# Notes on Proximal Policy Optimization Algorithms by John Schulman et al

Compiled by D. Gueorguiev 2/16/2024

## Introduction

Relevant papers:

Deep Q Learning paper: [Human-level control through deep reinforcement learning, Volodymyr Mnih et al, Nature, 2015](https://github.com/dimitarpg13/reinforcement_learning_and_game_theory/blob/main/articles/ReinforcementLearning/Human-level_control_through_deep_reinforcement_learning_Mnih_2015.pdf)

“Vanilla” policy gradient methods:

## Literature

[Human-level control through deep reinforcement learning, Volodymyr Mnih et al, Nature, 2015](https://github.com/dimitarpg13/reinforcement_learning_and_game_theory/blob/main/articles/ReinforcementLearning/Human-level_control_through_deep_reinforcement_learning_Mnih_2015.pdf)