1. The article is headlined “**Playing Atari with Deep Reinforcement Learning”**
2. The article is written by Google DeepMind company.

It was published in the journal “Neural Information Processing Systems (NIPS)” in 2013.

1. The main idea of the article is to present the first deep learning model to successfully learn control policies from high-dimensional sensory input using reinforcement learning. The authors applied their method to seven Atari games from the Arcade Learning Environment with no adjustment of the architecture or learning algorithm.
2. The authors start by telling about challenges that they faced in deep reinforcement learning. The article describes that a convolutional neural network can overcome these challenges to learn successful control policies.