

# Reinforcement Learning with Proximal Policy Optimization for Strategic Betting in *Counter-Strike 2* Esports

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## Abstract

This project explores the application of Proximal Policy Optimization (PPO), a reinforcement learning algorithm, to develop an intelligent betting agent for esports matches. We evaluate the agent's performance and decision-making in a simulated betting environment using historical match data.

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## 1 Introduction

Hello!

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