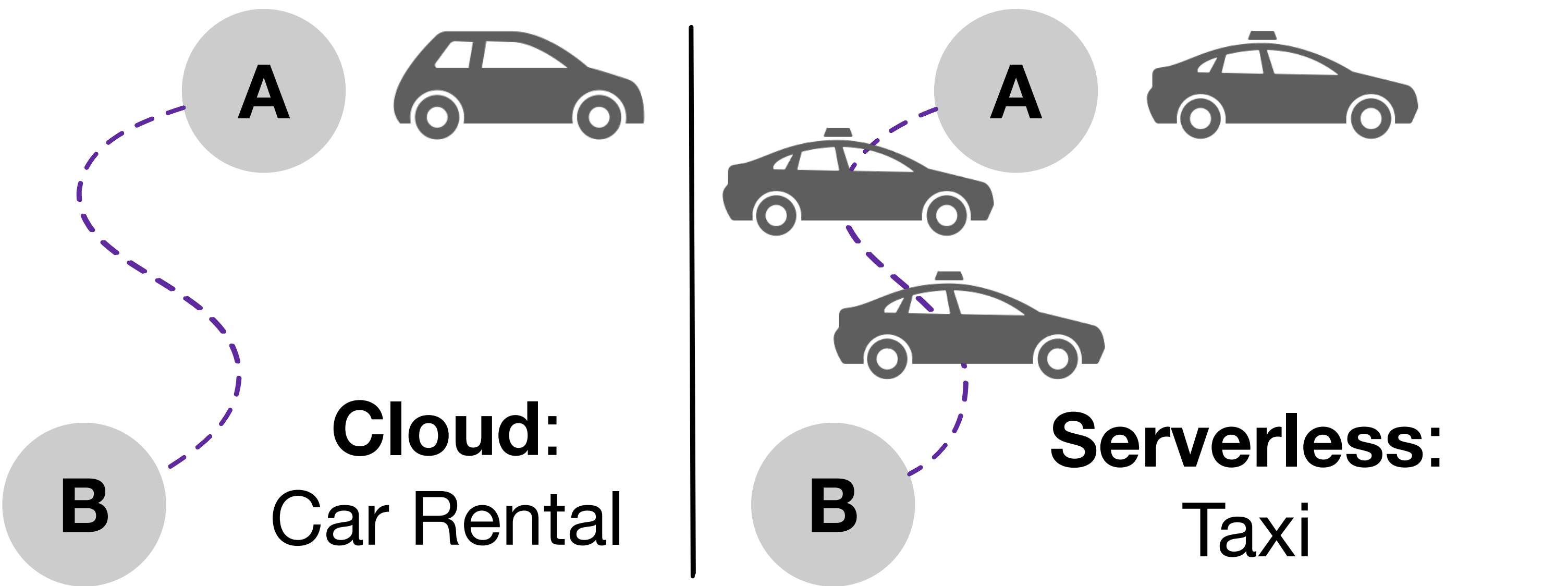


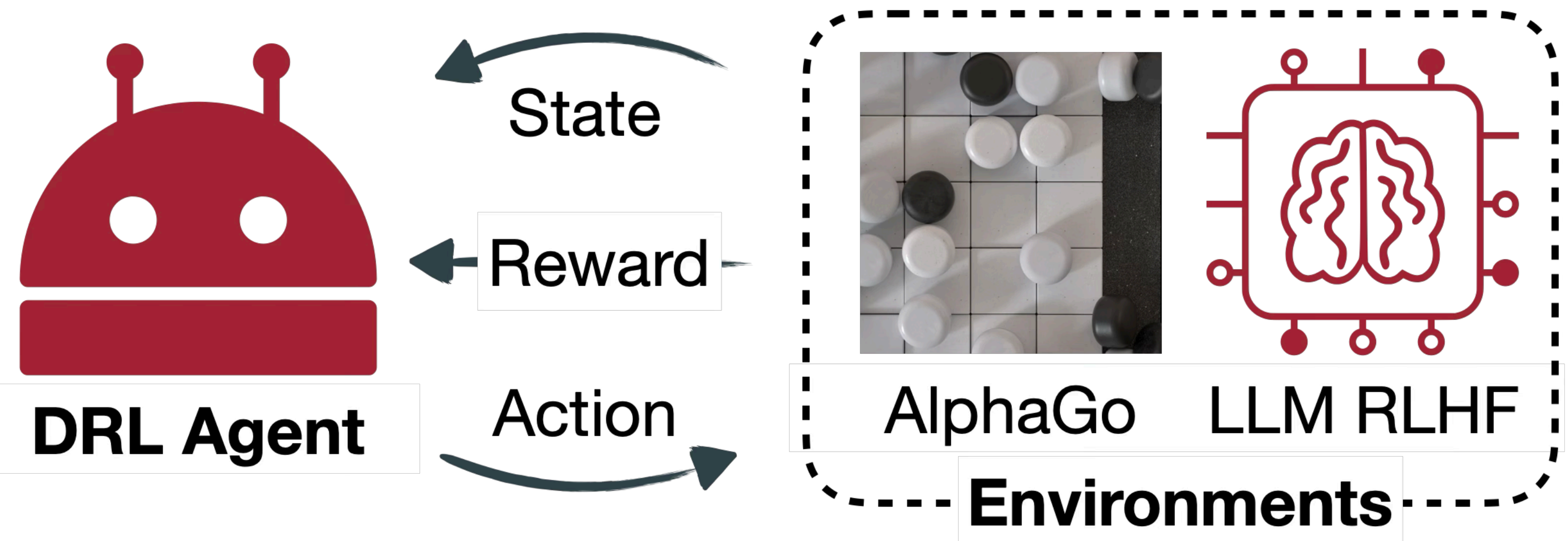
Nitro: Boosting Distributed Reinforcement Learning with Serverless Computing

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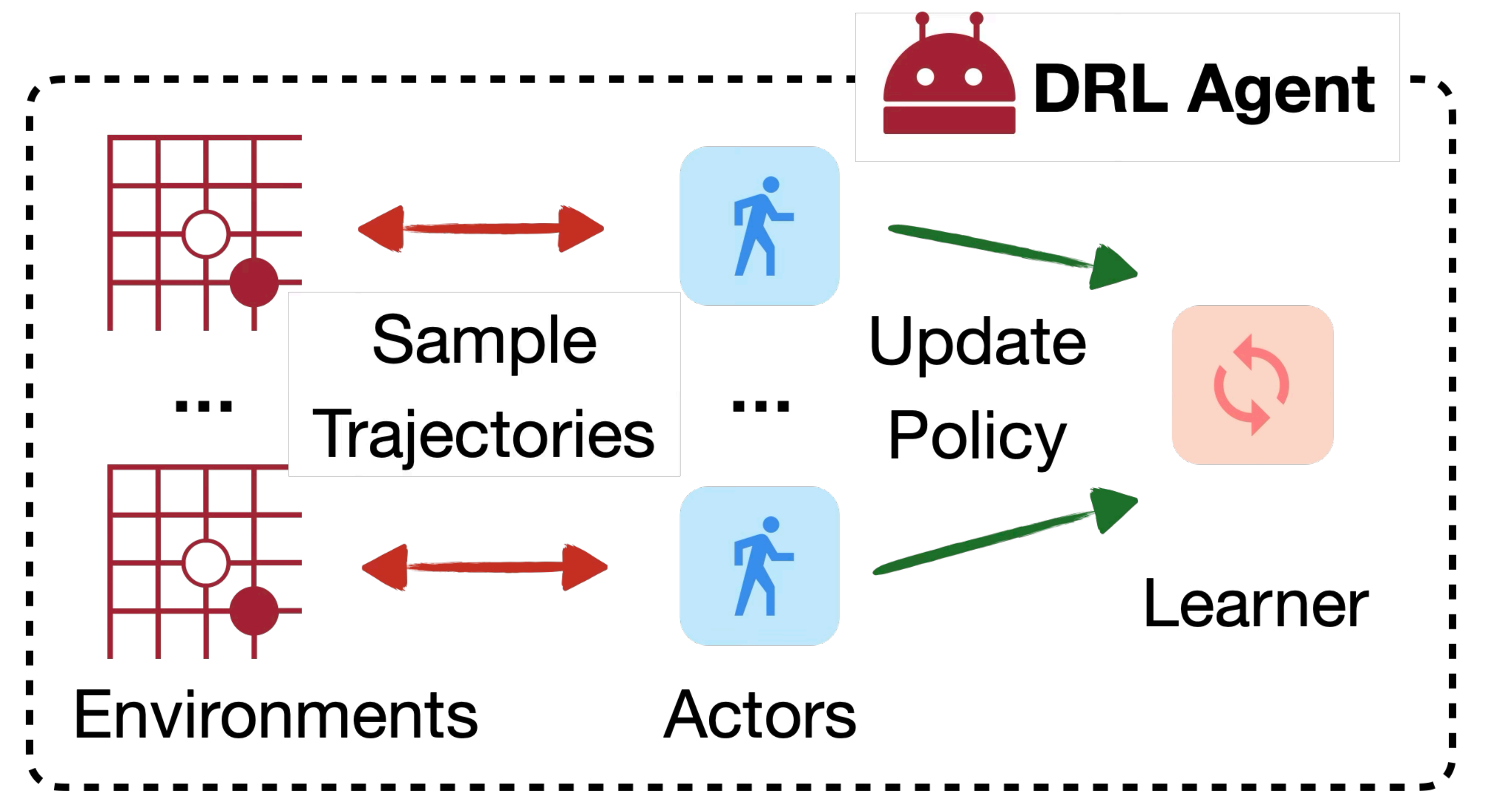
1. Cloud vs. Serverless Computing



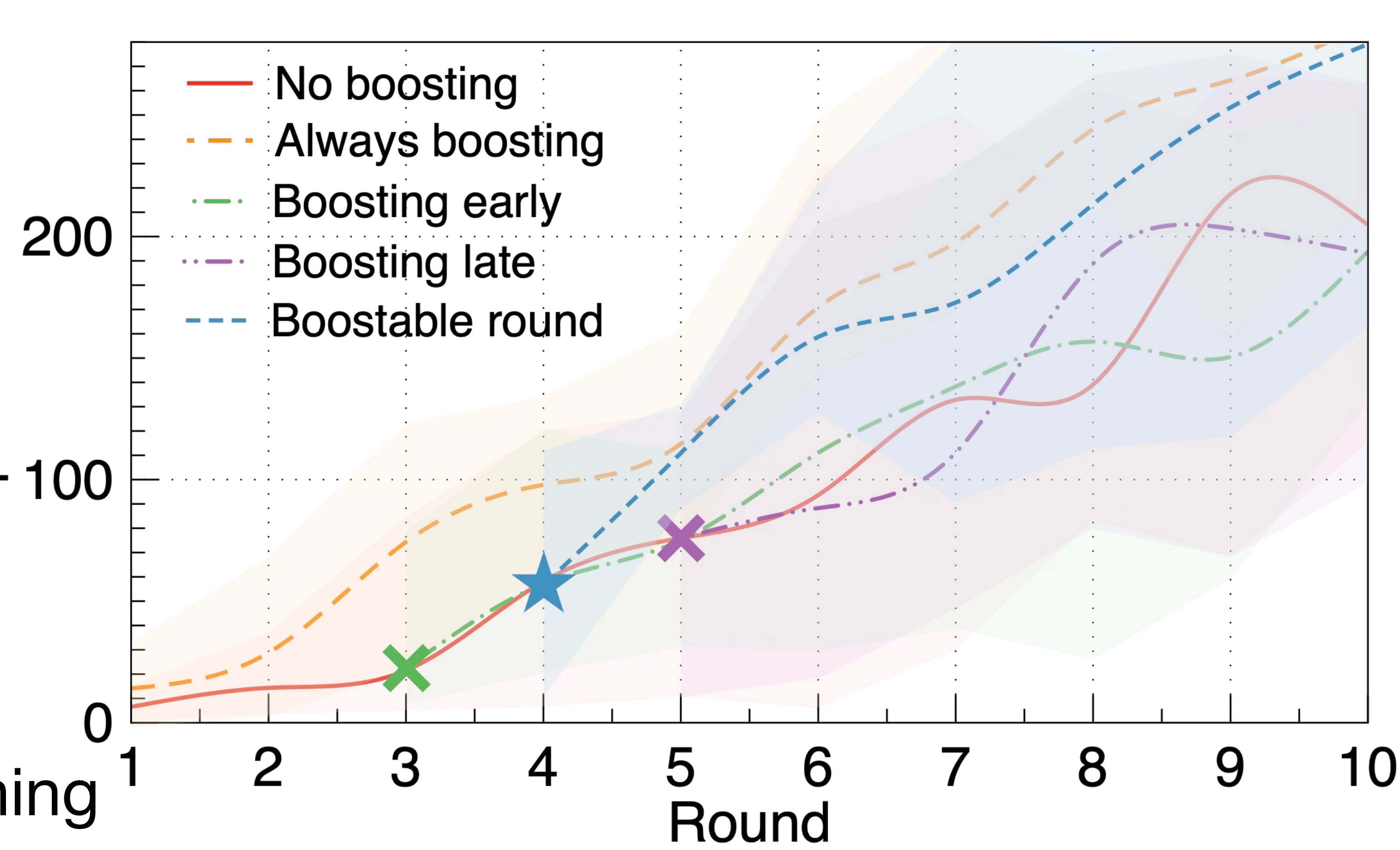
2. Deep Reinforcement Learning (DRL)



3. Actor-Learner Architecture

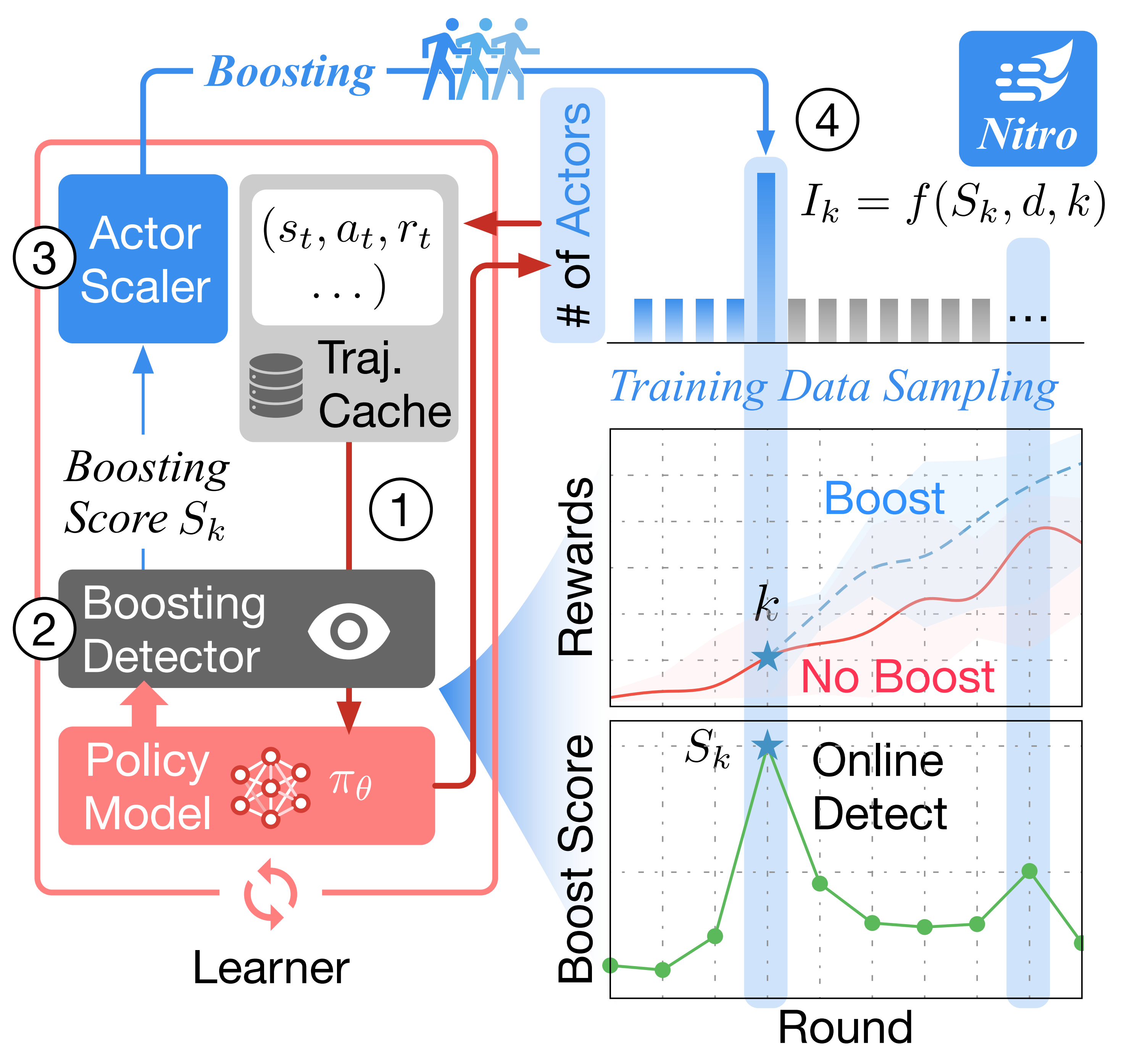


4. Boosting Distributed DRL Training

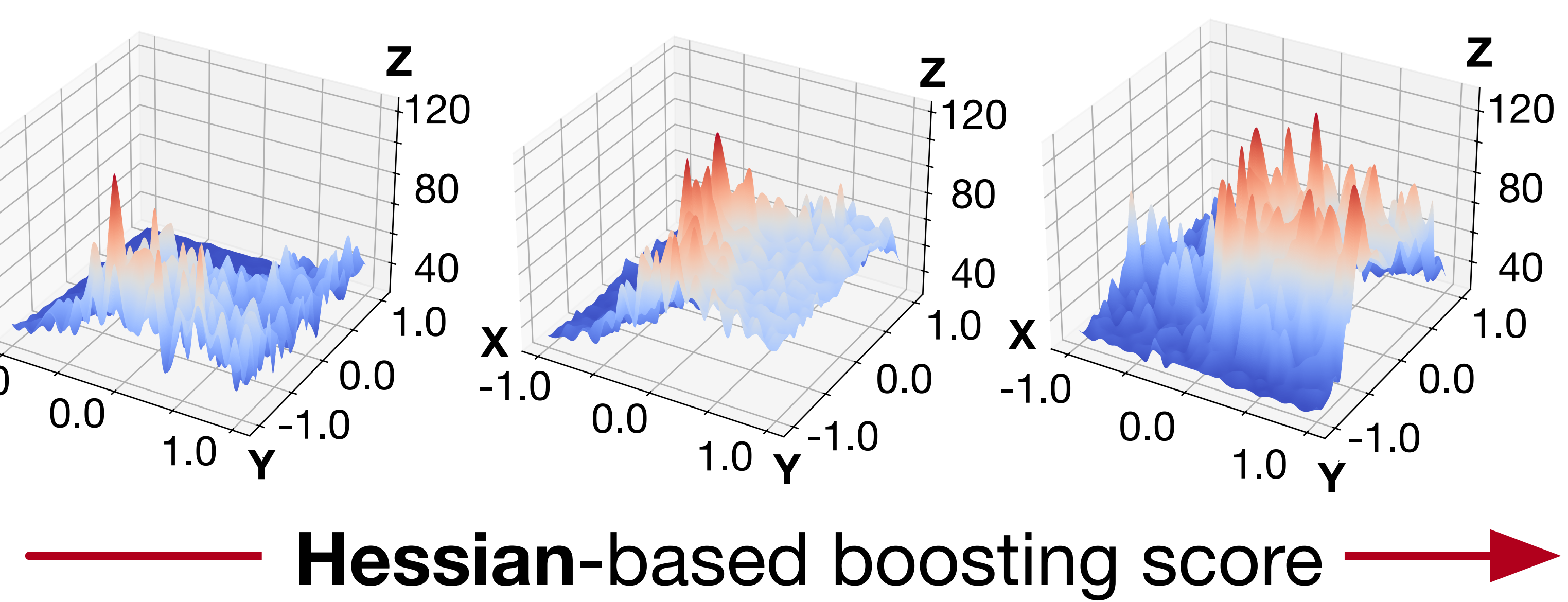


Boosting: increase actors to speed up DRL training

5. Nitro's Workflow and Actor Scaling



6. Boosting Opportunity Detection



7. DRL Training Improvement

