SEMINAR ABSTRACT

Academic Year: 2021-2022

DEPARTMENT: IT

Seminar On Reinforcement Learning

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1. Name of the Topic: Deep Reinforcement Learning

2. Topic-wise contents:

   1. Introduction to Deep Reinforcement Learning (DRL):
        a. Exploring the basic RL techniques like MDPs and Q-learning.
        b. Working on combining Deep Learning with Reinforcement Learning resulting in the formation of Deep Q-Networks.

   2. Exploring use cases of RL.
        a. One of the basic use cases is the use of RL in Atari games.
      Future Scope: Using RL in making personalized recommendations.

   3. Exploring multi-agent environments and the interactions between them.

3. References Used:
   1. https://arxiv.org/abs/1811.12560
   2. https://arxiv.org/abs/1903.00374
   3. https://openreview.net/pdf?id=HkxdQkSYDB
   4. https://deeplizard.com/

Date: 12/9/2021   _____

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REMARKS BY UG SEMINAR CO-ORDINATOR:

Date: _____   _____

                                                              UG Seminar Coordinator