CS378 Autonomous Multiagent Systems Spring 2005

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Department or Computer Sciences The University of Texas at Austin

Week 6a: Tuesday, February 21st

Good Afternoon, Colleagues

Are there any questions?





• Next week's readings posted





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- What did you think of Barto talk?





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- What did you think of Barto talk?
- Holte talk tomorrow at 4pm
- Final project have partners?
- Use the undergrad writing center!



Proposal (3/2): 3+ pages

• What you're going to do; graded on writing

Progress Report (4/6): 5+ pages + binaries + logs

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Due at beginning of classes



Darwin: genetic programming approach



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Stone and McAllester: Architecture for action selection



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Riley: Coach competition, extracting models



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Kok03: Coordination graphs



Peter Stone

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Stone and McAllester: Architecture for action selection

Riley: Coach competition, extracting models

Kuhlmann: Learning for coaching

Kok03: Coordination graphs

Riedmiller05: Reinforcement learning



Architecture for Action Selection



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- $R_i(A) \mapsto \mathbb{R}$
- Coordination problem: $R_1 = \ldots = R_n = R$
- Nash equilibrium: no agent could do better given what others are doing.
- May be more than one (chicken)



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- Form the coordination graph
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- What does it mean for G_3 to maximize over all actions of a_1 and a_2 ?
- How are the results propagated back?
- Let's try again with G_1 eliminated first



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- Finds pass sequences and starts players moving ahead of time.
- Note the results: with and without coordination.



Safder Hasan on "action selection" vs. coordination graphs

