## WildfireResourceManagement Train & Test Metrics: Difficulty: 2, Task: 2 Entropy Individual Resource Count Reward for Moving Resources to Neighbours Reward for Moving Resources to Self Collective Performance Individual Performance monday 150 source source source source source 2000 5.0 -9 2.5 -Value 8.0 9 4.2 Aalne 4.0 training N 1000 training Value 100 Value 05 source training test 100000 200000 300000 400000 100000 200000 300000 400000 100000 200000 300000 400000 100000 200000 300000 400000 100000 200000 300000 400000 100000 200000 300000 400000 Step Step Step Step Step Step **Episode Length** Curiosity Value Estimate Extrinsic Value Estimate **Cumulative Reward Curiosity Reward Extrinsic Reward** source source source source source <sub>Φ</sub> 2000 -2000 -Ne 2000 training training Value on 200 0.1 <del>|</del> test <u>®</u> 1000 <sup>J</sup> training test 100000 200000 300000 400000 100000 200000 300000 400000 100000 200000 300000 400000 100000 200000 300000 400000 100000 200000 300000 400000 100000 200000 300000 400000 Step Step Step Step Step Step Beta **Curiosity Forward Loss** Policy Loss Value Loss Learning Rate **Epsilon** 0.010 source source source source <sub>a</sub> 20000 <u>υ</u> 0.0002 training training training training training 0.005 2.0 alne source 0.15 test test test training 0.0000 0.000 100000 200000 300000 400000 100000 200000 300000 400000 100000 200000 300000 400000 100000 200000 300000 400000 100000 200000 300000 400000 100000 200000 300000 400000 Step Step Step Step Step Step **Curiosity Inverse Loss** source

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