

Solar Energy South Africa

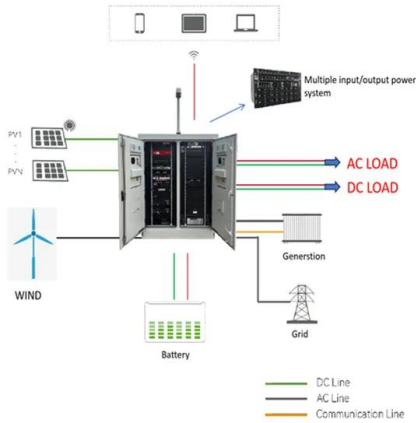
Xland minigrid Tajikistan



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Xland minigrid Tajikistan



XLand-MiniGrid

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

XLand-MiniGrid: Scalable Meta-Reinforcement Learning

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



[Feature Request] Add Maze-like env · Issue #2 · corl-team/xland-minigrid

We're unfortunately unlikely to be doing this anytime soon (it's in the plans for post v1.0, ~2-3 months), as we're currently busy working on getting XLand-MiniGrid to full paper and focused on meta-RL part (benchmarks), but we welcome any contributions, as grid randomization will definitely add new challenges to the meta-learning, as well as

Roadmap to v1.0 · Issue #1 · corl-team/xland-minigrid

Key (like in Minigrid) Door (like in Minigrid) Box (like in Minigrid) (may reduce FPS!!!) Actions. stochasticity (could be done with a wrapper) Rules & Goals. procedural generator (like in xland v2) pre-sampled benchmarks, 500-1M tasks; Map. different grid layouts (mazes, rooms, objects) Envs. porting majority of minigrid envs; full xland



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[PDF] XLand-MiniGrid: Scalable Meta-Reinforcement Learning

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[2312.12044] XLand-MiniGrid: Scalable Meta-Reinforcement

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Our Lifepo4 batteries can beconnected in parallels and in series for larger capacity and voltage.



Abstract

MiniGrid, we present XLand-MiniGrid, a suite of tools and grid-world environ-ments 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 large-scale experimentation with limited resources. Along

[XLand-MiniGrid:JAX](#)
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XLand-Minigrid?? ? JAX ?,????????????,?????? GPU ?
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[XLand-MiniGrid](#)

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Paper page

XLand-Minigrid is written in JAX, designed to be highly scalable, and can potentially run on GPU or TPU accelerators, democratizing large-scale experimentation with limited resources. To demonstrate the generality of our library, we have implemented some well-known single-task environments as well as new meta-learning environments capable of



[MiniGrid Documentation](#)

Minigrid contains simple and easily configurable grid world environments to conduct Reinforcement Learning research. This library was previously known as gym-minigrid. Toggle site navigation sidebar. MiniGrid Documentation. Farama Foundation Hide navigation sidebar. Hide table of contents sidebar



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[Releases · corl-team/xland-minigrid](#)

What's Changed. This is our first stable release accompanied with the public full paper preprint on the arxiv (there is a lot of new content!). Compared to the workshop version, the library was almost completely rewritten, previously missing benchmarks, examples and baselines were added, and the interface of the environments was redesigned the latest update we added ...



ICML XLand-MiniGrid: Scalable Meta-Reinforcement Learning

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XLand-100B: A Large-Scale Multi-Task Dataset for In-Context

Environment. XLand-MiniGrid is a complete rewrite of MiniGrid (Chevalier-Boisvert et al., 2023) in JAX (Bradbury et al., 2018), incorporating a notion of rules and goals from XLand (Team et al., 2023). Leveraging JAX, it can run on a GPU or TPU accelerators at millions steps per seconds. At its core, it is a goal-oriented



xminigrid

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NeurIPS XLand-MiniGrid: Scalable Meta-Reinforcement Learning

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[2312.12044v3] XLand-MiniGrid: Scalable Meta-Reinforcement ...

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[XLand-MiniGrid Walkthrough](#)

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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<https://ian-solar.co.za>