

Materialien zur Vorlesung „Einführung in Reinforcement Learning“

Lehrperson:

Dr. Michel Tokic, Siemens AG, München

Website: <http://www.tokic.com>

Mail: michel (at) tokic.com

Lehrbuch:

R. Sutton and A. Barto: Reinforcement Learning: An Introduction. MIT Press, 1998.

HTML-Version kostenlos verfügbar unter: <http://webdocs.cs.ualberta.ca/~sutton/book/the-book.html>

PPT-Folien zum Lehrbuch: <http://webdocs.cs.ualberta.ca/~sutton/book/Slides/>

Open-Source RL-Toolbox: <http://sourceforge.net/projects/teachingbox/>

RL-Mailingliste: <https://groups.google.com/forum/#!forum/rl-list>

Videos-Links:

The Neuroscience of Reinforcement Learning: http://videlectures.net/icml09_niv_tnorl/

Thorndike - The Law of Effect: <http://www.youtube.com/watch?v=Vk6H7Ukp6To>

Towards Learning Robot Table Tennis: <https://www.youtube.com/watch?v=SH3bADiB7uQ>

Pigeon Solves Box-and-Banana-Problem: <http://www.youtube.com/watch?v=mDntbGRPeEU>

Randomized Ensemble Reinforcement Learning in Mario AI:
<http://tokic.com/www/tokicm/mario.php.html>

Empfohlene Literatur:

N. J. van Eck and M. van Wezel. 2008. Application of reinforcement learning to the game of Othello. *Comput. Oper. Res.* 35, 6. 1999-2017.

S. Faußer and F. Schwenker: Neural Approximation of Monte Carlo Policy Evaluation Deployed in Connect Four. In *Proceedings of the 3rd International Workshop on Artificial Neural Networks in Pattern Recognition (ANNPR 2008)*. pp. 90 - 100, Springer, 2008.

F. Flentge: *Aktionenlernen mit Selbstorganisierenden Karten und Reinforcement Learning*, Dissertation, Universität Mainz, 2005.

T. Gabel, C. Lutz and M. Riedmiller. Improved Neural Fitted Q Iteration Applied to a Novel Computer Gaming and Learning Benchmark. In *Proceedings of the IEEE Symposium on Approximate Dynamic Programming and Reinforcement Learning (ADPRL 2011)*. IEEE Press, Paris France, April 2011.

T. Kietzmann and M. Riedmiller. The Neuro Slot Car Racer: Reinforcement Learning in a Real World Setting. *Proceedings of the Int. Conference on Machine Learning Applications (ICMLA09)*. Springer, Miami, Florida, Dec 2009.

M. Tokic and G. Palm: Adaptive exploration using stochastic neurons. In *Proceedings of the 22nd International Conference on Artificial Neural Networks (ICANN 2012)*, volume 7553 of *Lecture Notes in Computer Science*, pages 42-49. Springer Berlin / Heidelberg, 2012.

M. Tokic. Reinforcement Learning: Psychologische und neurobiologische Aspekte. *Künstliche Intelligenz*, 27(3):213-219, 2013.