Special Issue

Deep Reinforcement Learning: Methods and Applications

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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closed (31 October 2020)

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Electronics is a multidisciplinary journal designed to appeal to a diverse audience of research scientists, practitioners, and developers in academia and industry. The journal is devoted to fast publication of latest technological breakthroughs, cutting-edge developments, and timely reviews of current and emerging technologies related to the broad field of electronics. Experimental and theoretical results are published as regular peer-reviewed articles or as articles within Special Issues guest-edited by leading experts in selected topics of interest.

Editor-in-Chief

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