- 1. Description of the game 2. Policv:
- $logits_{noop1} = 1.10 0.54y_{agent,1} 0.073y_{agent,2} + 0.55y_{agent,4} 0.20y_{opponent,1}$  $-0.50y_{\text{opponent},2} - 0.32y_{\text{opponent},3} - 0.19y_{\text{opponent},4} + 0.27y_{\text{agent},4}^2 + \text{squared terms}$
- $= 1.1 + 0.59 y_{\mathrm{agent},1} y_{\mathrm{agent},2} 1.5 y_{\mathrm{agent},4}^2 3.6 y_{\mathrm{agent},4} + 0.068 y_{\mathrm{opponent},3} + \mathrm{squared\ terms}$  $logits_{up1}$  $logits_{down1} = -2.30 + 0.09x_{ball,3} + 0.12x_{ball,4} + 0.13y_{agent,2} + 0.43y_{agent,4} + 0.087y_{ball,3} + 0.15y_{ball,4}$
- When Chosen: The 'noop' action is more likely when the agent's position is at certain points,..., as
- indicated by positive coefficients like  $0.27y_{agent.4}^2$  and  $0.55y_{agent,4}$ . **Influence of Opponent**: Negative

Interpretation: This action seems

already in a position that does not

to be favored when the agent is

require movement to hit or

intercept the ball.

- coefficients involving the opponent's position ... suggest that the agent is less likely to choose 'noop' in response to specific movements of the opponent.
- lower likelihood of moving up if the agent is already lower down the screen. Interpretation: 'Up' is likely chosen as a corrective action

negative coefficients for the

 $+0.61y_{\text{opponent},1}+1.10y_{\text{opponent},2}-2.80y_{\text{opponent},3}-0.14y_{\text{opponent},4}+\text{squared terms}$ 

When Chosen: The 'up' action is

coefficients like  $0.59y_{agent,1}y_{agent,2}$ 

indicate a positive influence of past

Agent's Current Position: Strong

agent's current position (frame 4),

such as  $-3.6y_{agent.4}$ , suggest a

influenced by.... Positive

positions.

- when the agent is positioned lower, potentially to intercept or hit the ball.
- pronounced.

horizontal position also plays a

role, although its impact is less

When Chosen: Similar to 'up', the

'down' action is contingent on both

the agent's and opponent's

Ball's Position: The ball's

positions. ...

moving down.

Interpretation: The 'down' action seems to be selected as a strategic move when the agent is higher up or when the opponent is in a position that necessitates