

C2SIM — MARCH

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1 | Overview

2 | Visualization

3 | Next step

1 | Overview

- ☐ Week 1 — Complete costum SMAX [1] work.
 - ☒ Fast high framerate plotting.
 - ☒ Dis unit type, team, health, and reward.
 - ☐ Render bullets and attack states.
- ☐ Week 2 — Get action from BT.
- ☐ Week 3 — Modify BT with LLM.

2 | Visualization

- ▶ Successfully running 10K+ parallel environments.
- ▶ Extensive work on visual playback of trajectory fig. 1.

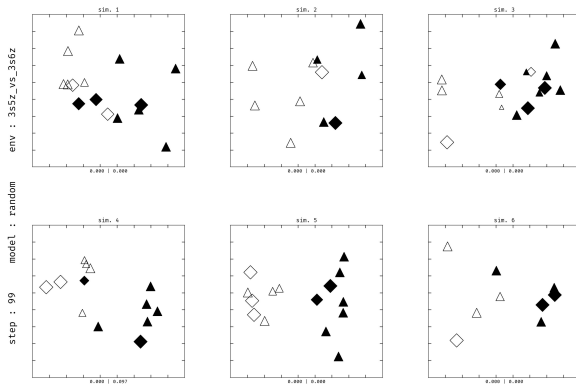


Figure 1: SMAX in parallel

3 | Next step

- ▶ Visualise bullets and attacked states.
- ▶ Take action from BT.

References

- [1] Alexander Rutherford et al. *JaxMARL: Multi-Agent RL Environments in JAX*. Dec. 2023. DOI: **10.48550/arXiv.2311.10090**. arXiv: 2311.10090 [cs].