

This repository | Search

Pull requestsIssuesMarketplaceGist

rlcode / reinforcement-learning

Watch

69

Star

1,352

Fork

213

Code

Issues6

Pull requests0

Projects0

Wiki

Insights

Minimal and Clean Reinforcement Learning Examples

reinforcement-learning

deep-learning

deep-reinforcement-learning

machine-learning

policy-gradient

deep-q-network

dqn

actor-critic

a3c

262 commits

4 branches

0 releases

9 contributors

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New pull request

Create new file

Upload files

Find file

Clone or download

dnddnjs committed on GitHub Merge pull request #61 from fredcallaway/master

Latest commit a497d71 14 days ago

1-grid-world	fix error q-learning learning function	19 days ago
2-cartpole	add comment on use of categorical_crossentropy	14 days ago
3-atari	add comment on use of categorical_crossentropy	14 days ago
4-gym/1-mountaincar	update readme and fix more folder and file names	2 months ago
images	dd	3 months ago
wiki	Update install_guide_osx+ubuntu.md	2 months ago
.gitignore	update repository	2 months ago
LICENSE	Create LICENSE	3 months ago
README.md	Update README.md	18 days ago
requirements.txt	add requirements	3 months ago

README.md

REINFORCEMENT LEARNING

Minimal and clean examples of reinforcement learning algorithms presented by RLCode team. [\[한국어\]](#)

Maintainers - [Woongwon](#), [Youngmoo](#), [Hyeokreal](#), [Uiryeong](#), [Keon](#)

From the basics to deep reinforcement learning, this repo provides easy-to-read code examples. One file for each algorithm. Please feel free to create a [Pull Request](#), or open an [issue](#)!

Dependencies

1. Python 3.5

2. Tensorflow 1.0.0

3. Keras

4. numpy

5. pandas

6. matplotlib

7. pillow

8. Skimage

9. h5py

Install Requirements

1 of 2

2017年07月27日 15:32

```
pip install -r requirements.txt
```

Table of Contents

Grid World - Mastering the basics of reinforcement learning in the simplified world called "Grid World"

- [Policy Iteration](#)
- [Value Iteration](#)
- [Monte Carlo](#)
- [SARSA](#)
- [Q-Learning](#)
- [Deep SARSA](#)
- [REINFORCE](#)

CartPole - Applying deep reinforcement learning on basic Cartpole game.

- [Deep Q Network](#)
- [Double Deep Q Network](#)
- [Policy Gradient](#)
- [Actor Critic \(A2C\)](#)
- [Asynchronous Advantage Actor Critic \(A3C\)](#)

Atari - Mastering Atari games with Deep Reinforcement Learning

- **Breakout** - [DQN](#), [DDQN](#) [Dueling DDQN](#) [A3C](#)
- **Pong** - [Policy Gradient](#)

OpenAI GYM - [WIP]

- Mountain Car - [DQN](#)