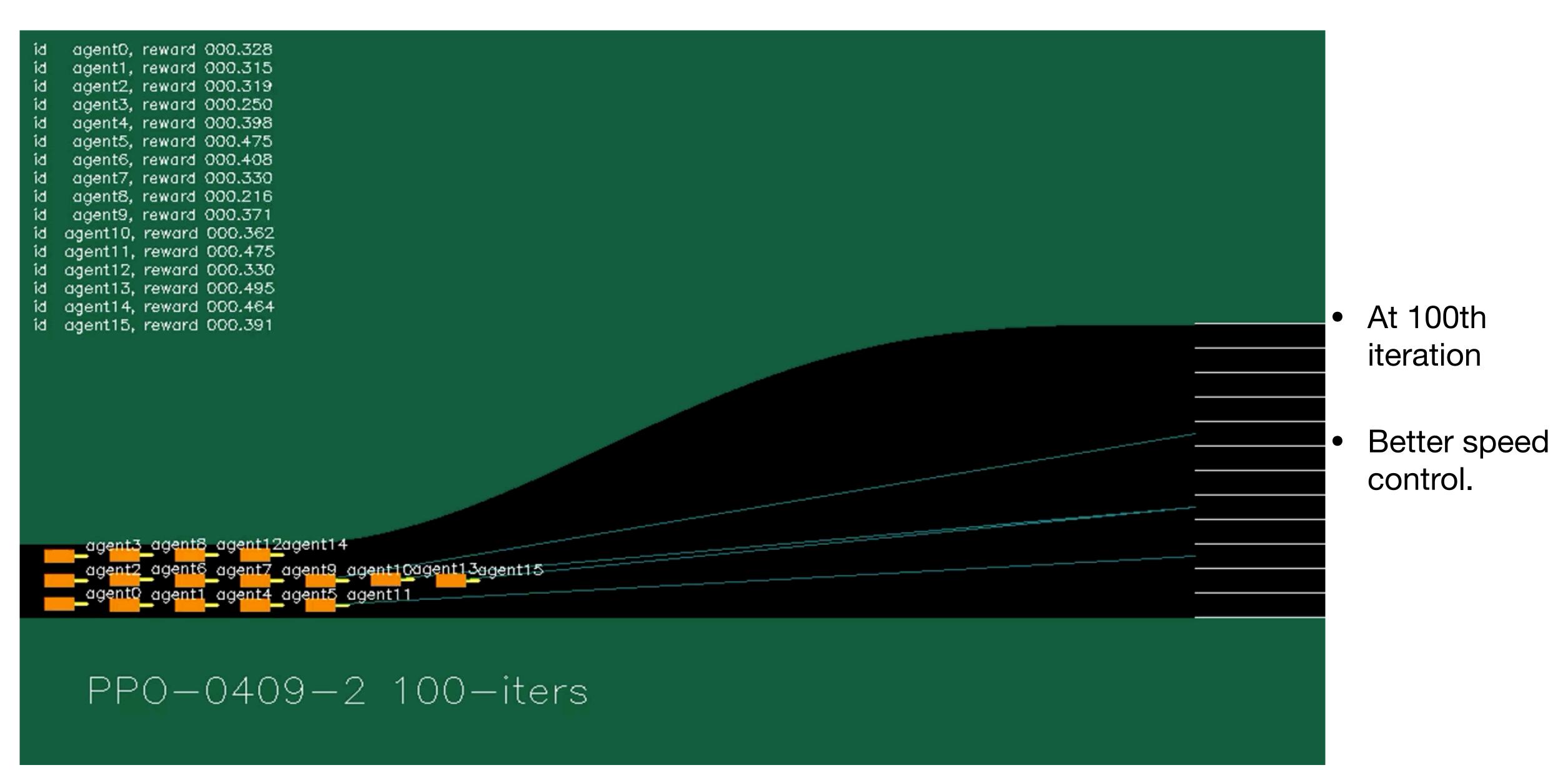
Emergence of "intelligent behaviors"

```
agent0, reward 000.328
   agent1, reward 000.315
   agent2, reward 000.319
   agent3, reward 000.250
   agent4, reward 000.398
   agent5, reward 000.475
   agent6, reward 000.408
   agent7, reward 000.330
   agent8, reward 000.216
   agent9, reward 000.371
   agent10, reward 000.362
   agent11, reward 000.475
   agent12, reward 000.330
  agent13, reward 000.495
   agent14, reward 000.464
id agent15, reward 000.391
     agent3 agent8 agent12agent14
     agent2 agent6 agent7 agent9 agent1Cagent13agent15
     agentO agent1 agent4 agent5 agent11
```

- At 100th iteration
- - Better speed control.

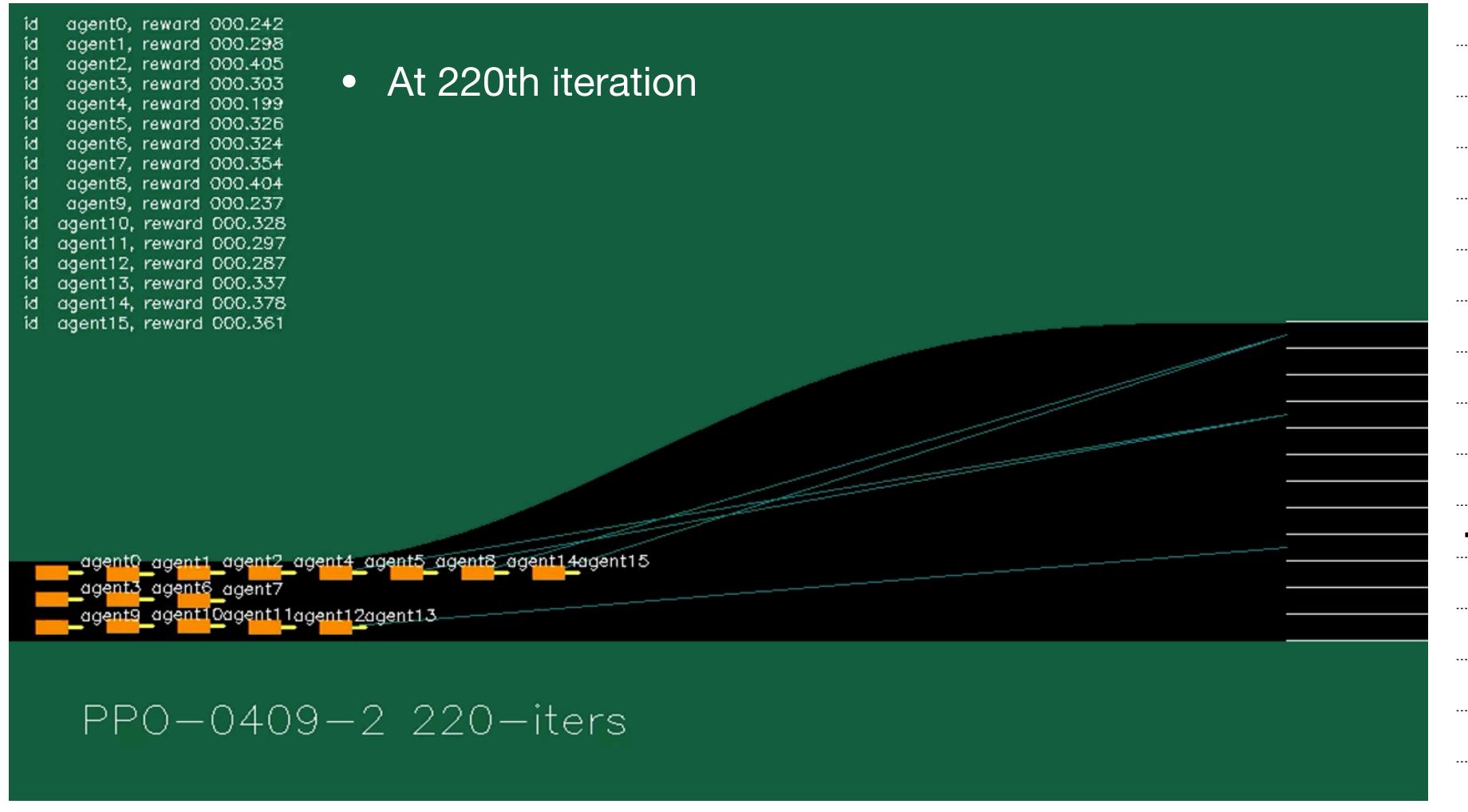
```
agent0, reward 000.328
agent1, reward 000.315
agent2, reward 000.319
agent3, reward 000.250
agent4, reward 000.398
agent5, reward 000.475
agent6, reward 000.408
agent7, reward 000.330
agent8, reward 000.216
agent9, reward 000.371
agent10, reward 000.362
agent11, reward 000.475
agent12, reward 000.330
agent13, reward 000.495
agent14, reward 000.464
agent15, reward 000.391
  agent3 agent8 agent12agent14
  agent2 agent6 agent7 agent9 agent10agent13agent15
  agentO agent1 agent4 agent5 agent11
```

Emergence of "intelligent behaviors"



Emergence of "intelligent behaviors"

Waiting and observing behaviors emerge! But still easy to collide.



Metric	Value	
iteration	220	
performance		
agent collision	0.029	
boundary col. rate	0	
gate collision rate	0	
pass rate	0.9709	
success rate	0.1662	
policy loss	-0.00224	
value loss	1.47595	
episode reward	1643.995	
single reward	102.749	
episode length	193.753	
configuration		
num workers	48	
env per worker	16	
cpu per worker	1	
sample batch size	100	
train batch size	80000	