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arXiv:2010.03211v1 [math.OC] 7 Oct 2020 the game. 1 Introduction The fundamental problem of converging to a Nash equilibrium in multi-agent systems has been a topic of prolic research in several elds, including Mathematics, Economics, Algorithmic Game

arXiv:2010.03211v1 [math.OC] 7 Oct 2020 the game.

Conway's Game of Life (GoL) is the best-known cellular automaton. It is a classic model of emergence and self-organization, it is Turing-complete, and it can simulate a universal constructor. GoL belongs to the set of semi-totalistic cellular automata, a family with 262,144 members. In such a large family, what makes GoL stand out? Packard and Wolfram (1985) proposed a set of four qualitative ...

[2010.08431] What Makes the Game of Life Special? - arXiv

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Donate to arXiv. Please join the ... small convolutional networks that are trained to predict n steps of the two-dimensional cellular automaton Conway's Game of Life, the update rules of which can be implemented efficiently in a 2n+1 layer convolutional network. We find that networks of this architecture trained on this task rarely converge.

It's Hard for Neural Networks To Learn the Game of Life

games of length up to a locally uncountable ordinal. In [Nee07] he even showed determi-nacy for open games of length ? 1, indeed for a larger class of games of length ? 1, from large cardinals. That the determinacy of arbitrary games of length ? 1 is inconsistent is due to Mycielski and has been known for a long time (see [Myc64]).

arXiv:2011.04947v1 [math.LO] 10 Nov 2020

the following. The game with no options is a P-position, and continues to be a P-position when given a pass. The game of Nim with two piles of size one is a P-position, but that game with a pass is not, and is in fact equal to the game of Nimwith one pile of size one. We might write this as follows: E = 0 and (1,1) = 0. However, E? = 0 and (1,1)? = (1).

arXiv:2010.10643v1 [math.CO] 20 Oct 2020

We investigate the evolution of epidemics over dynamical networks when nodes choose to interact with others in a selfish and decentralized manner. Specifically, we analyze the susceptible-asymptomatic-infected-recovered (SAIR) epidemic in the framework of activity-driven networks with heterogeneous node degrees and time-varying activation rates, and derive both individual and degree-based mean ...

Title: Impacts of Game-Theoretic Activation on ... - arxiv.org

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Figure 1: Sample gameplay from ZORK1 along with action sets generated by two variants of CALM. The game recognizes a vocabulary size of 697, resulting in more than 6974 ?200 billion potential 4-word actions. ‘move rug’ is the optimal action to take here and is gen-erated by our method as a candidate. engine and changes the underlying game ...

arXiv:2010.02903v1 [cs.CL] 6 Oct 2020

arXiv:2011.05681v1 [math.AP] 11 Nov 2020 TIME-DEPENDENT TUG-OF-WAR GAMES AND NORMALIZED PARABOLIC p-LAPLACE EQUATIONS JEONGMIN HAN Abstract. This paper concerns value functions of time-dependent tug-of-war games. We ?rst prove the existence and uniqueness of value functions and verify that these game values satisfy a dynamic program-ming ...

TIME-DEPENDENT TUG-OF-WAR GAMES AND p-LAPLACE ... - arxiv.org

arXiv:cs/0210020v1 [cs.CC] 21 Oct 2002 Tetris is Hard, Even to Approximate Erik D. Demaine? Susan Hohenberger? David Liben-Nowell? February 1, 2008 Abstract In the popular computer game of Tetris, the player is given a sequence of tetromino pieces and must pack them into a rectangular gameboard initially occupied by a given con?guration of

arXiv:cs/0210020v1 [cs.CC] 21 Oct 2002

case of an unpredictable evader, they suggest a local heuristic: maximize the. probably of visibility of the evader at the next time step. They also men-. tion, but do not implement, an idea to locally maximize the evader’s time to.

Visibility Optimization for Surveillance-Evasion Games ...

As our ability to undertake more powerful Searches for Extraterrestrial Intelligence (SETI) grows, so does interest in the more controversial endeavour of Messaging Extraterrestrial Intelligence (METI). METI proponents point to the SETI Paradox - if all civilisations refrain from METI then SETI is futile. I introduce Mutual Detectability as a game-theoretic strategy aimed at increasing the ...

Mutual detectability: a targeted SETI strategy ... - arxiv.org

3.1 PlayingDotausingAI Humans interact with the Dota 2 game using a keyboard, mouse, and computer monitor. They make decisions in real time, reason about long-term consequences of their actions, and more. We adopt the following framework to translate the vague problem of “play this complex game at a

ChristopherBerner,GregBrockman,BrookeChan ... - arXiv

arXiv:2009.01398v1 [cs.LG] 3 Sep 2020. In this paper, we explore how effectively small neural networks learn to take as input a con?guration for Conway’s Game of Life (Life) [3], and then output the con?guration nsteps in the future. Since ... 1.1 Conway’s Game of Life

Winner of the 2017 De Groot Prize awarded by the International Society for Bayesian Analysis (ISBA)A relatively new area of research, adversarial risk analysis (ARA) informs decision making when there are intelligent opponents and uncertain outcomes. Adversarial Risk Analysis develops methods for allocating defensive or offensive resources against

Isoperimetric, measure concentration and random process techniques appear at the basis of the modern understanding of Probability in Banach spaces. Based on these tools, the book presents a complete treatment of the main aspects of Probability in Banach spaces (integrability and limit theorems for vector valued random variables, boundedness and continuity of random processes) and of some of their links to Geometry of Banach spaces (via the type and cotype properties). Its purpose is to present some of the main aspects of this theory, from the foundations to the most important achievements. The main features of the investigation are the systematic use of isoperimetry and concentration of measure and abstract random process techniques (entropy and majorizing measures). Examples of these probabilistic tools and ideas to classical Banach space theory are further developed.

Modern neural networks gave rise to major breakthroughs in several research areas. In neuroscience, we are witnessing a reappraisal of neural network theory and its relevance for understanding information processing in biological systems. The research presented in this book provides various perspectives on the use of artificial neural networks as models of neural information processing. We consider the biological plausibility of neural networks, performance improvements, spiking neural networks and the use of neural networks for understanding brain function.

Aligning the latest practices, innovations and case studies with academic frameworks and theories, the broad area of multi-criteria and game theory applications in manufacturing and logistics is covered in comprehensive detail. Divided into two parts, part I is dedicated to ‘multi-criteria applications’ and includes chapters on logistics with a focus on vehicle routing problems, a multi-objective decision making approach to select the best storage policy and an exploratory study to predict the most important factors that can lead to successful mobile supply chain management adoption for manufacturing firms. Part II covers ‘game theory applications’ and encompasses the process of forming a coalition within a corporate network to the problem of integrating inventory and distribution optimization together with game theory to effectively manage supply networks. Providing a forum to investigate, exchange novel ideas and disseminate knowledge covering the broad area of multi-criteria and game theory applications in manufacturing and logistics, Applications of Multi-Criteria and Game Theory Approaches is an excellent reference for students, researchers but also managers and industry professionals working with manufacturing and logistics issues.

Game-theoretic probability and finance come of age Glenn Shafer and Vladimir Vovk’s Probability and Finance, published in 2001, showed that perfect-information games can be used to define mathematical probability. Based on fifteen years of further research, Game-Theoretic Foundations for Probability and Finance presents a mature view of the foundational role game theory can play. Its account of probability theory opens the way to new methods of prediction and testing and makes many statistical methods more transparent and widely usable. Its contributions to finance theory include purely game-theoretic accounts of Ito’s stochastic calculus, the capital asset pricing model, the equity premium, and portfolio theory. Game-Theoretic Foundations for Probability and Finance is a book of research. It is also a teaching resource. Each chapter is supplemented with carefully designed exercises and notes relating the new theory to its historical context. Praise from early readers “Ever since Kolmogorov's Grundbegriffe, the standard mathematical treatment of probability theory has been measure-theoretic. In this ground-breaking work, Shafer and Vovk give a game-theoretic foundation instead. While being just as rigorous, the game-theoretic approach allows for vast and useful generalizations of classical measure-theoretic results, while also giving rise to new, radical ideas for prediction, statistics and mathematical finance without stochastic assumptions. The authors set out their theory in great detail, resulting in what is definitely one of the most important books on the foundations of probability to have appeared in the last few decades.” – Peter Grünwald, CWI and University of Leiden “Shafer and Vovk have thoroughly re-written their 2001 book on the game-theoretic foundations for probability and for finance. They have included an account of the tremendous growth that has occurred since, in the game-theoretic and

pathwise approaches to stochastic analysis and in their applications to continuous-time finance. This new book will undoubtedly spur a better understanding of the foundations of these very important fields, and we should all be grateful to its authors." – Ioannis Karatzas, Columbia University

This handbook presents state-of-the-art research in reinforcement learning, focusing on its applications in the control and game theory of dynamic systems and future directions for related research and technology. The contributions gathered in this book deal with challenges faced when using learning and adaptation methods to solve academic and industrial problems, such as optimization in dynamic environments with single and multiple agents, convergence and performance analysis, and online implementation. They explore means by which these difficulties can be solved, and cover a wide range of related topics including: deep learning; artificial intelligence; applications of game theory; mixed modality learning; and multi-agent reinforcement learning. Practicing engineers and scholars in the field of machine learning, game theory, and autonomous control will find the Handbook of Reinforcement Learning and Control to be thought-provoking, instructive and informative.

In this textbook the author takes as inspiration recent breakthroughs in game playing to explain how and why deep reinforcement learning works. In particular he shows why two-person games of tactics and strategy fascinate scientists, programmers, and game enthusiasts and unite them in a common goal: to create artificial intelligence (AI). After an introduction to the core concepts, environment, and communities of intelligence and games, the book is organized into chapters on reinforcement learning, heuristic planning, adaptive sampling, function approximation, and self-play. The author takes a hands-on approach throughout, with Python code examples and exercises that help the reader understand how AI learns to play. He also supports the main text with detailed pointers to online machine learning frameworks, technical details for AlphaGo, notes on how to play and program Go and chess, and a comprehensive bibliography. The content is class-tested and suitable for advanced undergraduate and graduate courses on artificial intelligence and games. It's also appropriate for self-study by professionals engaged with applications of machine learning and with games development. Finally it's valuable for any reader engaged with the philosophical implications of artificial and general intelligence, games represent a modern Turing test of the power and limitations of AI.

Thomas M. Cover and B. Gopinatb The papers in this volume are the contributions to a special workshop on problems in communication and computation conducted in the summers of 1984 and 1985 in Morristown, New Jersey, and the summer of 1986 in Palo Alto. California. The structure of this workshop was unique: no recent results. no surveys. Instead. we asked for outstanding open prob~ lems in the field. There are many famous open problems, including the question P = NP?, the simplex conjecture in communication theory, the capacity region of the broadcast channel. and the two·helper problem in information theory. Beyond these well-defined problems are certain grand research goals. What is the general theory of information flow in stochastic networks? What is a comprehensive theory of computational complexity? What about a unification of algorithmic complexity and computational complex ity? Is there a notion of energy-free computation? And if so, where do information theory, communication theory, computer science, and physics meet at the atomic level? Is there a duality between computation and communication? Finally. what is the ultimate impact of algorithmic com plexity on probability theory? And what is its relationship to information theory? The idea was to present problems on the first day. try to solve them on the second day, and present the solutions on the third day. In actual fact, only one problem was solved during the meeting -- El Gamal's prob· lem on noisy communication over a common line.

This book constitutes revised selected papers from the 7th Workshop on Computer Games, CGW 2018, held in conjunction with the 27th International Conference on Artificial Intelligence, IJCAI 2018 in Stockholm, Sweden, in July 2018. The 8 full papers presented in this volume were carefully reviewed

and selected from 15 submissions. They cover a wide range of topics related to video games; general game playing.- machine learning and Monte Carlo tree search.

Deep reinforcement learning has attracted considerable attention recently. Impressive results have been achieved in such diverse fields as autonomous driving, game playing, molecular recombination, and robotics. In all these fields, computer programs have taught themselves to understand problems that were previously considered to be very difficult. In the game of Go, the program AlphaGo has even learned to outmatch three of the world's leading players.Deep reinforcement learning takes its inspiration from the fields of biology and psychology. Biology has inspired the creation of artificial neural networks and deep learning, while psychology studies how animals and humans learn, and how subjects' desired behavior can be reinforced with positive and negative stimuli. When we see how reinforcement learning teaches a simulated robot to walk, we are reminded of how children learn, through playful exploration. Techniques that are inspired by biology and psychology work amazingly well in computers: animal behavior and the structure of the brain as new blueprints for science and engineering. In fact, computers truly seem to possess aspects of human behavior; as such, this field goes to the heart of the dream of artificial intelligence. These research advances have not gone unnoticed by educators. Many universities have begun offering courses on the subject of deep reinforcement learning. The aim of this book is to provide an overview of the field, at the proper level of detail for a graduate course in artificial intelligence. It covers the complete field, from the basic algorithms of Deep Q-learning, to advanced topics such as multi-agent reinforcement learning and meta learning.