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for reading ML papers  
from arXiv~~ A man with  
an Irish accent reads  
a gamebook: Steve  
Jackson's Sorcery! -

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Book One [ Nancy  
Drew: Midnight in  
Salem ] The Book of  
Apologies - Part 1

WHEEL OF TBR! ?

Books I'll be reading  
in November 2020 ?

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The Infinite Game:  
Chapters 1 \u0026amp; 2 |  
Book Club with Simon

Game of Thrones

Book Review *The*

*Princess Bride*

*Adventure Book*

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*Game Review - with*

*Tom Vasel* AMONG

US in VR CHAT!

Virtual Reality is SUS!

(FGTeeV 1st Person

Gameplay) **Game of**

**Thrones History and**

**Lore season 1, full.**

**In full HD** Google

Deep Mind AI Alpha

Zero Refutes 1.e4

What are Preprints?

*ROBLOX PIGGY*

*BOOK 2 CHAPTER*

*Page 5/40*

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~~3. [Refinery] Spy~~  
~~hates bananas~~ **Meet**  
**the Jarate [SFM]**

thanks dan \u0026amp;

phil ~~Team Fortress 2:~~

~~Spy - 17 backstabs in~~  
~~one life (replay) [720p~~

~~HD] How AlphaGo~~

~~Zero works - Google~~

~~DeepMind~~ **Meet the**

**Holiday Punch**

**[SFM]**

---

AMONG US @ the

MOVIE THEATERS!

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~~Gameplay~~ + Hide and  
Seek + Real Life

Cosplay (FGTeeV)

~~The game Season 3~~

~~episode 20 The fall of~~

~~Roman part 1 of 2~~

**DanAndPhilCRAFTS**

**- Squareflakes**

Variational

Autoencoders Jesse's

~~Deck of TBR #1?~~

~~NEW TBR GAME!~~

~~PIGGY BOOK 2!~~

~~Escaping The Alleys~~

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~~w/ Doggy! (FGTeeV~~

~~Ch. 1 + New Quiet~~

~~Mode... Shhh!)~~

~~pathologic (???~~

~~??????) ost full~~

Escape Dessa NEW

Piggy BOOK 2

Chapter 2 Store

Roblox Game Video

*ROBLOX PIGGY:*

*Escape FGTeeV's*

*BACKYARD Map!*

*(CUSTOM House*

*Tour BUILD MODE*



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*Update) Policy*

~~Gradient methods and~~

~~Proximal Policy~~

~~Optimization (PPO):~~

~~diving into Deep RL!~~

~~Madness Unleashed~~

~~doing reinforcement~~

~~learning, my SaaS~~

~~income, math tips for~~

~~beginners **Arxiv 1**~~

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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

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**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.

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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**

*Page 14/40*

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**Life Special? - arXiv**

Title: Arxiv 1 The

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Author: media.ctsnet.

org-Robert Kohl-2020

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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

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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  $\omega$ , indeed

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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**

*Page 19/40*

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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 Nim with one pile of size one. We might

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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

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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-

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**Title: Impacts of  
Game-Theoretic  
Activation on ... -  
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**\$1/2\$-conjectures**

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on the domination  
game and ... -**

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Figure 1: Sample  
gameplay from  
ZORK1 along with  
action sets generated  
by two variants of

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CALM. The game recognizes a vocabulary size of 697, resulting in more than  $697^4 \approx 200$  billion potential 4-word actions. 'move rug' is the optimal action to take here and is generated by our method as a candidate. engine and changes the underlying game

...

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**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

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Pushing  
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 programming ...

## **TIME-DEPENDENT TUG-OF-WAR**

*Page 32/40*



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**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

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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

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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 ...**

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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

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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

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Playing Dota using AI

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

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### Thinking

complex game at a

**Christopher Berner,  
Greg Brockman, Brooke Chan ... - 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 configuration for Conway's Game of

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Life (Life) [3], and

then output the

con?guration nsteps

in the future. Since ...

1.1 Conway's Game

of Life

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