# MAS: Hide and Seek (Part 1)

Author: Andrei Gabriel Popescu, IA-B

## **How I trained the entities**

There are two possibilities when creating the training for this type of environment:

- Using two different Q helper structures (one per hider)
- Using only one and train them together

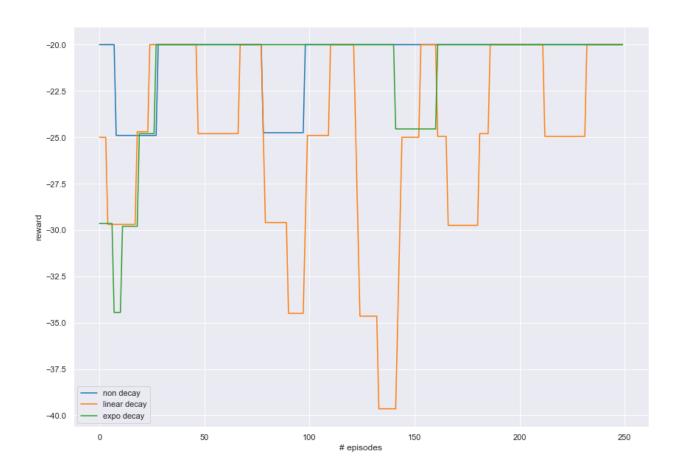
Both methods take into consideration a possible collaboration between the two agents, and I explored both of them, but the final version of the code implements only the last method.

# **Results**

Both algorithms were trained: 5k episodes

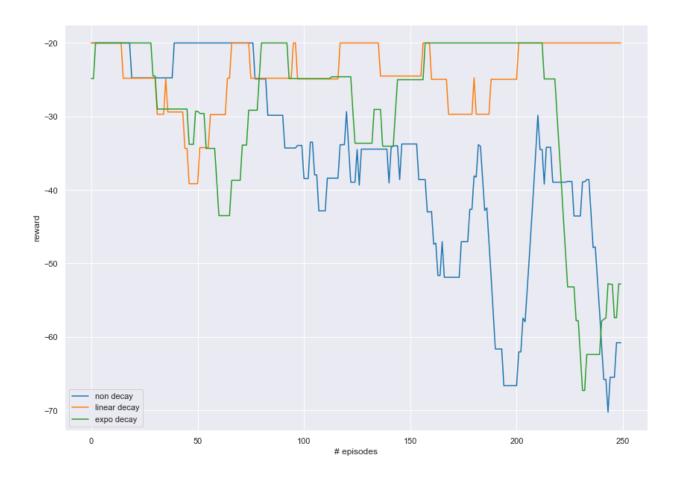
Q learning agents:

The parameters used are:  $\alpha$  = 0.75,  $\gamma$  = 0.95.



## SARSA agents:

The parameters used are:  $\alpha$  = 0.75,  $\gamma$  = 0.95.



# Part 2: POMDP

How I modeled the problem:

## We have

• 5 states: from A0 to A4

• 2 actions: LEFT, RIGHT (STAY)

• 2 observations: 0\_2, 0\_3 (for 2 and 3 walls)

The next matrices are computed taking into account the data from the problem formulation.

#### Task 1:

- Compute state action transition probabilities (I have used this the environment implementation)
- The main idea is that being a two actions env we have either full (1.0) or none (0.0) probabilities

### **Observations**

```
[1.0, 0.0],
[1.0, 0.0],
[1.0, 0.0],
[0.0, 1.0]
```

## Rewards:

```
R_left = np.array([[-1, -1, -1, 0, -1]])
R_right = np.array([[-1, 0, -1, -1, -1]])
```

What is the observed best policy of the agent? How do you justify

the resulting actions?

• Present in the notebook