

Contribution ID: 54 Type: **Keynote**

Designing and Running Real-World RL Experiments

Monday, February 5, 2024 9:30 AM (1 hour)

This talk covers the challenges and best practices for designing and running real-world reinforcement learning (RL) experiments.

The idea is to walk through the different steps of RL experimentation (task design, choosing the right algorithm, implementing safety layers) and also provide practical advice on how to run experiments and troubleshoot common problems.

Slides are also online: https://araffin.github.io/slides/design-real-rl-experiments/

Possible contributed talk

Yes

Are you a student?

Author: RAFFIN, Antonin **Presenter:** RAFFIN, Antonin

Session Classification: Keynote