## Deep Reinforcement Learning Beginners Tutorial Tasks

Julian Bernhart, Robin Guth June 23, 2019

## 1 Annotations

Author: The person wrote the first version

Reviewer: The person reviewing. Checking and maintaining written text. Note: Except for "Code", the objectives concern the written elaboration of the project.

Drimony objective	Distribution of tasks Subtask	Author	Reviewer
Primary objective	Subtask		
Installation guide		Robin (R)	Julian (J)
Adjustments		JR	JR
Poster		J	R
Stake out topic	Research technology	JR	JR
	Research RL theory	JR	JR
	Research code	JR	JR
Code	RL Agent	J	R
	OpenAi Gym	R	J
	Visualization	R	J
	Adjustments	JR	JR
DRL Beginners $Tutorial(1)$ - Theory	Introduction	R	J
	Agents	R	J
	RL	J	R
	The concept of RL	J	R
	Summary	J	R
	Deep Learning Aspect	J	R
	Q-Learning	J	R
	Q-function	J	R
	Model Q-function	J	R
	Outlook	R	J
	Introduction	R	J
DRL Beginners $Tutorial(2)$ - $Practice$	OpenAi Gym	R	J
	Install OpenAi Gym	R	J
	Introduction to cartpole	R	J
	Make epochs viewable	R	J
	OpenAi Gym and rendering	R	J
	Creating a RL Agent	J	R
	Important Configuration Values	R	J
	Exercise: Implementing the Agent	J	R
	Summary of the created Agent	J	R
	Initialize Agent	R	J
	Preparation for training	R	J
	Interact with Environment	R	J
	Expected Result	R	J
	Improvements	R	J
	Universal AI	R	J
	Outlook	R	J

Figure 1: Distribution of tasks