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1 | Since last time

2 | Other relevant papers

## 1 | Since last time

- ▶ X. Shao, W. Jiang, F. Zuo, and M. Liu [1] llm that plays StarCraft II.
- ▶ Y. Zhou *et al.* [2] presents a survey paper on vision-language geo-foundation models (VLGFMs). Given that poor AI performance in llllll, VLGFM might be what we need to make that part better.
- ▶ G. Xu, P. Jin, H. Li, Y. Song, L. Sun, and L. Yuan [3] presents LLaVA-CoT, a vision-model that does reasoning. Could be interesting for us.
- ▶ D. Valevski, Y. Leviathan, M. Arar, and S. Fruchter [4] takes the world models paper to the next level, using diffusion as a real time game engine.
- ▶ A. Ruoss *et al.* [5] does chess without search trees, using direct observation to action.

## 1 | Since last time

- ▶ S. Han, Q. Zhang, Y. Yao, W. Jin, Z. Xu, and C. He [6] list challenges and open problems in multi-agent RL.
- ▶ B. Pan *et al.* [7] does multi-agent coordination through LLM.
- ▶ T. Guo *et al.* [8] survey of multi-agent llm.
- ▶ S. Hu *et al.* [9] survey of llm based game agents.
- ▶ Y. Yim *et al.* [10] theory of mind in llms playing a game with imperfect information.
- ▶ Y. Zhang *et al.* [11] shows pretty cool example of forced coordiantion (two llm's have to learn to cook together, or something like that).
- ▶ Y. Zhang *et al.* [12] Survey oif strategic reasoning in LLM.

## 1 | Since last time

- ▶ K. Wang, X. Zhang, H. Liu, S. Han, H. Ma, and T. Hu [13] long range causal reasoning. Causal relationship enhancement, and individual treatment effect. seems like a good recipe for “smarter” AI.
- ▶ M. G. Mecca, B. Slater, M. Těšić, J. Prunty, K. Voudouris, and L. G. Cheke [14] a little less conversation, a little more action (common sense in 3d space).

## 2 | Other relevant papers

- ▶ F. Chollet [15] presents the Abstraction and Reasoning Corpus (ARC) dataset, which has served as a benchmark for intelligent reasoning.
- ▶ 智能科学学院国防科技大学 and 长沙湖南 [16] presents a survey paper, referencing a bunch of works that are *a)* relevant for us, and *b)* might not be “trending” in our part of the AI community.
- ▶ J.-P. Rivera, G. Mukobi, A. Reuel, M. Lamparth, C. Smith, and J. Schneider [17] write about the risk of using LLLM in military and diplomatic decision making. Not super relevant for us, but it’s a good read. They design a novel wargame to assess the

## 2 | Other relevant papers

risk of using LLMs in military and diplomatic decision making, exploring exalatory behaviors.

- D. Silver *et al.* [18], D. Silver *et al.* [19], D. Silver *et al.* [20], E. Dinan *et al.* [21], O. Vinyals *et al.* [22], are obviously relevant.

# References

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