1. Implement a multi-arm bandit algorithm.

<https://github.com/DeepReinforcementLearning/DeepReinforcementLearningInAction/blob/master/Chapter%202/Ch2_book.ipynb>

2. Implement a Deep Q Network(DQN) model, train and test your model.

<https://github.com/DeepReinforcementLearning/DeepReinforcementLearningInAction/blob/master/Chapter%203/Ch3_book.ipynb>

3. Implement and test the policy gradient method and test.

<https://github.com/DeepReinforcementLearning/DeepReinforcementLearningInAction/blob/master/Chapter%204/Ch4_book.ipynb>

4. Implement an Actor-Critic model.

<https://github.com/DeepReinforcementLearning/DeepReinforcementLearningInAction/blob/master/Chapter%205/Ch5_book.ipynb>

5. Implement genetic algorithms for evolving a set of random strings toward a target string.

<https://github.com/DeepReinforcementLearning/DeepReinforcementLearningInAction/blob/master/Chapter%206/String%20Genetic%20Algorithm.ipynb>