

1. Record Nr.	UNINA9910624394103321
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Titolo	Reinforcement learning from scratch : understanding current approaches - with examples in Java and Greenfoot // Uwe Lorenz
Pubbl/distr/stampa	Cham, Switzerland : , : Springer, , [2022] ©2022
ISBN	9783031090301 9783031090295
Descrizione fisica	1 online resource (195 pages)
Disciplina	005.133
Soggetti	Java (Computer program language) Reinforcement learning Java (Llenguatge de programació) Aprenentatge per reforç (Intel·ligència artificial) Llibres electrònics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.
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evaluation of complete episodes ("Monte Carlo" Method) -- Immediate Valuation Using the Temporal Difference (Q- and SARSA Algorithm) -- Consideration of the Action History (Eligibility Traces) -- 4.2.2 Policy Search -- Monte Carlo Tactics Search -- Evolutionary Strategies -- Monte Carlo Policy Gradient (REINFORCE) -- 4.2.3 Combined Methods (Actor-Critic) -- "Actor-Critic" Policy Gradients -- Technical Improvements to the Actor-Critic Architecture -- Feature Vectors and Partially Observable Environments -- 4.3 Exploration with Predictive Simulations ("Model-Based Reinforcement Learning") -- 4.3.1 Dyna-Q -- 4.3.2 Monte Carlo Rollout -- 4.3.3 Artificial Curiosity -- 4.3.4 Monte Carlo Tree Search (MCTS) -- 4.3.5 Remarks on the Concept of Intelligence.

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