1. <https://www.analyticsvidhya.com/blog/2017/01/introduction-to-reinforcement-learning-implementation/>

For intuition and theory with a basic example code on openAI gym for cart-pole system

1. <https://github.com/aikorea/awesome-rl>

All in one place github resource for almost everything on Reinforcement Learning

1. <http://artint.info/html/ArtInt_262.html>

11.3 Reinforcement Learning, Artificial Intelligence Foundations of Computational Agents

1. <https://storage.googleapis.com/deepmind-media/dqn/DQNNaturePaper.pdf>

Research paper on reinforcement learning tested on various Atari 2600 games (Mnih, Volodymyr, et al. "Human-level control through deep reinforcement learning." Nature 518.7540 (2015): 529.)

1. <http://karpathy.github.io/2016/05/31/rl/>

Deep Reinforcement Learning: Pong from Pixels, Andrej Karphaty's take on Reinforcement Learning in his blog

1. <https://medium.com/emergent-future/simple-reinforcement-learning-with-tensorflow-part-0-q-learning-with-tables-and-neural-networks-d195264329d0>

Simple Reinforcement Learning with Tensorflow Part 0: Q-Learning with Tables and Neural Networks, Arthur Juliani

(For step by step understanding of Reinforcement learning, from Q-tables to Deep Q-Networks)

1. <http://rll.berkeley.edu/deeprlcourse-fa15/>

CS 294: Deep Reinforcement Learning, Fall 2015