

Evolutionary strategies are one of many approaches to solving reinforcement learning tasks. This thesis explores two modern approaches based on them, OpenAI-ES and NS-ES (and its extensions) which utilises novelty search. They are being studied on two environments, Cartpole-swingup and Slimevolley. On Cartpole-swingup they all have some success while performance on Slimevolley is really sensitive to initial seed.