

Final Project – Paper List

For each student, please select one paper from the following list, and make a presentation about that paper. The slides should be written in English.

Notice: Each paper can only be selected by one student. Please contact Jinmei Liu (email: mg20150005@smail.nju.edu.cn) for selecting your paper. First come first serve.

1. Grandmaster Level in Star- Craft II using Multi-Agent Reinforcement Learning, *Nature* 2019
2. AlphaStar: Mastering the Real-Time Strategy Game StarCraft II, *Nature* 2019.
3. Learning Agile and Dynamic Motor Skills for Legged Robots, *Science* 2019
4. SUNRISE: A Simple Unified Framework for Ensemble Learning in Deep Reinforcement Learning, *ICML* 2021
5. Reinforcement Learning with Prototypical Representations, *ICML* 2021
6. Deep Reinforcement Learning amidst Continual Structured Non-Stationarity, *ICML* 2021
7. UneVEN: Universal Value Exploration for Multi-Agent Reinforcement Learning, *ICML* 2021
8. Multi-Task Reinforcement Learning with Context-based Representations, *ICML* 2021
9. MetaCURE: Meta Reinforcement Learning with Empowerment-Driven Exploration, *ICML* 2021
10. Provably Efficient Reinforcement Learning for Discounted MDPs with Feature Mapping, *ICML* 2021
11. The Emergence of Individuality in Multi-Agent Reinforcement Learning, *ICML* 2021
12. Offline Meta-Reinforcement Learning with Advantage Weighting, *ICML* 2021
13. Tesseract: Tensorised Actors for Multi-Agent Reinforcement Learning, *ICML* 2021
14. Scaling Multi-Agent Reinforcement Learning with Selective Parameter Sharing, *ICML* 2021
15. Offline Reinforcement Learning with Pseudometric Learning, *ICML* 2021
16. Exploration in Approximate Hyper-State Space for Meta Reinforcement Learning, *ICML* 2021
17. Multi-Agent Training beyond Zero-Sum with Correlated Equilibrium Meta-

Solvers, *ICML 2021*

18. Counterfactual Credit Assignment in Model-Free Reinforcement Learning, *ICML 2021*
19. Learning Fair Policies in Decentralized Cooperative Multi-Agent Reinforcement Learning, *ICML 2021*
20. Hierarchical Reinforcement Learning for Integrated Recommendation, *AAAI 2021*
21. Lipschitz Lifelong Reinforcement Learning, *AAAI 2021*
22. Learning Task--Distribution Reward Shaping with Meta--Learning, *AAAI 2021*
23. DEAR: Deep Reinforcement Learning for Online Advertising Impression in Recommender Systems, *AAAI 2021*
24. Bayesian Optimized Monte Carlo Planning, *AAAI 2021*
25. Towards Effective Context for Meta-Reinforcement Learning: an Approach based on Contrastive Learning, *AAAI 2021*
26. Reinforcement Learning with Trajectory Feedback, *AAAI 2021*
27. GLIB: Efficient Exploration for Relational Model--Based Reinforcement Learning via Goal-Literal Babbling, *AAAI 2021*
28. Improving Sample Efficiency in Model--Free Reinforcement Learning from Images, *AAAI 2021*
29. Constrained Risk-Averse Markov Decision Processes, *AAAI 2021*
30. The Value--Improvement Path: Towards Better Representations for Reinforcement Learning, *AAAI 2021*
31. Adaptive Prior--Dependent Correction Enhanced Reinforcement Learning for Natural Language Generation, *AAAI 2021*
32. Sample Efficient Reinforcement Learning with REINFORCE, *AAAI 2021*
33. A General Offline Reinforcement Learning Framework for Interactive Recommendation, *AAAI 2021*
34. Combining Reinforcement Learning and Constraint Programming for Combinatorial Optimization, *AAAI 2021*
35. Visual Transfer for Reinforcement Learning via Wasserstein Domain Confusion, *AAAI 2021*
36. Evolving Reinforcement Learning Algorithms, *ICLR 2021*
37. Regularized Inverse Reinforcement Learning, *ICLR 2021*
38. Correcting experience replay for multi-agent communication, *ICLR 2021*
39. Transient Non-stationarity and Generalisation in Deep Reinforcement Learning, *ICLR 2021*
40. Data-Efficient Reinforcement Learning with Self-Predictive Representations, *ICLR 2021*
41. Sample-Efficient Automated Deep Reinforcement Learning, *ICLR 2021*

42. Hierarchical Reinforcement Learning by Discovering Intrinsic Options, *ICLR 2021*
43. A Policy Gradient Algorithm for Learning to Learn in Multiagent Reinforcement Learning, *ICLR 2021*
44. Meta-Reinforcement Learning Robust to Distributional Shift via Model Identification and Experience Relabeling, *ICLR 2021*
45. Transfer among Agents: An Efficient Multiagent Transfer Learning Framework, *ICLR 2021*
46. Safe Reinforcement Learning with Natural Language Constraints, *ICLR 2021*
47. Softmax Deep Double Deterministic Policy Gradients, *NIPS 2020*
48. Breaking the Sample Size Barrier in Model-Based Reinforcement Learning with a Generative Model, *NIPS 2020*
49. Learning Individually Inferred Communication for Multi-Agent Cooperation, *NIPS 2020*
50. Almost Optimal Model-Free Reinforcement Learning via Reference-Advantage Decomposition, *NIPS 2020*
51. Efficient Model-Based Reinforcement Learning through Optimistic Policy Search and Planning, *NIPS 2020*
52. An Improved Analysis of (Variance-Reduced) Policy Gradient and Natural Policy Gradient Methods, *NIPS 2020*
53. MOREL: Model-Based Offline Reinforcement Learning, *NIPS 2020*
54. Safe Reinforcement Learning via Curriculum Induction, *NIPS 2020*
55. Munchausen Reinforcement Learning, *NIPS 2020*
56. A Self-Tuning Actor-Critic Algorithm, *NIPS 2020*
57. Variational Policy Gradient Method for Reinforcement Learning with General Utilities, *NIPS 2020*
58. Reinforcement Learning with Augmented Data, *NIPS 2020*
59. MOPO: Model-based Offline Policy Optimization, *NIPS 2020*
60. Stochastic Latent Actor-Critic: Deep Reinforcement Learning with a Latent Variable Model, *NIPS 2020*