

# Machine Learning Essentials Final Project Ceremony

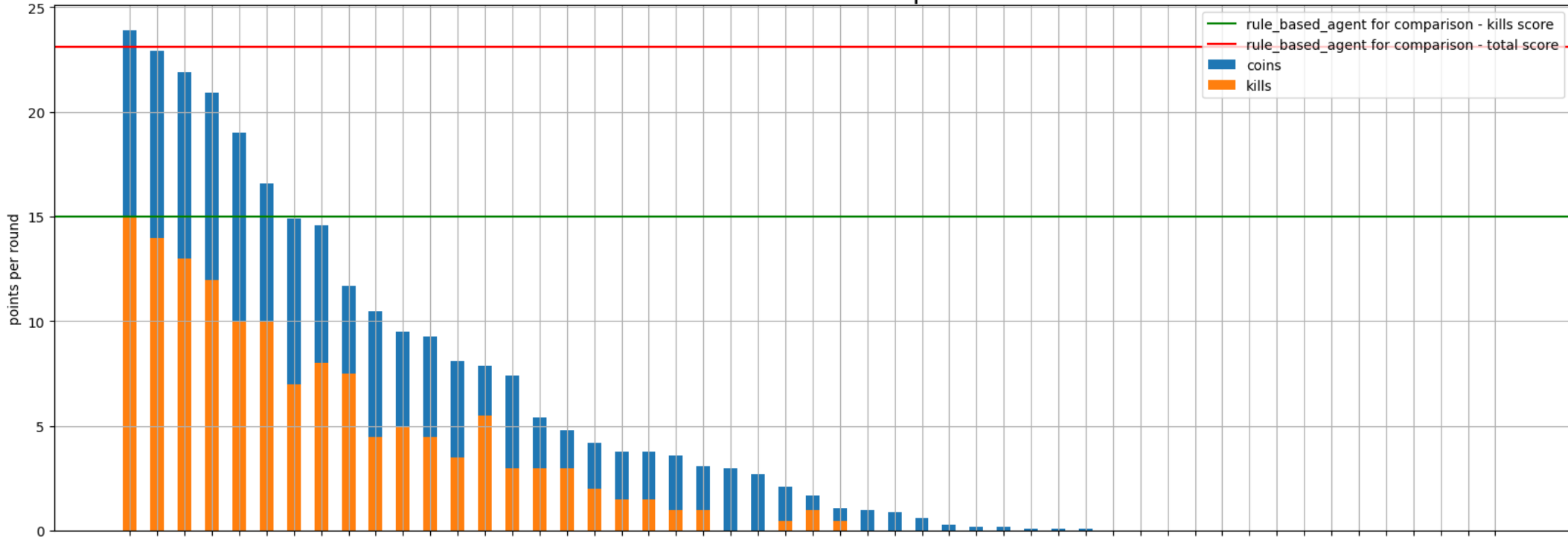
Wednesday, 20.12.23

# Pre-run

- Every agent plays 10 rounds against 3 peaceful\_agents

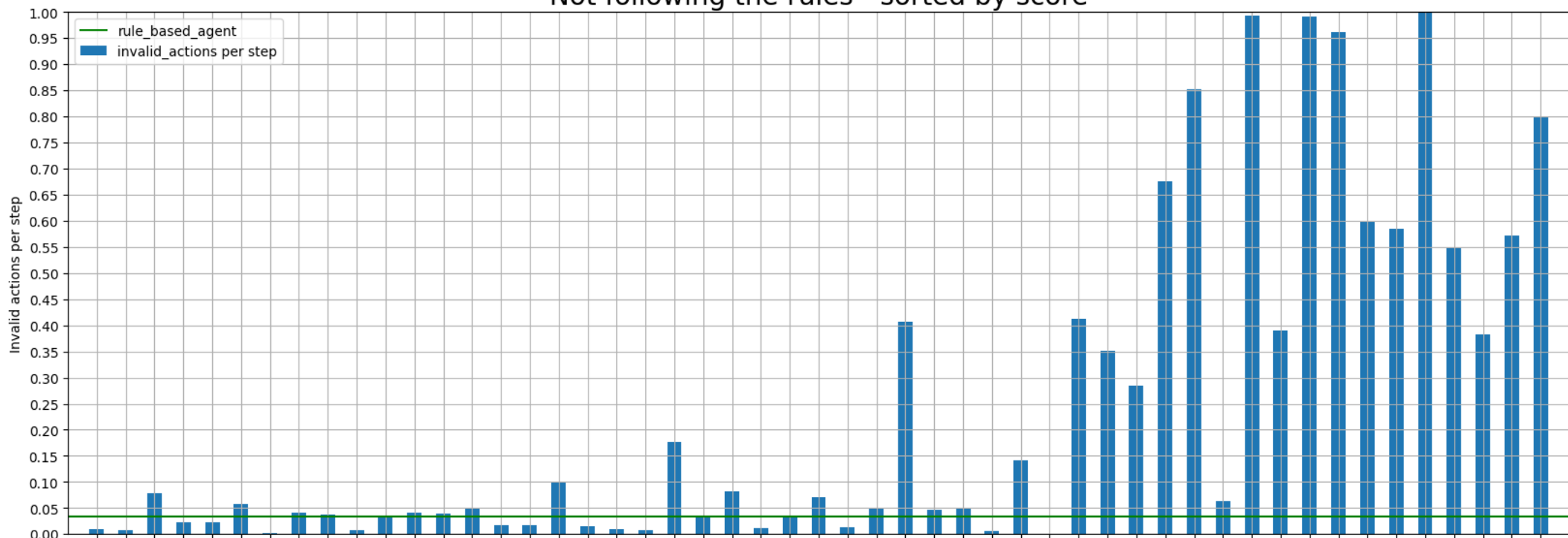
10 rounds - Peaceful scenario: 1 vs 3 peaceful\_agents

## Sorted scores of first prerun

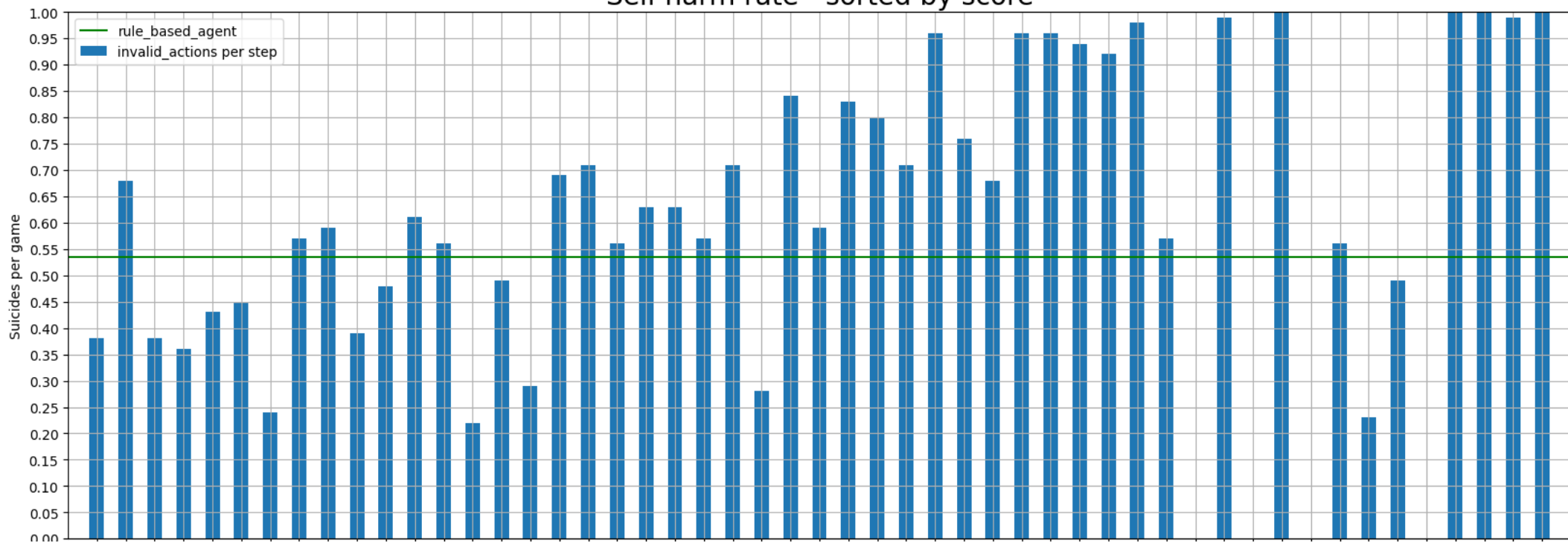


100 rounds - Classic scenario: 1 vs 3 rule\_based\_agents

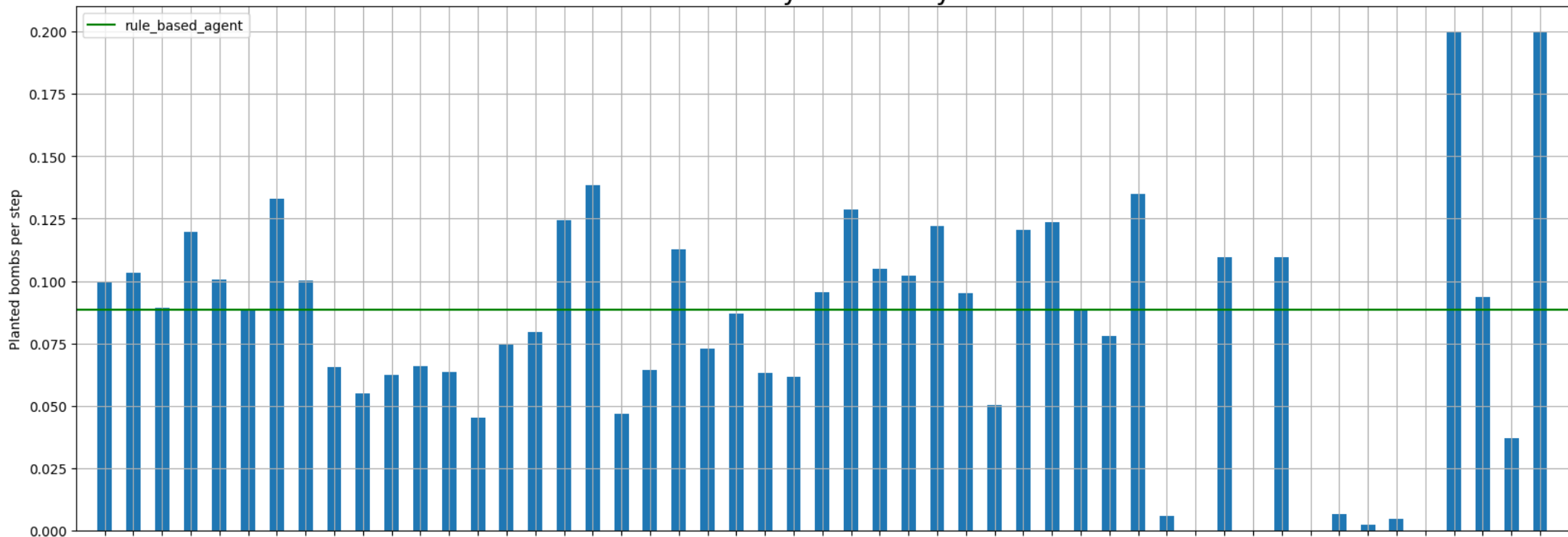
## Not following the rules - sorted by score



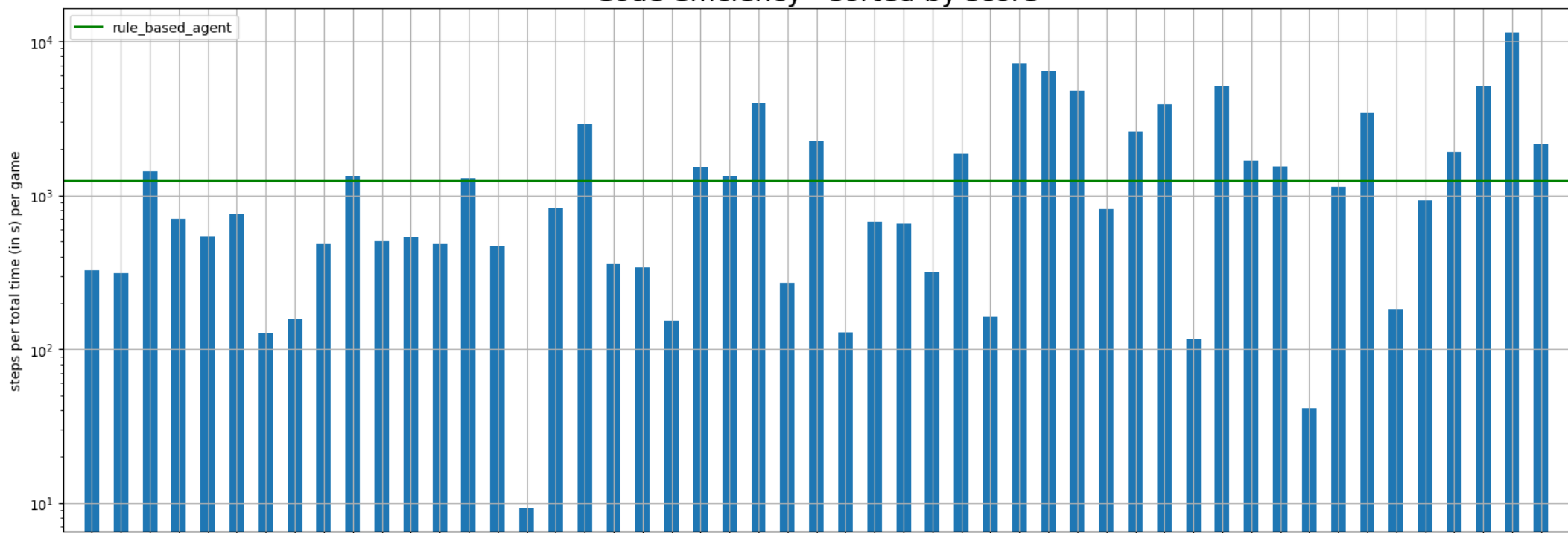
## Self-harm rate - sorted by score



## Bomb activity - sorted by score



## Code efficiency - sorted by score

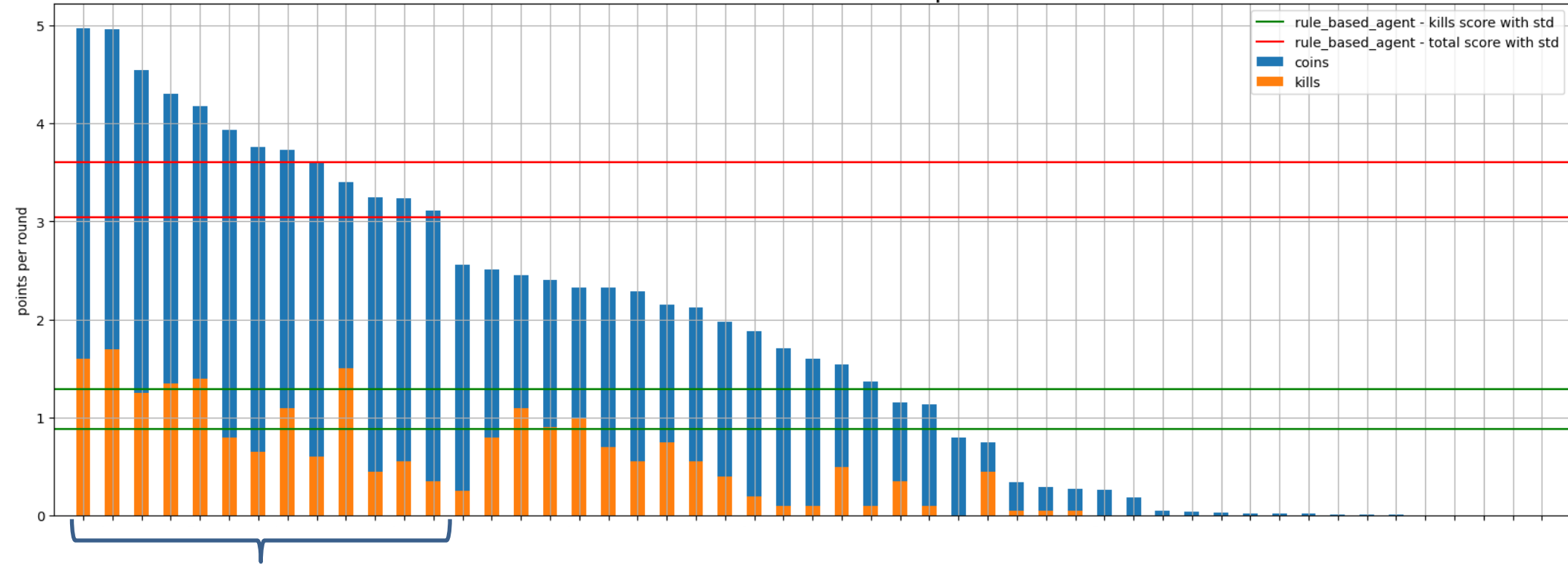


# Qualification round

- Every agent plays 100 rounds against 3 rule\_based\_agents
- Agents with a performance better than the baseline qualify for next round



## Sorted scores of second prerun

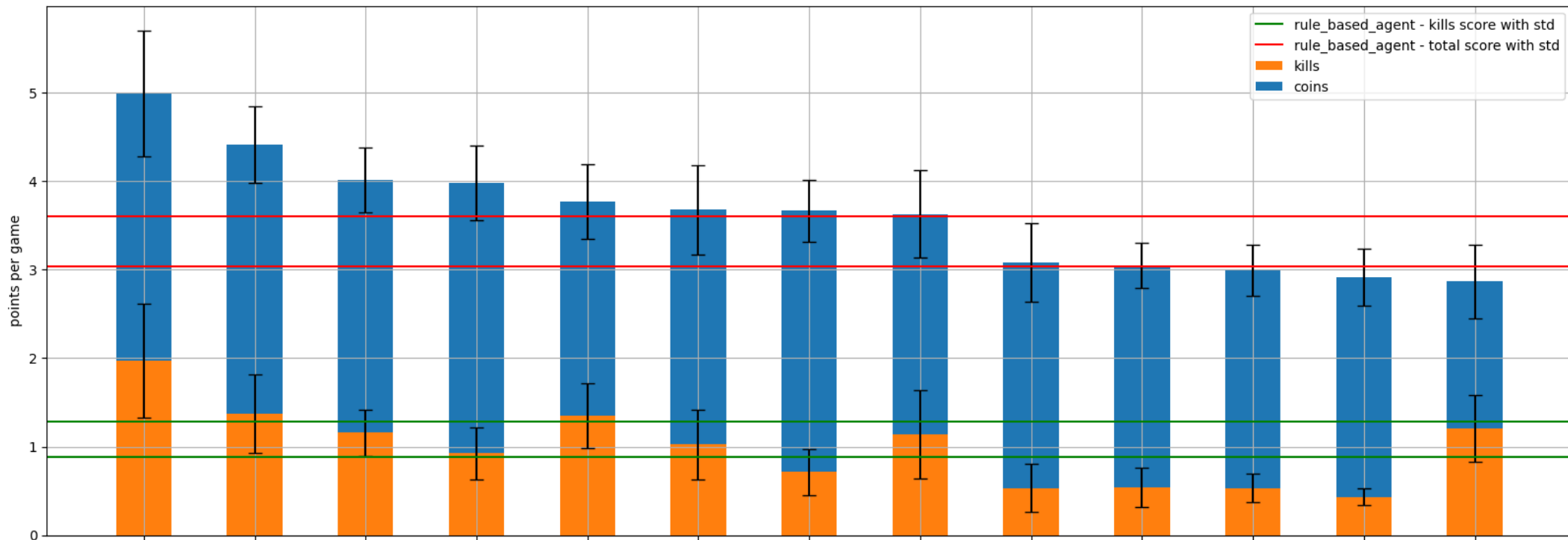
**To the round of 13:**

Mario, modderman, BomberBrains, Voltorb\_Trainer, png,  
Demolitionist, LinearStrategist, zlb\_agent, jarvis\_agent, Ravan,  
png, DancingEel, lecun\_bomber, fc\_agent\_v2

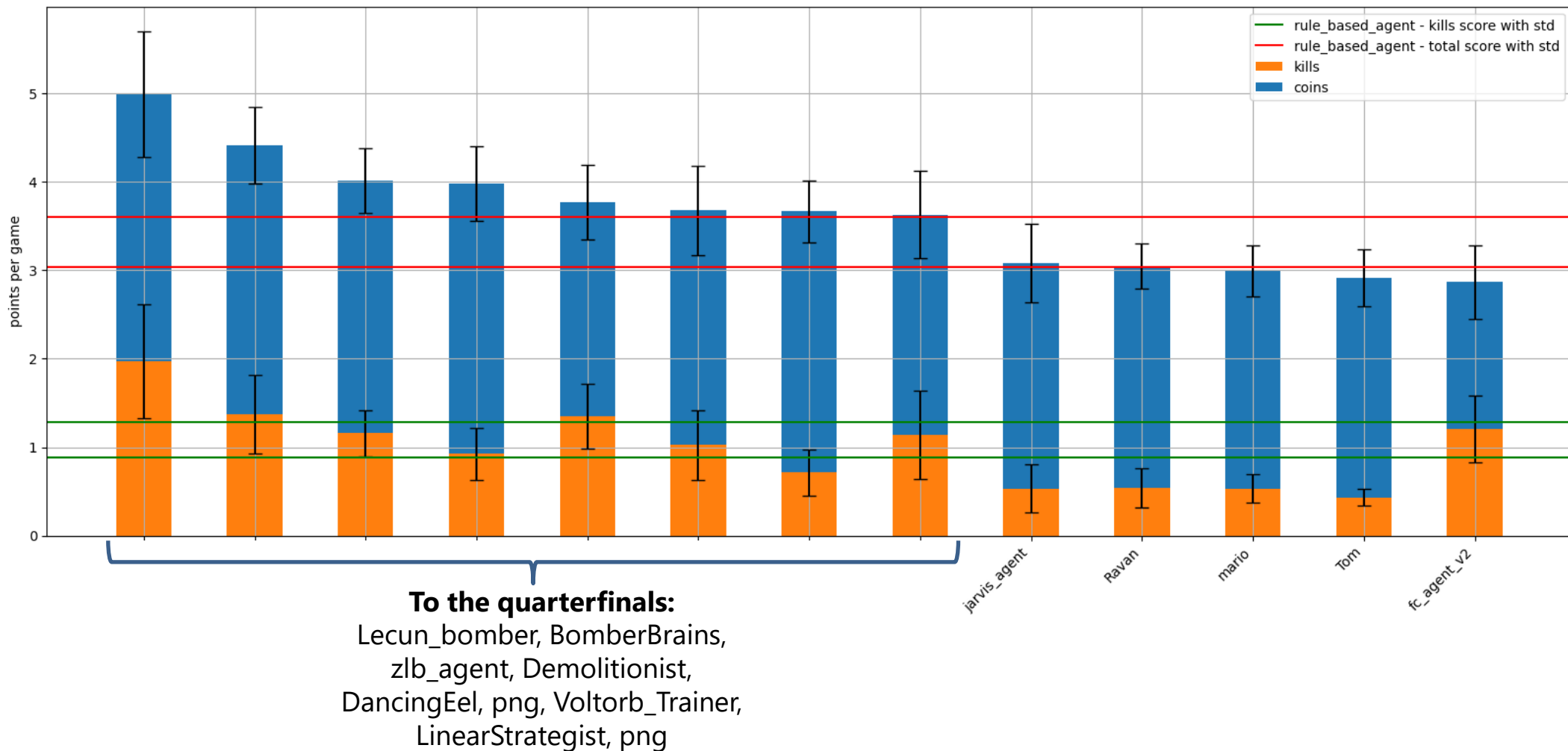
## Round of 13

- Every agent plays 50 rounds against each other agent and 2 rule\_based\_agents
- 8 best agents qualify for next round

## Sorted scores of round of 13



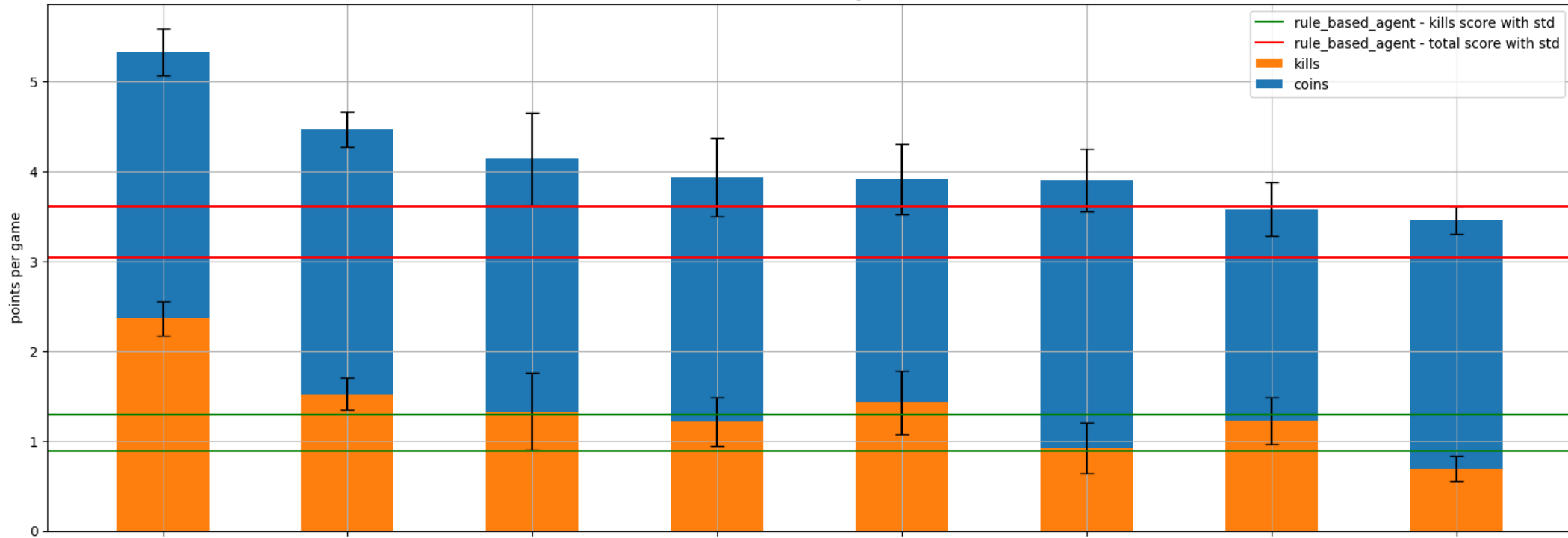
## Sorted scores of round of 13



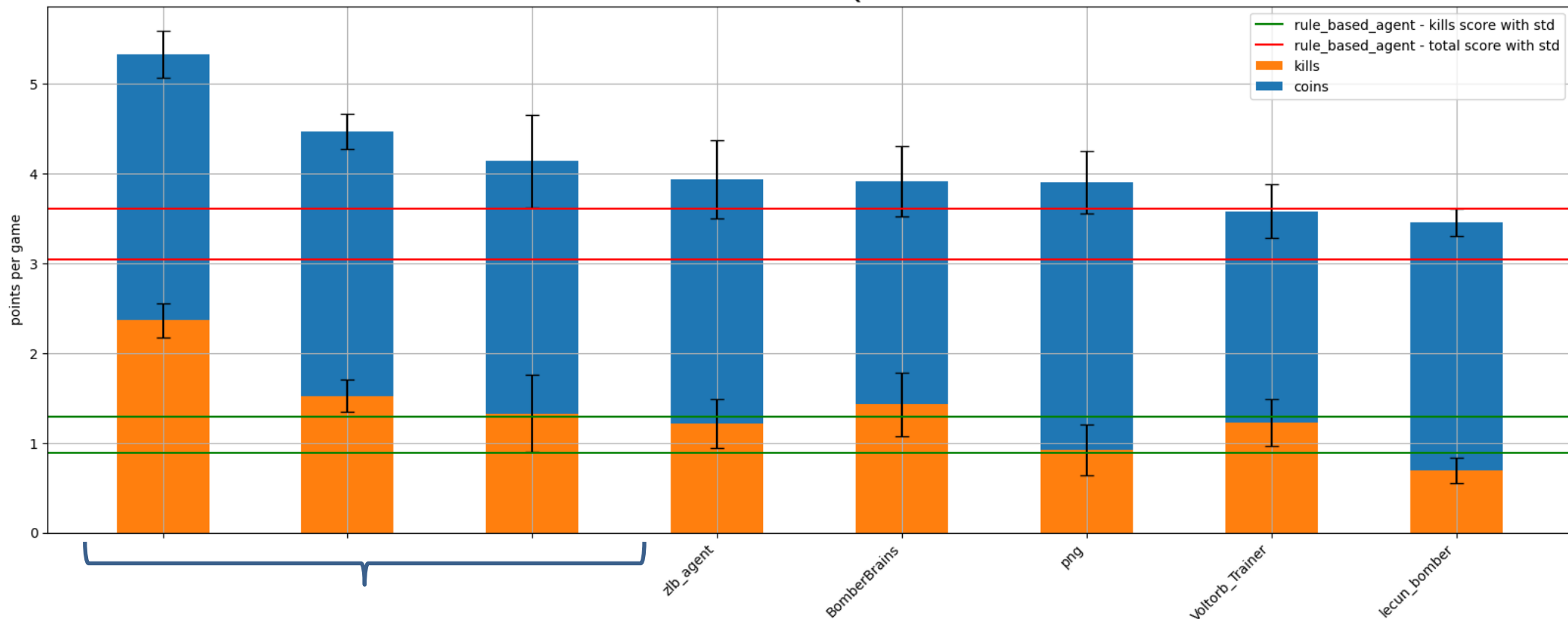
## Quarterfinale

- Every agent plays 100 rounds against each other agent and 2 rule\_based\_agents
- 3 best agents qualify for next round

## Sorted scores of Quarterfinal



## Sorted scores of Quarterfinal



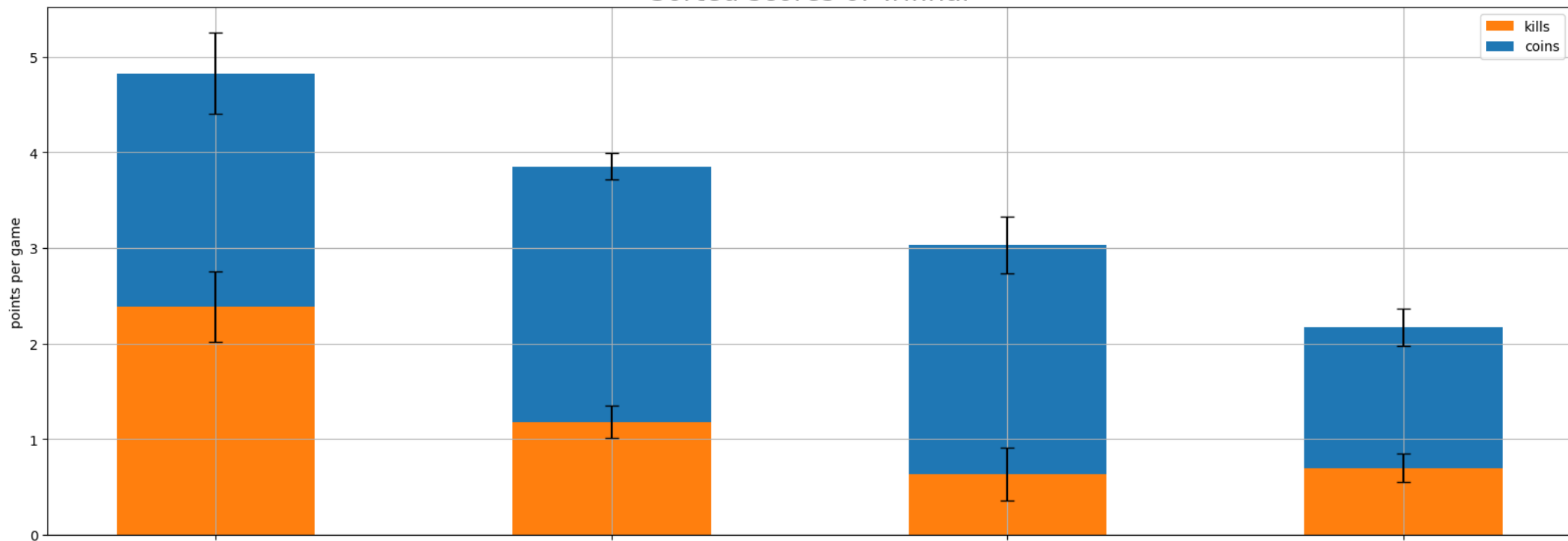
**To the trifold:**  
LinearStrategist,  
Demolitionist,  
DancingEel

## (Tri-)Finale

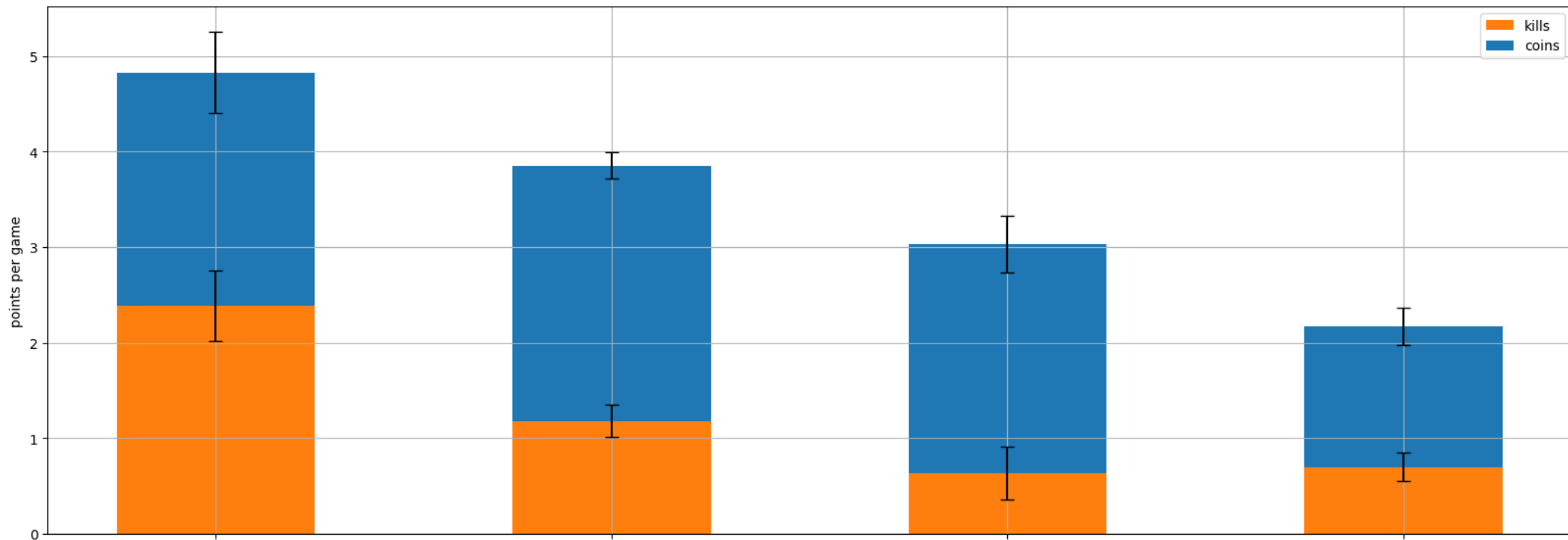
- All 3 finalists play 1000 rounds against each other agent and against a rule\_based\_agent



## Sorted scores of Trifinal

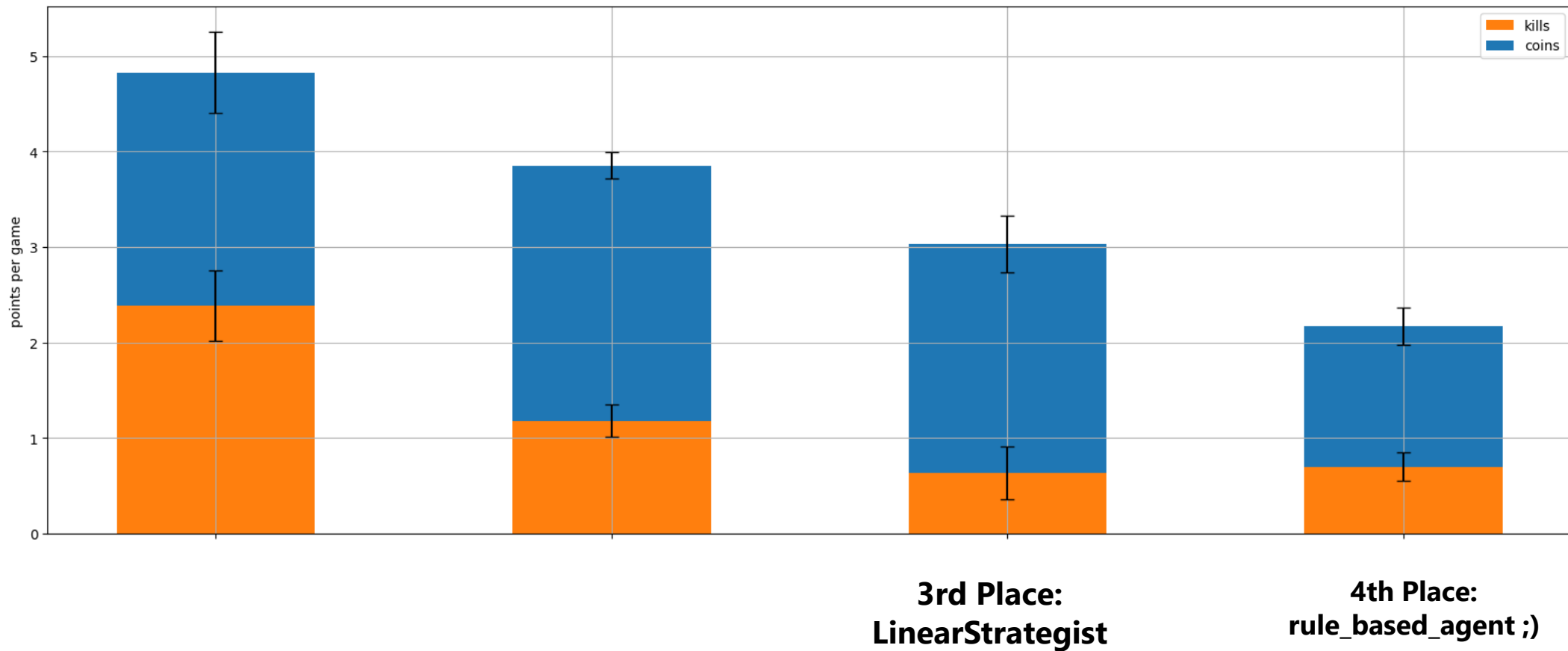


## Sorted scores of Trifinal

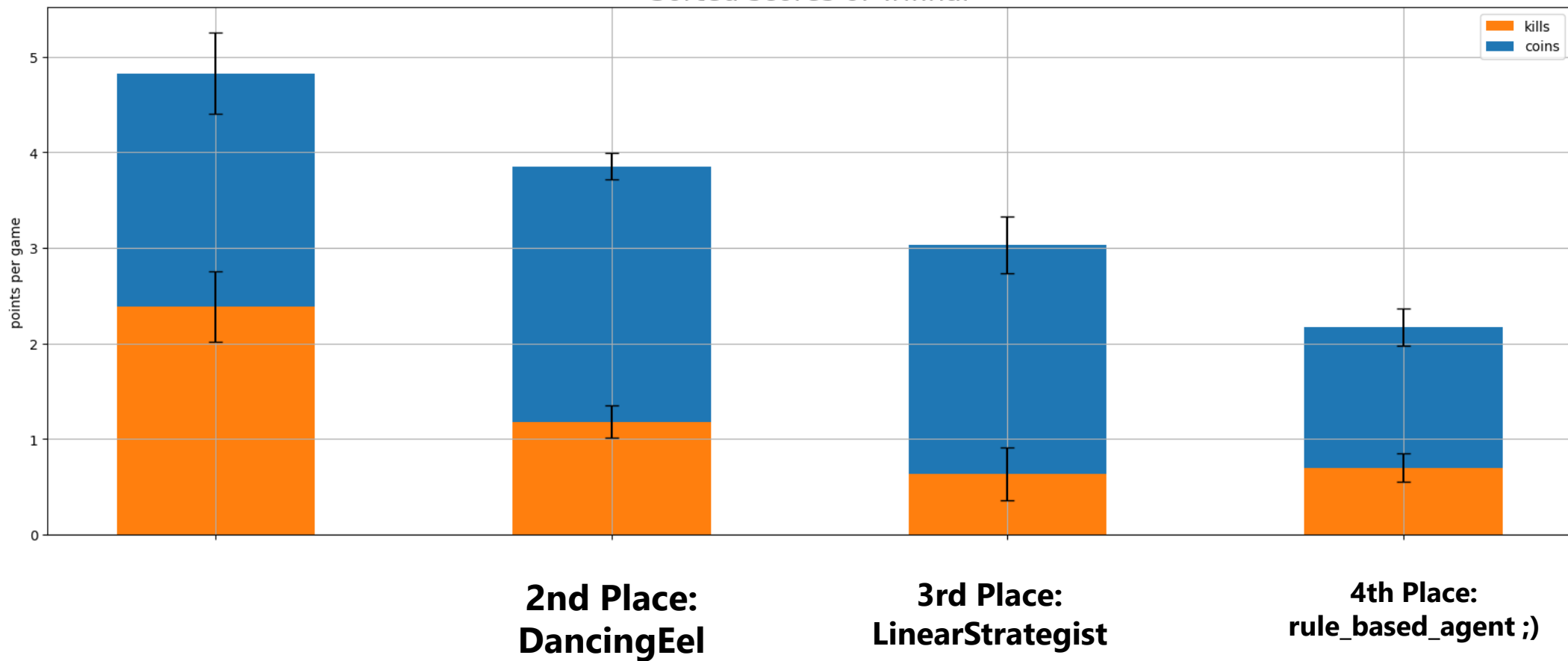


**4th Place:**  
**rule\_based\_agent ;)**

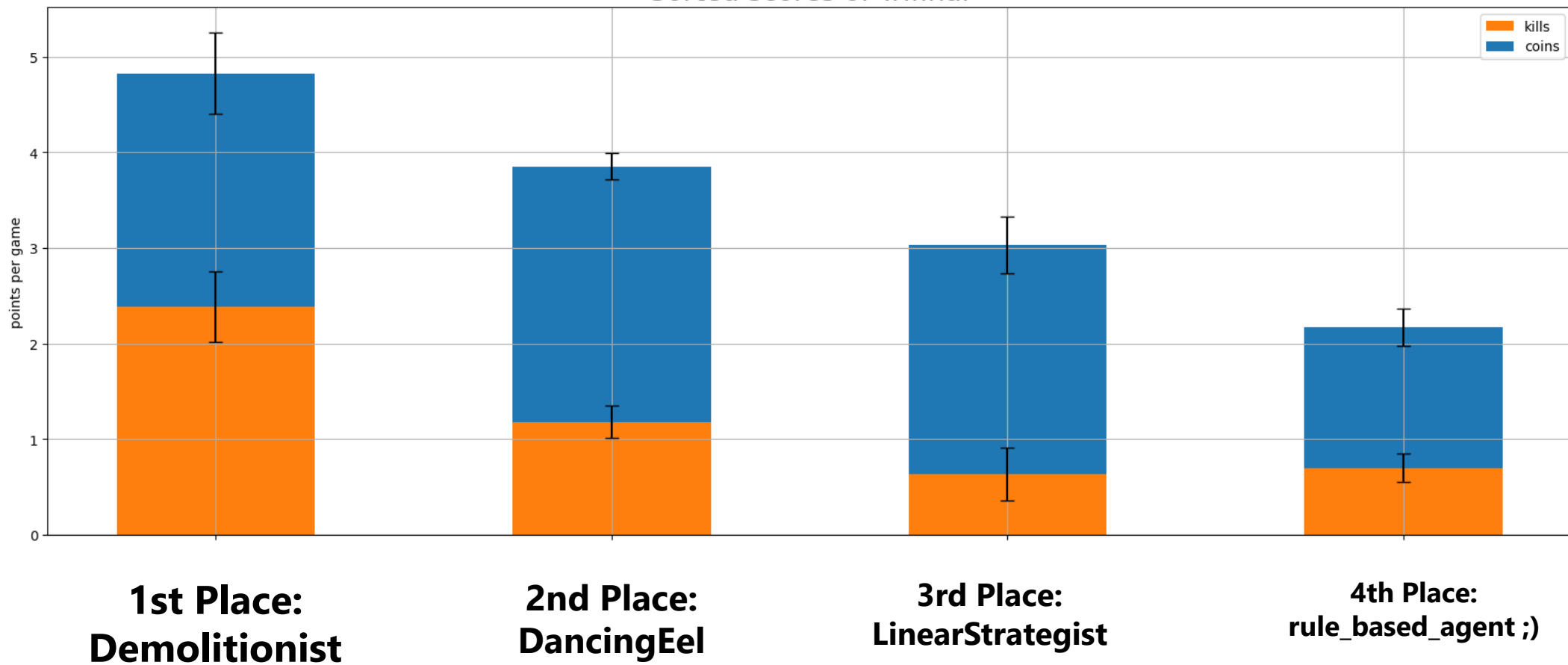
## Sorted scores of Trifinal



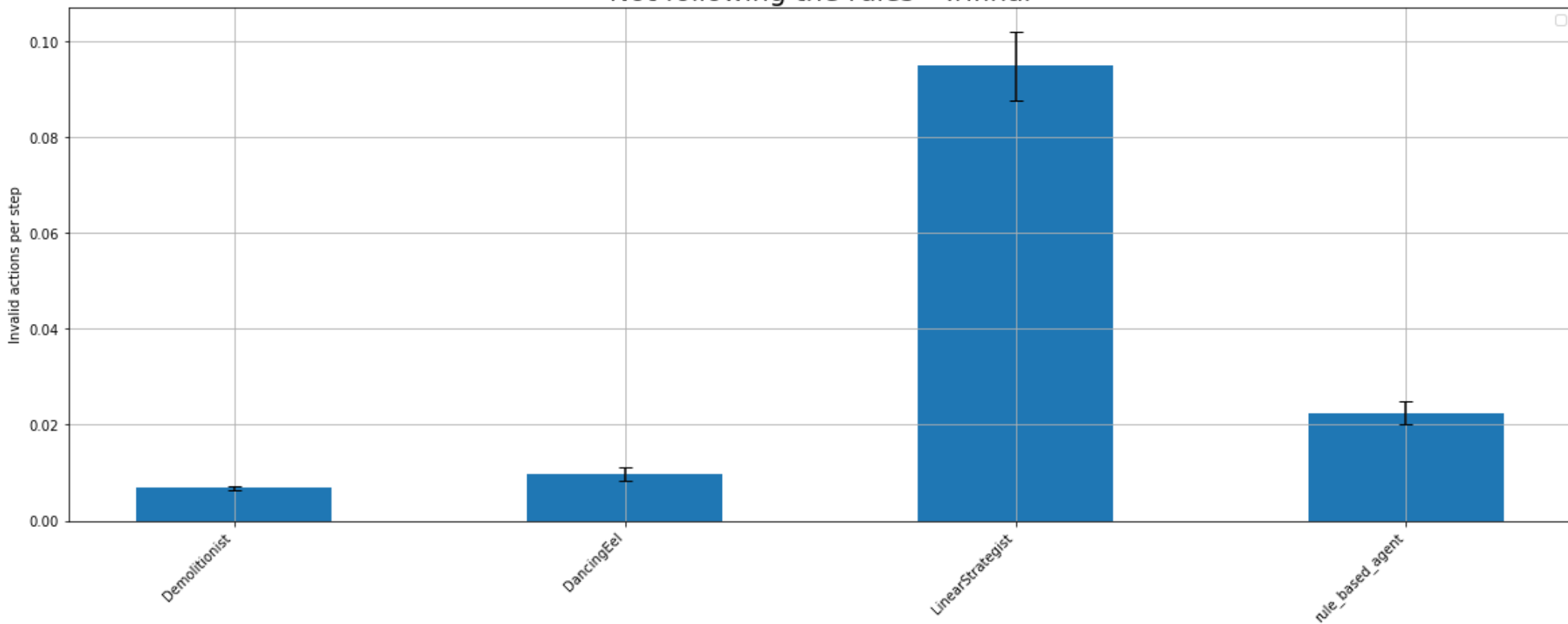
## Sorted scores of Trifinal



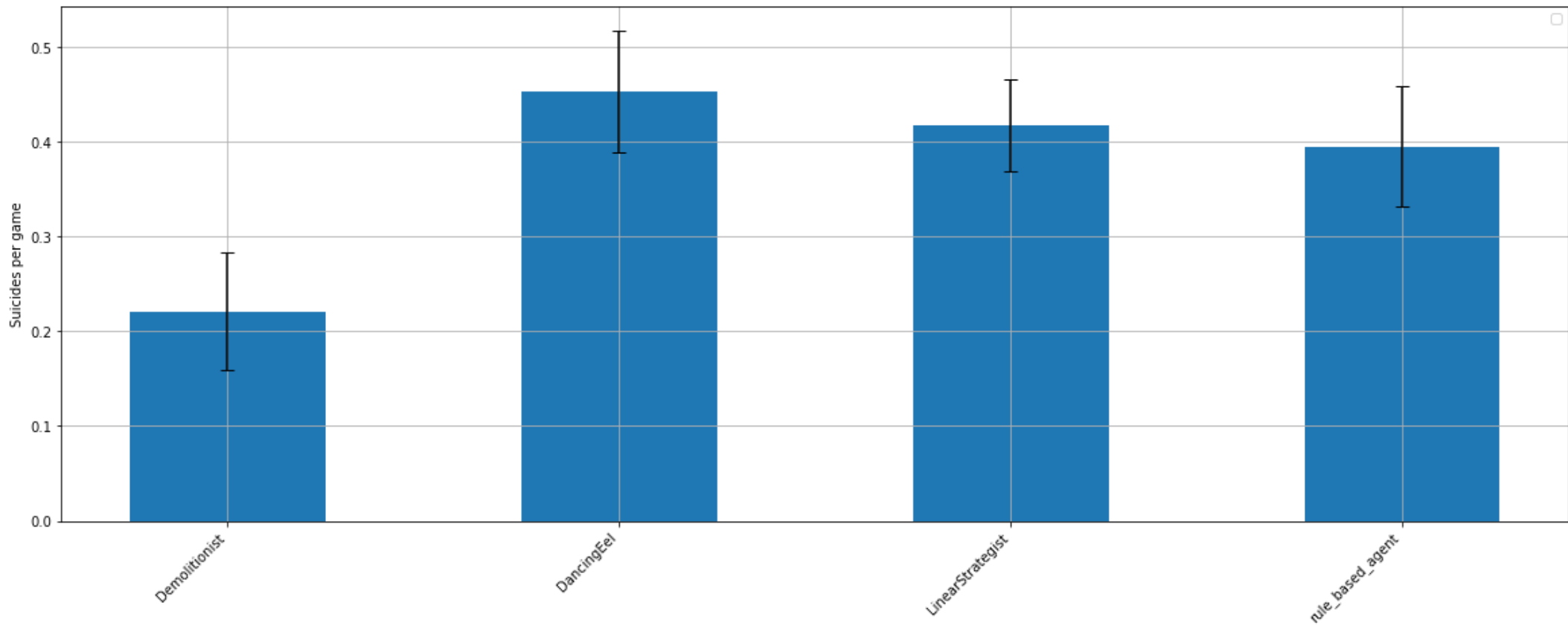
## Sorted scores of Trifinal



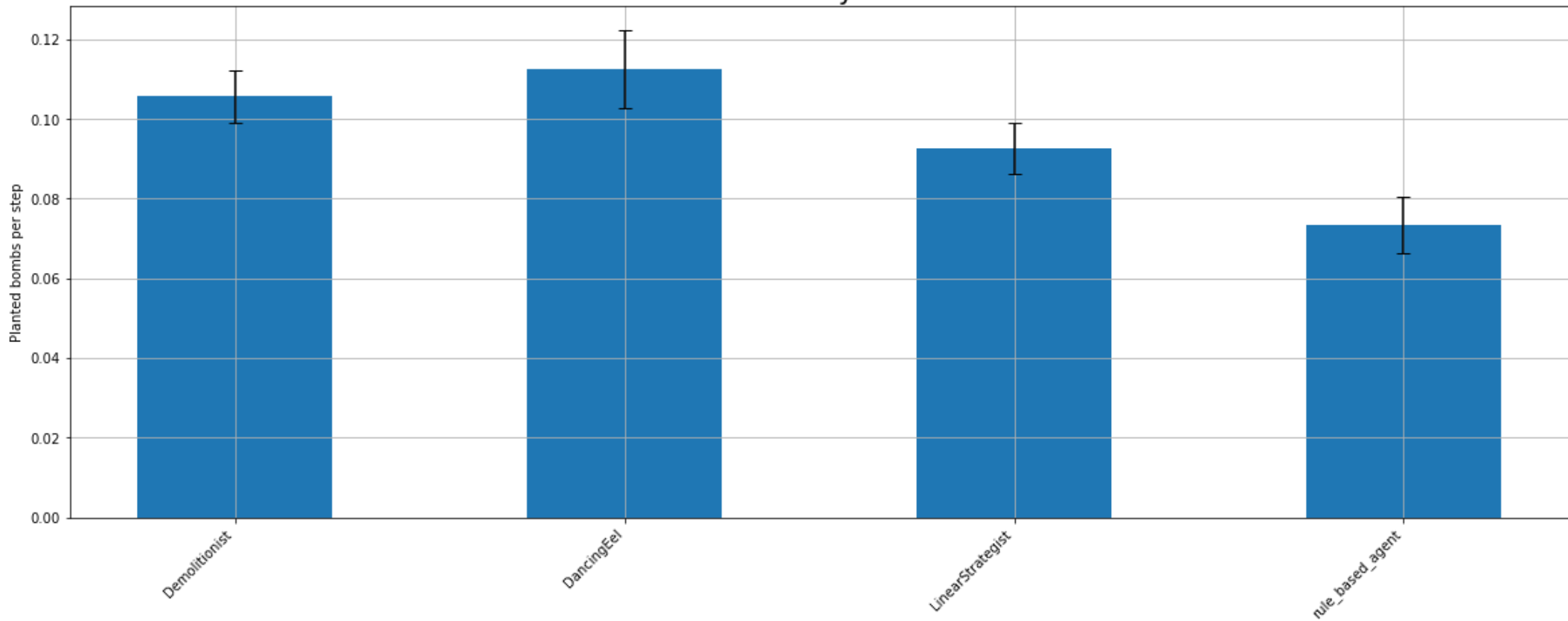
### Not following the rules - Trifinal



### Self-harm rate - Trifinal



### Bomb activity - Trifinal





### Code efficiency - Trifinal

