MetaBot – FTG-AI

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MetaBot

- Idea: algorithm selection in adversarial domains
  - Algorithm: a playing bot
  - MegaBot selects one amongst three algorithms to play a match
  - Performance is registered to guide future selections
  - Epsilon-greedy-like selection
  - Q-learning-like value function updates
- Portfolio: Thunder01,BANZAI e Ranezi
  - Rock, paper, scissors -like interaction
  - Suggests complementarity (a good portfolio against a variety of opponents)

Reference

- "Tavares, A. R.; Azpúrua, H; Santos, A; Chaimowicz, L." **Rock, Paper, StarCraft: Strategy Selection in Real-Time Strategy Games**. In *AIIDE* 2016.