# **EEC289A: An Introduction of Reinforcement Learning**

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Course description: This course focuses on the introduction of one important subject of machine learning: reinforcement learning, which is considered the core for artificial intelligence. Topics include fundamentals of reinforcement learning, bandit problems, Markov decision processes, dynamic programming, Monte Carlo methods, temporal-difference learning, on-policy vs. off-policy learning, learning vs. planning, approximation methods, eligibility trace, policy gradient methods, and critic-actor methods.

Number of Units: 3 Hours per week: 3

Class number: EEC 289A

### **Topics:**

- Fundamentals of reinforcement learning
- Bandit problems
- Markov decision process
- Dynamic programming
- Monte Carlo methods
- Temporal-difference learning: TD(0)
- N-step TD
- Learning vs. planning
- Approximation methods
- Eligibility trace
- Policy gradient methods

#### **Recommended Textbook:**

Reinforcement Learning: An Introduction, Second edition

By Richard S. Sutton and Andrew G. Barto

ISBN-10: 0262039249 ISBN-13: 978-0262039246

# **Supplementary Textbook:**

Reinforcement Learning and Optimal Control

By Dimitri Bertsekas ISBN-10: 1886529396 ISBN-13: 978-1886529397

# **Grading Structure:**

1. Homework sets. 50%.

Homework sets will mainly be computer programming to implement learning algorithms discussed in the class.

2. Final project. 50%

The final project will focus on exploring the applications of learning algorithms discussed in the class.