# Related work

## What/Purpose/Continuity

* The goal of this chapter is to give a review of current approaches and what is available in given domain to solve the problem at hand (described in the previous section). Analyzing what agents are good at and where they are lacking (and ways how they are developed and stuff get integrated to them), will provide motivation for using own decentralized MAS in the way it was implemented and inverse reinforcement learning as a tool to make a decision like experts. Rest of the chapter is devoted to MAS and IRL literature.

## How/Literature cove

* Give a nice overview of architectures (architecture as one of the techniques?) of bots from [1] and techniques use analyze here [1], [2], [3], [4], [5] + mention Behavior trees [6] (they are inspiration for means-end reasoning), explain everything with **examples – of use and bots using this?** The section also covers data mining done in Starcraft to model opponents, learn build order… [6], [7] as part of techniques as well to implement domain knowledge… stress what techniques are good at and where they are lacking. Conclusion: Usually one can not concentrate on one technique – due to No Free Lunch Theorems [9], multiagent-system seems like nice way how to put things together [1], [2], [3] and IRL as fresh way how to get some expert level knowledge in alignment with [3].
* MAS: [10] (for general staff), [11] and a great one for MAS chapter [12] as it covers BDI, Layered architecture (which can be given to relation with the architecture of bots described in [1]), communication, cooperation and blackboard architecture. The important part is also survey on IRL from [13] and [14]. MDPs will be explained based on MAS literature.

## Notes

## Body