



custom Environment



custom Trainer (sub-class)

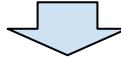
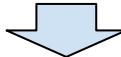
custom execution plan

custom Policy sub-class(es) (multi-agent)

custom Input-Reader (offline RL)



custom Model(s)



built-in
Environment adapters
(e.g. gym.Env, OpenSpiel, Unity3D)

built-in Algorithms
(e.g. PPOTrainer)

RLLib

built-in
Client/Server support
(for external simulators)

built-in
Policies and
Loss Functions

built-in
default Models
(incl. LSTM + Attention)

RLLib core abstractions:
Environments, Workers, Input Readers, Trainers, Policies

@ray.remote: Tasks and Actors