**Reinforcement Learning**

This lesson is a brief introduction to reinforcement learning. This branch of machine learning is about training an agent by giving it rewards for performing correct actions. We could build a whole course on reinforcement learning, but here we don't really have time to cover all the different methods. Instead, I'll be showing you one particular method called **Q-learning**.

**Things to Read**

Here are some more resources for you to learn from:

* Series of blog posts on [**reinforcement learning**](https://medium.com/emergent-future/simple-reinforcement-learning-with-tensorflow-part-0-q-learning-with-tables-and-neural-networks-d195264329d0)
* [**Human-level control through deep reinforcement learning**](http://www.davidqiu.com:8888/research/nature14236.pdf)
* An implementation of [**Deep Q-Network in TensorFlow**](https://github.com/devsisters/DQN-tensorflow)
* Blog post on [**Q-learning and the Cart-Pole game**](https://medium.com/@tuzzer/cart-pole-balancing-with-q-learning-b54c6068d947)