**IntelliGame Lab组会日志**

**时间：**2021年12月02日

**地点：**创新中心B-318

**主讲人：**张瑞昌

**记录人：**袁伟民

**组会内容摘要：**

1、Reinforcement learning has been applied to many kinds of games since the appearance of ALphaGo. Many agents had achieved top human player level among ttese games such as dota and starcraft. Today I will introduce DouZero, a recently published work using deep Monte Caro and card matrix to play DouDizhu. It depends on no domain knowledge and achieved SOTA among existing Doudizhu RL agents.

**重要事务进展：**

1. 电网本子：题目已经拟定，研究内容撰写中，预计下周四定稿研究内容；编故事方面欠缺，问题之间的逻辑存在欠缺。只是introduction部分不能是简单的搬运，而应该有连贯的逻辑链。
2. 讲述部分管理细则，确定服务器运行与组会记录日志形式。
3. 黄承浩论文收尾阶段。

**重要会议链接**

<http://123.57.137.208/index.html>

<https://aideadlin.es/?sub=ML,CV,NLP>