

paper_name	year	topic	method_name	read	date	memo	url
Implicit quantile networks for distributional reinforcement learning	2018	Distributional reinforcement learning	IQN	1	2020-10-04	Understand practice with cartpole	
Distributional reinforcement learning with quantile regression	2017	Distributional reinforcement learning	QR-DQN	1	2020-10-03		
A distributional perspective on reinforcement learning	2017	Distributional reinforcement learning	C51		2020-09-26		
Addressing function approximation error in actor-critic methods	2018	Deterministic policy gradients	TD3	1	2020-09-20		
Adam: a method for stochastic optimization	2014	Optimization	Adam	1	2020-09-13		https://arxiv.org/abs/1412.6980
Delving deep into rectifiers: surpassing human-level performance on imagenet classification	2015	Initialization	He initialization	1	2020-09-13	Xavier initialization assumes linear activation, but He initialization assumes nonlinear activation such as ReLU.	https://arxiv.org/abs/1502.01852
Sample efficient actor-critic with experience replay	2016	Policy gradients	Actor Critic with Experience Replay (ACER)	1	2020-09-07		
Proximal policy optimization algorithms	2017	Policy gradients	Proximal policy optimization (PPO)	1	2020-09-06		
Emergence of locomotion behaviours in rich environments	2017	Policy gradients			2020-09-06		
High-dimensional continuous control using generalized advantage estimation	2015	Policy gradients	Generalized advantage estimation (GAE)	1	2020-09-05	Test GAE with classical control for example cartpole, mountain car.	
Deterministic policy gradient algorithm	2014	Policy gradients	DPG		2020-08-30	Read until the end of 3. Gradients of Deterministic Policies	
Trust Region Policy Optimization	2015	Policy gradients		1	2020-08-29		
Continuous control with deep reinforcement learning	2015	Policy gradients	Deep Deterministic Policy Gradient (DDPG)	1	2020-08-29		
Soft actor critic: Off-policy maximum entropy deep reinforcement learning with a stochastic actor	2018	Policy gradient	Soft Actor Critic (SAC)	1	2020-08-16	Didn't understand at all. Needs to read again	
Mastering chess and shogi by self-play with a general reinforcement learning algorithm	2017	AlphaZero		1	2020-08-15		
Deep reinforcement learning with double q-learning	2015	Double Q Network		1	2020-08-09		
Prioritized experience replay	2016	Experience replay		1	2020-08-08		
Dueling network architecture for deep reinforcement learning	2016	Dueling Q Network		1	2020-08-08		
Playing atari with deep reinforcement learning		Deep Q Network		1	2020-08-02		
Deep reinforcement q-learning for partially observable mdps	2017	Deep Recurrent Q Network		1	2020-08-02		
Natural actor critic	2013	Policy gradient	Actor Critic				
OpenAI Gym	2016	Environment					