



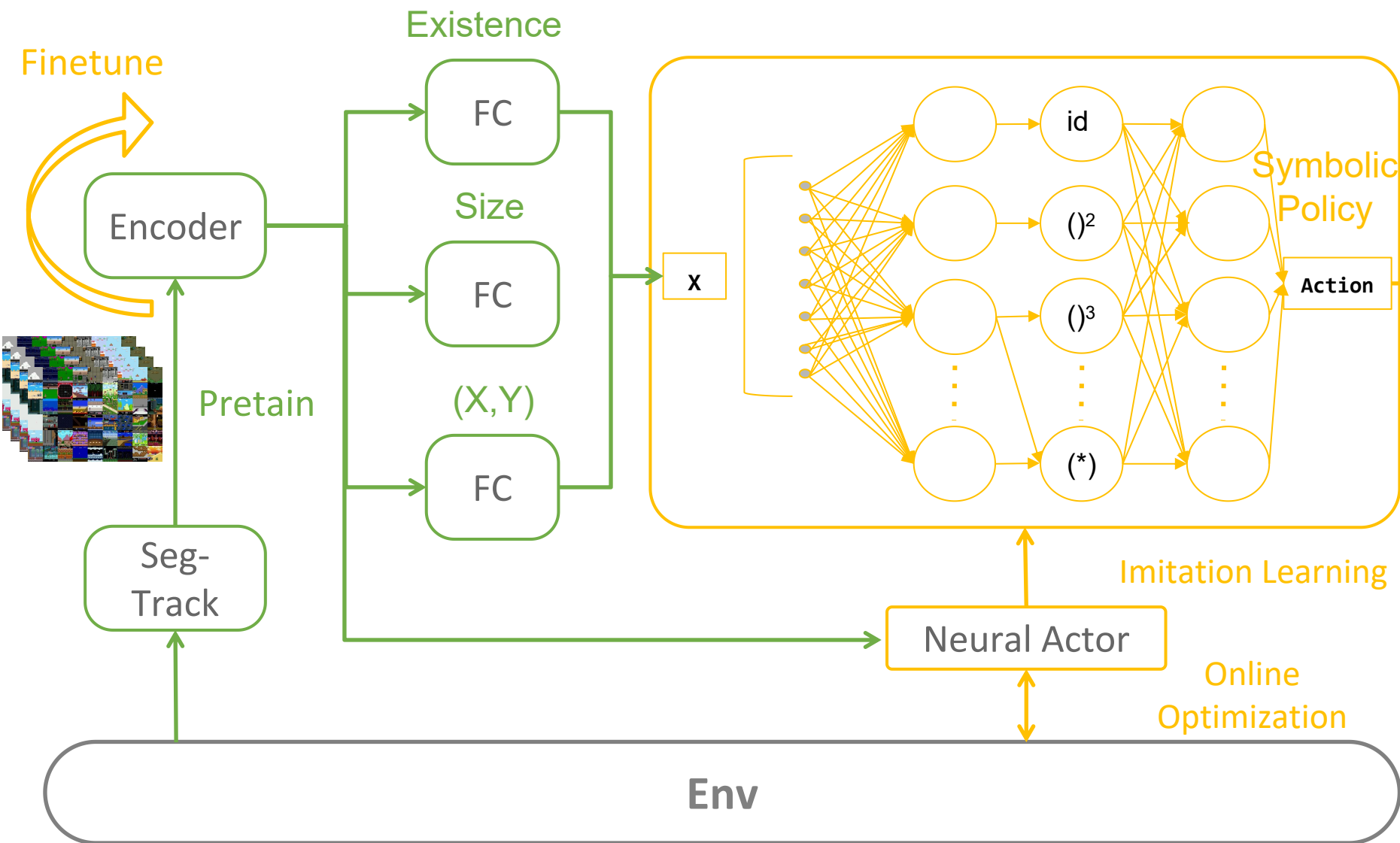
Visual Perception



Policy Learning



Policy Explanation



Task Description

The game is..... The goal is..... The action is.....

Policy Description

The input variable is..... The policy logits is..... The probability of actions is.....

Policy Interpretation

Analyze rules.....
Output rules.....

Decision Explanation

States & gradients
Analyze rules.....
Output rules.....



The policy is highly dynamic and responsive to the relative positions of the agent, the opponent, and the ball.....

Here's a summary for each action, explaining when the agent is likely to take specific actions:.....