Flow of the code via CLI:

1. Luxai\_s3.egg-info: Entry-point.txt   
   Txt file pointing the command line command “luxai-s3” to luxai\_runner.cli.py:main
2. Luxai\_runner: cli.py:main

This file runs the games however cannot be run from the IDE as we need to set args (This can be done via writing in code however is not a good idea). Main takeway here is that cfg is the episode configuration settings.

1. Asyncio:

This function is called within cli.py:main. It is given either an Episode (class) with earlier mentioned cfg as configuration or a Tournament (class) with cfg as configuration. Seemingly this runs the episode to its end for the 5 games however unsure how yet.

Asyncio:

1. Asyncio is a library for running code asynchronous
2. Asynchronous functions need to be specifically defined

This is done by writing “async” before any function.

Example: Async def run\_episode(args):

1. We need to set an event loop policy

In our case this is done by setting WindowsProactorEventLoopPolicy which is different than the SelectorEventLoop. However the exact details seem to be quite low level and not that interesting for the actual challenge.

Environment:

JAX/FLAX