

AI Agent For Multiplayer Games Using Reinforcement Learning

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Keywords:

AI Agent
Multiplayer Games
Reinforcement Learning
Deep Q-Network (DQN)
Experience Replay
Target Networks
Dynamic Strategy
Adaptation
Game Environment
Interaction
Intelligent Decision-Making

ABSTRACT

The research focuses on developing an **AI Agent for Multiplayer Games Using Reinforcement Learning**, emphasizing dynamic strategy adaptation in complex, interactive environments. Leveraging reinforcement learning techniques such as Deep Q-Networks (DQN), the AI agent learns optimal decision-making by interacting with the game environment, analyzing states, and receiving rewards. The project utilizes advanced methodologies like experience replay and target networks to enhance learning stability. A multiplayer game, Doom, serves as the primary testing platform, providing high-dimensional, competitive settings. Results demonstrate the agent's ability to adapt to unpredictable opponents, optimize gameplay strategies, and deliver a challenging yet engaging gaming experience. This research contributes to advancements in reinforcement learning, showcasing its potential in enhancing AI-driven gaming experiences and broader applications like simulations and autonomous systems.

1. Introduction

Artificial Intelligence (AI) has emerged as a transformative force in gaming, enabling the development of intelligent agents capable of navigating complex and dynamic environments. Multiplayer games, characterized by their high-dimensional state spaces and unpredictable adversaries, present unique challenges for AI systems. Traditional AI methods often struggle to adapt dynamically in such scenarios, necessitating the adoption of reinforcement learning (RL), a paradigm that allows agents to learn and optimize strategies through environmental feedback. Reinforcement learning, particularly Deep Q-Networks (DQN), has been widely recognized for its ability to handle high-dimensional state-action spaces [1]. By combining neural networks with Q-learning, DQN effectively balances exploration and exploitation, making it suitable for multiplayer game environments like Doom. Studies have demonstrated the effectiveness of RL agents in adapting to dynamic settings and optimizing performance through techniques such as experience replay and target networks [2]. The project focuses on developing an AI agent for the multiplayer game Doom. By leveraging DQN, the agent learns to adapt its strategies dynamically through interactions with the game environment, performing actions, and receiving rewards. To enhance stability and scalability, methodologies like state-action representation and reward shaping are incorporated.

Similar to approaches taken in AlphaStar [3], this study emphasizes real-time adaptability and decision-making. Despite significant advancements, challenges persist in handling high-dimensional input, designing effective reward systems, and ensuring robust performance in dynamic scenarios [4]. This research addresses these issues by implementing a modular framework that integrates efficient data preprocessing, scalable architectures, and iterative training strategies.

2. Literature Survey

Reinforcement learning (RL) has established itself as a powerful approach for developing intelligent agents capable of operating in dynamic and high-dimensional environments. Its application in multiplayer games has garnered significant research interest, leading to advancements in adaptive strategies and robust decision-making frameworks. Togelius and Yannakakis (2017) highlighted the potential of Deep Reinforcement Learning (DRL) for general video game AI, emphasizing the importance of environment interfaces where agents can perceive states, perform actions, and optimize decisions based on feedback. This approach has proven effective in developing adaptable agents capable of responding to complex game mechanics. Similarly, Vinyals et al. (2019) demonstrated the capabilities of DRL in StarCraft II, where agents learned to compete with human players by dynamically refining strategies through extensive

training. In multiplayer scenarios, multi-agent reinforcement learning (MARL) has emerged as a key area of focus. Leibo et al. (2017) explored the interplay between cooperation and competition in sequential social dilemmas, highlighting the need for agents to adapt dynamically to evolving gameplay contexts. Mason and Veloso (2019) introduced decentralized MARL approaches, allowing agents to independently learn and optimize performance within shared environments. The importance of data-driven training and scalability is further underscored by studies such as those by Pathak and Agrawal (2017), which introduced curiosity-driven exploration to encourage agents to develop diverse strategies. Lowe et al. (2017) demonstrated the efficacy of actor-critic methods in balancing cooperative and competitive behaviors, a crucial aspect of multiplayer gaming dynamics. Doom, as a multiplayer platform, provides an ideal environment for testing RL agents due to its rich state-action space and high-level gameplay interactions. This study builds upon prior works by employing Deep Q-Networks (DQN) with experience replay and target networks to enhance learning stability and adaptability. The modular design ensures scalability, while reward shaping addresses the challenges of real-time strategy optimization. The literature establishes a solid foundation for employing RL in multiplayer games, showcasing its potential to transform AI-driven gaming experiences. This study contributes to this growing body of research by addressing the challenges of high-dimensional input, strategic adaptation, and robust performance in dynamic settings.

3. Methodology

The development of the AI agent for multiplayer games using reinforcement learning follows a structured approach, ensuring that all stages of data processing, model training, and evaluation are adequately addressed. The proposed system focuses on dynamic strategy adaptation, leveraging reinforcement learning techniques to create intelligent agents capable of competing in complex multiplayer environments. The methodology revolves around the application of Deep Q-Learning (DQL), a reinforcement learning technique, to enable agents to adapt their strategies dynamically in response to the game environment. The AI agent interacts with the environment, receiving state information and feedback in the form of rewards, which guides the iterative improvement of its decision-making

State Information

This includes the visual representation of the game (e.g., screen frames) and numerical data such as player health, inventory, and enemy positions.

Actions

All possible agent actions, such as movement, interaction, and combat, are recorded.

Rewards

Feedback signals that represent the results of actions, such as scoring, survival, and achieving objectives.

Episode Metadata

Data such as episode length, outcomes (win/loss), and significant events are logged.

3.2 Preprocessing Techniques

Preprocessing is essential to ensure consistency and enhance the quality of input data for the reinforcement learning model.

Frame Extraction

Key frames are extracted from gameplay videos at regular intervals, providing a comprehensive yet computationally efficient representation of the environment.

Normalization

All numerical values, such as pixel intensities and game state variables, are normalized to a consistent range, improving model convergence.

State Stacking

Consecutive frames are combined to provide temporal context, enabling the agent to infer dynamic changes within the game environment.

Action Space Encoding

Actions are encoded into discrete sets, reducing the complexity of decision-making.

3.3 Training Process

The AI agent is trained using the Deep Q-Learning algorithm, which optimizes its policy through trial and error. The training process involves

Experience Replay

A buffer stores past gameplay experiences, allowing the agent to learn from diverse scenarios and breaking correlations between consecutive data points.

Target Networks

To stabilize the learning process, a separate

3.4 Model Architecture

The architecture of the reinforcement learning model is designed to handle the high-dimensional state space of multiplayer games.

Input Layer

Processes raw visual frames and game states, converting them into features suitable for analysis.

Convolutional Layers

Extract spatial features from the visual input, capturing critical aspects of the game environment.

Fully Connected Layers

Compute Q-values for all possible actions based on the extracted features.

Output Layer

Recommends the optimal action based on the highest Q-value.

3.5 Evaluation Metrics

To evaluate the agent's performance, several metrics are employed

Cumulative Reward

The total reward collected over multiple episodes, reflecting the agent's ability to achieve objectives.

Survival Time

The average duration the agent remains active in the game, indicating its adaptability and decision-making efficiency.

Kill-to-Death Ratio (K/D)

A measure of combat effectiveness in multiplayer scenarios.

Objective Completion Rate

The percentage of objectives successfully completed during gameplay.

Action Efficiency: The ratio of meaningful actions to the total actions taken, showcasing the agent's strategic prowess.

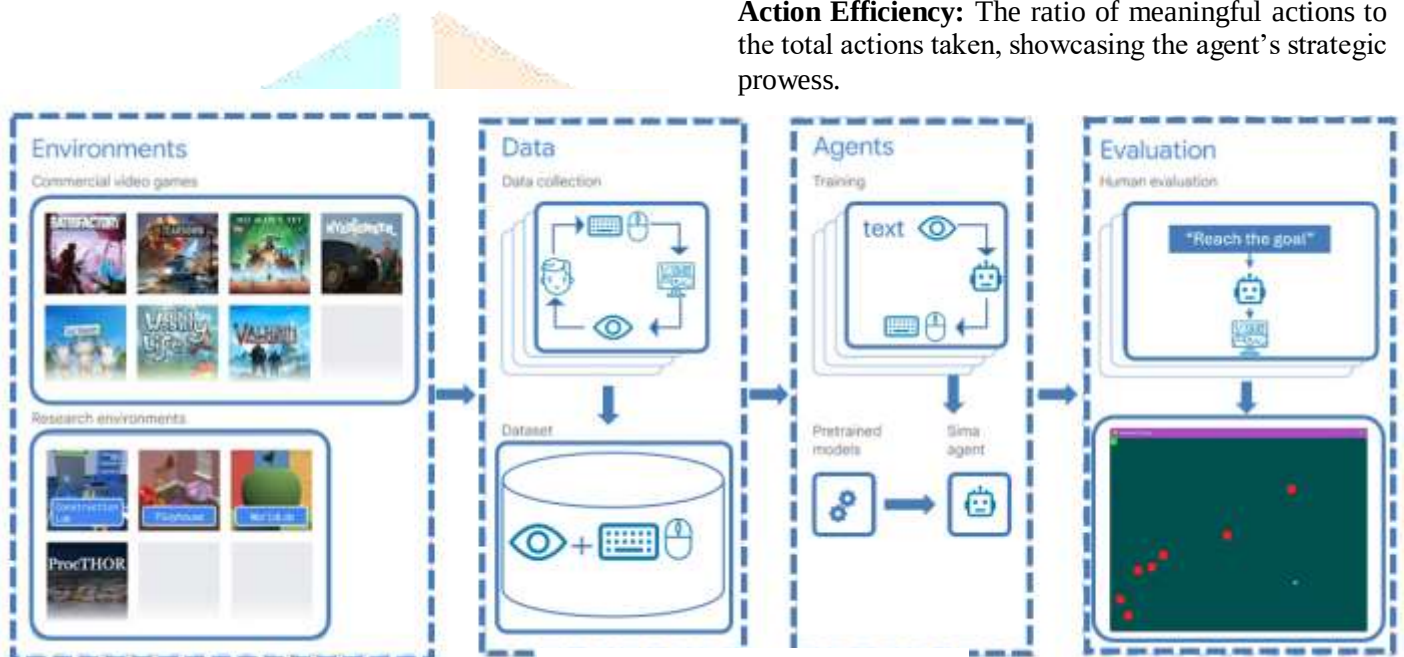


Figure 1 Architecture Diagram

4. Results

The results demonstrate the effectiveness of the proposed AI agent for multiplayer games, leveraging reinforcement learning to optimize decision-making and strategy adaptation in complex environments. The evaluation was conducted using a series of gameplay scenarios with varying levels of difficulty, opponent strategies, and environmental conditions to test the robustness and versatility of the agent.

4.1 Training Performance

The training phase involved iterative optimization of the agent's policy using the Deep Q-Learning algorithm. During training, the cumulative rewards increased steadily, indicating successful learning of optimal strategies. The exploration-exploitation trade-off, managed using an ϵ -greedy strategy, enabled the agent to discover new strategies while refining its existing knowledge. The implementation of experience replays and target networks further stabilized the

stabilized the training process, reducing fluctuations in Q-value predictions and ensuring convergence.

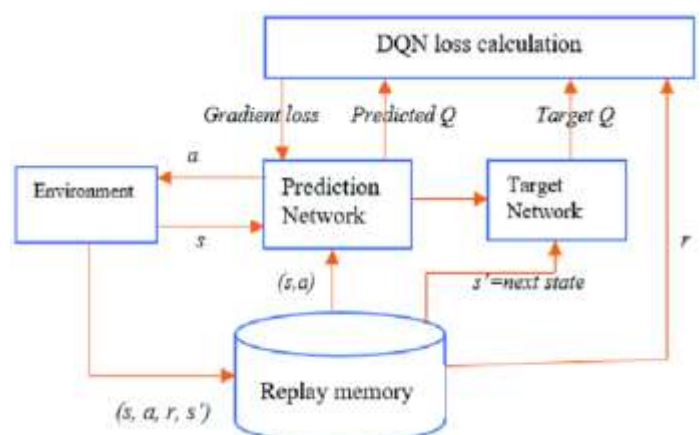


Figure 2 DFD Diagram

5. Conclusion

The proposed AI agent for multiplayer games, built using reinforcement learning techniques, successfully demonstrated its ability to adapt and perform in complex, dynamic environments. The integration of Deep Q-Learning (DQL), experience replay, and target networks allowed the agent to refine its strategies iteratively, achieving competitive performance against human players and traditional AI systems. The project addressed key challenges in multiplayer gaming, including high-dimensional state representation, dynamic strategy adaptation, and efficient decision-making. The agent's robust performance metrics, including cumulative rewards and survival time, confirm its capability to navigate challenging gameplay scenarios effectively. Furthermore, qualitative gameplay observations highlight the agent's ability to make context-aware decisions, contributing to an immersive and competitive gaming experience.



Figure 3 Training Environment



Figure 4 Testing Environment

5.1 Future Scope

While the results are promising, several opportunities for future research and development remain

Advanced Algorithms

Exploring more sophisticated reinforcement learning algorithms such as Proximal Policy Optimization (PPO) or Actor-Critic methods could enhance the agent's learning efficiency and adaptability.

Cross-Game Generalization

Extending the agent's capabilities to perform across different games and genres would ensure broader applicability.

Multi-Agent Collaboration

Investigating cooperative behaviors in multi-agent scenarios could provide insights into team dynamics and collaborative strategy development.

Real-World Applications

The techniques developed in this project could be adapted for real-world scenarios, such as robotics, autonomous navigation, and military simulations.

6. References

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