Reinforcement Learning Project (Step-2)

Group number: RL15

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Project title:

"Applications of Q learning algorithms in Deep Reinforcement Learning specifically for arcade game environments"

Research papers:
1. Human-level control through deep reinforcement learning
2. Playing Atari with Deep Reinforcement Learning
3. Playing Atari Games with Deep Reinforcement Learning and Human Checkpoint Replay
4. Mastering the game of Go without human knowledge
5. Mastering the game of Go with deep neural networks and tree search
6. Learning to Play Pong Video Game via Deep Reinforcement Learning
7. Dueling Network Architectures for Deep Reinforcement Learning
8. Deep Reinforcement Learning with Double Q-learning
9. Continuous control with deep reinforcement learning
10. Trust Region Policy Optimization