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Titolo	Applied Reinforcement Learning with Python : With OpenAI Gym, Tensorflow, and Keras // by Taweh Beysolow II
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ISBN	1-4842-5127-X
Edizione	[1st ed. 2019.]
Descrizione fisica	1 online resource (177 pages) : illustrations
Disciplina	006.3
Soggetti	Artificial intelligence Python (Computer program language) Open source software Computer programming Artificial Intelligence Python Open Source
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Chapter 1: Introduction to Reinforcement Learning -- Chapter 2: Reinforcement Learning Algorithms -- Chapter 3: Q Learning -- Chapter 4: Reinforcement Learning Based Market Making -- Chapter 5: Reinforcement Learning for Video Games. .
Sommario/riassunto	Delve into the world of reinforcement learning algorithms and apply them to different use-cases via Python. This book covers important topics such as policy gradients and Q learning, and utilizes frameworks such as Tensorflow, Keras, and OpenAI Gym. Applied Reinforcement Learning with Python introduces you to the theory behind reinforcement learning (RL) algorithms and the code that will be used to implement them. You will take a guided tour through features of OpenAI Gym, from utilizing standard libraries to creating your own environments, then discover how to frame reinforcement learning problems so you can research, develop, and deploy RL-based solutions. What You'll Learn: Implement reinforcement learning with Python Work with AI frameworks such as OpenAI Gym, Tensorflow, and Keras Deploy and train reinforcement learning-based solutions via cloud resources

Apply practical applications of reinforcement learning.
