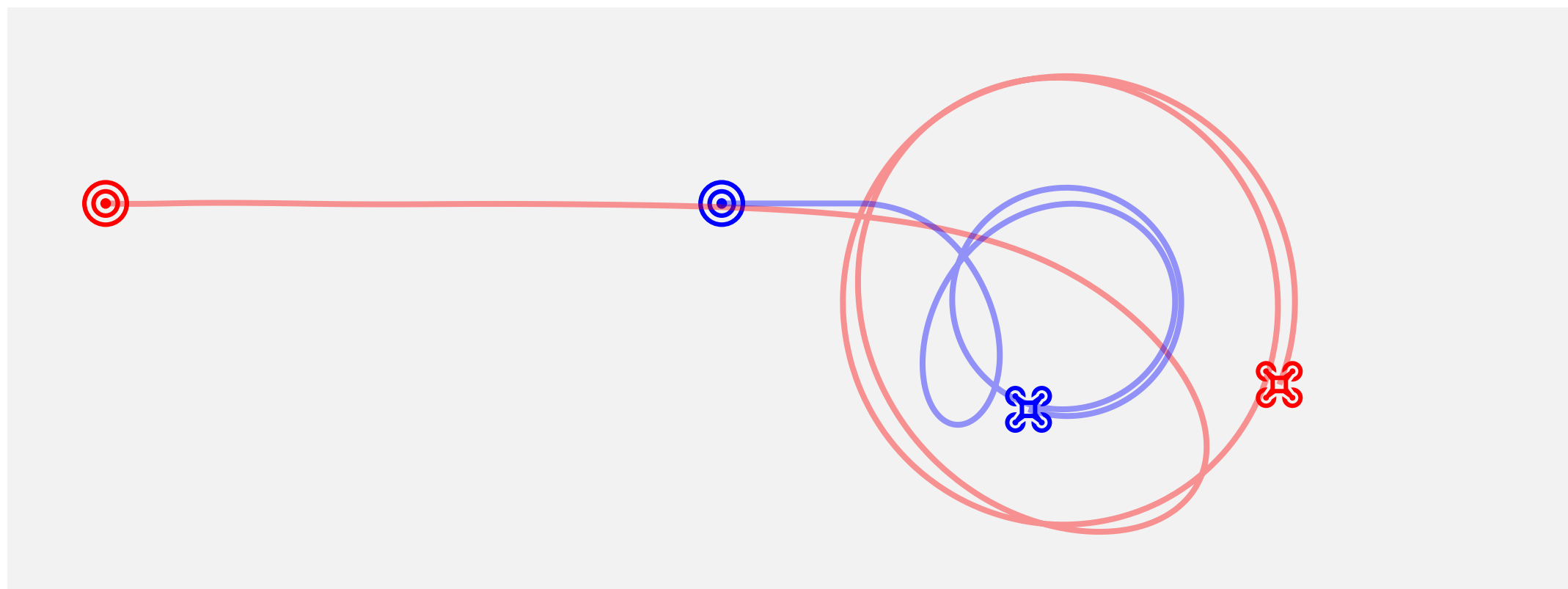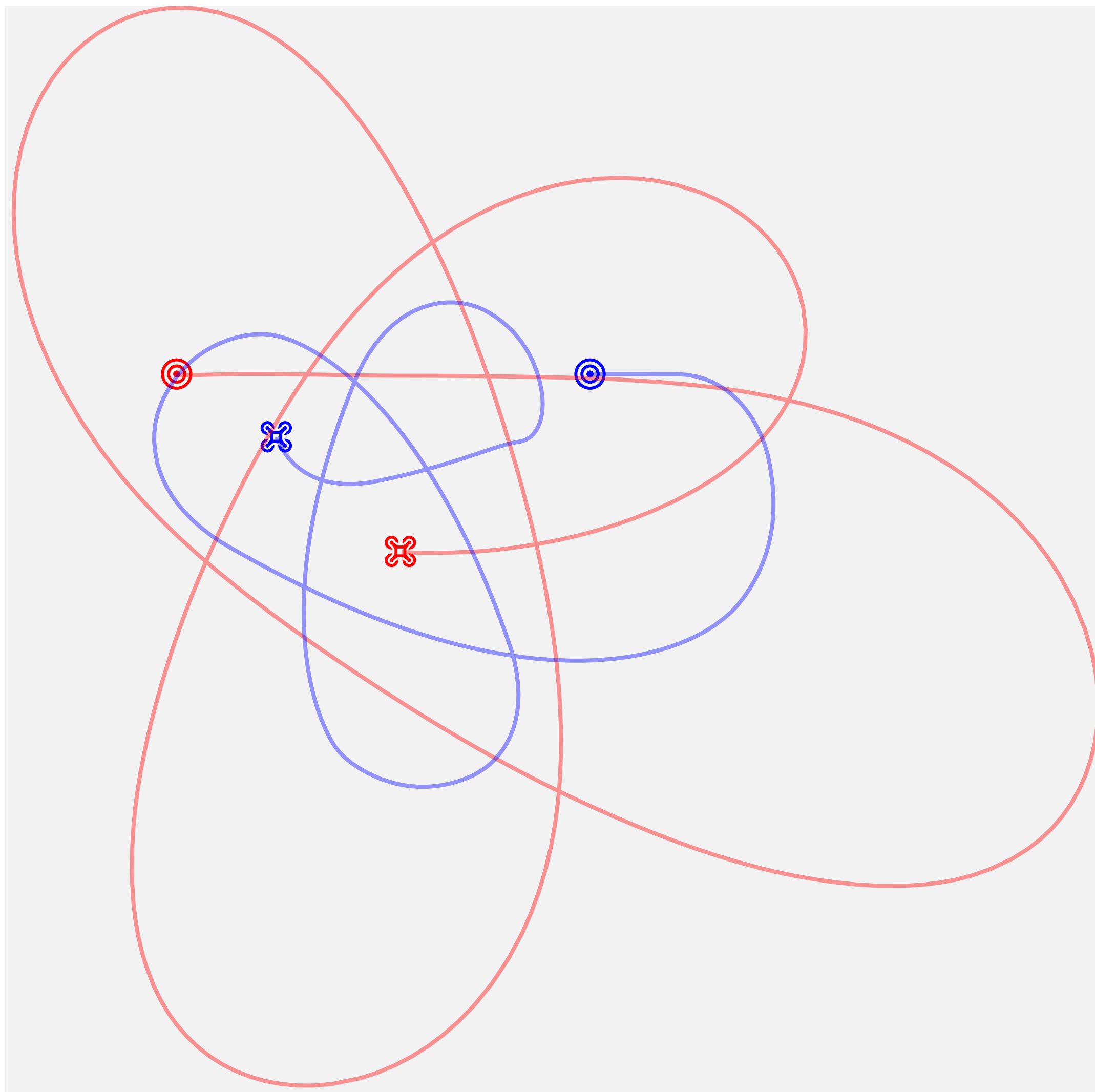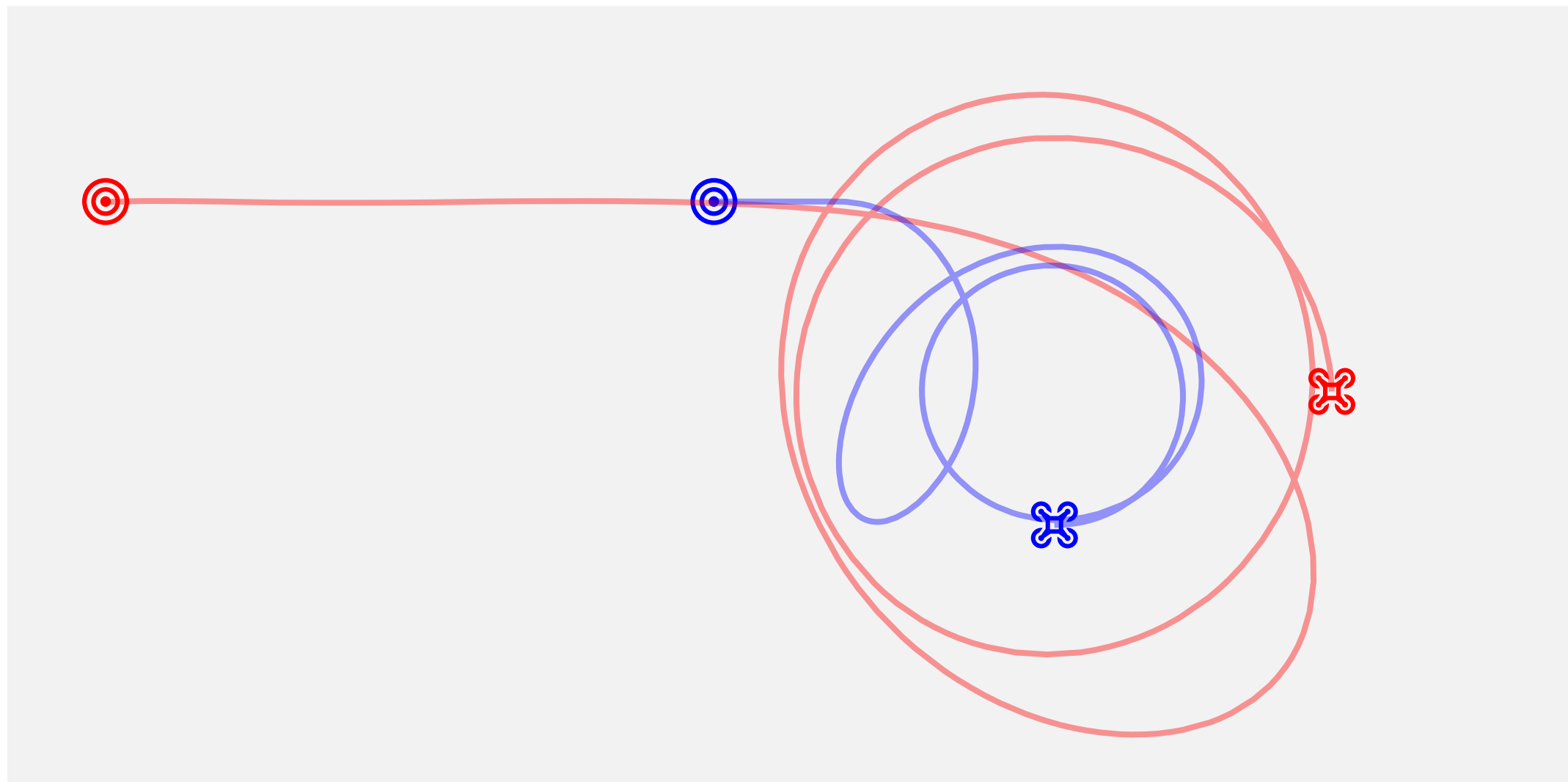## 1. Ground Truth
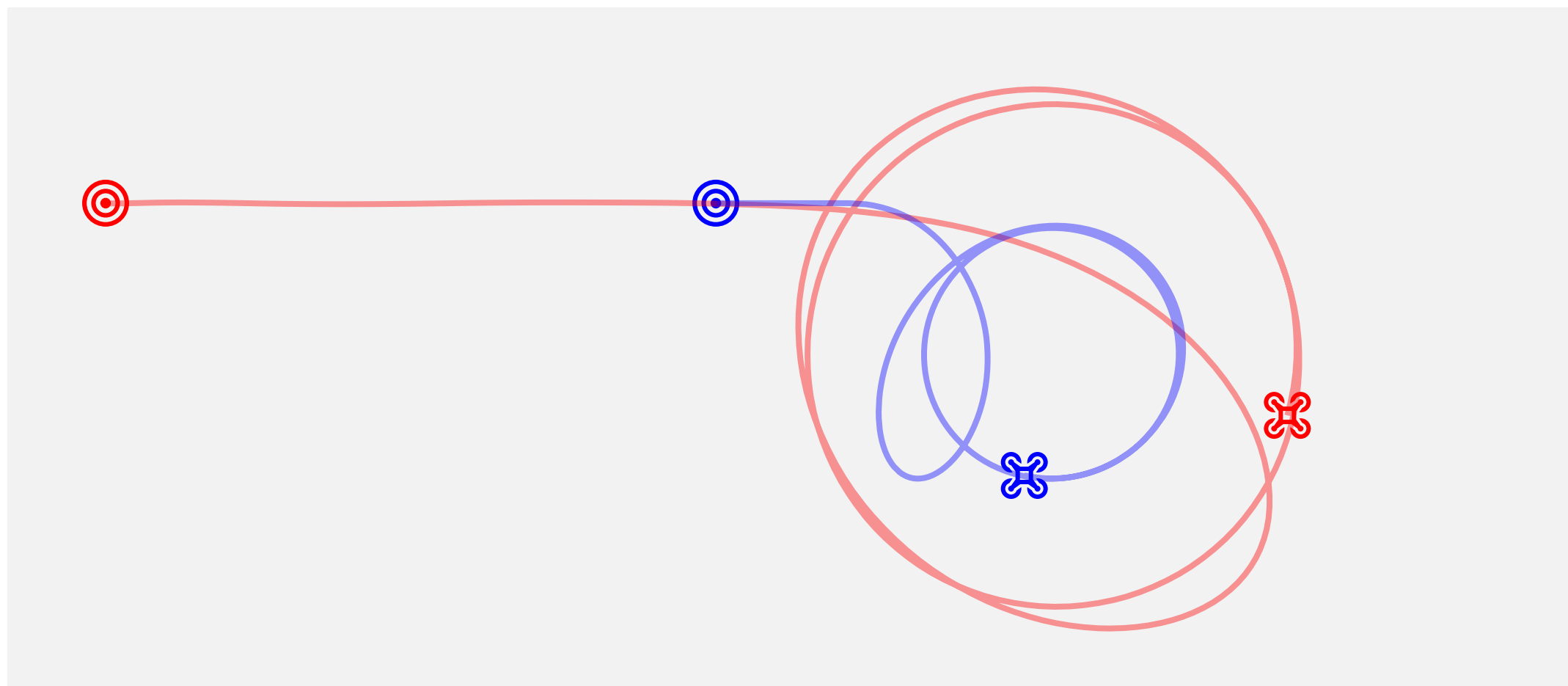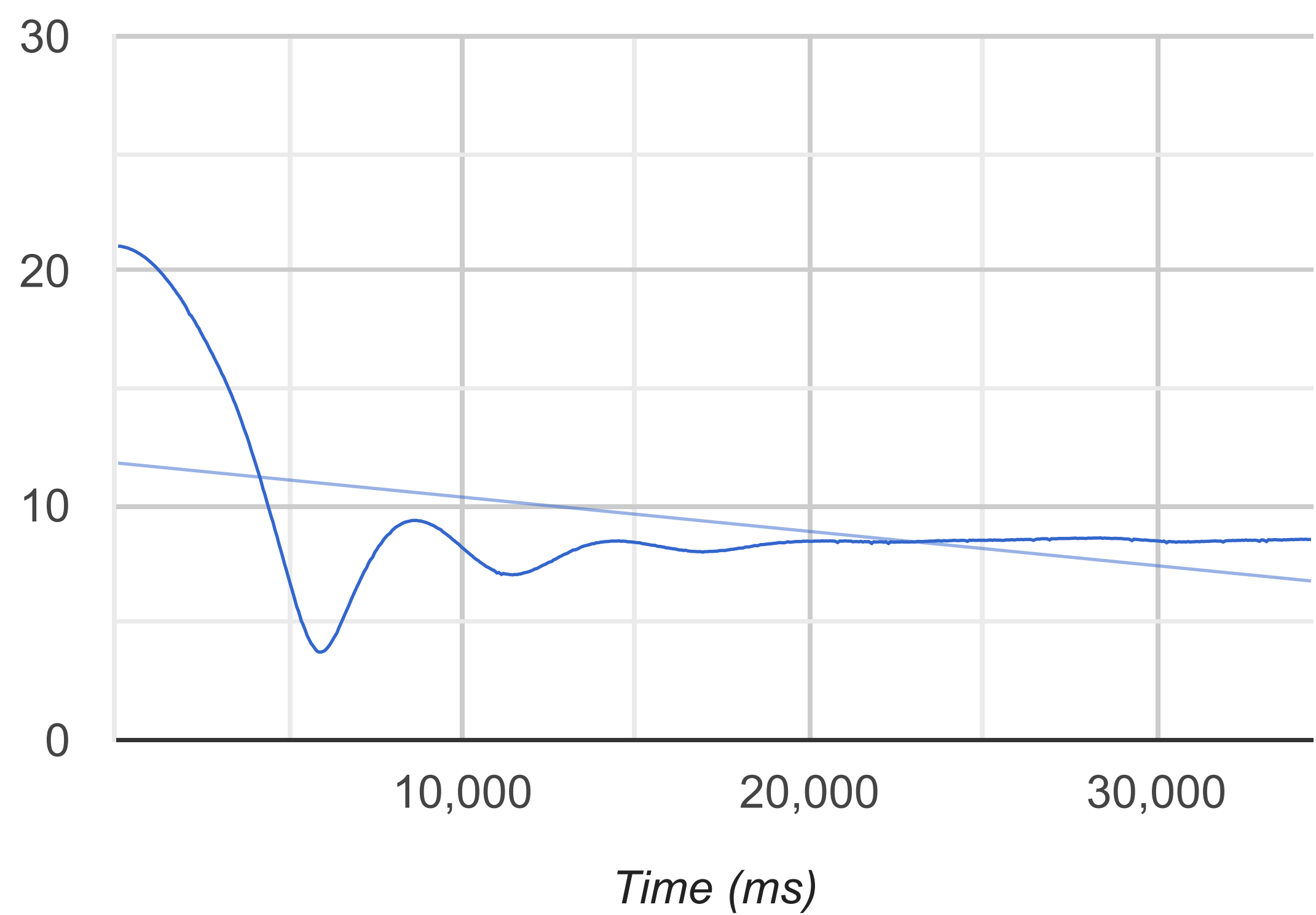

2. Sequential Model

3. Partially Parallelized Model
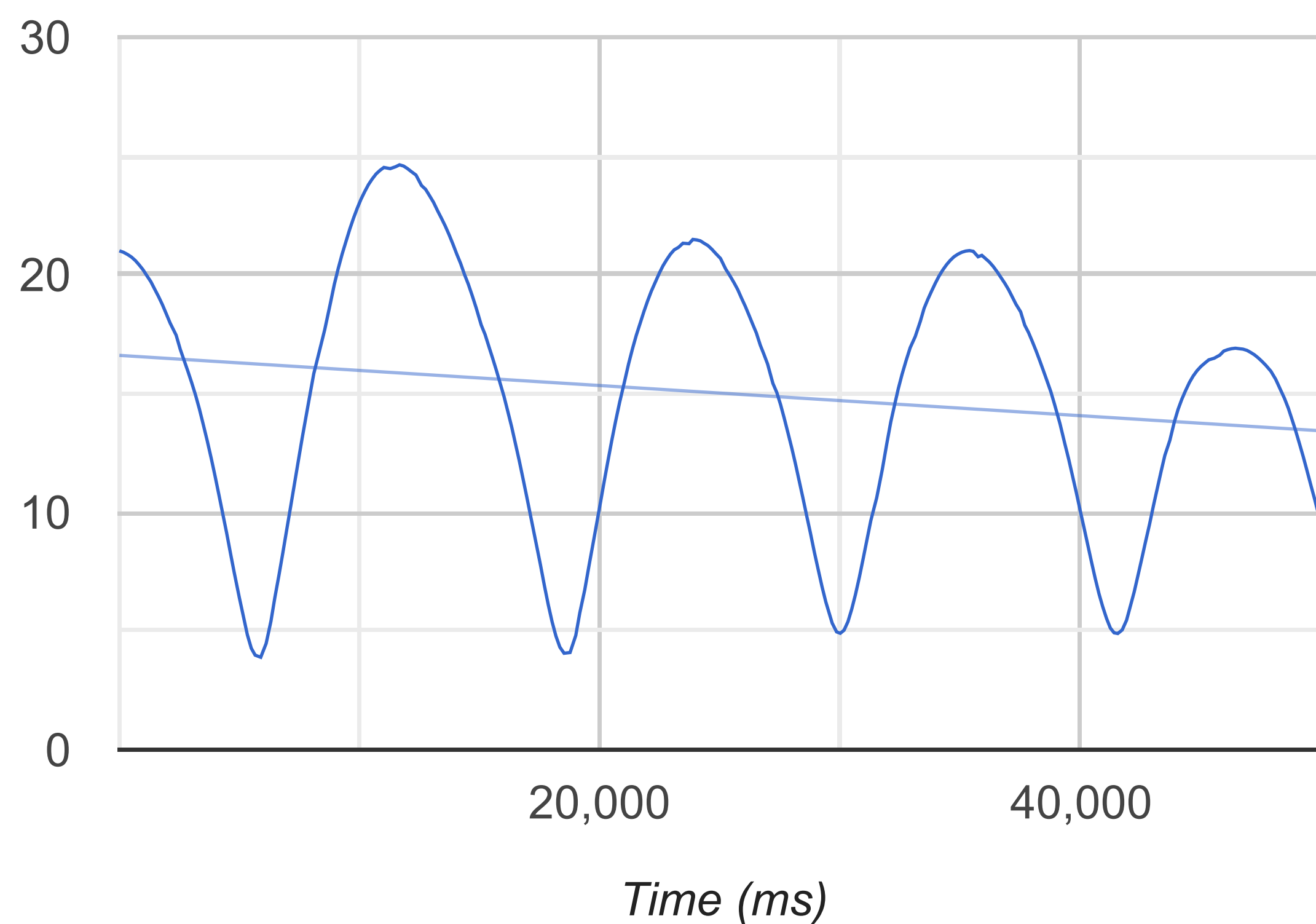

4. Akka Streams Model
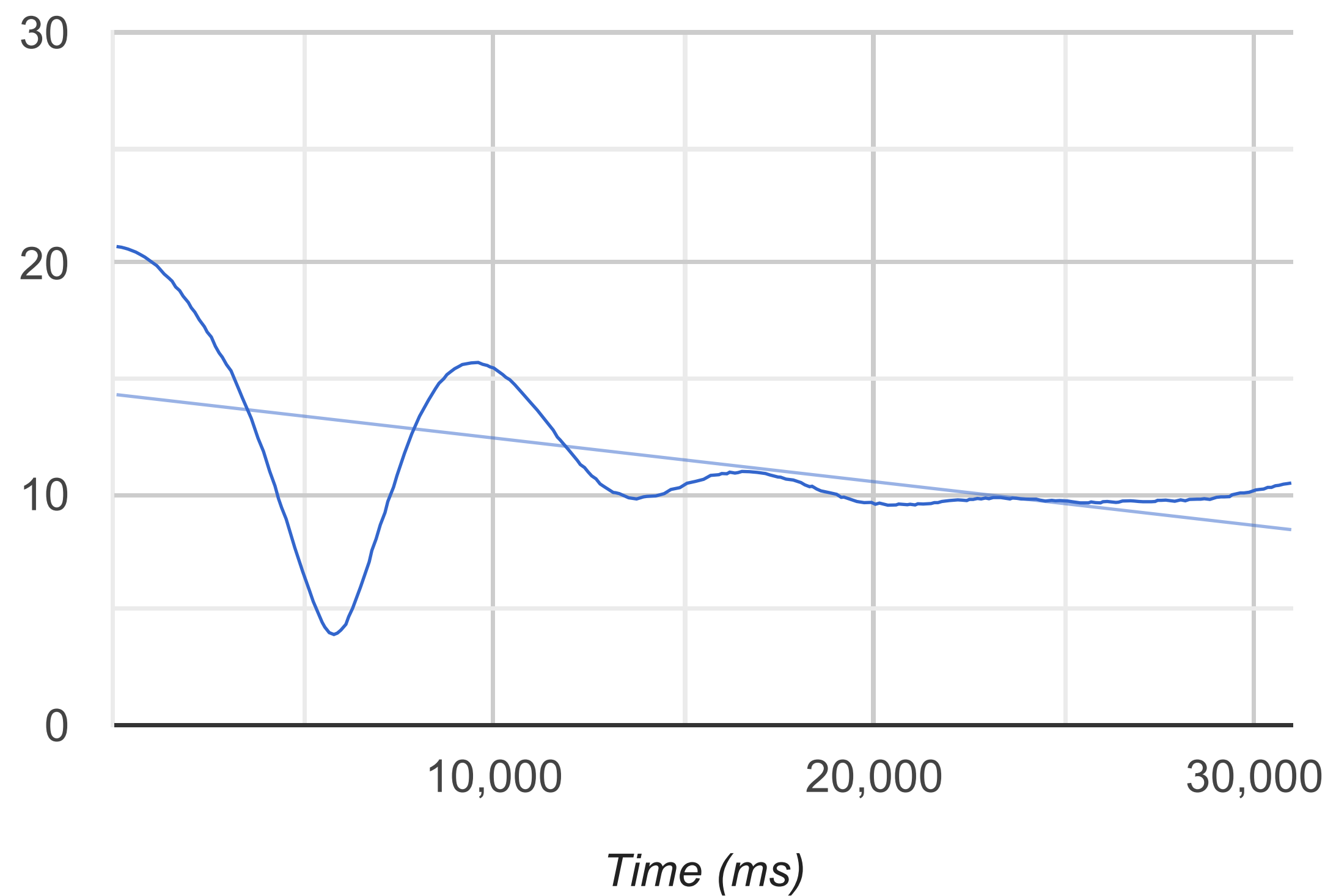

Distance Between Agents Model 01

Time (ms)

Distance Between Agents Model 02

Time (ms)

Distance Between Agents Model 03

Time (ms)

Distance Between Agents Model 04

Time (ms)

My Location Recency

Model	Evader	Pursuer
Model 1	0	0
Model 2	32	0.2
Model 3	40	0.02
Model 4	26	25

Time (ms)

■ Evader ■ Pursuer
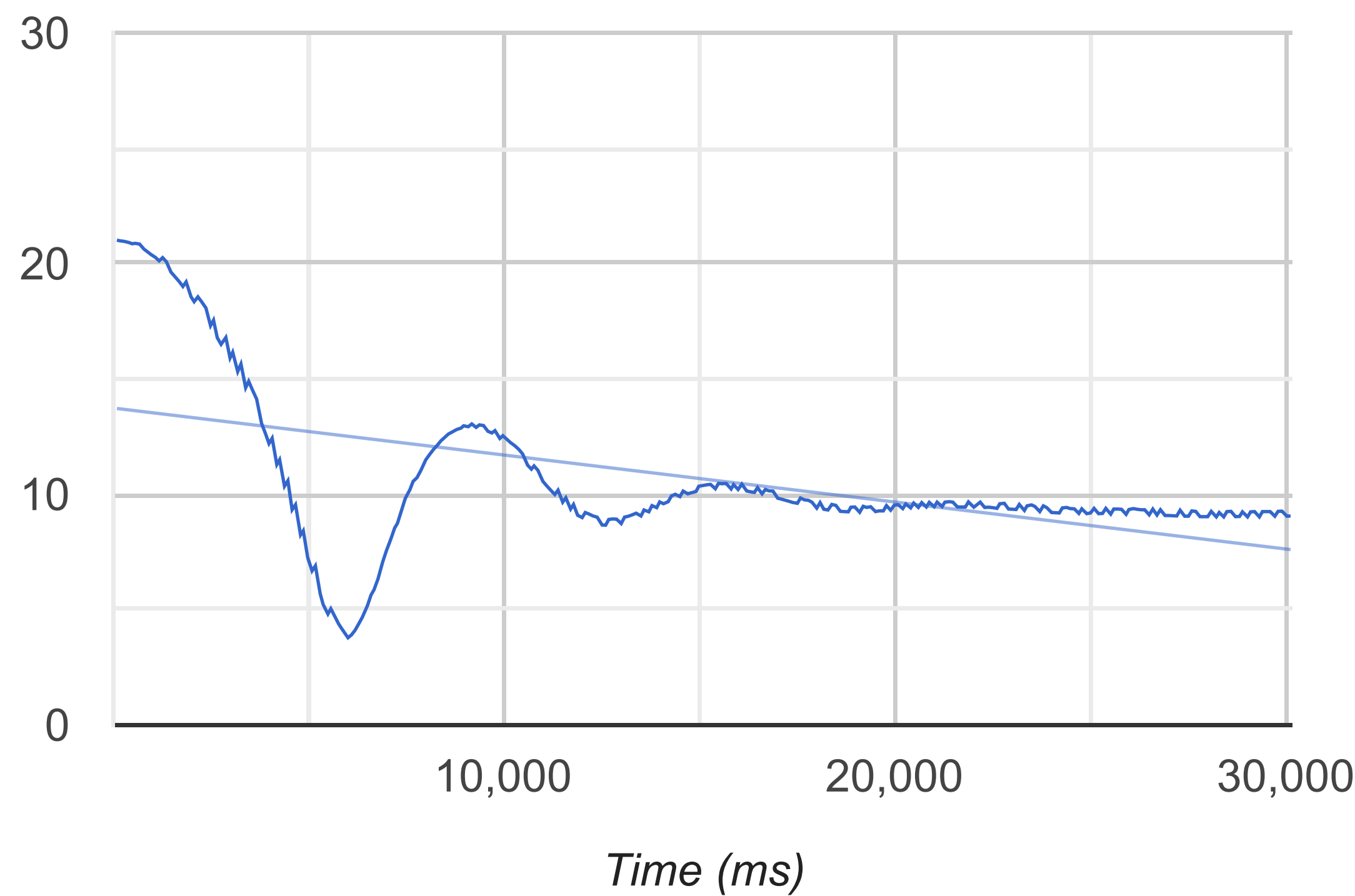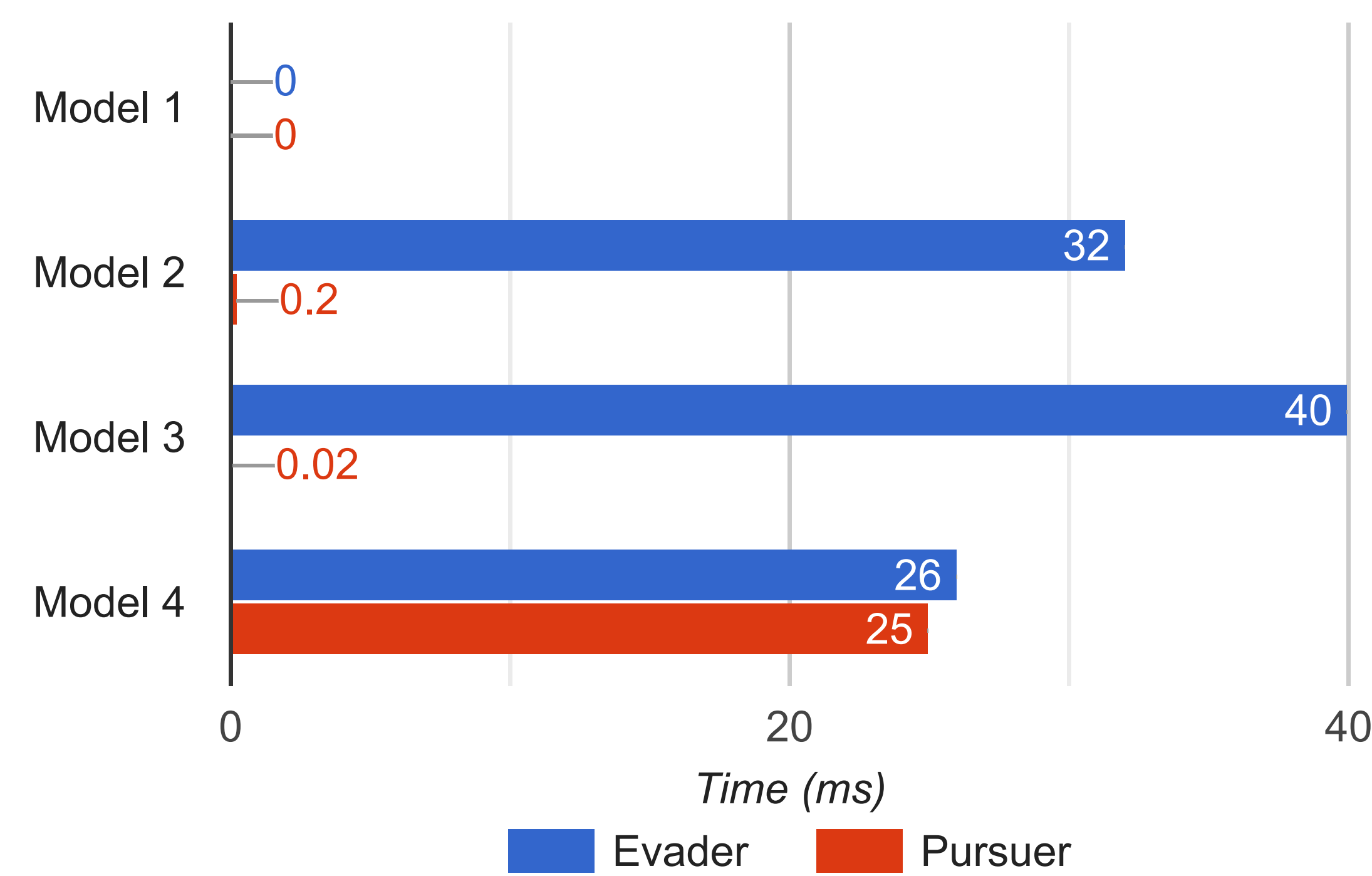
Opponent's Location Recency

Model	Evader	Pursuer
Model 1	0	0
Model 2	0.04	32
Model 3	0.04	40
Model 4	25	26

Time (ms)

■ Evader ■ Pursuer

Since My Last Move

Model	Evader	Pursuer
Model 1	100	100
Model 2	168	168
Model 3	137	133
Model 4	79	79

Time (ms)

■ Evader ■ Pursuer
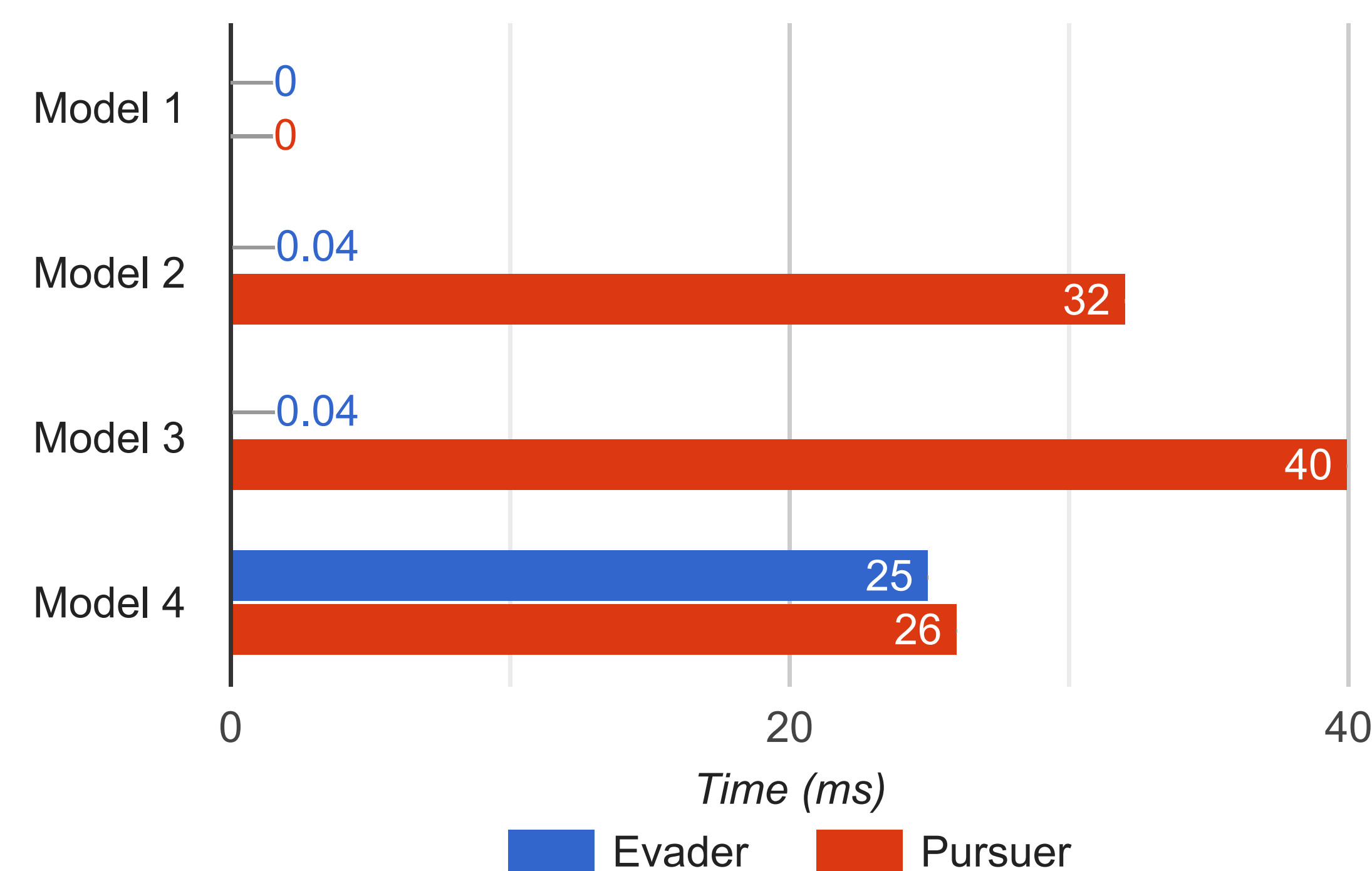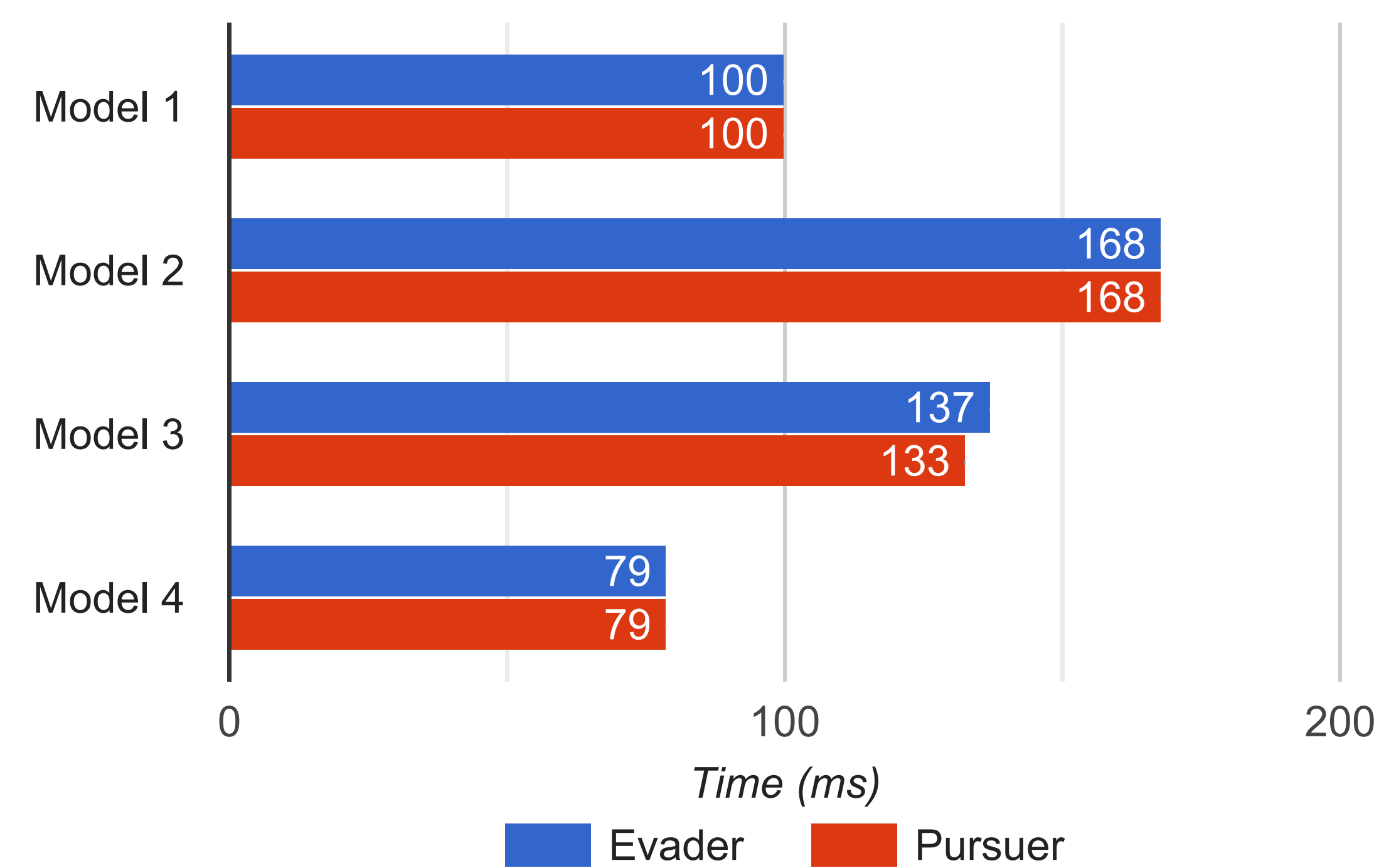
Since Opponent's Last Move

Model	Evader	Pursuer
Model 1	100	100
Model 2	168	143
Model 3	81	88
Model 4	81	73

Time (ms)

■ Evader ■ Pursuer