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根据细则4.17的声明:

- 关于申请人有权要求在先申请的优先权(细则
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本国际公布:

- 包括国际检索报告(条约第21条(3))。

are connected in series on the basis of a dependency relationship between the action types, and the dependency relationship is used for representing a dependency limitation condition between the sub-actions under different action types; and controlling the first virtual character to execute a target action formed by the n target sub-actions. By means of the embodiments provided in the present application, a dependency relationship between all action types can be taken into consideration when action decision-making is realized by means of an action decision-making model, thereby improving the rationality of the action decision-making.

(57) 摘要: 本申请公开了一种虚拟角色的动作决策方法、装置、设备及存储介质, 属于人工智能技术领域。包括: 获取状态信息, 所述状态信息用于表征第一虚拟角色所处对局的对局状态; 将所述状态信息输入动作决策模型, 得到所述动作决策模型中 n 个动作输出头串行输出的 n 个目标子动作, 其中, 不同动作输出头对应不同动作类型, 且 n 个所述动作输出头基于所述动作类型之间的依赖关系串行连接, 所述依赖关系用于表征不同动作类型下子动作之间的依赖限制情况; 控制所述第一虚拟角色执行由 n 个所述目标子动作构成的目标动作。采用本申请提供的实施例, 能够在通过动作决策模型实现动作决策时考虑各动作类型的依赖关系, 提升动作决策的合理性。