

A Marriage between Adversarial Team Games and 2-player Games: Enabling Abstractions, No-regret Learning, and Subgame Solving

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- **TMEcor = Team-Maxmin with correlation**
Finding a TMECor is a **NP-hard** problem

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OUR IDEA:

- **Explicit Representation of a Coordinator prescribing an action for the current player**

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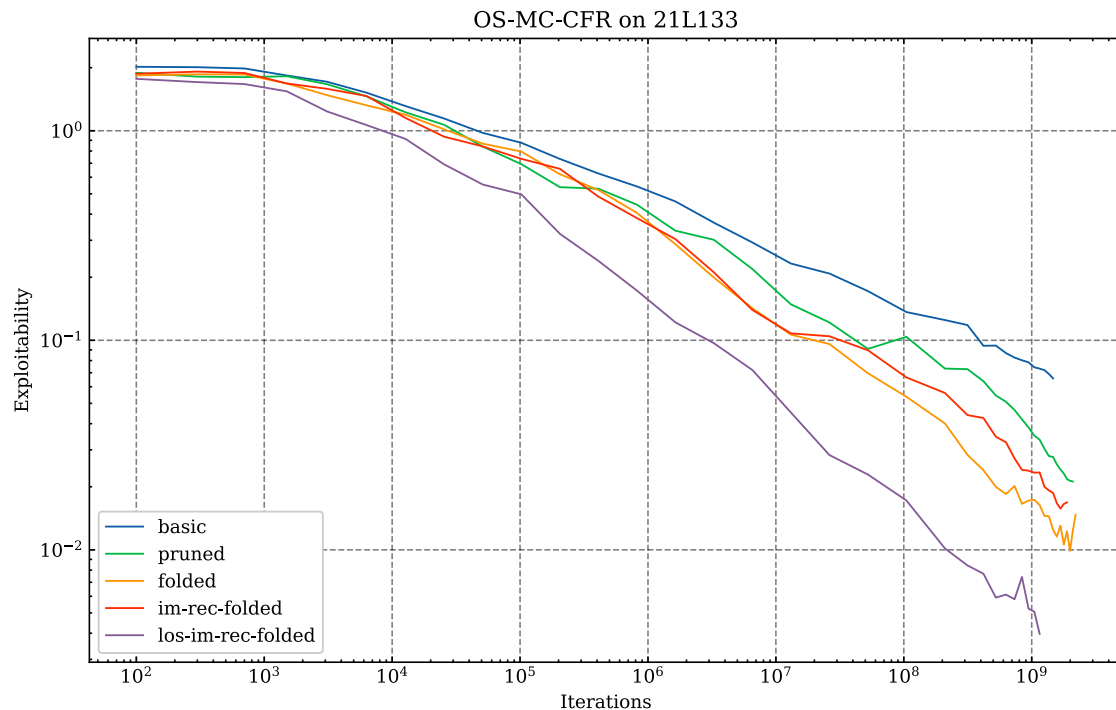
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+ **2p0s game + Pruning possibilities**

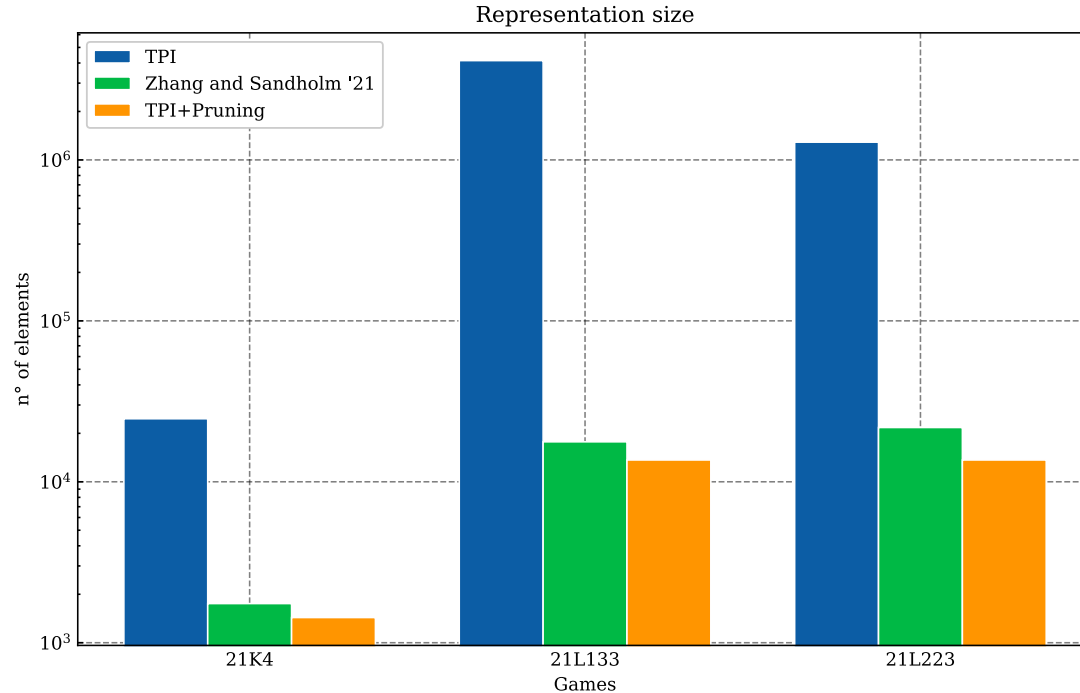
Still Exponentially larger due to NP-Hardness

EXPERIMENTAL RESULTS - Convergence



We can find a TMEcor using traditional 2p0s techniques

EXPERIMENTAL RESULTS - Size of Representation



CONCLUSION: we provide a COMPACT and INTERPRETABLE representation

Thank you for your attention!
Feel free to contact us!

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