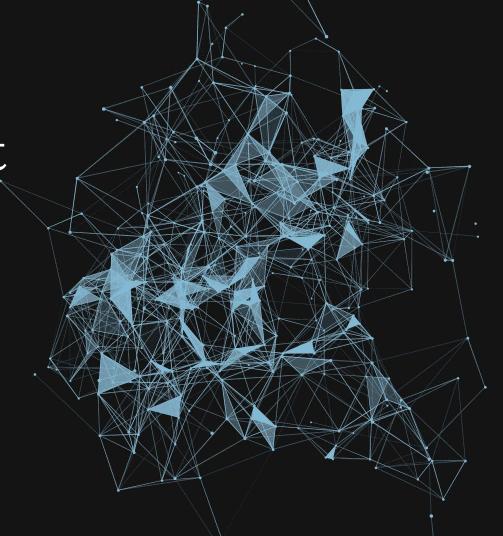
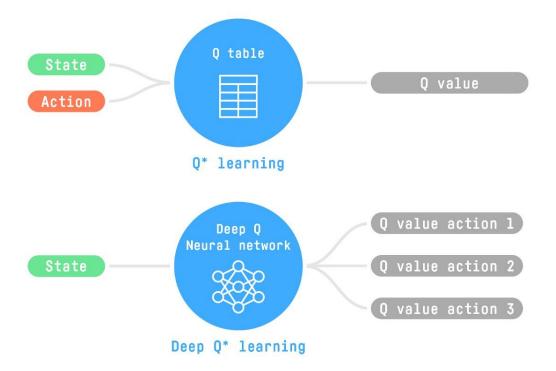
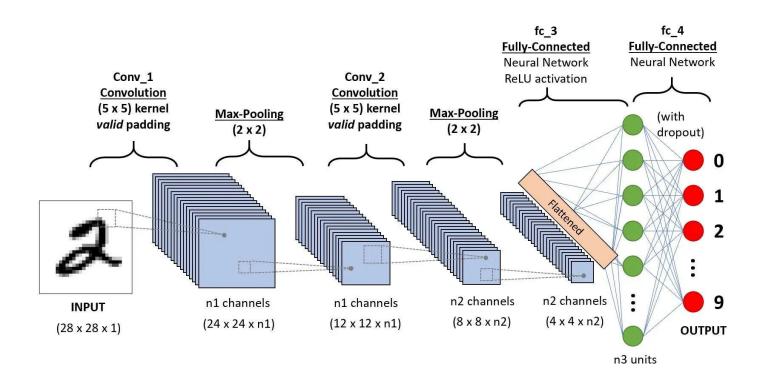
Reinforcement

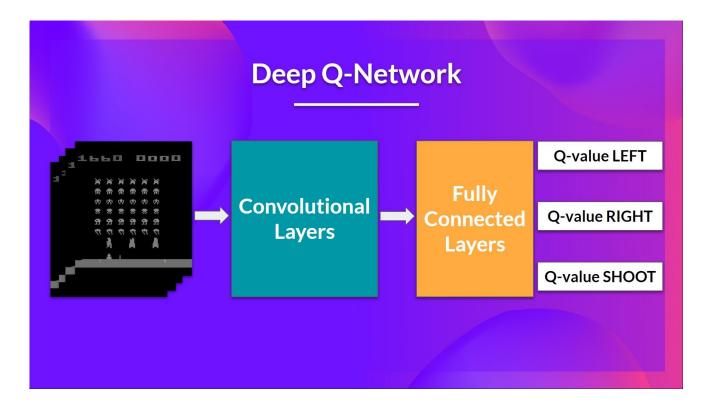
Learning

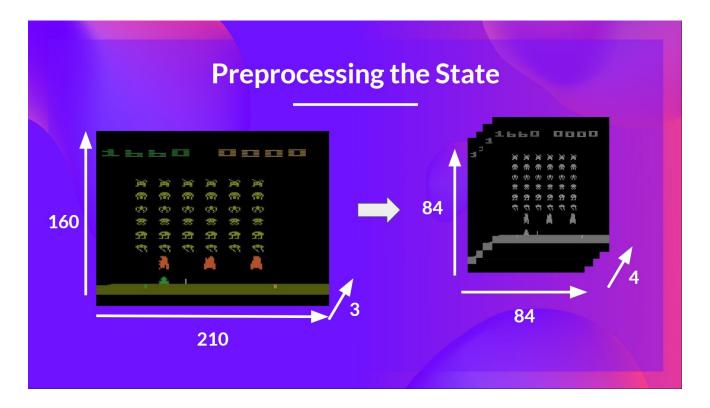
Lesson - 5





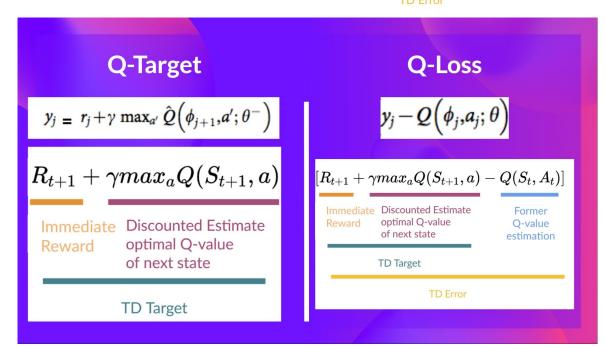






$$Q(S_t, A_t) \leftarrow Q(S_t, A_t) + \alpha[R_{t+1} + \gamma max_a Q(S_{t+1}, a) - Q(S_t, A_t)]$$
New Q-value estimation
Q-value estimation
Former Rate Reward of next state
TD Target
Former Q-value estimation
Former Q-value estimation
TD Target

TD Error



https://huggingface.co/learn/deep-rl-course/en/unit3/from-q-to-dqn

```
Algorithm 1 Deep Q-learning with Experience Replay
         Initialize replay memory \mathcal{D} to capacity N
         Initialize action-value function Q with random weights
         for episode = 1, M do
              Initialise sequence s_1 = \{x_1\} and preprocessed sequenced \phi_1 = \phi(s_1)
              for t = 1, T do
                  With probability \epsilon select a random action a_t
             otherwise select a_t = \max_a Q^*(\phi(s_t), a; \theta)
               Execute action a_t in emulator and observe reward r_t and image x_{t+1}
Sample
             Set s_{t+1} = s_t, a_t, x_{t+1} and preprocess \phi_{t+1} = \phi(s_{t+1})
Store transition (\phi_t, a_t, r_t, \phi_{t+1}) in \mathcal{D}
                  Sample random minibatch of transitions (\phi_j, a_j, r_j, \phi_{j+1}) from {\cal D}
   Train  \text{Set } y_j = \left\{ \begin{array}{ll} r_j & \text{for terminal } \phi_{j+1} \\ r_j + \gamma \max_{a'} Q(\phi_{j+1}, a'; \theta) & \text{for non-terminal } \phi_{j+1} \end{array} \right. 
                 Perform a gradient descent step on (y_j - Q(\phi_j, a_j; \theta))^2 according to equation 3
             end for
         end for
```