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.

D	Distribution of tasks		ъ.
Primary objective	Subtask	Author	Reviewer
Installation guide		Robin (R)	Julian (J)
Documentation		JR	JR
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
${ m DRL}$ Beginners ${ m Tutorial}(2)$ - ${ m Practice}$	Introduction	R	J
	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