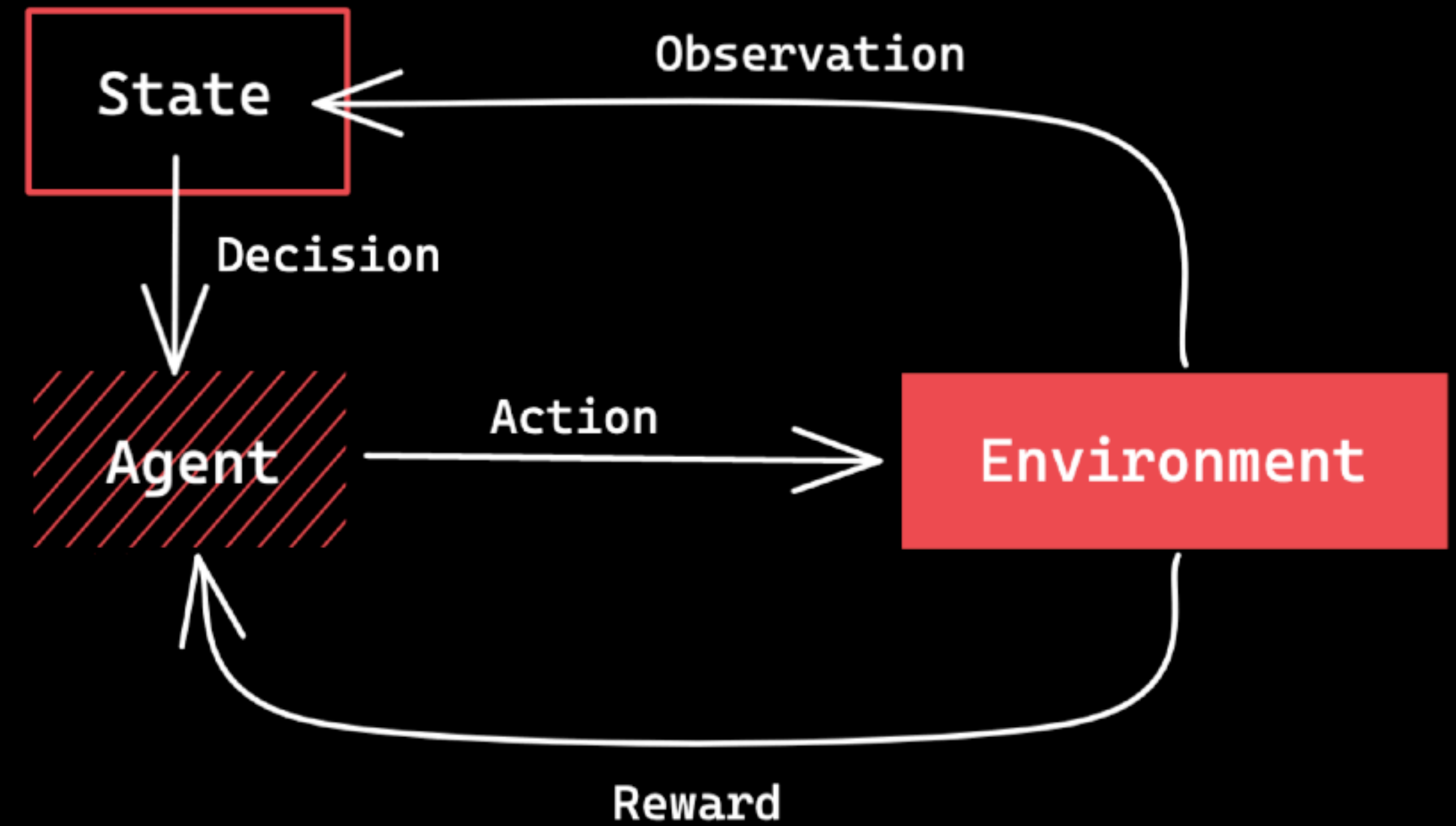


# Deep Reinforcement Learning

## Concept

- **What?** *A machine learning method based on rewarding desired behavior.*
- **Why?** *To learn optimal actions in feedback driven environments.*



# Deep Reinforcement Learning

## Architecture

- **Game Manager**
  - Has access to a proxy game instance
  - Can change observation space
  - Can spawn new games
- **Game Environment**
  - Agents learn (or act) in here
- **AI Agent:** Learns to play the game

