1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO

<u>AMAL CHULLIYAT JOSE</u>

▾ Plots

total loss for adversary_0, total loss for agent_0, total loss for agent_1

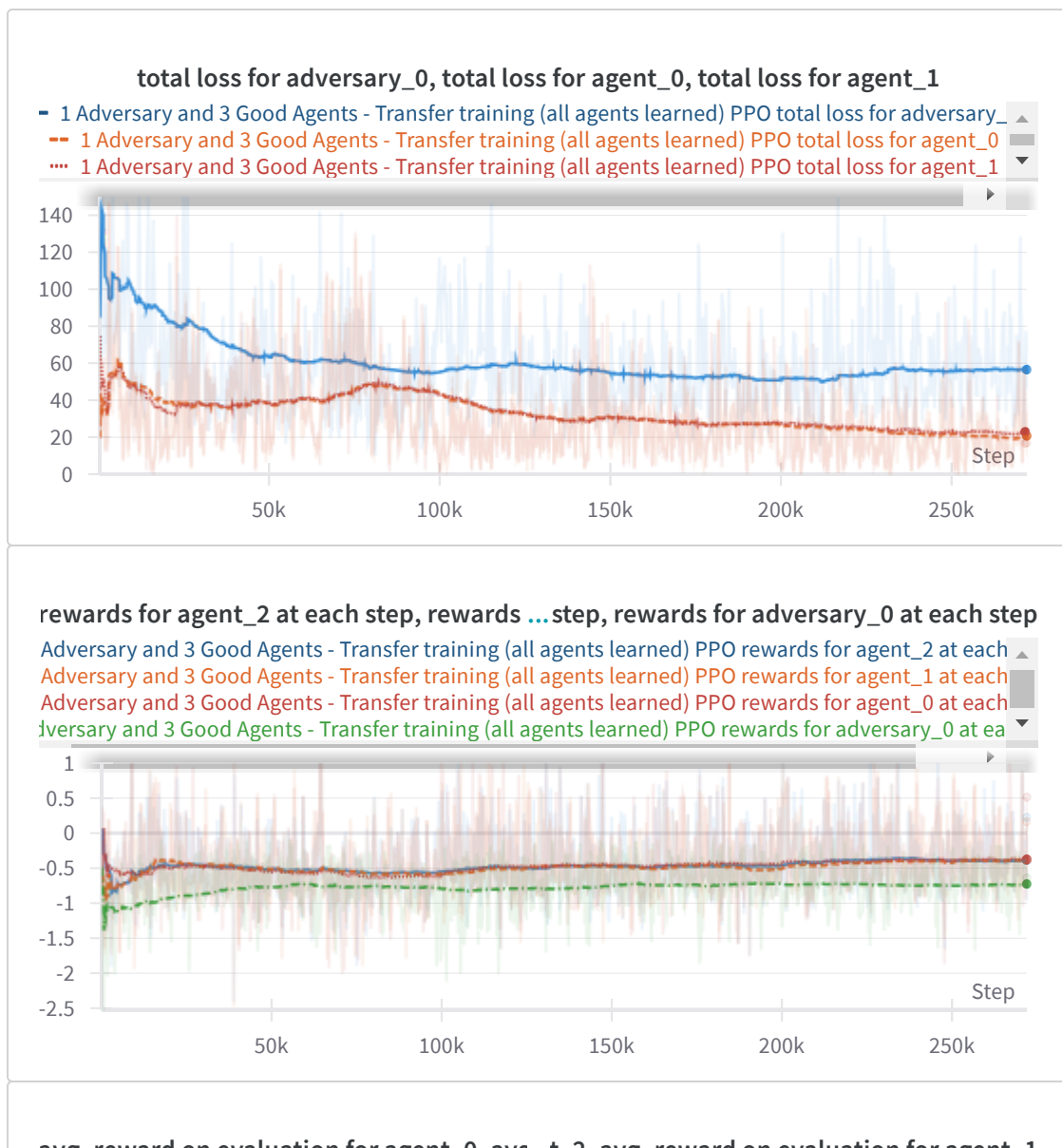- 1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO total loss for adversary_
-- 1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO total loss for agent_0
···· 1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO total loss for agent_1

rewards for agent_2 at each step, rewards ...step, rewards for adversary_0 at each step

Adversary and 3 Good Agents - Transfer training (all agents learned) PPO rewards for agent_2 at each
Adversary and 3 Good Agents - Transfer training (all agents learned) PPO rewards for agent_1 at each
Adversary and 3 Good Agents - Transfer training (all agents learned) PPO rewards for agent_0 at each
dversary and 3 Good Agents - Transfer training (all agents learned) PPO rewards for adversary_0 at ea
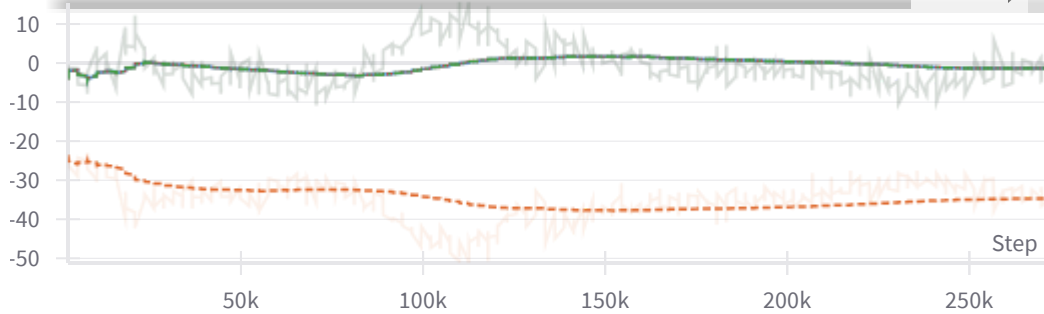
versary and 3 Good Agents - Transfer training (all agents learned) PPO avg_reward on evaluation for a
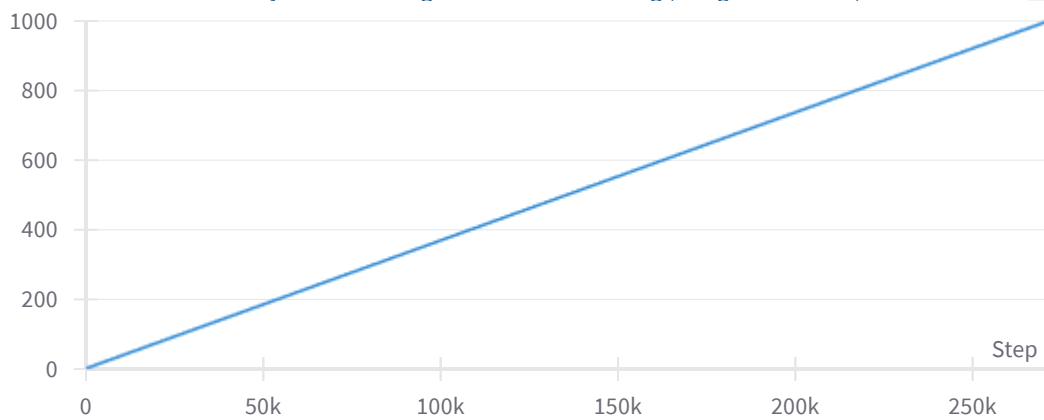ersary and 3 Good Agents - Transfer training (all agents learned) PPO avg_reward on evaluation for ad
versary and 3 Good Agents - Transfer training (all agents learned) PPO avg_reward on evaluation for a
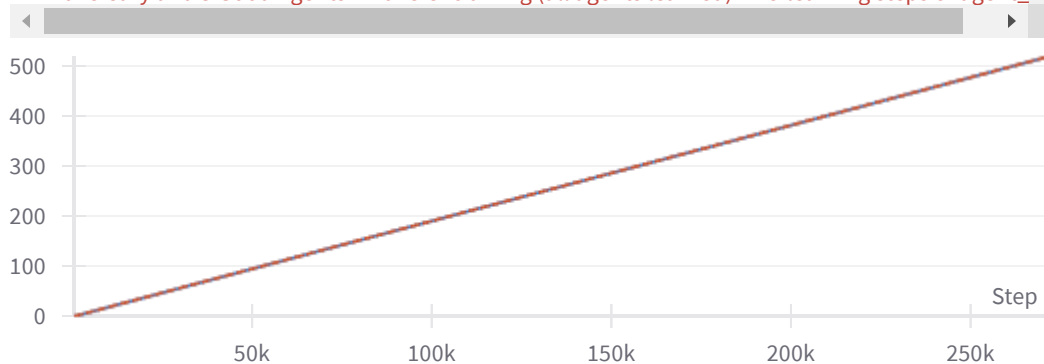versary and 3 Good Agents - Transfer training (all agents learned) PPO avg_reward on evaluation for a

Step

Episode

— 1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO
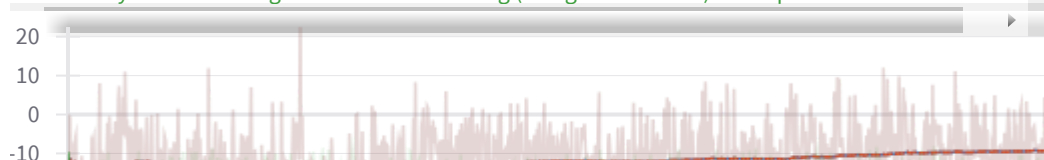

Step

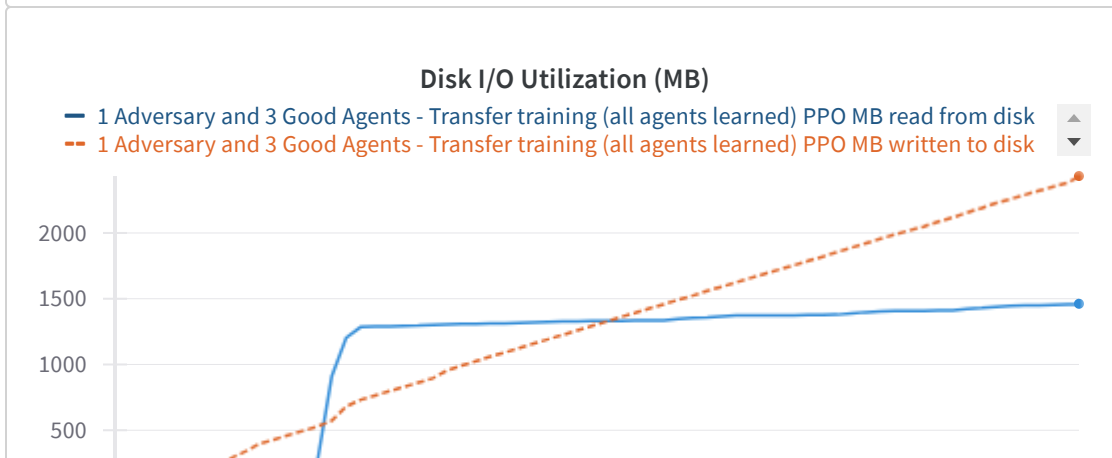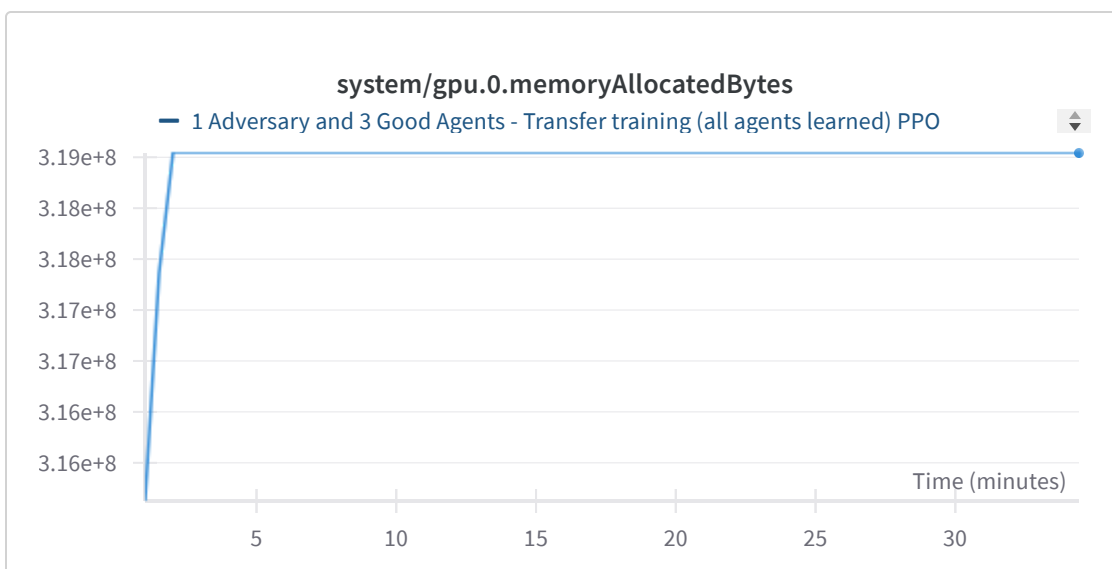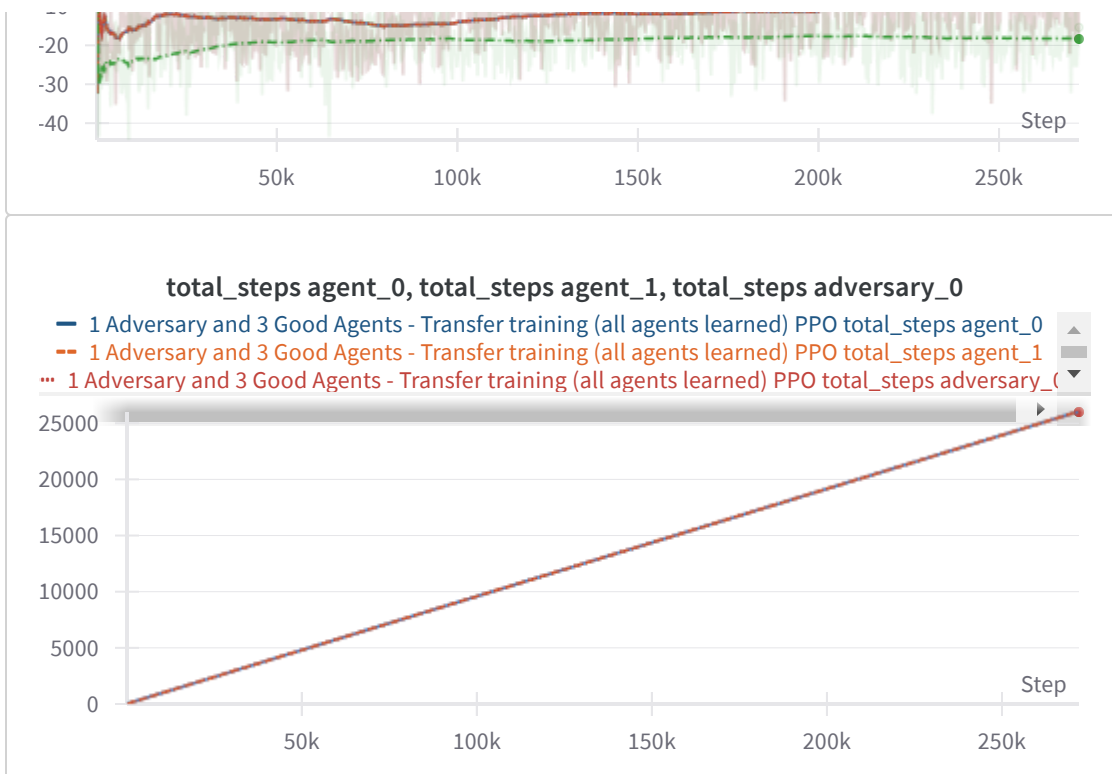### learning steps of agent_1, learning steps of adversary_0, learning steps of agent_0

— 1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO learning steps of agent_
1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO learning steps of adversar
·· 1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO learning steps of agent_

Step

episode rewards.agent_0, episode reward...rds.agent_1, episode rewards.adversary_0

— 1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO episode rewards.agent_
— 1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO episode rewards.agent_
·· 1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO episode rewards.agent_
1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO episode rewards.adversar

-20
-30
-40

50k   100k   150k   200k   250k   Step

total_steps agent_0, total_steps agent_1, total_steps adversary_0

— 1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO total_steps agent_0
-- 1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO total_steps agent_1
... 1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO total_steps adversary_0

25000
20000
15000
10000
5000
0

50k   100k   150k   200k   250k   Step

system/gpu.0.memoryAllocatedBytes

— 1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO

3.19e+8
3.18e+8
3.18e+8
3.17e+8
3.17e+8
3.16e+8
3.16e+8

5   10   15   20   25   30   Time (minutes)

Disk I/O Utilization (MB)

— 1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO MB read from disk
-- 1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO MB written to disk

2000
1500
1000
500

Disk Utilization (GB)

— 1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO

145.8

145.75

145.7

145.65

Time (minutes)

5   10   15   20   25   30

Disk Utilization (%)

— 1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO

100

80

60

40

20

0

Time (minutes)

5   10   15   20   25   30

GPU Power Usage (W)

— 1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO GPU 0 Power Usage (W)

2.5

2

1.5

1

0.5

0

Time (minutes)

5   10   15   20   25   30

GPU Power Usage (%)

— 1 Adversary and 3 Good Agents - Transfer training (all agents learned) PPO GPU 0 Power Usage (%)

100

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