Course Materials

All course materials are hosted on the GitHub repo 'dsr_rl'

Lecture notes

Practical work

- generic Python lessons
- using DQN to solve Open AI gym Cartpole

Literature

- reinforcement learning
- machine learning

Notes

one - background & terminology

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

Experience with running reinforcement learning experiments

Guidance on reinforcement learning project ideas

Working with existing code bases

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