
Gymnasium: A Standardized Interface for Reinforcement Learning Environments

Mark Towers[†]
University of Southampton &
Farama Foundation
mt5g17@soton.ac.uk

Ariel Kwiatkowski^{†‡}
Meta AI, FAIR &
Farama Foundation
kwiat@meta.com

Jordan Terry[†]
Farama Foundation
jkterry@farama.org

John U. Balis *
Independent Researcher

Gianluca De Cola *
Farama Foundation

Tristan Deleu *
MILA, Université de Montréal

Manuel Goulão *
NeuralShift

Andreas Kallinteris *
Technical University of Crete

Markus Krimmel *
Farama Foundation

Arjun KG *
EarthBrain

Rodrigo Perez-Vicente *
Farama Foundation

Andrea Pierré *
UMass Lowell

Sander Schulhoff *
University of Maryland

Jun Jet Tai *
Coventry University

Hannah Tan *
Independent Researcher

Omar G. Younis *
MILA, Université de Montréal

Abstract

Reinforcement Learning (RL) is a continuously growing field that has the potential to revolutionize many areas of artificial intelligence. However, despite its promise, RL research is often hindered by the lack of standardization in the environment and algorithmic implementations. This makes it difficult for researchers to compare and build upon each other’s work, slowing progress in the field. Gymnasium is an open-source library that provides a standardized API for RL environments, aiming to tackle this issue, with over 18 million installations. Gymnasium’s main feature is a set of abstractions that allow for wide interoperability between environments and training algorithms, making it easier for researchers to develop and test new environments and/or RL algorithms. In addition, Gymnasium provides a collection of built-in easy-to-use environments, tools for easily customizing environments, and tools to ensure the reproducibility and robustness of RL research. Through this unified framework, Gymnasium significantly streamlines the process of developing and testing RL algorithms, enabling researchers to focus on innovation and less on implementation details. By providing a standardized platform for RL research, Gymnasium helps to drive forward the field of reinforcement learning and unlock its full potential. Gymnasium is available online at <https://github.com/Farama-Foundation/Gymnasium> with documentation at <https://gymnasium.farama.org/>.

[†]Co-first authors

[‡]Contribution occurred prior to joining Meta

*Alphabetically ordered

1 Introduction

With the development of Deep Q-Networks (DQN, Mnih et al. [2013]), the field of Deep Reinforcement Learning (DRL) gained significant popularity as a promising paradigm for developing large-scale autonomous AI agents. Throughout the last decade, DRL-based approaches managed to achieve or exceed human performance in many popular games, such as Go [Silver et al., 2017], DoTA 2 [Berner et al., 2019], and Starcraft 2 [Vinyals et al., 2019].

During this time, OpenAI Gym [Brockman et al., 2016] emerged as the de facto standard open source API for DRL researchers. To implement RL environments, its simple structure and quality of life features made it possible to easily implement custom environments compatible with existing algorithm implementations. However, beginning in 2021, the project was no longer maintained by OpenAI staff, and no updates have been made since October 2022.

Gymnasium is the maintained successor to OpenAI Gym, which has become widely adopted, with over a million downloads in April 2025* and over 18 million downloads since its initial release in November 2023 to May 2025*. Since its development, over 500 GitHub issues have been raised*, and 800 Pull Requests created to add features, fix bugs, or update documentation from over 40 unique contributors*. In this paper, we outline the main features of Gymnasium, the theoretical and practical considerations for its design, as well as our plans for future work. Collectively, we hope that Gymnasium removes barriers from DRL research and accelerates the development of safe, socially beneficial artificial intelligence.

In summary, Gymnasium provides the following novel contributions to the field of DRL:

- A maintained API for handling Reinforcement Learning Environment with a wide range of built-in environments (Figure 1), a collection of compatible external environments, and support from numerous training libraries.
- Supports a functional environment API for use in more theoretically aligned research, search algorithms, and use with vectorized hardware acceleration.
- Expanded support for vectorized environments with specialized wrappers, custom environment implementations, and API support for alternative vectorization methods and autoreset mode.
- Expansion of algebraic spaces to include text, graphs, disjoint unions, and variable-length sequences to enable multi-modal observation/action environments.

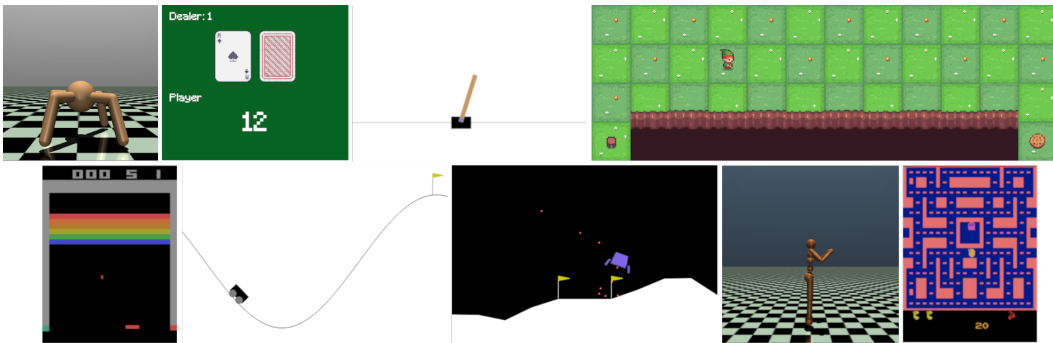


Figure 1: A subset of the available Reinforcement Learning Environments available through Gymnasium. From left to right, top to bottom: Ant-v5, Blackjack-v2, Cartpole-v1, FrozenLake-v1, ALE/Breakout-v5, MountainCar-v2, LunarLander-v3, Humanoid-v5, ALE/MsPacman-v5

*<https://pypistats.org/packages/gymnasium>

*<https://pepy.tech/projects/gymnasium>

*<https://github.com/Farama-Foundation/Gymnasium/issues>

*<https://github.com/farama-foundation/gymnasium/pulls>

2 Related Work

Due to its popularity, Gymnasium enjoys a wide ecosystem of compatible libraries. In this section, we describe some of the most prominent RL libraries that can be used with Gymnasium, as well as alternative API libraries.

2.1 Training Libraries

Stable Baselines3 (SB3) [Raffin et al., 2021] is a popular library providing a collection of state-of-the-art RL algorithms implemented in PyTorch. It builds upon the functionality of OpenAI Baselines [Dhariwal et al., 2017], aiming to deliver reliable and scalable implementations of algorithms like PPO, DQN, and SAC. SB3 emphasizes usability and reproducibility, making it a natural fit for use with Gymnasium’s environments.

CleanRL [Huang et al., 2022] is designed to provide clean, minimalistic, one-file implementations of RL algorithms. It focuses on simplicity and transparency, making it a helpful educational tool and easier for researchers to understand and experiment with RL techniques.

Tianshou [Weng et al., 2021] is a versatile library for RL research that supports various training paradigms, including off-policy, on-policy, and multi-agent settings. It offers a modular design that allows users to easily customize and extend the library’s components.

Ray Rllib [Liang et al., 2018] is part of the Ray ecosystem and is known for its scalability and support for distributed RL training. Rllib provides a diverse range of algorithms and tools for both single-agent and multi-agent scenarios.

Dopamine [Castro et al., 2018] is a research framework developed by Google for experimenting with reinforcement learning algorithms. It is designed to provide a clean, minimalistic codebase that focuses on implementing and evaluating RL algorithms such as DQN and its variants in Tensorflow and JAX. Dopamine emphasizes reproducibility and simplicity, offering well-structured, modular components that make it easy for researchers to implement and test new algorithms.

2.2 Other Tooling utilising Gymnasium

Minari [Younis et al., 2024] defines a standardized format for offline RL datasets and provides a suite of tools for data management. These tools facilitate the collection, ingestion, processing, and distribution of datasets. Additionally, Minari integrates with a cloud-based repository that hosts a variety of benchmark datasets, enhancing accessibility and reproducibility in offline RL research.

Atari Learning Environment [Bellemare et al., 2013] is a collection of environments based on classic Atari games. It uses an emulator of the Atari 2600 console to ensure full fidelity and serves as a challenging and diverse testbed for RL algorithms.

Metaworld [Yu et al., 2019] is a benchmark for meta-RL and multi-task learning. It contains 50 robotic manipulation tasks compatible with the Gymnasium interface and allows for easy benchmarking of meta and multi-task algorithms.

Gymnasium Robotics [de Lazcano et al., 2023] is a collection of robotics environments, including maze path-finding and robot arm manipulation. It provides a multi-goal API compatible with Gymnasium, enabling support for algorithms like Hindsight Experience Replay [Andrychowicz et al., 2018].

2.3 Alternative API Libraries

Several alternative libraries offer different approaches to defining and interacting with RL environments.

OpenAI Gym [Brockman et al., 2016], the predecessor to Gymnasium, for which we built upon and extended while retaining its core principles. Still used in RL research, Gym is no longer being maintained and thus lacks the bug fixes, feature additions, and documentation compared to Gymnasium. As a result, few maintained RL libraries still support Gym anymore, though Gymnasium provides conversion wrappers to interface with Gym-based environments.

dm_env [Muldal et al., 2019] offers a lightweight API for RL environments, however, it is almost exclusively used within Google-Deepmind developed environments such as DM-Control [Tunyasuvunakool et al., 2020], DM-Lab2D [Beattie et al., 2020], and BSuite [Osband et al., 2020]. It emphasizes a clean, functional design and is used for evaluating algorithms in a controlled manner. While similar in some aspects to Gymnasium, dm_env focuses on providing a much more minimalist API with a strong emphasis on performance and simplicity, thus lacking much of the additional tooling/capabilities that Gymnasium provides.

PettingZoo [Terry et al., 2021a] is designed for multi-agent RL environments, offering a suite of environments where multiple agents can interact simultaneously. It builds on concepts from Gymnasium but extends its capabilities to support complex multi-agent scenarios, making it an important tool for research in cooperative and competitive settings.

	Gymnasium	OpenAI Gym	dm_env
Library Components	Comprehensive with extensive wrappers, vectorization and spaces	Basic with several wrappers, vectorizations and spaces	Minimal with only lightweight utilities.
Development	Active	Unmaintained	Stable
Community Adoption	Widespread with native support across major RL frameworks.	Good though largely legacy	Limited with only ACME [Hoffman et al., 2020] and Dopamine [Castro et al., 2018] support

Table 1: Comparison of RL Environment APIs

3 Library Structure

At its core, Gymnasium is a collection of interfaces tailored for RL environments. The simplicity and flexibility of the API enable it to be reused by researchers and developers across most environments and algorithms. In this section, we describe the main abstractions and interfaces included in Gymnasium with example code and tutorials in our documentation.

```
import gymnasium as gym

env = gym.make("CartPole-v1", render_mode="human")
print(f"Observation Space={env.observation_space}")
print(f"Action Space={env.action_space}")

observation, info = env.reset(seed=42)
for _ in range(1000):
    action = env.action_space.sample()
    observation, reward, terminated, truncated, info = env.step(action)

    if terminated or truncated:
        print("New Episode Starting")
        observation, info = env.reset()
env.close()
```

Environment The central abstraction in Gymnasium is the Env representing an instantiation of an RL environment. An Env roughly corresponds to a Partially Observable Markov Decision Process (POMDP, Kaelbling et al. [1998]), with some notable differences discussed in Section 4.1. An Env is primarily defined by the attributes `observation_space` and `action_space`, and the methods `reset` and `step`. The `observation_space` and `action_space` define the expected observation and action structures for an environment (roughly corresponding to output and inputs expected). The `reset` method sets the environment to its initial state, beginning a new episode, and the `step` method executes a selected action in the environment, advancing it. For a detailed description of the Env class and example implementation tutorials, we refer readers to the documentation.

Vector Environment A secondary, and arguably as important, abstraction is the `VectorEnv` that represents a collection of independently running `Env` with the results batched together. There are minimal structural differences with the same core attributes and methods to `Env` with the addition of `num_envs` for the number of sub-environments running in parallel. This enables relatively easy upgrading of training algorithms from `Env` to `VectorEnv`. The `VectorEnv` is crucial for modern RL research where algorithms use millions and sometimes billions of observations to learn from, as it enables hundreds or thousands of environments to be executed in parallel, maximising the steps per second taken.

Space To define the expected structure of actions and observations for `reset` and `step` functions, `spaces` abstracts this with built-in implementations for matrix data, discrete categories, and more. They provide `dtype` and `shape` attributes that can be used for specifying a replay buffer’s structure, a neural network’s expected input observations and output actions, etc. They further implement a `sample` method to generate random examples, commonly used for random actions taken by agents.

Registry To create and manage environments, Gymnasium has a registry that can be added to with a namespace, environment name, and a version number. For registered environments, they can be initialized with the `gymnasium.make` function, using arguments or wrappers also registered, allowing users to easily recreate an exact environment initialization. The standard Gymnasium convention is that any changes to the environment that modify its behavior result in incrementing the version number, ensuring reproducibility and reliability of historic RL research.

Wrappers It’s common for researchers to modify an environment’s `reset` or `step` functions’ inputs and outputs to change dynamics. Gymnasium provides `Wrapper` to easily achieve with 33 built-in wrappers that, for example, clip rewards, normalize observations, record MP4 videos, and more. See our list of wrappers for the complete set of built-in wrappers.

Utility functions To further help researchers, Gymnasium provides a number of utility functions, such as an API checker to confirm that an environment is correctly implemented, for acting in an environment using a keyboard, and compatibility functions for operating with OpenAI Gym environments.

3.1 Implemented environments

Gymnasium includes a collection of well-tested environments fully compliant with the API (Figure 1) that can serve as references for new environment implementations or as simple testing grounds for algorithm development. For a benchmark of popular algorithms’ performance against these environments, we refer readers to Huang et al. [2024], which provides training curves and benchmarks from several training libraries. Here, we describe these environments and their general uses.

Classic control Originally inspired by textbooks or historic RL research, Cartpole, Acrobot, Mountain Car, and Pendulum are simple physics simulations that provide easy testing environments with continuous observation spaces and either discrete or continuous actions. These environments tend to serve well as quick and simple evaluations for new algorithm implementations due to their simplistic reward structures and small observation and action spaces. A notable exception is Mountain Car, which is often difficult to solve without a deliberate exploration mechanism due to its sparse rewards.

Toy text Modelled on tabular MDPs (Markov Decision Process, Puterman [1990]), Blackjack, Taxi, Cliff Walking, and Frozen Lake are all discrete observation and action environments. As such, these environments can serve as testbeds for RL algorithms that do not rely on neural networks for state representation.

Box2D For more complex physics simulations, Bipedal Walker, Car Racing, and Lunar Lander use the Box2D physics engine with collision detection and contact forces (both of which are neglected in the classic control environments). These environments use continuous or image-based observations and continuous or discrete actions, and represent a step up in complexity compared to classic control and toy text environments.

MuJoCo Robotics-based problems with higher dimensionality and non-linear dynamics, the MuJoCo environments are eleven physics-based environments with continuous sensors (observations) and control (actions) using the MuJoCo simulator [Todorov et al., 2012]. These environments simulate more complex physical interactions, including multi-body dynamics and contact forces, offering a more realistic and challenging setting for RL agents to learn. Each environment involves controlling a simulated agent to achieve tasks such as locomotion or balancing, and is still commonly used as a suite of benchmark environments for continuous control algorithms.

External environments In addition to the built-in environments listed above, due to Gymnasium’s popularity, numerous projects incorporate our API, for which we maintain a list of external environments which are frequently updated. We categorise these into first-party environments, maintained by the Farama Foundation, and third-party environments. The list of first-party environments includes gridworlds [Chevalier-Boisvert et al., 2023], robotics [de Lazcano et al., 2023], web-based [Liu et al., 2018], arcade games [Bellemare et al., 2013, Kempka et al., 2016, Poliquin, 2025], meta-objectives [Yu et al., 2019, Felten et al., 2023], and automated driving [Leurent, 2018] environments. For third-party environments, they include automated driving [Book et al., 2023, Alegre, 2019, Bouteiller et al., 2025], medical [Choudhary et al., 2024], UAV control [Gong et al., 2025, Groot et al., 2024, de Moura Souza and Toledo, 2024, Tai et al., 2023], robotics [Malagón et al., 2024], and many more environments. Additionally, work has built upon these base environments for more specialist research, for example further environments using Atari [Delfosse et al., 2024, Shao et al., 2022, Dalton et al., 2020, Young and Tian, 2019, Terry et al., 2021b].

4 Novel features

Since its fork of OpenAI Gym, over 800 Pull Requests by over 40 unique contributors have been opened in Gymnasium to add features, fix bugs, and improve documentation. Beyond the quality of life and ease of use changes implemented, in this Section, we highlight four core changes to the API.

4.1 Functional Environment API

The `Env` class is the central abstraction for Gymnasium with an object-oriented design. More recently, the `FuncEnv` was added as a secondary abstraction for implementing environments with a more functional approach. Inspired by RL environment theoretical formalism, POMDP [Kaelbling et al., 1998], the `FuncEnv` defines functions that correspond directly to POMDP components (unlike `Env`):

- `initial(rng) -> state`: Generates the initial state of the environment, mirroring $\mu \in \Delta\mathcal{S}$ that samples the initial state distribution where \mathcal{S} is the set of possible states.
- `transition(state, action, rng) -> state`: Computes the next state of the environment based on an action, matching $T: \mathcal{S} \times \mathcal{A} \rightarrow \Delta\mathcal{S}$ that transitions a state to the next state given an action, where \mathcal{S} and \mathcal{A} is the set of possible states and actions, respectively.
- `observation(state) -> obs`: Returns the observation for a given state in the environment, following $O: \mathcal{S} \rightarrow \Delta\Omega$ that maps states (\mathcal{S}) to observations (Ω).
- `reward(state, action, next_state) -> float`: Computes the reward for transitioning from one state to another given an action, mirroring $R: \mathcal{S} \times \mathcal{A} \times \mathcal{S} \rightarrow \mathbb{R}$ where \mathcal{S} and \mathcal{A} are the set of possible states and actions respectively, and \mathbb{R} is set of real numbers for the reward.
- `terminal(state) -> bool`: Determines if a state is terminal, indicating the end of an episode. This does not correspond to any element of the classical POMDP description, but is necessary for practical reasons. We expand on this in the following section

This design has two main advantages: first, that it’s more closely aligned to the theoretical POMDP formalism. This is important as with the standard `Env` formulation, theoretical and search-based RL research is more difficult to accomplish, as understanding how an environment’s state evolves over time, the impact of stochasticity in transitions, and more is significantly more convoluted due to `Env`’s object-oriented implementation. Instead, with `FuncEnv`, users have direct access to the environment’s state, for which multiple transitions can be taken to collect a distribution of possible next states, often necessary in theoretical and search-based research. Secondly, `FuncEnv` allows easier

hardware acceleration of implemented environments using libraries like JAX [Bradbury et al., 2018]. Scaling Envs, discussed further in Section 4.3, is difficult as it normally requires unique instances of each environment that are iteratively computed. In comparison, the functional paradigm of `FuncEnv` enables greater scalability as JAX [Bradbury et al., 2018] and other libraries can efficiently vectorize stateless functions across CPUs and given GPUs with minimal changes. Brax [Freeman et al., 2021], Pgx [Koyamada et al., 2023], and Jumanji [Bonnet et al., 2024] are all example projects that have been built around JAX to parallelize their environment functions. To support this, Gymnasium provides the `FunctionalJaxVectorEnv` class to vectorize any `FuncEnv` written in JAX. As such, the `FuncEnv` provides an alternative, though highly effective, environment API for environment implementations compared to `Env`. However, to unlock all these advantages for a `Env` requires that it be reimplemented as a `FuncEnv` due to the API differences.

4.2 Termination and Truncation

In RL theory, it is common to assume that actions can be executed in an environment indefinitely. In practice, this tends to be unrealistic, as researchers only have a finite time to perform their experiments. To account for that, Gymnasium introduces the notions of episodic termination and truncation, visualised in Figure 2. In OpenAI Gym, these two concepts were not clearly separated due to the `Env.step` implementation, so it is worth expanding on their meaning, the distinction between them, and how Gymnasium helps clarify the issue.

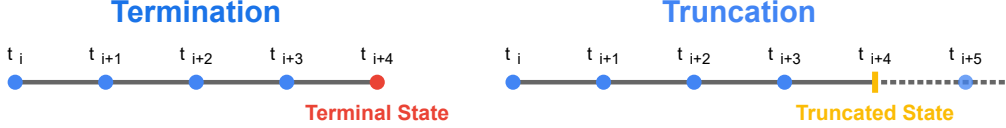


Figure 2: Example of termination and truncation

Termination is a signal for a state to indicate if an agent cannot reach any further states from it. Typically, this represents either the success or failure of the task that an RL agent is trying to achieve, but generally, it’s any state-dependent reason to end an episode. It is possible for an environment not to have any terminal states, as is common in theoretical RL problems where environments enter an absorbing state with 0 reward. However, practically most Gymnasium environments have termination signals.

Truncation similarly indicates the end of an episode, but for a reason unrelated to the environment’s current state. This is normally based on the number of steps taken, but could be used if the environment crashes or times out for reasons unrelated to the agent’s behaviour. It is roughly the equivalent of saying “The episode could keep going, but we ran out of time, so we decided to stop it here” as shown in Figure 2. In Gymnasium, we provide the `TimeLimit` wrapper, through which developers and users can define the number of steps after which the environment will give a truncation signal. Practically, like Termination, most Gymnasium environments have a maximum action taken value before truncation to prevent an agent from getting stuck and never terminating.

While the difference between termination and truncation may seem minor, it has nontrivial implications for algorithm implementations. For algorithms that compute the expected future rewards, through estimating state-value, $V(s)$ like REINFORCE [Sutton et al., 1999] and Proximal Policy Optimization [Schulman et al., 2017] and the Q-value, $Q(s, a)$ like Deep Q-Networks [Mnih et al., 2015] and Soft Actor-Critic [Haarnoja et al., 2018].*

$$V(s_t) = r_t + \gamma \cdot \neg \text{terminated}_t \cdot V(s_{t+1}) \quad (1)$$

$$Q(s_t, a_t) = r_t + \gamma \cdot \neg \text{terminated}_t \cdot \max_{a^* \in A} Q(s_{t+1}, a^*) \quad (2)$$

Computing the expected future rewards, if an episode terminates, then no further rewards can be obtained after the terminal state. In contrast, if an episode truncates, then the agent has encountered

* s_t, a_t, r_t is the state, action taken, and reward received on timestep t , and s_{t+1} the state for timestep $t + 1$. γ is the discount factor to encourage collecting temporally sooner rewards.

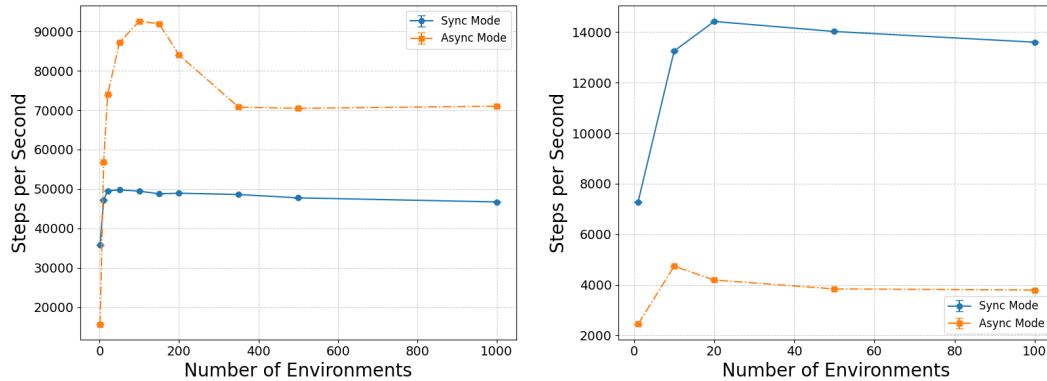
an arbitrary cutoff, and if not, would have kept acting, accumulating rewards. As a result, in the value estimation algorithm (Eqs. (1) and (2)), whether an episode terminates or truncates is crucial to the predicted expected future rewards and for agent policies.

However, for OpenAI Gym users, differentiating between whether an environment has terminated or been truncated was a single boolean signal, with the developer needing to check a `step`'s information if a truncation occurred. As a result, few users and even well-developed training libraries correctly differentiated between the two.* To address this issue, Gymnasium modified `Env.step`'s type definition to return two boolean signals, one for termination and one for truncation. This forces users to acknowledge when termination vs truncation occurred, with the plan that this would improve training libraries that utilize Gymnasium.

4.3 Vectorization

Gymnasium puts an emphasis on treating vectorized environments as first-class citizens, on par with individual environments. This is because vectorization is a common optimization technique in RL research that allows running numerous independent environments in parallel, enabling significant performance gains without major changes to an algorithm's implementation.

By default, Gymnasium supports two vectorization modes, as well as a custom mode that can be defined for each environment separately. `SyncVectorEnv` vectorizes arbitrary environments very simply through iteratively computing each sub-environment's result and batching it together. `AsyncVectorEnv` running each sub-environment in its own subprocess, multithreading them at the cost of greater memory requirements. As a result, the relative performance of `SyncVectorEnv` and `AsyncVectorEnv` vectorization depends on many factors, notably the complexity of the environment itself and the hardware used. For example, Figure 3 shows the steps per second of the Box2D Lunar Lander environment, vectorized for high-end and low-end hardware.



(a) Individual environment steps per second, executed on a MacBook Pro. Higher is better.

(b) Individual environment steps per second, executed on Google Colab. Higher is better.

Figure 3: Performance comparison of different vectorization modes on the Lunar Lander environment using 10,000 total environment steps. On a system with high RAM (M3 MacBook Pro with 128 GB of RAM), Async vectorization provides performance benefits by running environments in parallel. Conversely, on weaker hardware (Google Colab), the subprocess overhead remains significant and significantly degrades Async performance.

In addition, Gymnasium added the ability to implement and create custom vector environments that can implement their own custom vectorization method. An example is classic control CartPole, where, because of its simple dynamics, sub-environments can be all computed at the same time using tensor operations in parallel. This increases the steps per second by an order of magnitude faster computation compared to both `SyncVectorEnv` or `AsyncVectorEnv` and without the memory overhead of separate sub-environment instances or subprocesses, etc. However, this requires the environment to be custom-written and isn't normally compatible with more complex environments.

*<https://farama.org/Gymnasium-Terminated-Truncated-Step-API>

Though this opens up the opportunity to researchers to develop their own custom vector environments like Kazemkhani et al. [2025], Weng et al. [2022], Suarez [2024].

A further critical implementation detail for vector environments is that sub-environments will terminate (or truncate) after a different number of steps. Therefore, to maximise the throughput, it's common for vector environments to automatically reset sub-environments whose episodes end, referred to as Autoreset. As Figure 4 demonstrates, there are three distinct methods for auto-resetting, for which OpenAI Gym only supports same-step autoreset. The difference in their implementation is when the sub-environment is reset, for next-step mode this occurs on the timestep after the last episode ended such that every timestep a sub-environment is only either reset or step. This is the Gymnasium default and fastest option as a sub-environment is only completing one option at a time however for reset timesteps then there are “dead” actions that aren't passed to an environment. Second, in contrast, for the same-step mode when a sub-environment's episode ends then its reset within the same timestep and the episode's last observation is returned within the step's info data. This was the OpenAI Gym default and requires that users correctly use the observation in info to value estimation and prevents rendering of an episode's final observation. Thirdly, the disabled mode requires an explicit reset call using a mask to specify which sub-environments are reset. This provides the most control to users about which sub-environments are reset and when. We've added support for all three reset modes into our build-in vectorizers and vector wrappers where compatible.

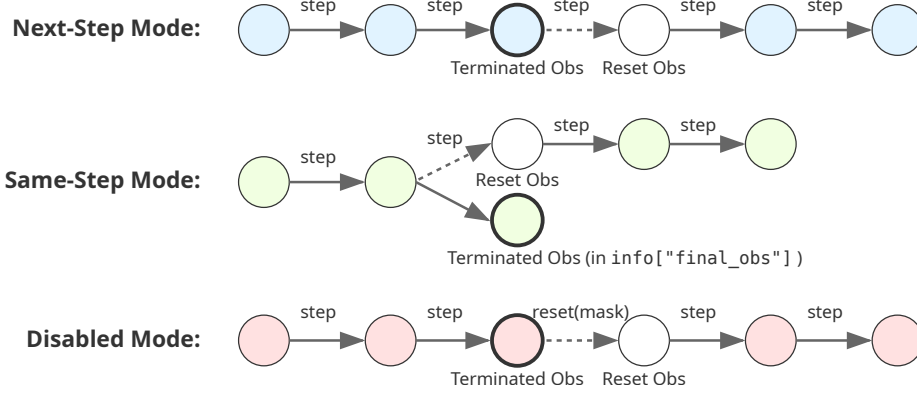


Figure 4: Methods of auto-resetting vectorized sub-environments. The white circles are the reset observation, and the circles with bold outlines are an episode's final observation. The solid arrow is for sub-environment steps, and the dashed arrow for sub-environment resets.

4.4 Algebraic spaces

In Gymnasium, observation and action spaces can be broadly split into two categories: fundamental and composite. As the name suggests, composite spaces comprise one or more subspaces, whereas fundamental spaces cannot be divided this way. Gymnasium supports the following built-in spaces, with the Text, Sequence, Graph, and OneOf being newly added and are unique to Gymnasium:

These spaces provide researchers and users the capability to design and implement multi-modal reinforcement learning where an agent may take input signals (observations) from a network of connected devices using the Graph space, or a variable length of visible obstacles that must be avoided using the Sequence space.

5 Summary

This paper introduces Gymnasium, an open-source library offering a standardized API for RL environments and a suite of benchmark environments ranging from finite MDPs to robotic simulations. As a result, it has wide-scale adoption and compatibility with training libraries and external environments. Building upon OpenAI Gym, beyond quality of life and ease of use changes, we have introduced new features to accelerate RL research, such as an emphasis on vectorized environments, new spaces

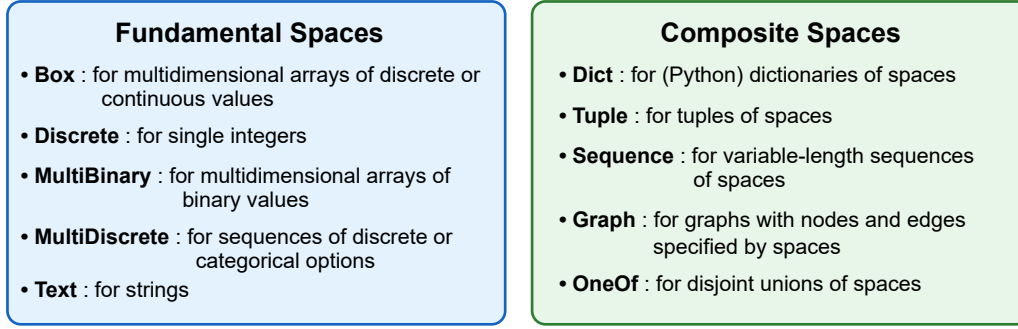


Figure 5: List of spaces split into the Fundamental and Composite

for multi-modal observations or actions, and an explicit interface for functional environments that can be hardware-accelerated. These tools have the goal of accelerating the advancements of safe and beneficial AI research.

However, there are two primary limitations to Gymnasium. The first is that, as it is solely an RL environment API and thus requires users to train an agent to use a separate training library, like those listed in Section 2.1. Secondly, Gymnasium is implemented in Python due to its popularity in machine learning research; however, as a result, environments can be slow to run compared to custom C, C++, or Cython-based environments [Suarez, 2024].

Acknowledgments and Disclosure of Funding

Thank you to the numerous contributors and users of Gymnasium who have helped develop the project over the years, in particular, the original OpenAI team that created Gym.

References

- Lucas N. Alegre. SUMO-RL. <https://github.com/LucasAlegre/sumo-rl>, 2019.
- Marcin Andrychowicz, Filip Wolski, Alex Ray, Jonas Schneider, Rachel Fong, Peter Welinder, Bob McGrew, Josh Tobin, Pieter Abbeel, and Wojciech Zaremba. Hindsight experience replay, 2018. URL <https://arxiv.org/abs/1707.01495>.
- Charles Beattie, Thomas Köppe, Edgar A. Duéñez-Guzmán, and Joel Z. Leibo. Deepmind lab2d, 2020. URL <https://arxiv.org/abs/2011.07027>.
- M. G. Bellemare, Y. Naddaf, J. Veness, and M. Bowling. The arcade learning environment: An evaluation platform for general agents. *Journal of Artificial Intelligence Research*, 47:253–279, jun 2013.
- Christopher Berner, Greg Brockman, Brooke Chan, Vicki Cheung, Przemysław Debiak, Christy Dennison, David Farhi, Quirin Fischer, Shariq Hashme, Chris Hesse, et al. Dota 2 with large scale deep reinforcement learning. *arXiv preprint arXiv:1912.06680*, 2019.
- Clément Bonnet, Daniel Luo, Donal Byrne, Shikha Surana, Sasha Abramowitz, Paul Duckworth, Vincent Coyette, Laurence I. Midgley, Elshadai Tegegn, Tristan Kalloniatis, Omayma Mahjoub, Matthew Macfarlane, Andries P. Smit, Nathan Grinsztajn, Raphael Boige, Cemlyn N. Waters, Mohamed A. Mimouni, Ulrich A. Mbou Sob, Ruan de Kock, Siddarth Singh, Daniel Furelos-Blanco, Victor Le, Arnau Pretorius, and Alexandre Laterre. Jumanji: a diverse suite of scalable reinforcement learning environments in jax, 2024. URL <https://arxiv.org/abs/2306.09884>.
- Felix Book, Arne Traue, Maximilian Schenke, Barnabas Haucke-Korber, and Oliver Wallscheid. Gym-electric-motor (gem) control: An automated open-source controller design suite for drives. In *2023 IEEE International Electric Machines & Drives Conference (IEMDC)*, pages 1–7, 2023. doi: 10.1109/IEMDC55163.2023.10239044.

- Yann Bouteiller, Edouard GEZE, GobeX, Stefan Kuhn, and pius. trackmania-rl/tmrl: Release 0.7.1, May 2025. URL <https://doi.org/10.5281/zenodo.15344778>.
- James Bradbury, Roy Frostig, Peter Hawkins, Matthew James Johnson, Chris Leary, Dougal Maclaurin, George Nécule, Adam Paszke, Jake VanderPlas, Skye Wanderman-Milne, and Qiao Zhang. JAX: composable transformations of Python+NumPy programs, 2018. URL <http://github.com/google/jax>.
- Greg Brockman, Vicki Cheung, Ludwig Pettersson, Jonas Schneider, John Schulman, Jie Tang, and Wojciech Zaremba. Openai gym. *arXiv preprint arXiv:1606.01540*, 2016.
- Pablo Samuel Castro, Subhodeep Moitra, Carles Gelada, Saurabh Kumar, and Marc G. Bellemare. Dopamine: A Research Framework for Deep Reinforcement Learning. 2018. URL <http://arxiv.org/abs/1812.06110>.
- Maxime Chevalier-Boisvert, Bolun Dai, Mark Towers, Rodrigo Perez-Vicente, Lucas Willems, Salem Lahlou, Suman Pal, Pablo Samuel Castro, and Jordan Terry. Minigrid & miniworld: Modular & customizable reinforcement learning environments for goal-oriented tasks. In *Advances in Neural Information Processing Systems 36, New Orleans, LA, USA, December 2023*.
- Kartik Choudhary, Dhawal Gupta, and Philip S. Thomas. ICU-Sepsis: A benchmark MDP built from real medical data. In *Reinforcement Learning Conference*, 2024. URL <https://arxiv.org/abs/2406.05646>.
- Steven Dalton, Iuri Frosio, and Michael Garland. Accelerating reinforcement learning through gpu atari emulation, 2020. URL <https://arxiv.org/abs/1907.08467>.
- Rodrigo de Lazcano, Kallinteris Andreas, Jun Jet Tai, Seungjae Ryan Lee, and Jordan Terry. Gymnasium robotics, 2023. URL <http://github.com/Farama-Foundation/Gymnasium-Robotics>.
- Gustavo de Moura Souza and Claudio Fabiano Motta Toledo. Monte carlo continuous action space solver for chance constrained markov decision processes. Master’s thesis, Universidade de São Paulo, 2024.
- Quentin Delfosse, Jannis Blüml, Bjarne Gregori, Sebastian Sztwiertnia, and Kristian Kersting. Ocatari: Object-centric atari 2600 reinforcement learning environments, 2024. URL <https://arxiv.org/abs/2306.08649>.
- Prafulla Dhariwal, Christopher Hesse, Oleg Klimov, Alex Nichol, Matthias Plappert, Alec Radford, John Schulman, Szymon Sidor, Yuhuai Wu, and Peter Zhokhov. Openai baselines. <https://github.com/openai/baselines>, 2017.
- Florian Felten, Lucas N. Alegre, Ann Nowé, Ana L. C. Bazzan, El Ghazali Talbi, Grégoire Danoy, and Bruno C. da Silva. A toolkit for reliable benchmarking and research in multi-objective reinforcement learning. In *Proceedings of the 37th Conference on Neural Information Processing Systems (NeurIPS 2023)*, 2023.
- C. Daniel Freeman, Erik Frey, Anton Raichuk, Sertan Girgin, Igor Mordatch, and Olivier Bachem. Brax - a differentiable physics engine for large scale rigid body simulation, 2021. URL <http://github.com/google/brax>.
- Xudong Gong, Dawei Feng, kele Xu, Weijia Wang, Zhangjun Sun, Xing Zhou, Bo Ding, and Huaimin Wang. Vvc-gym: A fixed-wing uav reinforcement learning environment for multi-goal long-horizon problems. In *International Conference on Learning Representations*, 2025.
- DJ Groot, G Leto, A Vlaskin, A Moec, and J Ellerbroek. Bluesky-gym: Reinforcement learning environments for air traffic applications, 2024.
- Tuomas Haarnoja, Aurick Zhou, Pieter Abbeel, and Sergey Levine. Soft Actor-Critic: Off-Policy Maximum Entropy Deep Reinforcement Learning with a Stochastic Actor. *arXiv:1801.01290 [cs, stat]*, January 2018. URL <http://arxiv.org/abs/1801.01290>. arXiv: 1801.01290 version: 1.

- Matthew W. Hoffman, Bobak Shahriari, John Aslanides, Gabriel Barth-Maron, Nikola Momchev, Danila Sinopalnikov, Piotr Stańczyk, Sabela Ramos, Anton Raichuk, Damien Vincent, Léonard Hussenot, Robert Dadashi, Gabriel Dulac-Arnold, Manu Orsini, Alexis Jacq, Johan Ferret, Nino Vieillard, Seyed Kamyar Seyed Ghasemipour, Sertan Girgin, Olivier Pietquin, Feryal Behbahani, Tamara Norman, Abbas Abdolmaleki, Albin Cassirer, Fan Yang, Kate Baumli, Sarah Henderson, Abe Friesen, Ruba Haroun, Alex Novikov, Sergio Gómez Colmenarejo, Serkan Cabi, Caglar Gulcehre, Tom Le Paine, Srivatsan Srinivasan, Andrew Cowie, Ziyu Wang, Bilal Piot, and Nando de Freitas. Acme: A research framework for distributed reinforcement learning. *arXiv preprint arXiv:2006.00979*, 2020. URL <https://arxiv.org/abs/2006.00979>.
- Shengyi Huang, Rousslan Fernand Julien Dossa, Chang Ye, Jeff Braga, Dipam Chakraborty, Kinal Mehta, and João G.M. Araújo. Cleanrl: High-quality single-file implementations of deep reinforcement learning algorithms. *Journal of Machine Learning Research*, 23(274):1–18, 2022. URL <http://jmlr.org/papers/v23/21-1342.html>.
- Shengyi Huang, Quentin Gallouédec, Florian Felten, Antonin Raffin, Rousslan Fernand Julien Dossa, Yanxiao Zhao, Ryan Sullivan, Viktor Makovychuk, Denys Makoviichuk, Mohamad H. Danesh, Cyril Roumégous, Jiayi Weng, Chufan Chen, Md Masudur Rahman, João G. M. Araújo, Guorui Quan, Daniel Tan, Timo Klein, Rujikorn Charakorn, Mark Towers, Yann Berthelot, Kinal Mehta, Dipam Chakraborty, Arjun KG, Valentin Charraut, Chang Ye, Zichen Liu, Lucas N. Alegre, Alexander Nikulin, Xiao Hu, Tianlin Liu, Jongwook Choi, and Brent Yi. Open RL Benchmark: Comprehensive Tracked Experiments for Reinforcement Learning. *arXiv preprint arXiv:2402.03046*, 2024. URL <https://arxiv.org/abs/2402.03046>.
- Leslie Pack Kaelbling, Michael L. Littman, and Anthony R. Cassandra. Planning and acting in partially observable stochastic domains. *Artificial Intelligence*, 101(1):99–134, May 1998. ISSN 0004-3702. doi: 10.1016/S0004-3702(98)00023-X.
- Saman Kazemkhani, Aarav Pandya, Daphne Cornelisse, Brennan Shacklett, and Eugene Vinitsky. Gpudrive: Data-driven, multi-agent driving simulation at 1 million fps. In *Proceedings of the International Conference on Learning Representations (ICLR)*, 2025. URL <https://arxiv.org/abs/2408.01584>.
- Michał Kempka, Marek Wydmuch, Grzegorz Runc, Jakub Toczek, and Wojciech Jaśkowski. ViZ-Doom: A Doom-based AI research platform for visual reinforcement learning. In *IEEE Conference on Computational Intelligence and Games*, pages 341–348, Santorini, Greece, Sep 2016. IEEE. URL <http://arxiv.org/abs/1605.02097>. The best paper award.
- Sotetsu Koyamada, Shinri Okano, Soichiro Nishimori, Yu Murata, Keigo Habara, Haruka Kita, and Shin Ishii. Pgx: Hardware-accelerated parallel game simulators for reinforcement learning. In *Advances in Neural Information Processing Systems*, 2023.
- Edouard Leurent. An environment for autonomous driving decision-making. <https://github.com/eleurent/highway-env>, 2018.
- Eric Liang, Richard Liaw, Robert Nishihara, Philipp Moritz, Roy Fox, Ken Goldberg, Joseph Gonzalez, Michael Jordan, and Ion Stoica. Rllib: Abstractions for distributed reinforcement learning. In *International conference on machine learning*, pages 3053–3062. PMLR, 2018.
- Evan Zheran Liu, Kelvin Guu, Panupong Pasupat, Tianlin Shi, and Percy Liang. Reinforcement learning on web interfaces using workflow-guided exploration. In *International Conference on Learning Representations (ICLR)*, 2018. URL <https://arxiv.org/abs/1802.08802>.
- Mikel Malagón, Josu Ceberio, and Jose A. Lozano. Craftium: An extensible framework for creating reinforcement learning environments. *arXiv preprint arXiv:2407.03969*, 2024.
- Volodymyr Mnih, Koray Kavukcuoglu, David Silver, Alex Graves, Ioannis Antonoglou, Daan Wierstra, and Martin Riedmiller. Playing atari with deep reinforcement learning. *arXiv preprint arXiv:1312.5602*, 2013.
- Volodymyr Mnih, Koray Kavukcuoglu, David Silver, Andrei A. Rusu, Joel Veness, Marc G. Belle-mare, Alex Graves, Martin Riedmiller, Andreas K. Fidjeland, Georg Ostrovski, Stig Petersen, Charles Beattie, Amir Sadik, Ioannis Antonoglou, Helen King, Dharshan Kumaran, Daan Wierstra,

- Shane Legg, and Demis Hassabis. Human-level control through deep reinforcement learning. *Nature*, 518(7540):529–533, February 2015. ISSN 1476-4687. doi: 10.1038/nature14236. URL <https://www.nature.com/articles/nature14236>.
- Alistair Muldal, Yotam Doron, John Aslanides, Tim Harley, Tom Ward, and Siqi Liu. `dm_env`: A python interface for reinforcement learning environments, 2019. URL http://github.com/deepmind/dm_env.
- Ian Osband, Yotam Doron, Matteo Hessel, John Aslanides, Eren Sezener, Andre Saraiva, Katrina McKinney, Tor Lattimore, Csaba Szepesvari, Satinder Singh, Benjamin Van Roy, Richard Sutton, David Silver, and Hado Van Hasselt. Behaviour suite for reinforcement learning, 2020. URL <https://arxiv.org/abs/1908.03568>.
- Mathieu Poliquin. Stable retro, a maintained fork of openai’s gym-retro. <https://github.com/Farama-Foundation/stable-retro>, 2025.
- Martin L Puterman. Markov decision processes. *Handbooks in operations research and management science*, 2:331–434, 1990.
- Antonin Raffin, Ashley Hill, Adam Gleave, Anssi Kanervisto, Maximilian Ernestus, and Noah Dormann. Stable-baselines3: Reliable reinforcement learning implementations. *Journal of Machine Learning Research*, 22(268):1–8, 2021. URL <http://jmlr.org/papers/v22/20-1364.html>.
- John Schulman, Filip Wolski, Prafulla Dhariwal, Alec Radford, and Oleg Klimov. Proximal Policy Optimization Algorithms. *arXiv:1707.06347 [cs]*, August 2017.
- Yang Shao, Quan Kong, Tadayuki Matsumura, Taiki Fuji, Kiyoto Ito, and Hiroyuki Mizuno. Mask atari for deep reinforcement learning as pomdp benchmarks, 2022. URL <https://arxiv.org/abs/2203.16777>.
- David Silver, Julian Schrittwieser, Karen Simonyan, Ioannis Antonoglou, Aja Huang, Arthur Guez, Thomas Hubert, Lucas Baker, Matthew Lai, Adrian Bolton, et al. Mastering the game of go without human knowledge. *nature*, 550(7676):354–359, 2017.
- Joseph Suarez. Pufferlib: Making reinforcement learning libraries and environments play nice, 2024. URL <https://arxiv.org/abs/2406.12905>.
- Richard S. Sutton, David McAllester, Satinder Singh, and Yishay Mansour. Policy gradient methods for reinforcement learning with function approximation. In *Proceedings of the 12th International Conference on Neural Information Processing Systems*, NIPS’99, pages 1057–1063, Cambridge, MA, USA, November 1999. MIT Press.
- Jun Jet Tai, Jim Wong, Mauro Innocente, Nadjim Horri, James Brusey, and Swee King Phang. Pyflyt-uav simulation environments for reinforcement learning research. *arXiv preprint arXiv:2304.01305*, 2023.
- J Terry, Benjamin Black, Nathaniel Grammel, Mario Jayakumar, Ananth Hari, Ryan Sullivan, Luis S Santos, Clemens Dieffendahl, Caroline Horsch, Rodrigo Perez-Vicente, et al. Pettingzoo: Gym for multi-agent reinforcement learning. *Advances in Neural Information Processing Systems*, 34: 15032–15043, 2021a.
- J. K. Terry, Benjamin Black, and Luis Santos. Multiplayer support for the arcade learning environment, 2021b. URL <https://arxiv.org/abs/2009.09341>.
- Emanuel Todorov, Tom Erez, and Yuval Tassa. Mujoco: A physics engine for model-based control. In *2012 IEEE/RSJ International Conference on Intelligent Robots and Systems*, pages 5026–5033. IEEE, 2012. doi: 10.1109/IROS.2012.6386109.
- Saran Tunyasuvunakool, Alistair Muldal, Yotam Doron, Siqi Liu, Steven Bohez, Josh Merel, Tom Erez, Timothy Lillicrap, Nicolas Heess, and Yuval Tassa. `dm_control`: Software and tasks for continuous control. *Software Impacts*, 6:100022, 2020. ISSN 2665-9638. doi: <https://doi.org/10.1016/j.simpa.2020.100022>. URL <https://www.sciencedirect.com/science/article/pii/S2665963820300099>.

- Oriol Vinyals, Igor Babuschkin, Wojciech M Czarnecki, Michaël Mathieu, Andrew Dudzik, Junyoung Chung, David H Choi, Richard Powell, Timo Ewalds, Petko Georgiev, et al. Grandmaster level in starcraft ii using multi-agent reinforcement learning. *Nature*, 575(7782):350–354, 2019.
- Jiayi Weng, Huayu Chen, Dong Yan, Kaichao You, Alexis Duburcq, Minghao Zhang, Hang Su, and Jun Zhu. Tianshou: a Highly Modularized Deep Reinforcement Learning Library. *arXiv:2107.14171 [cs]*, July 2021. URL <http://arxiv.org/abs/2107.14171>. arXiv: 2107.14171.
- Jiayi Weng, Min Lin, Shengyi Huang, Bo Liu, Denys Makoviichuk, Viktor Makoviychuk, Zichen Liu, Yufan Song, Ting Luo, Yukun Jiang, Zhongwen Xu, and Shuicheng Yan. EnvPool: A highly parallel reinforcement learning environment execution engine. In S. Koyejo, S. Mohamed, A. Agarwal, D. Belgrave, K. Cho, and A. Oh, editors, *Advances in Neural Information Processing Systems*, volume 35, pages 22409–22421. Curran Associates, Inc., 2022. URL https://proceedings.neurips.cc/paper_files/paper/2022/file/8caaf08e49ddb6694fae067442ee21-Paper-Datasets_and_Benchmarks.pdf.
- Kenny Young and Tian Tian. Minatar: An atari-inspired testbed for thorough and reproducible reinforcement learning experiments, 2019. URL <https://arxiv.org/abs/1903.03176>.
- Omar G. Younis, Rodrigo Perez-Vicente, John U. Balis, Will Dudley, Alex Davey, and Jordan K Terry. Minari, September 2024. URL <https://doi.org/10.5281/zenodo.13767625>.
- Tianhe Yu, Deirdre Quillen, Zhanpeng He, Ryan Julian, Karol Hausman, Chelsea Finn, and Sergey Levine. Meta-world: A benchmark and evaluation for multi-task and meta reinforcement learning. In *Conference on Robot Learning (CoRL)*, 2019. URL <https://arxiv.org/abs/1910.10897>.

NeurIPS Paper Checklist

1. Claims

Question: Do the main claims made in the abstract and introduction accurately reflect the paper's contributions and scope?

Answer: [\[Yes\]](#)

Justification: We outline in Section 4, the novel contributions of Gymnasium.

2. Limitations

Question: Does the paper discuss the limitations of the work performed by the authors?

Answer: [\[Yes\]](#)

Justification: In Section 5, we outline two limitations to Gymnasium.

3. Theory assumptions and proofs

Question: For each theoretical result, does the paper provide the full set of assumptions and a complete (and correct) proof?

Answer: [\[NA\]](#)

Justification: This paper does not include any theoretical results.

4. Experimental result reproducibility

Question: Does the paper fully disclose all the information needed to reproduce the main experimental results of the paper to the extent that it affects the main claims and/or conclusions of the paper (regardless of whether the code and data are provided or not)?

Answer: [\[Yes\]](#)

Justification: Figure 3 is the only experimental result with its setup described in the caption.

5. Open access to data and code

Question: Does the paper provide open access to the data and code, with sufficient instructions to faithfully reproduce the main experimental results, as described in supplemental material?

Answer: [\[Yes\]](#)

Justification: The experimental results can be easily implemented with the open source code and access to the hardware.

6. Experimental setting/details

Question: Does the paper specify all the training and test details (e.g., data splits, hyperparameters, how they were chosen, type of optimizer, etc.) necessary to understand the results?

Answer: [\[NA\]](#)

Justification: No training or tests are conducted in the paper.

7. Experiment statistical significance

Question: Does the paper report error bars suitably and correctly defined or other appropriate information about the statistical significance of the experiments?

Answer: [\[Yes\]](#)

Justification: Yes, Figure 3 has error bars.

8. Experiments compute resources

Question: For each experiment, does the paper provide sufficient information on the computer resources (type of compute workers, memory, time of execution) needed to reproduce the experiments?

Answer: [\[Yes\]](#)

Justification: The experimental hardware used for Figure 3 is described in the caption.

9. Code of ethics

Question: Does the research conducted in the paper conform, in every respect, with the NeurIPS Code of Ethics <https://neurips.cc/public/EthicsGuidelines>?

Answer: [Yes]

Justification: We do not conduct human studies or include any environments containing human data.

10. Broader impacts

Question: Does the paper discuss both potential positive societal impacts and negative societal impacts of the work performed?

Answer: [Yes]

Justification: We note that Gymnasium could have a positive societal impact in the introduction, particularly in the development of safe and socially beneficial artificial intelligence.

11. Safeguards

Question: Does the paper describe safeguards that have been put in place for responsible release of data or models that have a high risk for misuse (e.g., pretrained language models, image generators, or scraped datasets)?

Answer: [NA]

Justification: We don't believe that the paper poses a risk.

12. Licenses for existing assets

Question: Are the creators or original owners of assets (e.g., code, data, models), used in the paper, properly credited and are the license and terms of use explicitly mentioned and properly respected?

Answer: [Yes]

Justification: File docstrings refer to the original creators or credit authors if code has been copied.

13. New assets

Question: Are new assets introduced in the paper well documented and is the documentation provided alongside the assets?

Answer: [Yes]

Justification: Our documentation thoroughly covers how to use the API with tutorials and guides.

14. Crowdsourcing and research with human subjects

Question: For crowdsourcing experiments and research with human subjects, does the paper include the full text of instructions given to participants and screenshots, if applicable, as well as details about compensation (if any)?

Answer: [NA]

Justification: No crowdsourcing or research with human subjects was conducted.

15. Institutional review board (IRB) approvals or equivalent for research with human subjects

Question: Does the paper describe potential risks incurred by study participants, whether such risks were disclosed to the subjects, and whether Institutional Review Board (IRB) approvals (or an equivalent approval/review based on the requirements of your country or institution) were obtained?

Answer: [NA]

Justification: No research with human subjects was conducted.

16. Declaration of LLM usage

Question: Does the paper describe the usage of LLMs if it is an important, original, or non-standard component of the core methods in this research? Note that if the LLM is used only for writing, editing, or formatting purposes and does not impact the core methodology, scientific rigorousness, or originality of the research, declaration is not required.

Answer: [NA]

Justification: The core method does not involve the use of LLMs.