1. Task Description: There are two paddles in the game screen, which are located …
2. Policy Description: We set up a XY-coordinate system for the game screen…

$$
\begin{aligned}
t_1 =(&-0.31x_{\text{agent},1} - 0.19x_{\text{agent},2} - 0.19x_{\text{agent},3} - 0.34x_{\text{agent},4} - 0.018x_{\text{ball},1} - 0.014x_{\text{ball},2} \\
&- 0.013x_{\text{ball},3} - 0.014x_{\text{ball},4} - 1.0x_{\text{opponent},1} + 0.36x_{\text{opponent},4} - 0.02y_{\text{agent},1} - 0.021y_{\text{agent},2} \\
&- 0.022y_{\text{agent},3} - 0.018y_{\text{agent},4} - 0.018y_{\text{ball},1} - 0.018y_{\text{ball},2} - 0.015y_{\text{ball},3} - 0.018y_{\text{ball},4} \\
&- 0.13y_{\text{opponent},1} - 0.017y_{\text{opponent},2} - 0.018y_{\text{opponent},3} - 0.017y_{\text{opponent},4} - 0.95)^2
\end{aligned}
$$

$$t_2 = 1$$

$$
\begin{aligned}
t_3 =(&-0.26x_{\text{agent},1} - 0.14x_{\text{agent},2} - 0.34x_{\text{agent},3} - 0.12x_{\text{agent},4} - 1.0x_{\text{opponent},4} - 0.027y_{\text{agent},1} \\
&- 0.14y_{\text{agent},2} - 0.23y_{\text{agent},3} - 0.39y_{\text{agent},4} - 0.013y_{\text{ball},1} - 0.013y_{\text{ball},2} - 0.012y_{\text{ball},3} \\
&- 0.012y_{\text{opponent},1} - 0.2y_{\text{opponent},2} - 0.28y_{\text{opponent},3} - 0.31y_{\text{opponent},4} - 0.83)^3
\end{aligned}
$$

$$
\begin{aligned}
t_4 =(&0.11x_{\text{agent},1} + 0.24x_{\text{agent},2} + 0.17x_{\text{agent},3} + 0.14x_{\text{agent},4} + 0.013x_{\text{opponent},4} + 0.37y_{\text{agent},1} \\
&+ 0.15y_{\text{agent},2} + 0.085y_{\text{agent},4} + 0.51y_{\text{opponent},1} + 0.013y_{\text{opponent},2} + 1.0)^3
\end{aligned}
$$

$$\text{logits}_{\text{noop}} = -0.15t_1 - 0.53t_2 + 0.24t_3 + 0.31t_4$$

$$\text{logits}_{\text{up}} = -1.1t_1 + 0.15t_2 - 0.21t_3 - 0.041t_4$$

$$\text{logits}_{\text{down}} = 1.3t_1 + 0.95t_2 + 0.11t_3 - 0.32t_4$$

**Key Influencers**
The position of the opponent's paddle (particularly in the first frame), and the agent's position in the latest frame.

**Key Influencers**
The vertical movements of both the agent and the opponent in the latest frames, with emphasis on the agent's position.

**Key Influencers**
Primarily the vertical position and movement of the agent's paddle, and to a lesser extent, the opponent's paddle.

**Pattern for Triggering Noop**
A higher likelihood of "noop" is observed when the opponent's paddle moves upward or the agent's paddle is lower in the latest frame.

**Pattern for Triggering Up**
The action "up" is less likely when the agent's paddle is already higher or moving upwards, especially in response to the ball's trajectory or the opponent's movements.

**Pattern for Triggering Down**
More likely to be chosen when the agent's paddle is higher and needs to move downward, either to hit the ball or react to the opponent's actions.