

Errata: Algorithms or Actions? A Study in Large-Scale Reinforcement Learning

Anderson Rocha Tavares¹, Sivasubramanian Anbalagan²,
Leandro Soriano Marcolino², Luiz Chaimowicz¹

¹ Computer Science Department – Universidade Federal de Minas Gerais

² School of Computing and Communications – Lancaster University

anderson@dcc.ufmg.br, siva.anbalagan@gmail.com,
l.marcolino@lancaster.ac.uk, chaimo@dcc.ufmg.br

This document presents the errata of the paper “Algorithms or Actions? A Study in Large-Scale Reinforcement Learning”.

Feature description

Unit count component

In Section 4.1, while describing the features, we wrote the component regarding the unit count per type and quadrant of a player p as: $\rho_p = \{u_1^1, \dots, u_1^9, \dots, u_7^1, \dots, u_7^9\}$, where u_i^j is the number of units of type u_i in quadrant j . However, there are 6 and not 7 unit types in μ RTS: Light, Heavy, Ranged, Worker, Base and Barracks (buildings are counted as unit types as well). Thus, the correct description of this component is: $\rho_p = \{u_1^1, \dots, u_1^9, \dots, u_6^1, \dots, u_6^9\}$.

Health component

In Section 4.1, while describing the features, we wrote the component regarding the average health per quadrant as: $\beta_p = \{h_1^1, \dots, h_1^9, \dots, h_7^1, \dots, h_7^9\}$, where h_i^j is the cumulative average health of units of type u_i in quadrant j . But the correct is: $\beta_p = \{h^1, \dots, h^9\}$, where h^i is the cumulative average health of units of all types owned by player p in quadrant i . Our feature count is correct, with 9 quadrants \times 2 players for this feature component.