






FINAL



Pommerman



Fight

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Overview



Input features and model



Training tools



Reward shape



Training strategy



Input Feature & Model



Features:

- 2D features
- Look ahead
- One-hot encoding

CNN:

- No padding
- No pooling
- Large channels

Training Tools

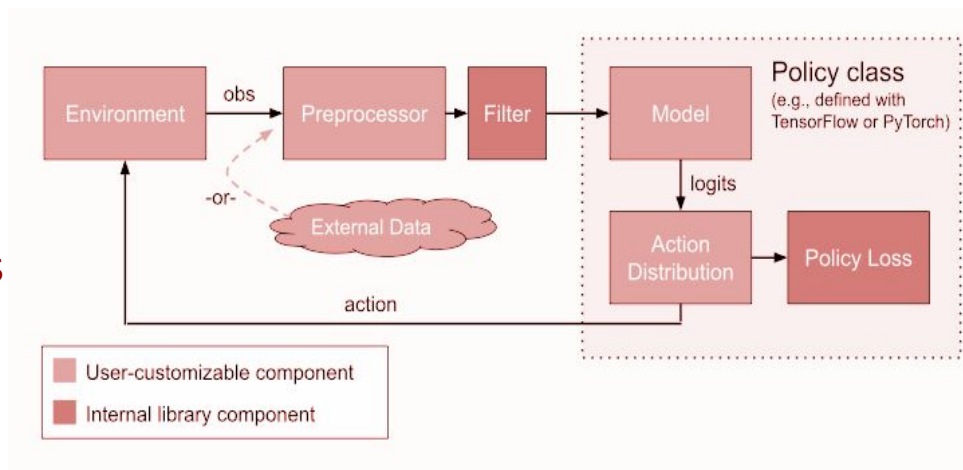


RLlib

- Built-in Loggers
- PyTorch & TF
- Multiple RL algorithms
- Decoupled Envs & Models

Compute Engine

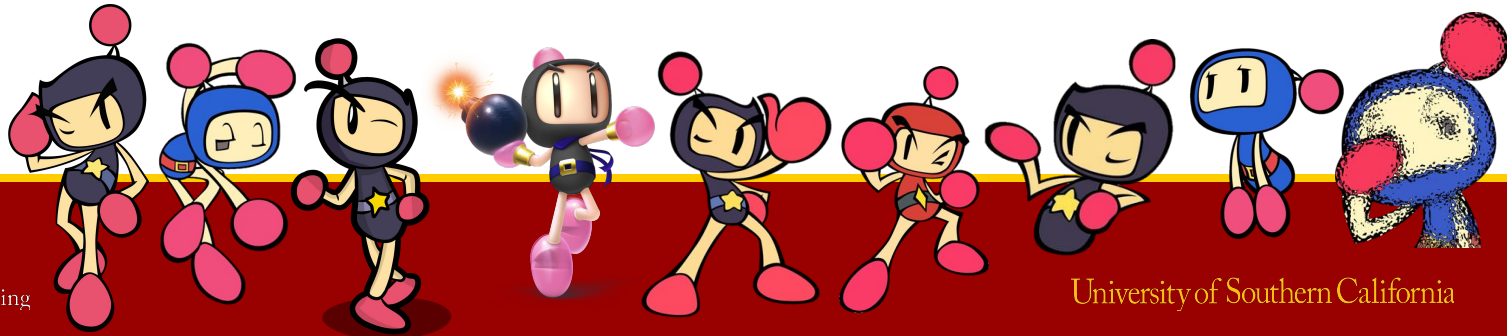
- GTX 2080 (PC)
- P100 (GCloud)



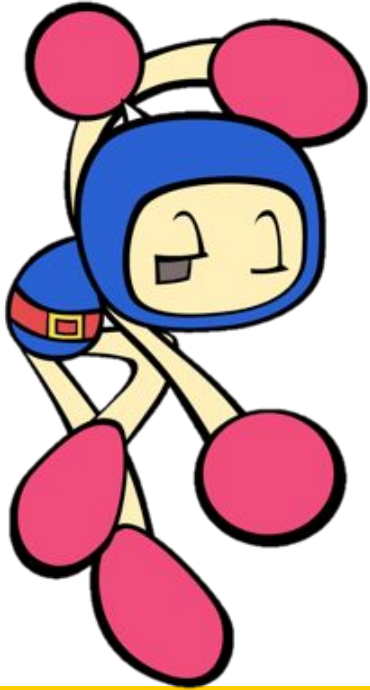
Reward Shape



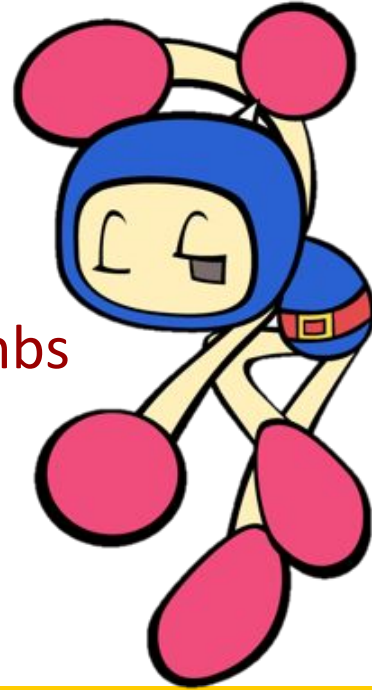
- Explore new area
- Place bombs near woods and enemies
- Get bonus (ammo/blast strength)
- Increased reward for killing enemies



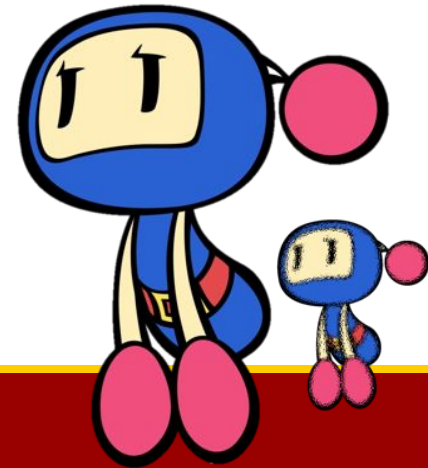
Strategy



- Random Start Points
- Curriculum Learning
 1. Static agent
 2. Random Actions agent without bombs
 3. Random Actions agent
 4. Simple Agent (BOSS)



Demo





Thank You!

