Introduction to Reinforcement Learning

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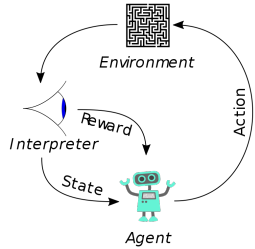
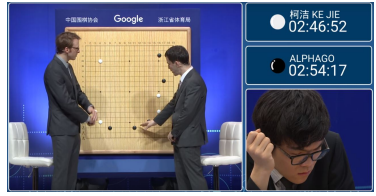
Reinforcement Learning



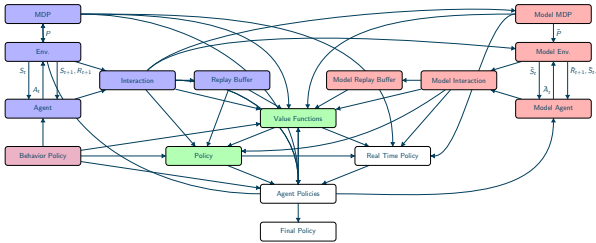


Art of learning to take sequential decisions while discovering the world!

- Intersection of Machine Learning, Operations Research and Control Theory.
- Strong mathematical foundations...
- But a lot of heuristics in the implementations.

- **Understanding the heuristics requires understanding the math!**

(A Mathematically Structured) Introduction to RL



By the end of the course, you should

- understand the math of the reinforcement learning setting,
- have a comprehensive view of most RL techniques and their heuristics,
- be able to read research articles,
- be able to implement them.

Syllabus

- 5 lectures of 3h30 hours mixing several sources !

Outline

1. 10/11: Sequential Decisions, MDP and Policies
2. 17/11: **No lecture!**
3. 24/11: Operations Research: Prediction and Planning
4. 01/12: Reinforcement Learning: Prediction and Planning in the Tabular Setting
5. 08/12: Reinforcement Learning: Approximation of the Value Functions
6. 15/12: Reinforcement Learning: Policy Approach

Grade

- Article reading with ou without implementation

- The course *Stochastic approximation and reinforcement learning* by P. Bianchi focus on stochastic approximation, a central tool that will only be used (and not proved) in my course.

References

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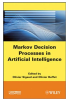

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