Multiple AI Competition in Self Developed Game

Term 1 Report

ESTR4998/4999

April 13, 2021

Partners: XIAO Tianyi

LUO Lu

Instructor: Prof. Andrej Bogdanov

Abstract

(some abstract)

1 Background

1.1 Previous Progress

Write something.

2

2 Implementation

2.1 Agents Design

2.1.1 Reinforcement learning

3 Result

4 Discussion

References

[1] Silver, David, et al. "Mastering the game of Go with deep neural networks and tree search." nature 529.7587 (2016): 484-489.

[2] Mnih, Volodymyr, et al. "Playing atari with deep reinforcement learning." arXiv preprint arXiv:1312.5602 (2013).

[3] Berner, Christopher, et al. "Dota 2 with large scale deep reinforcement learning." arXiv preprint arXiv:1912.06680 (2019).

[4] Zoph, Barret, and Quoc V. Le. "Neural architecture search with reinforcement learning." arXiv preprint arXiv:1611.01578 (2016).

[5] Mnih, Volodymyr, et al. "Human-level control through deep rein-forcement learning." nature 518.7540 (2015): 529-533.