



Deep Reinforcement Learning: Methods and Applications

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Message from the Guest Editors

The combination of deep learning and RL, namely deep RL, has made breakthroughs in developing artificial agents that can perform at human-level. Deep RL methods have been able to solve many complex problems in different domains from video games (e.g., Atari games, the game of Go, the real-time strategy game StarCraft II, the 3D multiplayer game Capture the Flag in Quake III Arena, and the teamwork game Dota 2) to real-world applications such as robotics, autonomous vehicles, autonomous surgery, biological data mining, drug design, cybersecurity, and the internet of things.

This Special Issue focuses on methods and applications of deep RL. We would like to invite papers proposing advanced deep RL methods and/or their novel applications to solve complex problems in various domains.

- reinforcement learning
- deep learning
- Deep Q-network
- multiagent RL
- multiobjective RL
- autonomous vehicles
- autonomy
- robotics





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Message from the Editor-in-Chief

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