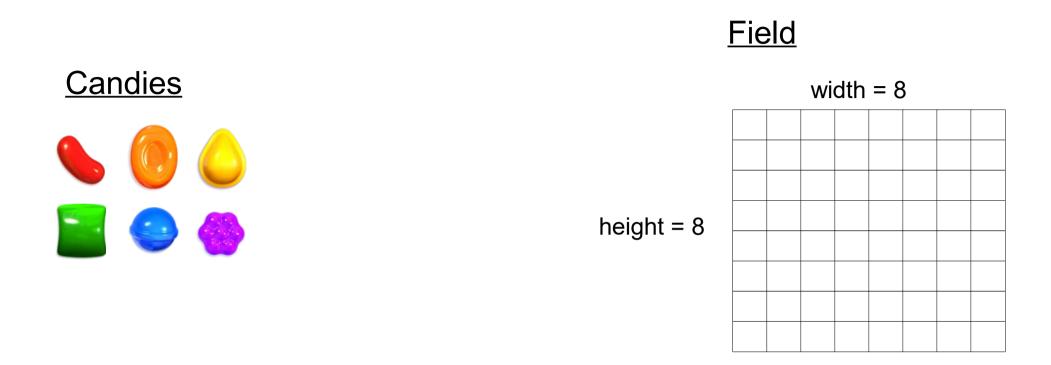


AlphaCandy: Mastering the game of Candy Crush without human knowledge

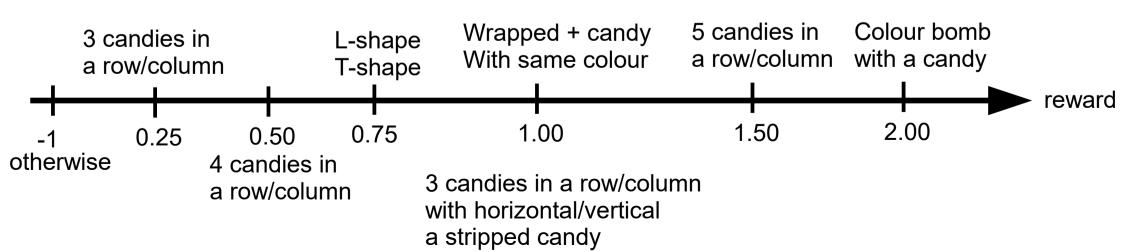
?, ?, Tim Niklas Witte

Institute of Computer Science Osnabrück University

Environment



Reward system



Evaluation

Monte Carlo tree search (as in AlphaGo zero)

Q-networks

- DDQN
- DDDQN
 - No sequence
 - CNN
 - Self-Attention
 - Sequence
 - concat → CNN
 - RNN

Regression problematic?

→ MSE: 1/256

VS

Handle huge action space ... but artificially generated expert training data

Policy Gradients

- Reinforce
- DDPG
- A2C
- GAE
- PPO

8*8*4 = 256 actions

- $\rightarrow 1/256$
 - → small gradients?

Decision Transformer

Podcast

https://www.youtube.com > watch

Speak 1337 Podcast mit Tim Witte - YouTube



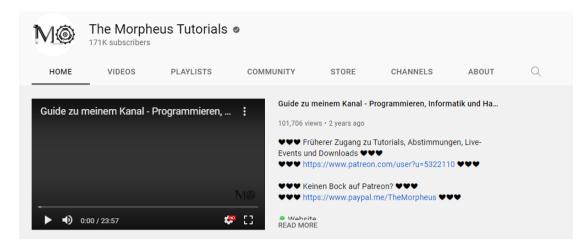
Tim beschreibt hier für euch und in seiner Publikation seine neueste Findung: Wie man eine Malware wie einen Nutzer...

 $\textbf{YouTube} \cdot \textbf{The Morpheus Tutorials} \cdot 17.10.2020$



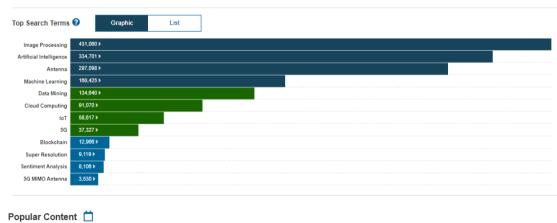
Phantom Malware: Conceal Malicious Actions From Malware Detection Techniques by Imitating User Activity







Top Searches And Popular Content





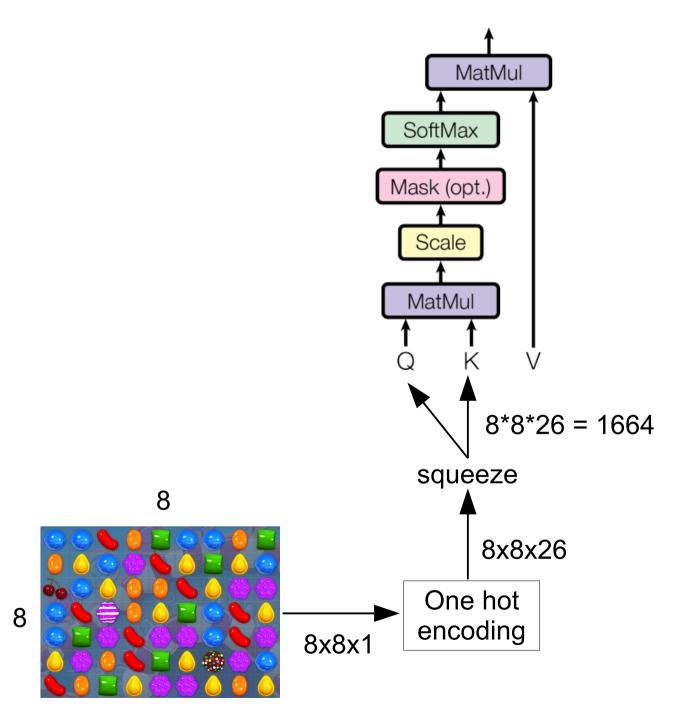
Event	Example	Reward
Otherwise		-1
Three in a row or column	or	0.25
Four in a row or column	or \(\times_2 \)	1) 0.50 +

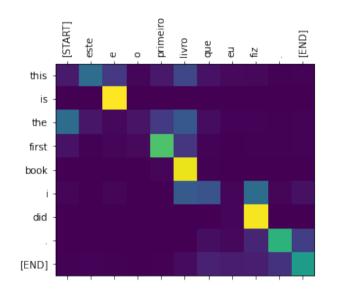
Event	Example	Reward
L-shape or T-shape		0.75 +
Horizontal stripped candy in column Vertical stripped candy in row	or 2) 1)	1) 1.0 + clear row 2) 1.0 + clear column

Event	Example	Reward
Wrapped candy with same colour	or O	1.0 + clear 3x3 field around it
Five candy in a column or row	or	1.5 +

Event	Example	Reward
Wrapped candy with same colour	or in	1.5 + clear 3 columns and 3 rows around it
Color bomb candy with a candy of colour X		2 + clear all candies With colour X

ADDON: Self-attention – candy-wise attention





queries and keys of dimension d_k values of dimension d_v