1-intro

Nathan Bittner

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1 Introduction

1.1 What is RL - A branch of machine learning that deals optimizing the sequential decision-making of a goal-directed agent.

1.2 What is RL's relationship to Control Theory

1.3 Examples of RL

- Video games

- Control operations in which we don't have a model of the system dynamics

2 Definition of Key Ideas and

3 https://www.intechopen.com/books/reinforcement_learning

4 Universal reinforcement learning - vivek Farias

5 Exercises

5.1 Getting started with OpenAI

5.2 https://gym.openai.com/docs/

5.3 gridworld RL

5.4 silver lecture 1

5.5 awesome-rl

5.6 other learning resources

5.7 keras-rl

5.8 code for the sutton book

5.9 probably my favorite resource (slides)

5.10 genetic programming optimization

5.11 great resource on genetic algorithm learning

5.12 digestible deep Q learning implementation