

IL RE BOMBA

Improving Pokémon AI Training With NSGA-II

Simone Alghisi

Samuele Bortolotti
Erich Robbi

Massimo Rizzoli

University of Trento

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Introduction

- ① introducing pokemon, and RL in a few words
- ② describe why the training becomes very difficult (THE NUMBERS MASON, WHAT DO THEY MEAN)
- ③ propose the solution with NSGA-II in order to have a controlled search rather than a completely random one
- ④ describe the multi-objective problem:
 - genotype representation
 - mutation and recombination strategy
 - search strategy
 - defining objectives and the optimisation
- ⑤ specify what kind of tests have been conducted, and why (IDK EITHER il re bomba)
- ⑥ live demo
- ⑦ analysis of the results
 - pareto front (we show both plots of the same pareto front)

A

A

B



Repositories

- pareto-epsilon-greedy-RL
- poke-env (modified)
- Pokemon_info

Collaborators' Github

- Simone Alghisi
- Samuele Bortolotti
- Massimo Rizzoli
- Erich Robbi

Thanks for your attention!

References I