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Autore	Schwartz Howard M.
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4.15 Simulation and Results Comparing EMA Q-Learning to Other MethodsReferences; Chapter 5: Differential Games; 5.1 Introduction; 5.2 A Brief Tutorial on Fuzzy Systems; 5.3 Fuzzy Q-Learning; 5.4 Fuzzy Actor-Critic Learning; 5.5 Homicidal Chauffeur Differential Game; 5.6 Fuzzy Controller Structure; 5.7 Q()-Learning Fuzzy Inference System; 5.8 Simulation Results for the Homicidal Chauffeur; 5.9 Learning in the Evader-Pursuer Game with Two Cars; 5.10 Simulation of the Game of Two Cars; 5.11 Differential Game of Guarding a Territory
5.12 Reward Shaping in the Differential Game of Guarding a Territory5. 13 Simulation Results; References; Chapter 6: Swarm Intelligence and the Evolution of Personality Traits; 6.1 Introduction; 6.2 The Evolution of Swarm Intelligence; 6.3 Representation of the Environment; 6.4 Swarm-Based Robotics in Terms of Personalities; 6.5 Evolution of Personality Traits; 6.6 Simulation Framework; 6.7 A Zero-Sum Game Example; 6.8 Implementation for Next Sections; 6.9 Robots Leaving a Room; 6.10 Tracking a Target; 6.11 Conclusion; References; Index; End User License Agreement

Sommario/riassunto

"Multi-Agent Machine Learning: A Reinforcement Learning Approach is a framework to understanding different methods and approaches in multi-agent machine learning. It also provides cohesive coverage of the latest advances in multi-agent differential games and presents applications in game theory and robotics. Framework for understanding a variety of methods and approaches in multi-agent machine learning. Discusses methods of reinforcement learning such as a number of forms of multi-agent Q-learning Applicable to research professors and graduate students studying electrical and computer engineering, computer science, and mechanical and aerospace engineering"--
"Provide an in-depth coverage of multi-player, differential games and Gam theory"--