Xland minigrid Iran

What is xLand-minigrid environment interface?
Similar to Jumanji (Bonnet et al.,2023),XLand-MiniGrid Environment interface is inspired by the dm_env API(Muldal et al.,2019),which is particularly well suited for the meta-RL,as it separates episodes from trials by design (see Section D.1). Thus,each environment should provide jit-compatible reset,reset_trial and step methods.

How many rules can xLand-minigrid use?
Full-scale XLand environment can use more than five rulesaccording to the Team et al. (2023). To test XLand-MiniGrid in similar conditions we report simulation throughput varying number of rules. For testing purposes we just replicated same NEAR rule multiple times in the PutNear environment.

Is xLand-minigrid a asynchronous vectorization?
For single-tasks environments we consider random policy and PPO. As can be seen, compared to the commonly used MiniGrid (Chevalier-Boisvert et al., 2023) environments with gymnasium (Towers et al., 2023) asynchronous vectorization, XLand-Minigrid achieves at least 10x faster throughput reaching tens of millions of steps per second.

Written in JAX, XLand-MiniGrid is designed to be highly scalable and can potentially run on GPU or TPU accelerators, democratizing large-scale experimentation with limited resources. Along with the environments, XLand-MiniGrid provides pre-sampled benchmarks with millions of unique tasks of varying difficulty and easy-to-use baselines that ...

Inspired by the diversity and depth of XLand and the simplicity and minimalism of MiniGrid, we present XLand-MiniGrid, a suite of tools and grid-world environments for meta-reinforcement learning research. Written in JAX, XLand-MiniGrid is designed to be highly scalable and can potentially run on GP...

XLand-MiniGrid is a suite of tools, grid-world environments and benchmarks for meta-reinforcement learning research inspired by the diversity and depth of XLand and the simplicity and minimalism of MiniGrid. Despite the similarities, XLand-MiniGrid is written in JAX from scratch and designed to be highly scalable, democratizing large-scale ...

Abstract: Inspired by the diversity and depth of XLand and the simplicity and minimalism of MiniGrid, we present XLand-MiniGrid, a suite of tools and grid-world environments for meta-reinforcement learning research. Written in JAX, XLand-MiniGrid is designed to be highly scalable and can potentially run on GPU or TPU accelerators, democratizing ...

XLand-MiniGrid ????????? ????????? ???????? ? ???????. ? ????? ?????? ????????? ??????? ????????????? ? ...

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XLand-MiniGrid ??????????????????,??? XLand ???????,?? MiniGrid ???????????????? JAX ??????,?? ...

XLand-MiniGrid?????JAX??????????,??????????????????,?????????????? ?????????????? ...

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In XLand-MiniGrid, the system of rules and goals is the cornerstone of the emergent complexity and diversity. In the original MiniGrid some environments have dynamic goals, but the dynamics are never changed. To train and evaluate highly adaptive agents, we need to be able to change the dynamics in non-trivial ways. ...

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XLand-MiniGrid ??????????????????,??? XLand ???????,?? MiniGrid ???????????????? JAX ??????,??????????,??????????????????

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XLand-MiniGrid?????JAX??????????,????????????????????,??????????????? ????????????????????,???JAX?????,???CPU?GPU?TPU????

Web: https://mzanzipestcontrol.co.za