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arXiv:2010.03211v1 [math.OA] 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
prolific research in several fields, including Mathematics,
Economics, Algorithmic Game

arXiv:2010.03211v1 [math.OA] 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-

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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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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 determinacy for open games of
length \aleph_1 , indeed for a larger class of games of length \aleph_1 ,
from large cardinals. That the determinacy of arbitrary
games of length \aleph_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

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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 Nim with 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 ...

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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 first 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 ...

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- 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 configuration of

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

case of an unpredictable evader, they suggest a local heuristic: maximize the probability of visibility of the evader at the next time step. They also mention, 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

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explore how effectively small neural networks learn to take as input a configuration for Conway ' s Game of Life (Life) [3], and then output the configuration nsteps in the future. Since ... 1.1 Conway ' s Game of Life

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