Mindluster Platform

About the course Practical Reinforcement Agents

In Reinforcement learning, the agent is one who takes decisions based on the rewards and punishments. Consider an example of a batsman in cricket. He tries to hit the ball if he misses he gets a negative point. If he hits the ball then he gets a reward .

Programming Category's Courses

Course Lesson(5)

Lesson 1 :
Practical Reinforcement Learning Agents and Environments The Course Overview | packtpub com

Lesson 2 :
Practical Reinforcement Learning Agents and Environments Learning Type Distinctions| packtpub com

Lesson 3 : **Practical Reinforcement Learning Agents and Environments OpenAI Gym| packtpub com**

Lesson 4 :
Practical Reinforcement Learning Agents and Environments Markov Decision Process| packtpub com

Lesson 5 :
Practical Reinforcement Learning Agents and Environments Temporal Diff Learning| packtpub com

Related courses

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Node js back end JavaScript

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Full Stack React Django

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for Business Contact
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