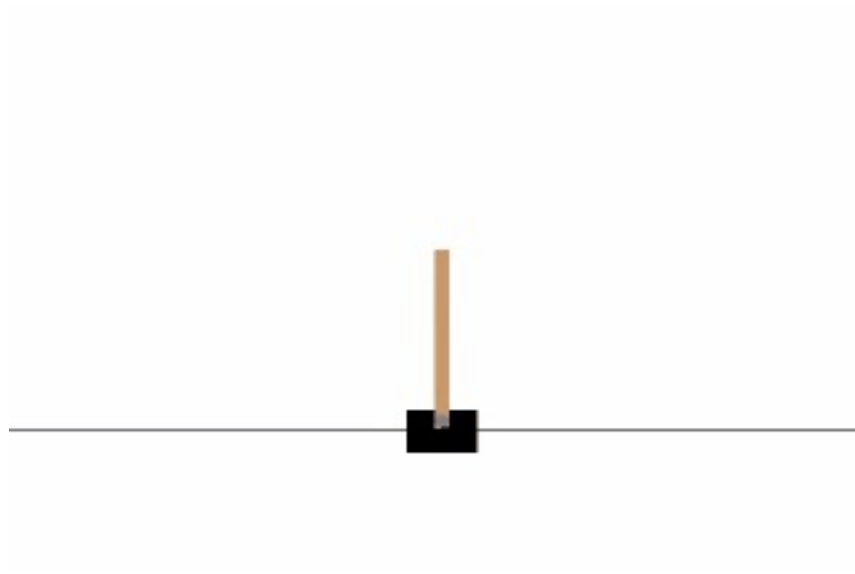


deep-q-learning

Introduction to Making a Simple Game AI with Deep Reinforcement Learning



Minimal and Simple Deep Q Learning Implementation in Keras and Gym. Under 100 lines of code!

The explanation for the `dqn.py` code is covered in the blog article <https://keon.io/deep-q-learning/>

I made minor tweaks to this repository such as `load` and `save` functions for convenience.

I also made the `memory` a deque instead of just a list.

This is in order to limit the maximum number of elements in the memory.

The training might be unstable for `dqn.py`. This problem is mitigated in `ddqn.py`. I'll cover `ddqn` in the next article.