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Attention-Based Curiosity in Multi-Agent Reinforcement Learning Environments

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I. Introduction

The Reinforcement Learning (RL) paradigm, i.e. to train agents based on interactions with the environment and collect feedback (reward or punishment), has not emerged until recently, although monographs like [1] exist since the 1990s. Since its emergence, rapid advancements of the technological background essential for creating successful RL solutions (such as GPUs and deep learning frameworks), more and more complex problems can be approached using this paradigm.

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