Mindluster Platform

About the course Advanced Practical Reinforcement Learning

Beyond the agent and the environment, one can identify four main subelements of a reinforcement learning system: a policy, a reward function, a value function, and, optionally, a model of the environment. A policy defines the learning agent's way of behaving at a given time.

Programming Category's Courses

Course Lesson(4)

Lesson 1 : **Advanced Practical Reinforcement Learning The Course Overview|packtpub com**

Lesson 2 : **Advanced Practical Reinforcement Learning TensorFlow|packtpub com**

Lesson 3 : **Advanced Practical Reinforcement Learning Keras|packtpub com**

Lesson 4 :
Advanced Practical Reinforcement Learning Case Study â€“ Reinforcement Learning|packtpub com

Related courses

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