

The logo features a red asterisk inside a white square with a red border, followed by the text 'RL 2009' in a large, bold, red font, and 'COMPETITION' in a smaller, bold, red font below it.

# **\*RL 2009 COMPETITION**

## **ICML-09 in Montreal Canada**

The 2009 competition includes six challenging domains:

**Octopus**  
**Helicopter**  
**Acrobot**  
**Mario®**  
**Tetris®**  
**Polyathlon**

The Third Annual Reinforcement Learning Competition invites researchers from around the world to apply their latest methods to a suite of exciting and diverse challenge problems. The aim of the competition is to facilitate direct comparisons between learning methods on important and realistic domains. We believe such a competition can stimulate the development and verification of increasingly practical algorithms.

Competition begins soon and will end in early summer 2009, with an event at the International Conference on Machine Learning in Montreal, Canada, where the winners will be announced. Competitors will be invited to attend and present their methods. The event will also feature invited speakers and discussions about the best way to perform empirical comparisons in reinforcement learning and the future of the competition.

**\* Prizes and Scholarships Available**

Details and registration at

**<http://2009.rl-competition.org>**