# Reinforcement Learning

Uczenie przez ocenę zachowań w środowisku

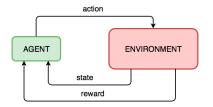
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## Reinforcement Learning

- definition
- basic concepts:
  - agent,
  - environment,
  - states,
  - actions,
  - rewards,
  - etc.
- machine learning branches:
  - RL vs supervised learning,
  - RL vs unsupervised

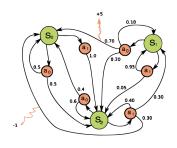




## Theory

#### Theoretical basics:

- MDP (Markov Decision Process),
- · exploitation vs exploration,
- discounted rewards,
- Bellman equation,
- essential approaches:
  - · dynamic programming,
  - Monte Carlo methods,
  - temporal difference (TD) learning,
- value functions,
- policy functions,



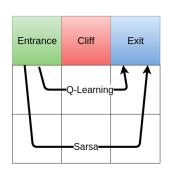
https://en.wikipedia.org/wiki/Markov\_decision\_proces



# Algorithms

### Most popular algorithms:

- Q-learning,
- SARSA,
- on-policy and off-policy methods,
- actor-critic methods,
- Deep Reinforcement Learning:
  - DQN (Deep Q-Networks),
  - Deep SARSA,
  - tabular approaches vs function approximators,



https://i.stack.imgur.com/tj9DV.png



## **Materials**

### Books:

- Richard S. Sutton and Andrew G. Barto, Reinforcement Learning: An Introduction, 2017
- Csaba Szepesvari, Algorithms for Reinforcement Learning, 2009

### Papers:

- L. P. Kaelbling, M. L. Littman and A. W. Moore, Reinforcement Learning: A Survey, 1995
- S. S. Kerrthi and B. Ravindran, A Tutorial Survey of Reinforcement Learning, 1994
- Volodymyr Mnih et al., Human-level control through deep reinforcement learning, 2015
- H. van Hasselt, A. Guez and D. Silver, Deep Reinforcement Learning with Double Q-learning, 2015
- E. Morales and J. Zaragoza, An Introduction to Reinforcement Learning, 2011

## Materials

## University courses:

- David Silver, Reinforcement Learning, University College London
- Stefan Riezler, Reinforcement Learning, Universitat Heidelberg

### Presentations:

- Szymon Zaręba, Reinforcement Learning, Politechnika Wrocławska, 2017
- Witoldi Paluszyński, Reinforcement Learning, Politechnika Wrocławska



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