



MAC0425 - Inteligência Artificial

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<https://felipessalvatore.github.io/>

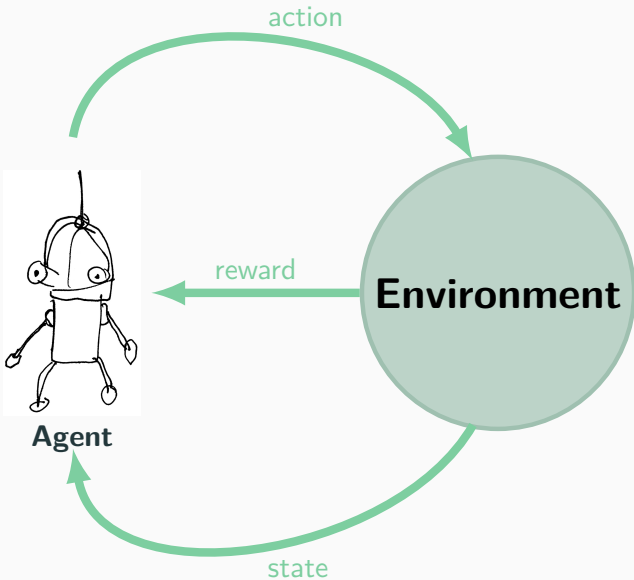
November 10, 2017

IME-USP: Institute of Mathematics and Statistics, University of São Paulo

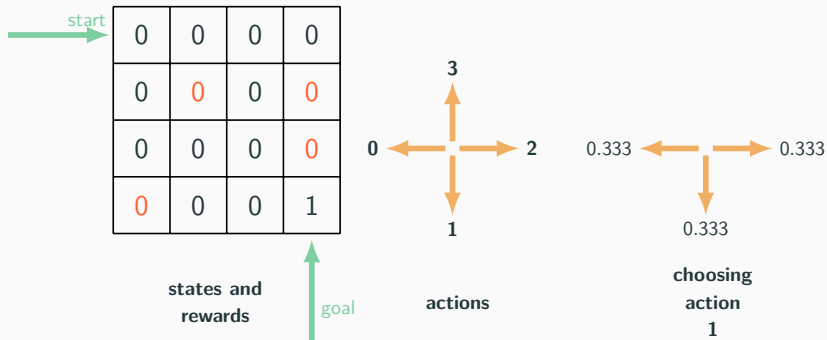
Artificial Intelligence



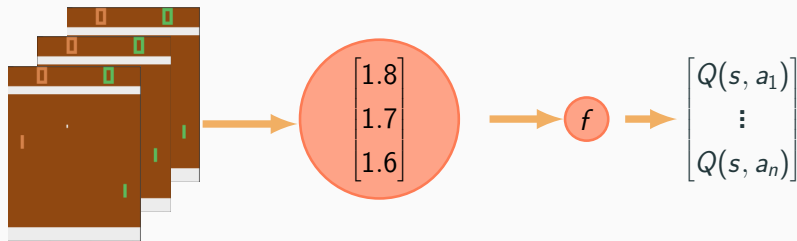
Reinforcement Learning schema



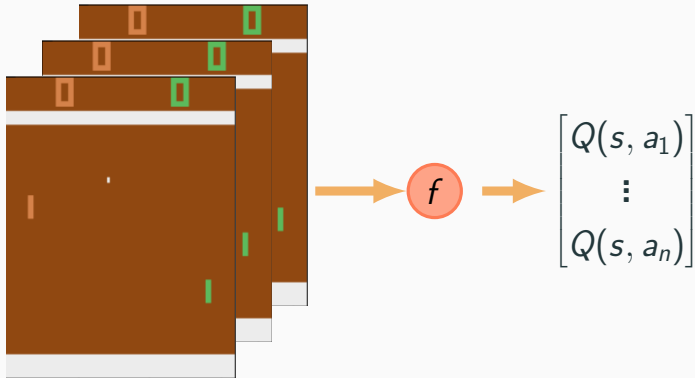
Frozen Lake



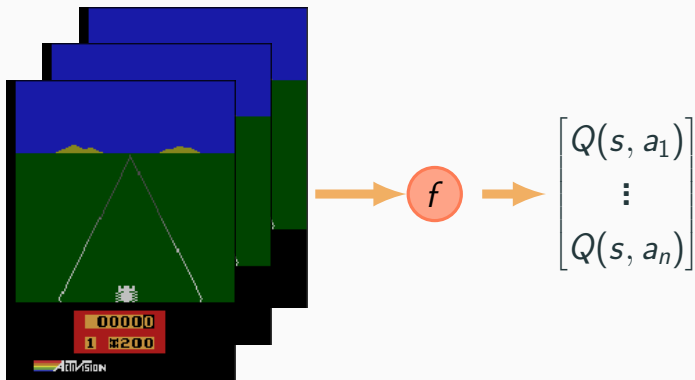
The pong game can have $256^{84 \times 84 \times 3}$ different states.



Deep Q-learning



Deep Q-learning





R. S. Sutton and A. G. Barto.

Reinforcement Learning : An Introduction.

MIT Press, 1998.