

Reinforcement Learning An Introduction Adaptive Computation And Machine Learning

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Reinforcement Learning An Introduction Adaptive

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The authors define reinforcement learning as learning how to map situations to actions so as to maximize a numerical reward. The machine that is indulging in reinforcement learning discovers on its own which actions will optimize the reward by trying out these actions.

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a learning system that wants something, that adapts its behavior in order to maximize a special signal from its environment. This was the idea of a "he-donistic" learning system, or, as we would say now, the idea of reinforcement learning. Like others, we had a sense that reinforcement learning had been thor-

Reinforcement Learning: An Introduction

Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach to learning whereby an agent tries to maximize the total amount of reward it receives while interacting with a complex, uncertain environment.

Reinforcement Learning, Second Edition | The MIT Press

Introduction Traditionally, the optimization of an agent's behaviour is formulated as maximizing value or expected reward or utility or [1-8]. This is seen in cognitive psychology, through the use of reinforcement learning models like the Rescorla-Wagner model [1]; in computational neuroscience and machine-learning as

Reinforcement Learning or Active Inference?

Data-driven reinforcement learning (RL) showed compelling results in applications such as board and computer games as well as first production applications. This paper addresses the design of RL to create an adaptive production control system by the real-world example of order dispatching in a complex job shop.

Designing an adaptive production control system using ...

the reinforcement learning (RL) approach, particularly the Q-learning algorithm. In section IV we model the on-ramp trafrc control problem using Markov decision process on which the Q -learning algorithm is to be applied. Additionally, the reinforcement learning based density control agent for ramp metering is designed. Section V presents the ...

Freeway Ramp-Metering Control Based on Reinforcement Learning

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Reinforcement Learning | The MIT Press

This paper proposes a novel adaptive guidance system developed using reinforcement meta-learning with a recurrent policy and value function approximator. The use of recurrent network layers allows the deployed policy to adapt real time to environmental forces acting on the agent.

Adaptive Guidance with Reinforcement Meta-Learning

Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach to learning whereby an agent tries to maximize the total amount of reward it receives when interacting with a complex, uncertain environment.

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