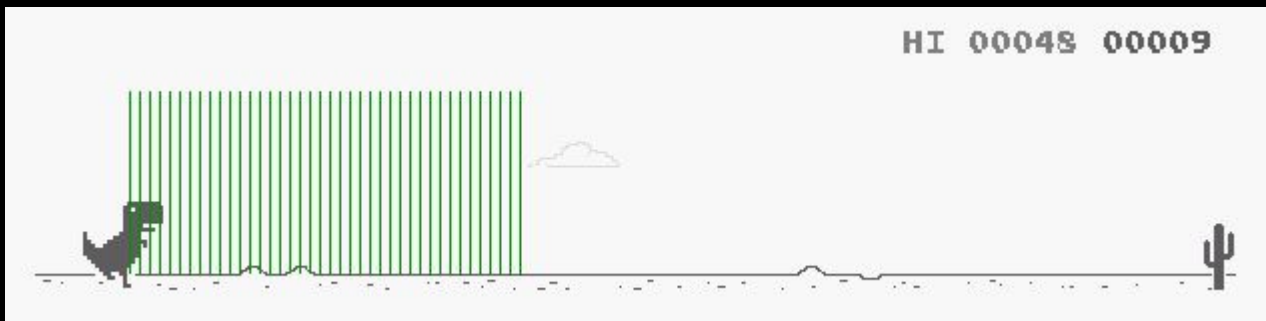
Game

- Inputs
 - None
 - Jump
 - Duck
- Outputs
 - Score



g-dino

- Network
 - `var inputLayer = new Layer(40);`
 - `var hiddenLayer = new Layer(20);`
 - `var outputLayer = new Layer(3);`
- Features
 - Norm of vector (`Math.sqrt(nzCount)`)



<https://github.com/tngan/g-dino>

DinoRL

- Input vector
 - speed
 - T-rex x-position
 - Obstacle (one or two)
 - X-position
 - Width
 - Height
 - Type

<https://github.com/carlcortright/DinoRL>

IAMDinosaur

- Neural Networks and a simple Genetic Algorithm.
- Inputs
 - Value
 - Size
 - Speed
- Genetic Algorithm
 - Select best genomes
 - Does cross over (except for 2 genomes)
 - Does Mutation-only on remaining genomes
 - Execute generation (recursively)

<https://github.com/martinkersner/dino-ai>