

C2SIM — UPDATE

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1 | SMAX

2 | Next step

1 | SMAX

- ▶ Extensive work on visual playback of trajectory fig. 1.
 - ⊗ Costum SMAX [1] vizualization.
 - ⊗ Show unit type, team, health, attacks, and reward.
 - ⊗ Successfully runnning 10K+ parallel environments.

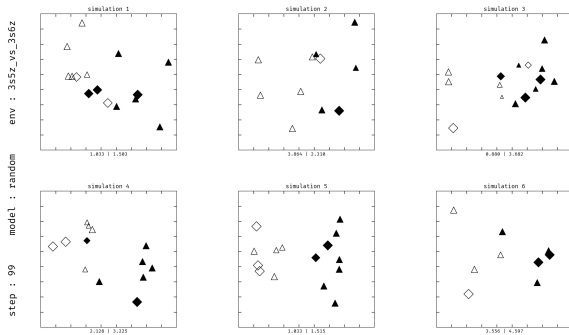


Figure 1: SMAX in parallel

2 | 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].