

Zero - Introduction

Course admin, goals for the course.

Course Materials

- [lightweight slides used for lectures \(in development\)](#)
- [medium weight slides for lectures](#)
- [detailed notes to support lectures and for future study](#)

Notes

one - statistical background

two - introduction to reinforcement learning

three - value functions & DQN

four - improvements to DQN

five - policy gradients & Actor Critic

six - AlphaGo & AlphaGo Zero

seven - practical concerns

eight - state of the art

Goals for today and tomorrow

Introduction to **concepts, ideas and terminology**. Familiarity with important literature. Understanding of the state of the field today. Practical strategies to run reinforcement learning experiments.

To really learn reinforcement learning, you will need to dedicate significant amount of time (same as if you want to learn NLP, convolution, GANs etc)