CS344M Autonomous Multiagent Systems

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Good Afternoon, Colleagues

Are there any questions?

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- How is SMDP different from MDP?
- Advantages of tile coding vs other approaches?
- What about SPAR (Strategic Position by Attraction and Repulsion)?

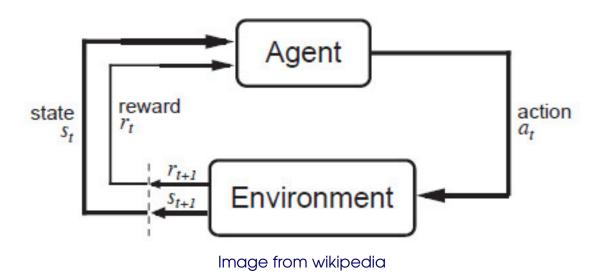
Progress reports due at beginning of class today

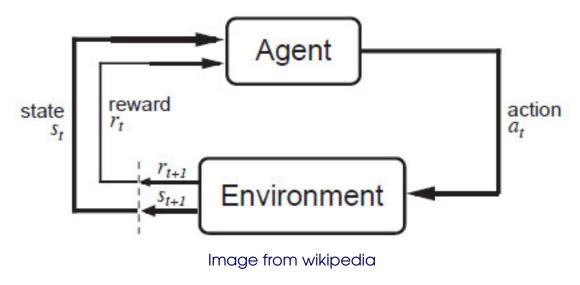
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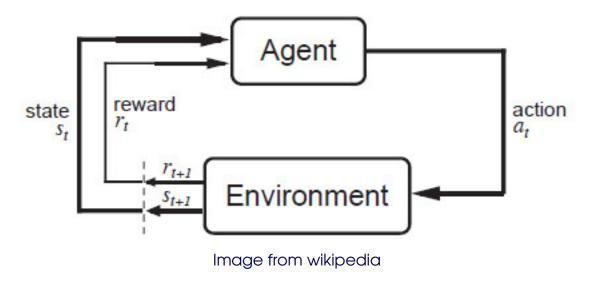
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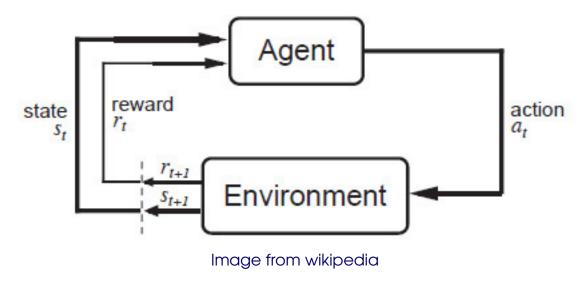


Markov Decision Process (MDP)



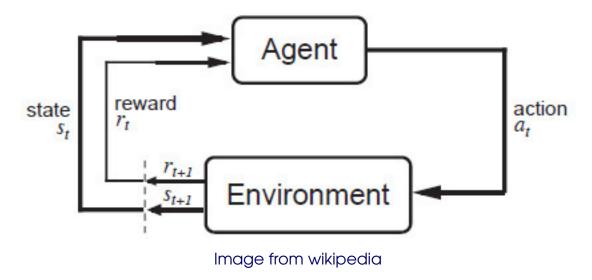
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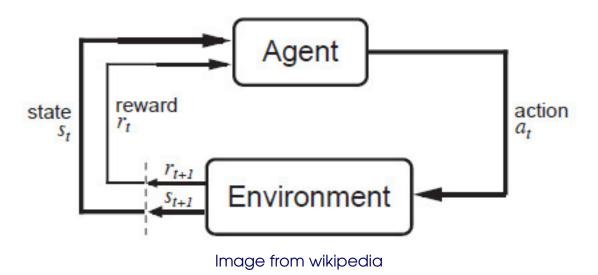


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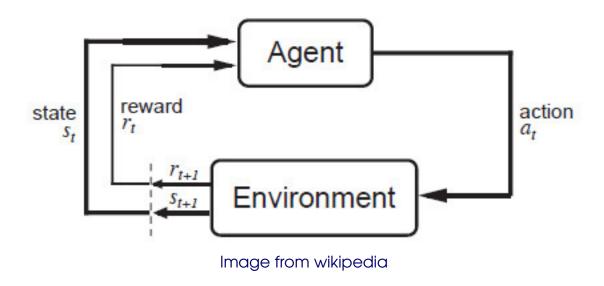
- What is your state space?
- What is your action space?
- What is your reward function?



SARSA (s_t , a_t , r_t , s_{t+1} , a_{t+1})



SARSA (s_t , a_t , r_t , s_{t+1} , a_{t+1})



Learn Q table (value function) for state - action pairs

$$Q(s_t, a_t) \leftarrow Q(s_t, a_t) + \alpha[r_{t+1} + \gamma Q(s_{t+1}, a_{t+1}) - Q(s_t, a_t)]$$

Keepaway

Keepaway videos

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- Keepaway videos
- Slides

• Could you use learned policies for full soccer game?

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Half Field Offense

<Slides>



Policy Search vs Value Function Based RL

	Policy Search	Value Function Based
Learn	Policy parameters	Value function
Good For	Tuning parameter values	Learning discrete actions
Evaluation	Fitness function	Reward function
Algorithms	CMA-ES, genetic algorithms, etc.	SARSA, Q-learning, etc.