

# Multi-agent RL

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- **Deep Q-Network Based Multi-agent Reinforcement Learning with Binary Action Agents** [[arXiv 2020](#)] *Abdul Mueed Hafiz, Ghulam Mohiuddin Bhat* ([arXiv](#)) ([pdf](#))
- **Grandmaster level in StarCraft II using multi-agent reinforcement learning** [[Nature 2019](#)] *Oriol Vinyals, Igor Babuschkin, et al.* ([Nature](#)) ([pdf](#))
- **Multi-Agent Reinforcement Learning A Selective Overview of Theories and Algorithms** [[arXiv 2019](#)] *Kaiqing Zhang, Zhuoran Yang, Tamer Başar* ([arXiv](#)) ([pdf](#))
- **Multi-Agent Deep Reinforcement Learning for Large-scale Traffic Signal Control** [[arXiv 2019](#)] *Tianshu Chu, Jie Wang, Lara Codecà, Zhaojian Li* ([arXiv](#)) ([pdf](#)) (Citation: 599)