**Deep Q-Networks (DQN):**

* **Paper:** "https://www.nature.com/articles/nature14236" by Mnih et al. (2015): This is the original DeepMind paper that introduced Deep Q-Networks. It provides a detailed explanation of the DQN architecture, training process, and its application to various Atari games.
* **Blog Post:** "https://deepmind.google/discover/blog/deep-reinforcement-learning/": This blog post by DeepMind offers a more high-level overview of DQN with clear explanations and visualizations.
* **Video Tutorial:** "https://www.tensorflow.org/agents/tutorials/0\_intro\_rl": This TensorFlow tutorial demonstrates how to build and train a DQN agent using TensorFlow libraries.

**Loss Functions in Reinforcement Learning:**

* **Blog Post:** "https://machinelearningmastery.com/": This blog post explains different loss functions commonly used in reinforcement learning algorithms, including those used with DQN (like Huber loss).
* **Online Course:** "https://www.youtube.com/playlist?list=PLZHQObOWTQDPD3MizzM2xVFitgF8hE\_ab": While not directly related to RL loss functions, this 3Blue1Brown course on linear algebra provides a strong foundation for understanding loss functions in general.

**Reward Functions in Reinforcement Learning:**

* **Book:** "https://mitpress.mit.edu/9780262193986/reinforcement-learning/" by Sutton and Barto (2018): This classic textbook provides a comprehensive introduction to reinforcement learning, including a detailed chapter on reward shaping and design.
* **Blog Post:** "https://openai.com/research/scaling-laws-for-reward-model-overoptimization" by Schulman et al. (2016): This blog post by OpenAI discusses the importance of reward shaping in achieving desired behaviors in reinforcement learning agents.
* **Video Tutorial:** "https://www.gymlibrary.dev/": This video tutorial from OpenAI Gym showcases how to implement custom reward functions for various environments.