

**CS378**  
**Autonomous Multiagent Systems**  
**Spring 2005**

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**TA: Nate Kohl**

Department of Computer Sciences  
The University of Texas at Austin

Week 2b: Thursday, January 26th

# Good Afternoon, Colleagues

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Are there any questions?

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- What's happened since '97?
- What's Sensor fusion?
- What does the simulator simulate?
- How complex are plays in sim?
- 2050 humanoids? What specs?
- How can we evaluate "soundness, novelty"

# Logistics

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- How did it go?

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- Next soccer assignment: communication

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- Next soccer assignment: communication
  - 1 more in C, then C++

# Class Discussion

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Andrew Gray on different types of learning

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Andrew Gray on different types of learning

1. Off-line skill learning by individual agents
2. Off-line collaborative learning by teams of agents
3. On-line skill and collaborative learning
4. On-line adversarial learning



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Environment  $\implies$  sensations, actions

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- discrete vs. continuous
- single-agent vs. multiagent

# Your Agent Examples

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**Game/entertainment:** Bot in online game (2), Chatbot, coach agent

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Discrete? Accessible? Deterministic? Static? Episodic?

# The Decision

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- reactive vs. deliberative

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- multiagent reasoning?

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- multiagent reasoning?
- learning?