

Learning: Scalling

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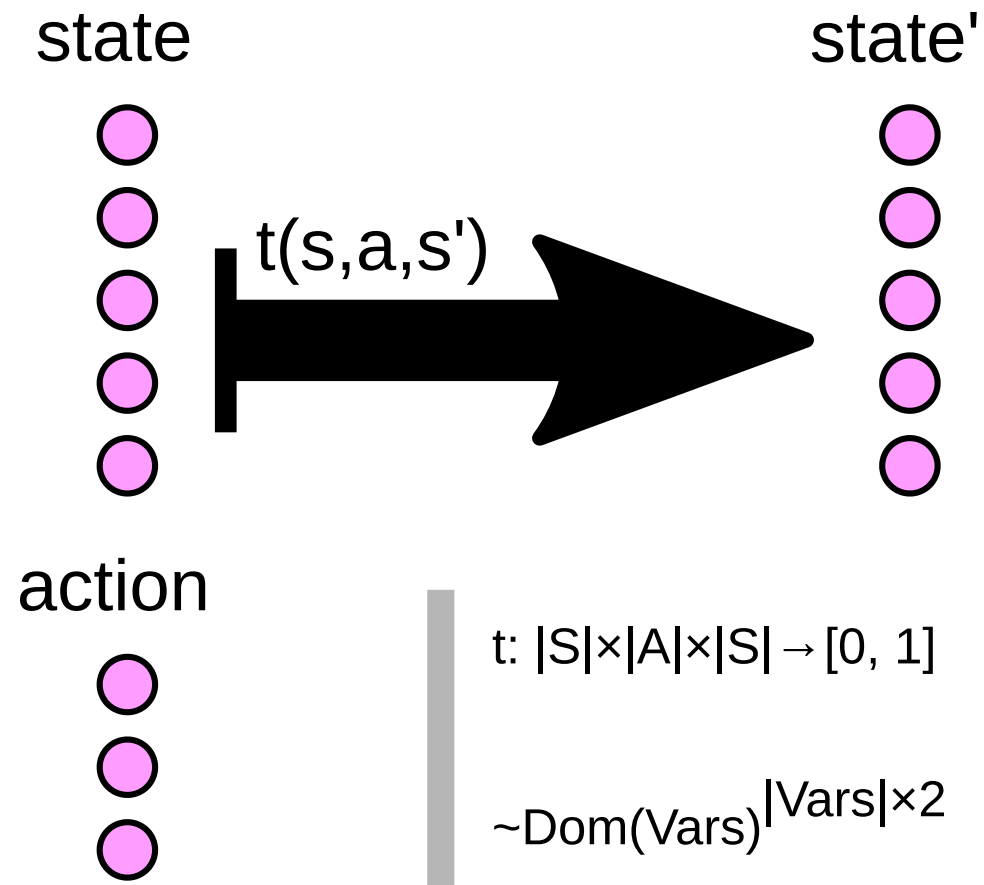


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The Curse of Dimensionality

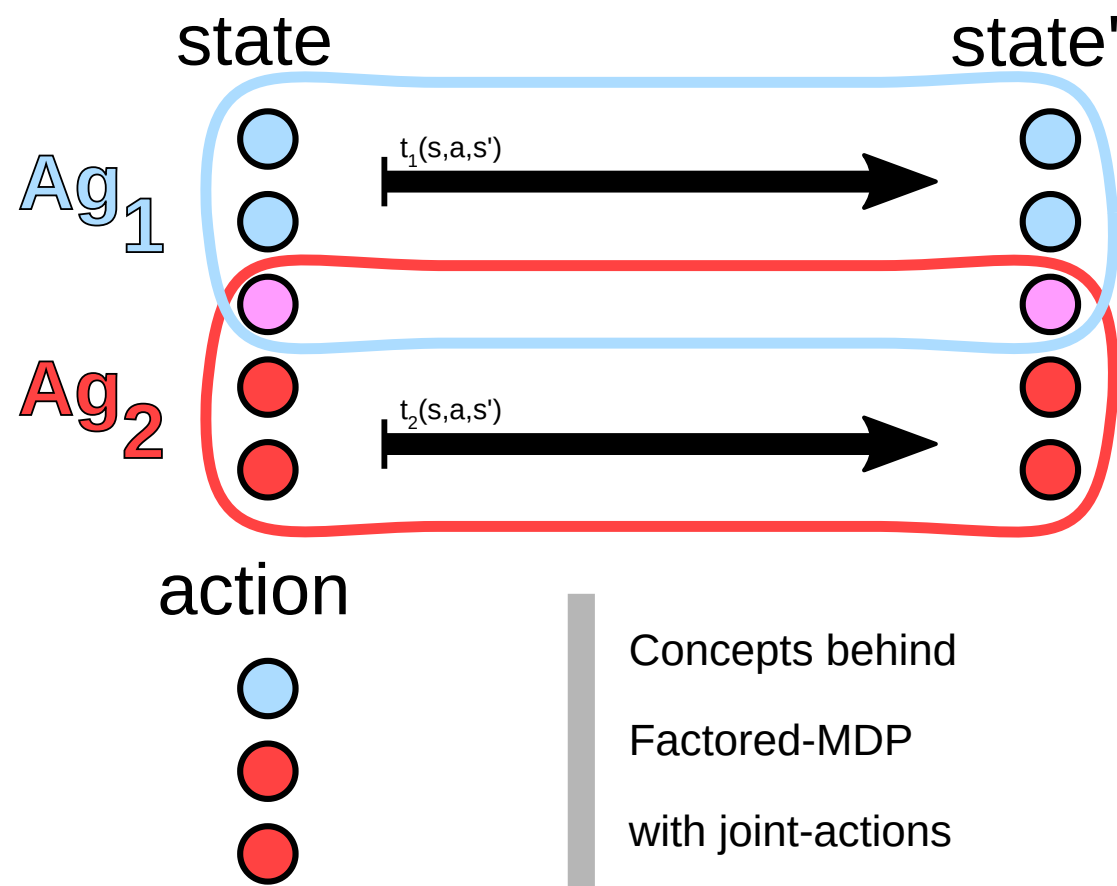
Model-based learning

Fonction de Transition:



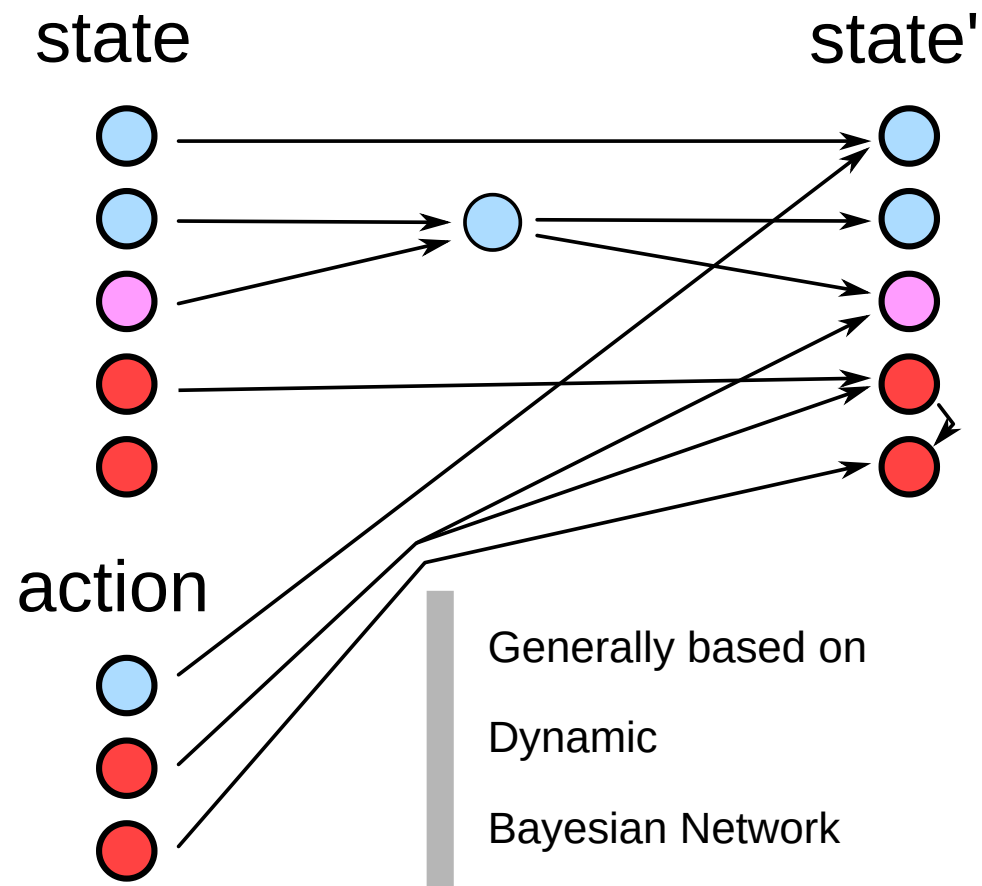
Le fléau de la dimension

Factored Transition function:



Le fléau de la dimension

Factored Transition function:







Lets play to a more complexe game...

Example: Zombie Dice



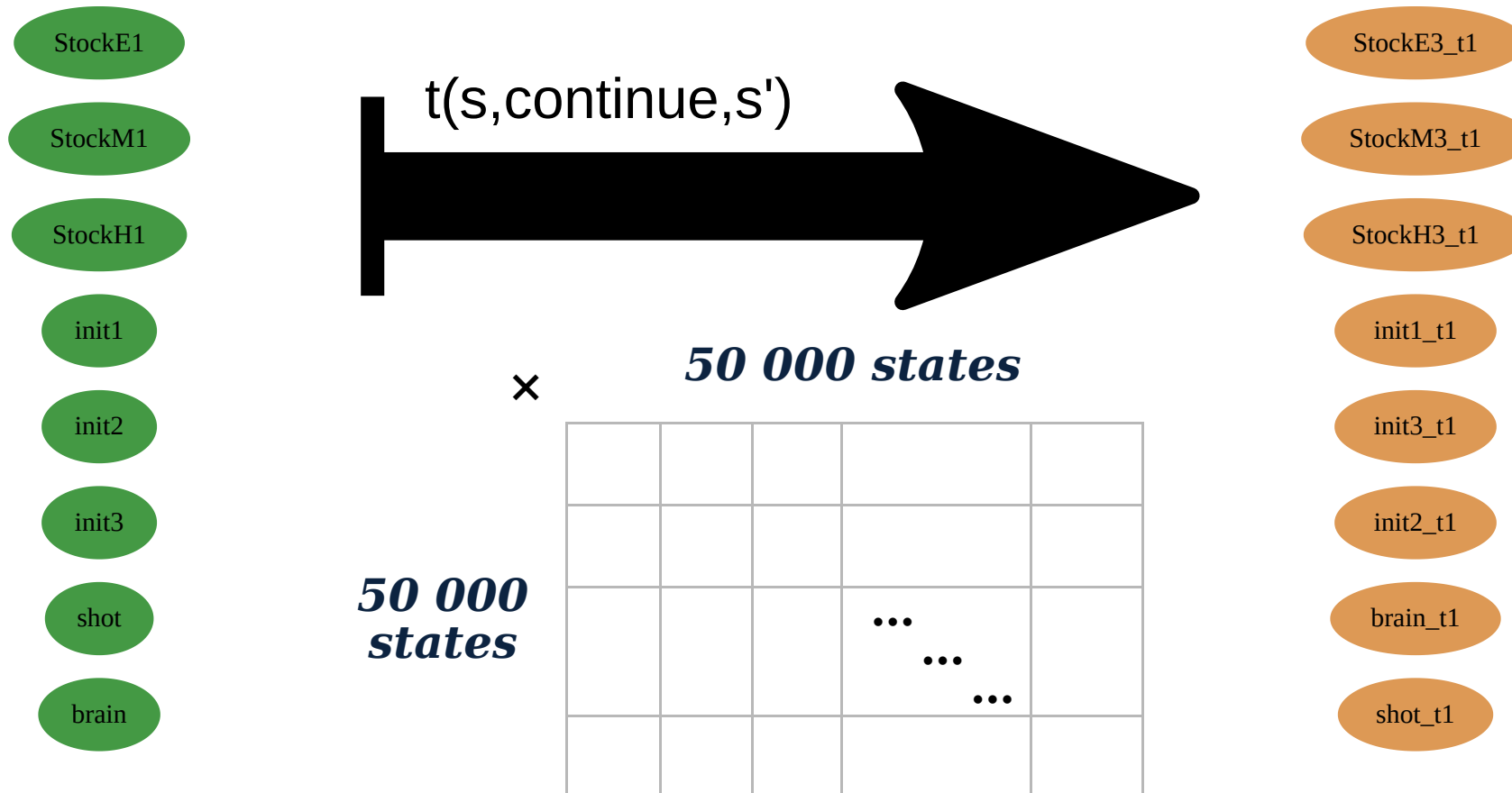
Eat maximum brains

without dying (3 damages)

- ▶ Players are zombies.
- ▶ They try to catch humans three at a time.
- ▶ Humans are dice with probability to fight back.

Example: Zombie Dice

Matrice complète



Example: Zombie Dice

Dynamic Bayesian Network (Continue)

