C2SIM — UPDATE

Noah Syrkis

IT University of Copenhagen

Mar. 11, 2024

1 | SMAX

2 | Next step

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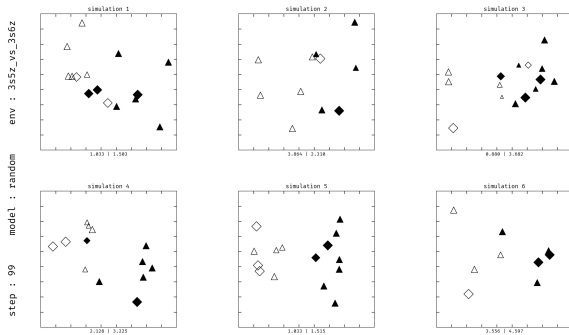 ⊠ Successfully runnning 10K+ parallel environments.

Figure 1: SMAX in parallel

1 | SMAX (cont.)

```
1  key = random.PRNGKey(0).split(num_envs)
2  env = make('SMAX', num_allies=n, num_enemies=m)
3  obs, state = vmap(env.reset)(key)
4  for _ in range(num_steps):
5      act = vmap(act_fn)(rng, env, obs, state)
6      obs, state, (_) = vmap(env.step)(act, state)
```

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].