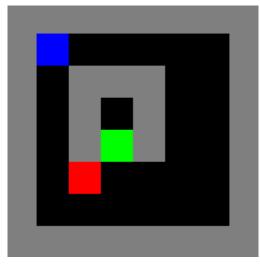
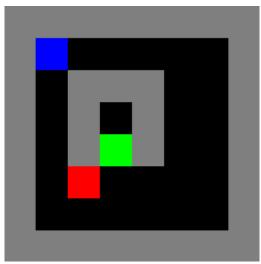
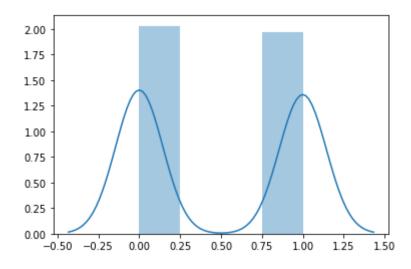
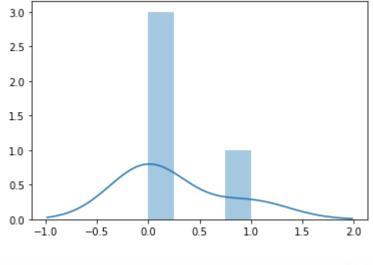
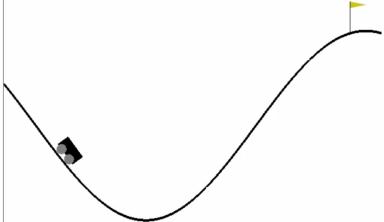
Chapter 1: Developing Building Blocks for Deep Reinforcement Learning Using TensorFlow 2.x

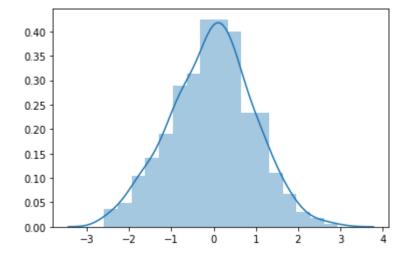


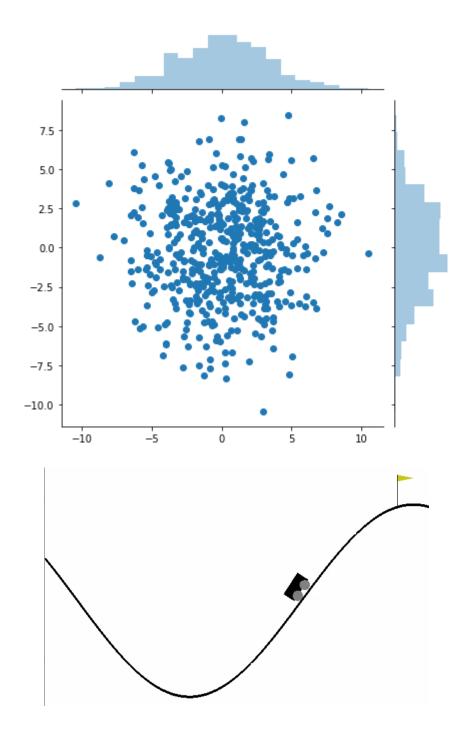






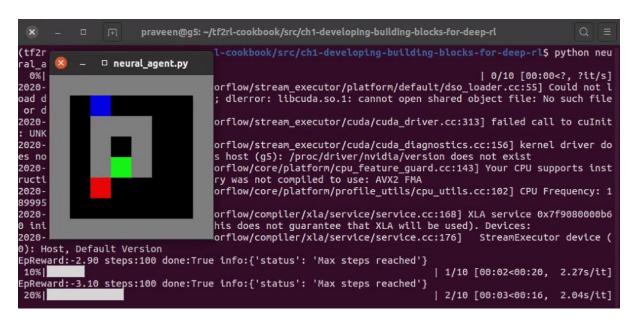


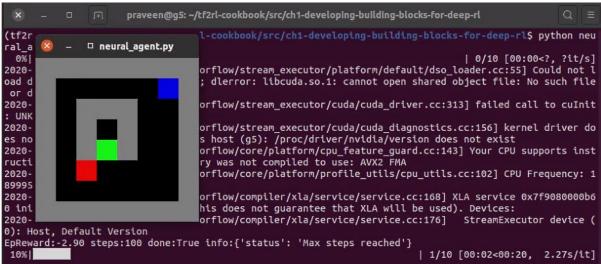


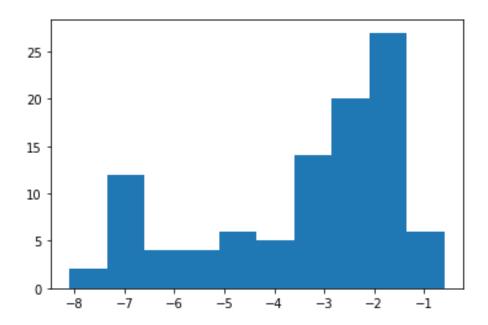


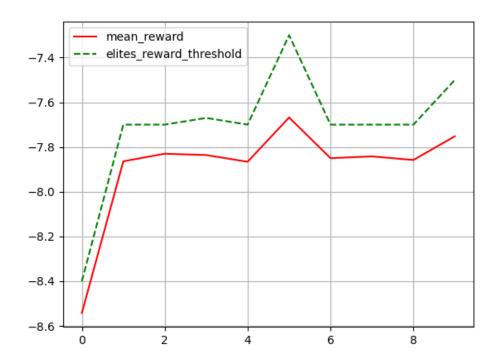
Acrobot-v1 AirRaid-ram-v0 AirRaid-ram-v4 AirRaid-ramDeterministic-v0 AirRaid-ramDeterministic-v4 AirRaid-ramNoFrameskip-v0 AirRaid-ramNoFrameskip-v4 AirRaid-v0 AirRaid-v4 AirRaidDeterministic-v0 AirRaidDeterministic-v4 AirRaidNoFrameskip-v0 AirRaidNoFrameskip-v4 Alien-ram-v0 Alien-ram-v4 Alien-ramDeterministic-v0 Alien-ramDeterministic-v4 Alien-ramNoFrameskip-v0 Alien-ramNoFrameskip-v4 Alien-v0 Alien-v4 AlienDeterministic-v0 AlienDeterministic-v4 AlienNoFrameskip-v0 AlienNoFrameskip-v4 Amidar-ram-v0 Amidar-ram-v4 Amidar-ramDeterministic-v0 Amidar-ramDeterministic-v4 Amidar-ramNoFrameskip-v0 Amidar-ramNoFrameskip-v4 Amidar-v0 Amidar-v4 AmidarDeterministic-v0



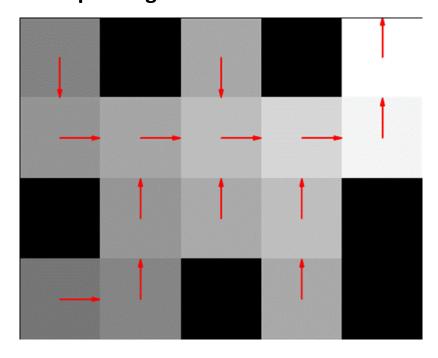




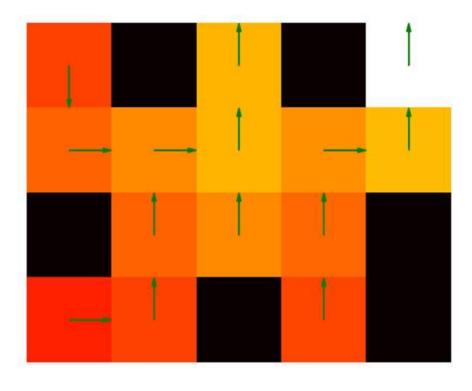


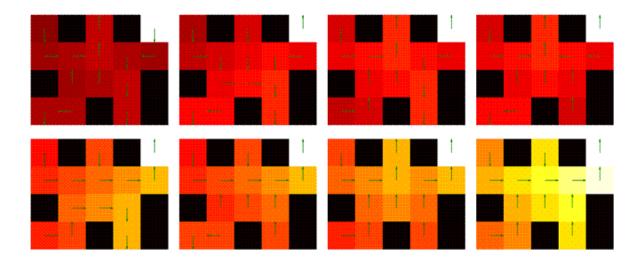


Chapter 2: Implementing Value-Based, Policy-Based, and Actor-Critic Deep RL Algorithms

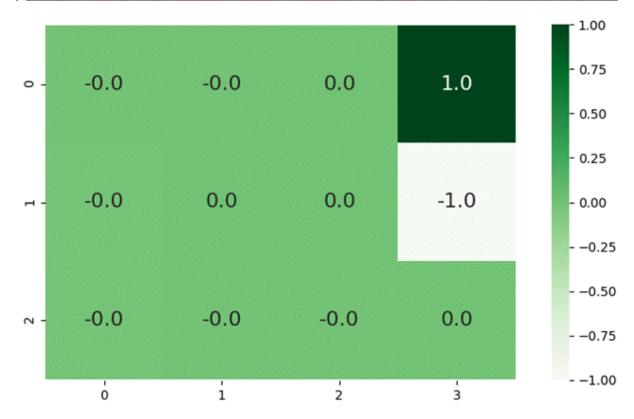


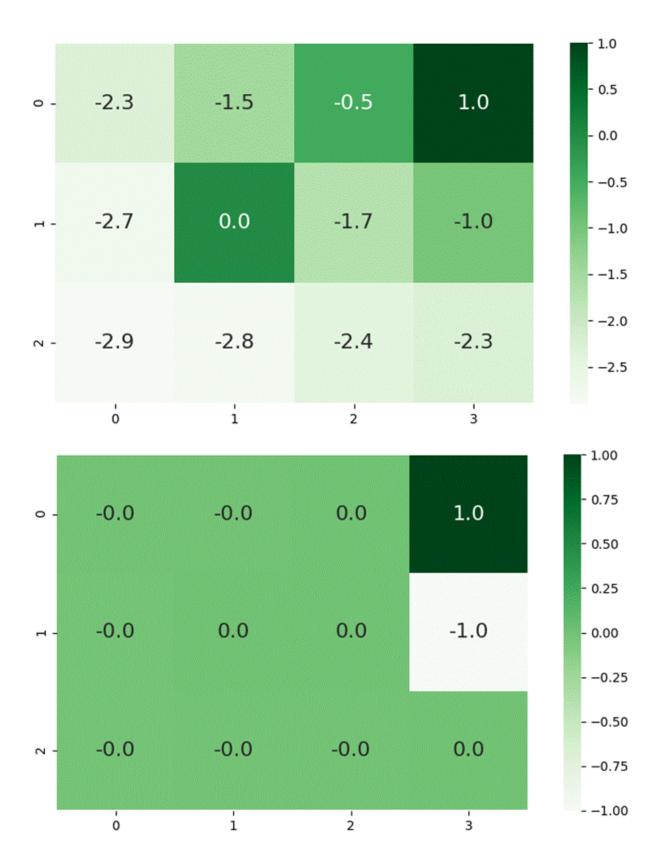
```
(tf2rl-cookbook) praveen@g5:~/tf2rl-cookbook/src/c
h2-value-based-policy-gradients-and-actor-critic-m
ethods/envs$ python maze.py
SWFWG
00000
MOOOM
FOWFW
step#:1 action:RIGHT reward:0.0 done:False
SWFWG
00000
MOOOM
FOWFW
step#:2 action:UP reward:0.0 done:False
SWFWG
00000
MOOOM
FOWFW
step#:3 action:UP reward:0.0 done:False
SWFWG
00000
MOOOM
FOWFW
step#:4 action:DOWN reward:0.0 done:False
SWFWG
0000
WOOOW
FOWFW
step#:5 action:RIGHT reward:0.0 done:False
SWFWG
O000
MOOOM
FOWFW
step#:6 action:RIGHT reward:0.0 done:False
SWFWG
00000
MOOOM
FOWFW
step#:7 action:DOWN reward:0.0 done:False
SWFWG
00000
MOOOW
FOWFW
```

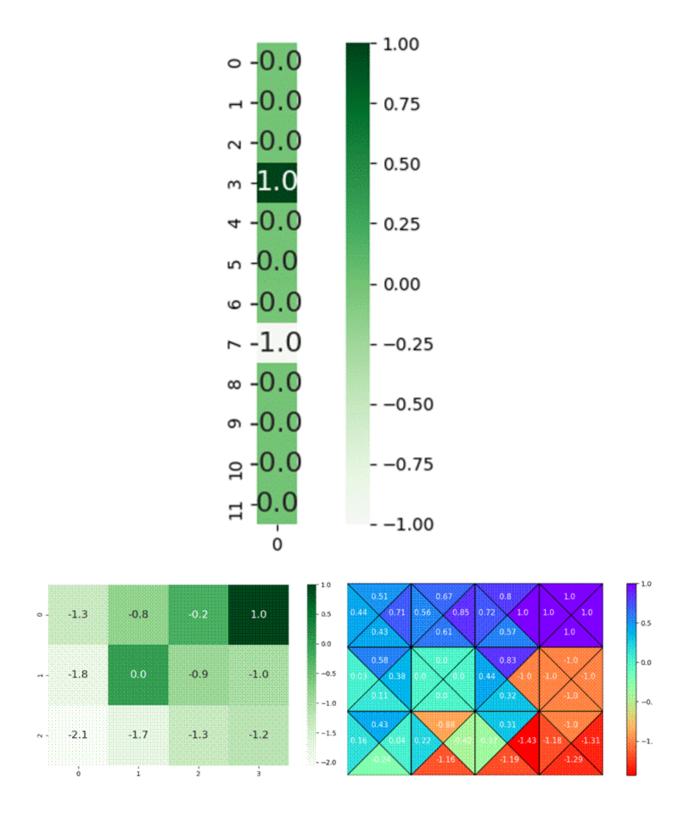


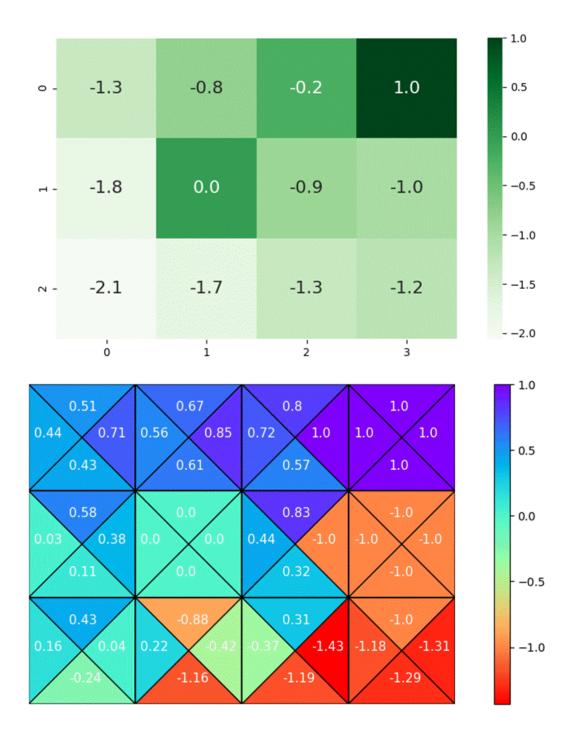


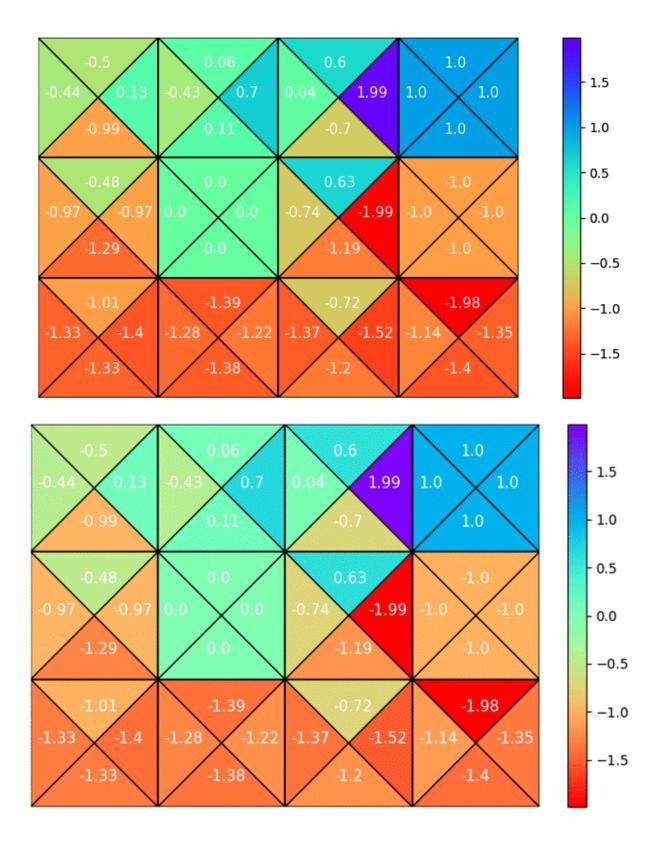
```
Action mapping:[0 - UP; 1 - DOWN; 2 - LEFT; 3 - RIGHT
Optimal actions:
[1. 1. 1. 1. 1. 1. 1. 1. 3. 3. 3. 3. 3. 3. 3. 1. 1. 3. 1. 3. 1. 3. 3.
3. 1. 3. 3. 3. 3. 3. 3. 0. 3. 0. 0. 0. 0. 0. 0. 2. 2. 0. 2. 0. 2. 0. 0.
0. 1. 0. 0. 1. 1. 0. 1. 0. 1. 0. 0. 3. 3. 0. 3. 0. 3. 0. 0. 3. 0. 0. 0.
1. 1. 1. 2. 3. 3. 3. 3. 1. 1. 1. 0. 1. 0. 0. 0. 1. 1. 1. 0. 1. 0. 0. 0.
1. 0. 0. 0. 0. 0. 0. 2. 2. 2. 2. 0. 0. 0. 0.]
```

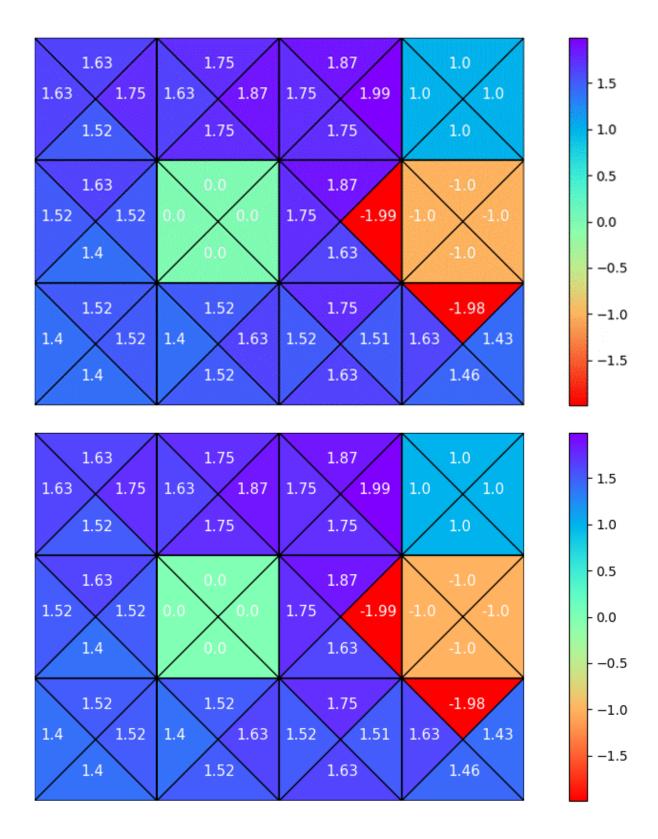


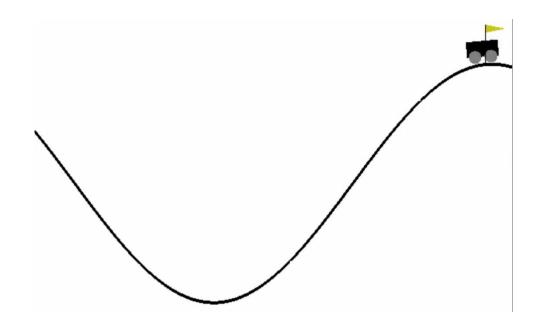








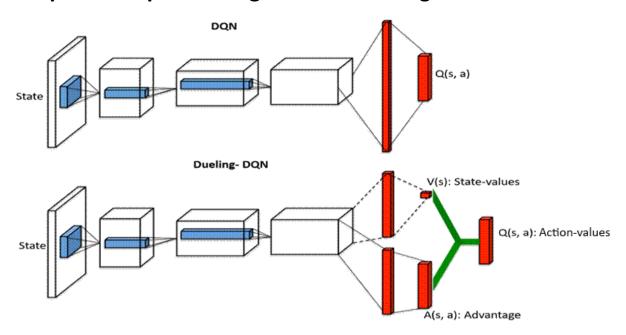




X

8_actor_critic_agent.py

Chapter 3: Implementing Advanced RL Algorithms



sync with the global network

collect experience from the environment

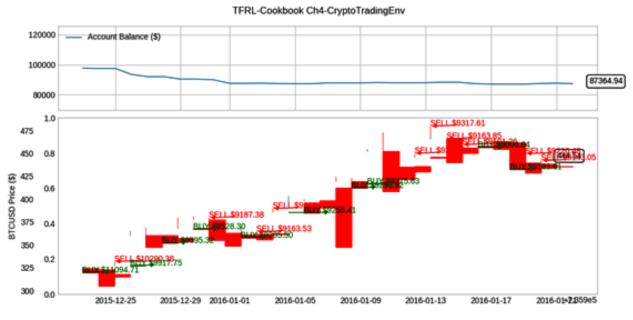
calculate the value and policy loss

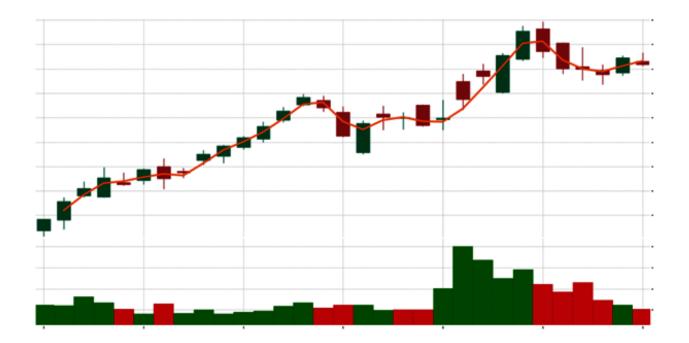
calculate the gradients of the loss w.r.t the parameters of the network

update the global network using the gradients

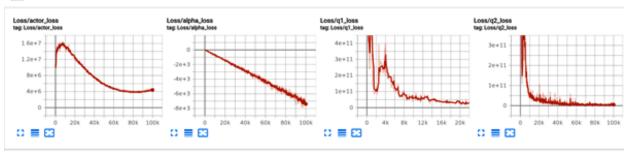
Chapter 4: Reinforcement Learning in the Real World – Building Cryptocurrency Trading Agents



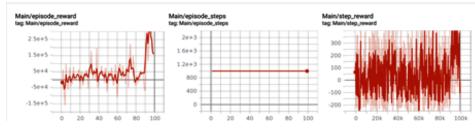




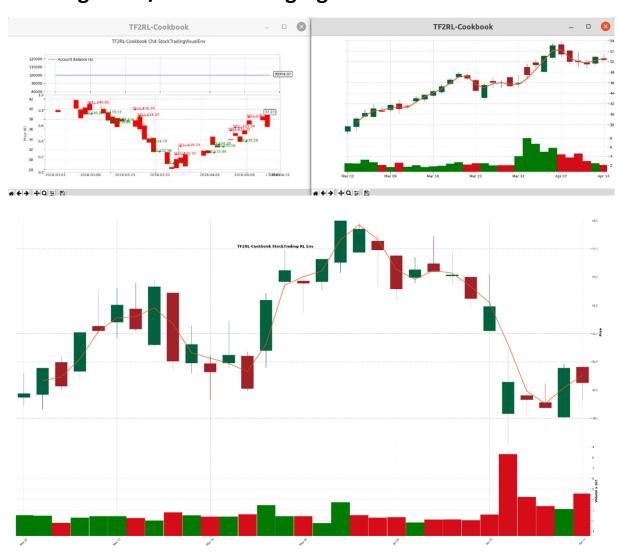
Loss



Main



Chapter 5: Reinforcement Learning in the Real World – Building Stock/Share Trading Agents

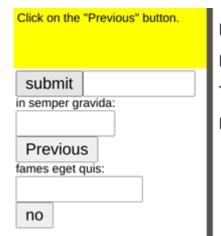




Chapter 6: Reinforcement Learning in the Real World – Building Intelligent Agents to Complete Your To-Dos

Click on the link "porttitor".	Click on the link "at".	Click on the link "at".	Click on the link "rhoncus".	Click on the link "erat".	Click on the link "libero.".
Ac congue magna dictumst, Ullamcorper feugiat lorem imperdiet. Sed cum in portitior mattis maccenas et gravida maecenas aliquam massa <u>risus</u> .	Commodo vitae massa amet maecenas varius. Fermentum at turpis laoreet. Nisl bibendum quisque turpis amet tellus donec ornare elit mauris.	Pellentesque. Eget. <u>Tristique.</u> <u>Vestibulum</u> felis <u>velit.</u> Commodo egestas tellus. Sit quis ultrices sit senectus scelerisque <u>at</u> morbi mauris lectus vitae.	Arcu pulvinar massa, thoncus vulputate tristique vestibulum. Consectetur. Imperdiet bibendum sagittis adipiscing in praesent. Neque. Diam tincidunt amet. Etiam urna.	Elementum euismod sed sociis <u>vitae</u> euismod interdum. Arcu. Leo tincidunt <u>erat</u> consequat enim dictum vestibulum, facilisis tempus. Et rhoncus, <u>massa</u> .	Est id arcu ullamcorper lacus, rist, lectus lacreet pellentesque tortor orci. Quam vel. Ac tortor dictum. Egestas ac. Metus jibero.
Select GDKkQ and click Submit.	Select Vdpn2dP and click Submit.	Select b2O and click Submit.	Select yKw8ox and click Submit.	Select L0 and click Submit.	Select (2bF and click Submit.
USA GDKKQ Submit	91YPF 28 Vdpn2dP d7Qt OX Submit	8F YPK4gX ON4Z nIC b2O 56a Submit	yKwibox ECLyl Submit	6j 21U 7gF 60H L0 2QMPAG	REK Vect izbF cLCzAK FI pSNr Submit
	⊗ ⊕ □		Click Bu	tton Task	
	Click on the "Oka	ay" button.	Last reward	-1.00	
			Last 10 ave	rage: -1.00	
	viverra nam socii sit nulla nunc:	s	Time left: 3	10sec	
			Episodes do	ne: 85	
	submit no				
Child on the "May" bullon Child on the "May" bullon Child on the "May" bullon Child on the "On the Child on		Color N V Max. Color N V	State on the "bullets"	Citiz are the "grandout" fluidor. Citiz are the "Se	Citiz en fer tunner balen.
forer leon, relicular cursus de juste la cursus de	prefum puns dus facilities ac massa	no eret eren provin CK communication offers of the CK communication offers of the CK communication of	submit no okary wereaster age at tapes well-american age at tapes well-american age are to the module.	pellentrospe sorientque eget visique augin vestidules yes Next connocimient not egentas who shu previous consocietà not consocietà not	submit sel nur socia viae corpe examol viae corpe examol Submit Cancel
	Click on the "car	ncel" button.	Last reward	-1.00	
			Last 10 ave	rage: -0.27	
				_	
			Time left: 10	TUSEC	
			Episodes do	one: 5	

cancel

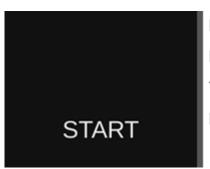


Last reward: 0.84

Last 10 average: 0.22

Time left: 9 / 10sec

Episodes done: 3



Last reward: 0.82

Last 10 average: 0.05

Time left: -

Episodes done: 7

	Enter the username "dannie" and the password "8F" into the text fields and press login.	Enter the username "deneen" and the password "yKw8o" into the text fields and press login.	the password "z72vd" into the		Enter the username "truman" and the password "RE" into the text fields and press login.
Username	Username	Username	Username	Username	Username
Password	Password	Password	Password	Password	Password
Login	Login	Login	Login	Login	Login

Enter the username "nathalie" and the password "6928q" into the text fields and press login.			
Username			
nathalie			
Password			
Login			

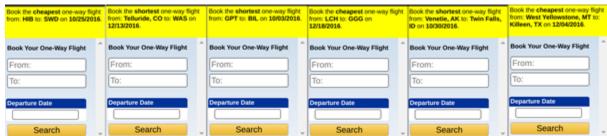
Last reward: -1.00

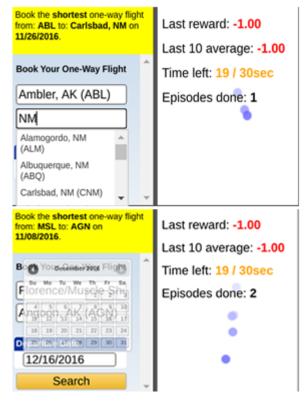
Last 10 average: -1.00

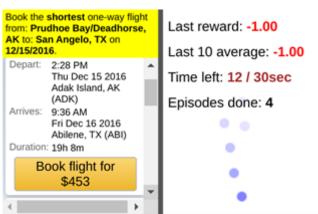
Time left: 5 / 10sec

Episodes done: 3

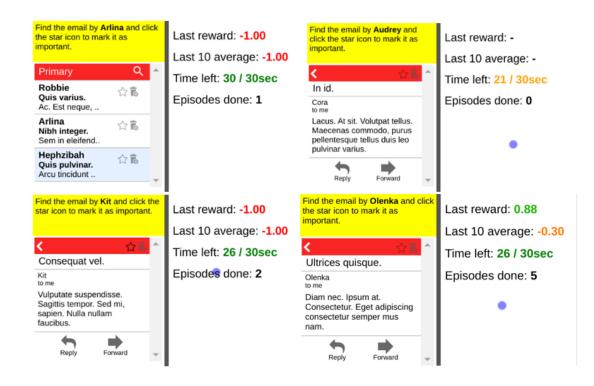
Enter the username "annis" and the password "pC1" into the text fields and press login.	Last reward: -1.00		
	Last 10 average: -1.00		
Username	Time left: 4 / 10sec		
ann	Episodes done: 5		
Password	l		
••••	•		
Login			
Enter the username "olin" and the password "Ky" into the text fields	Last reward: -1.00		
and press login.	Last 10 average: -1.00		
Username	Time left: 6 / 10sec		
olin	Episodes done: 2		
Password			
••			
Login			
	ı		

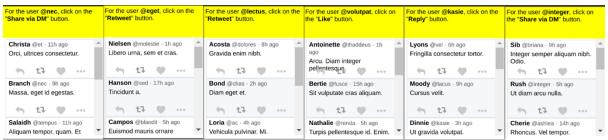


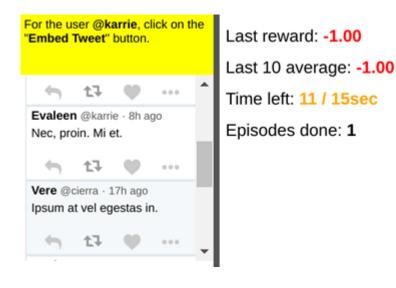














Last reward: -1.00
Last 10 average: -1.00
Time left: 7 / 15sec
Episodes done: 4



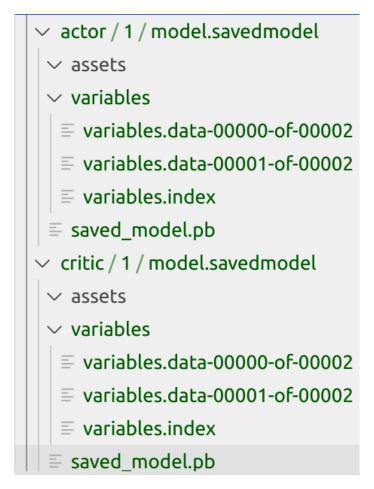
Last reward: -1.00

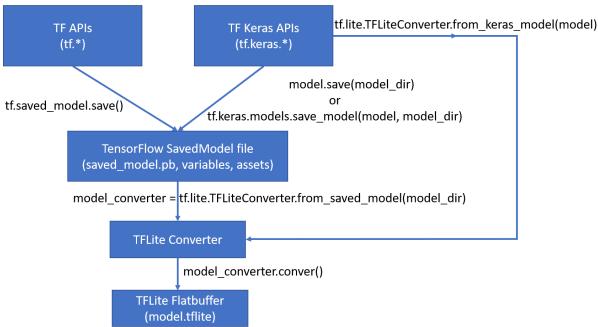
Last 10 average: -1.00

Time left: 4 / 15sec

Episodes done: 6

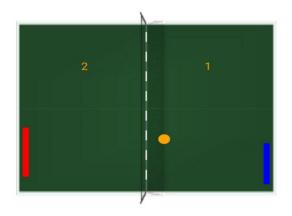
Chapter 9: Deploying Deep RL Agents on Multiple Platforms



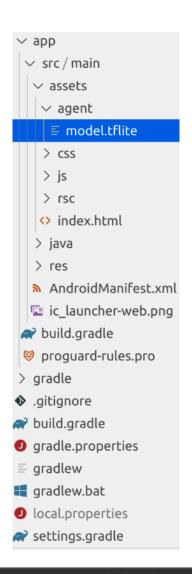




Tennis



- > .gradle
- > .idea
- > app
- > gradle
- .gitignore
- w build.gradle
- gradle.properties
- ≡ gradlew
- **■** gradlew.bat
- local.properties
- settings.gradle





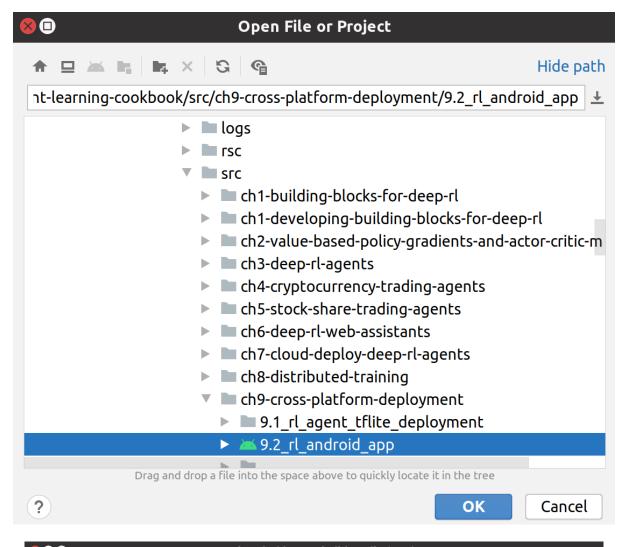


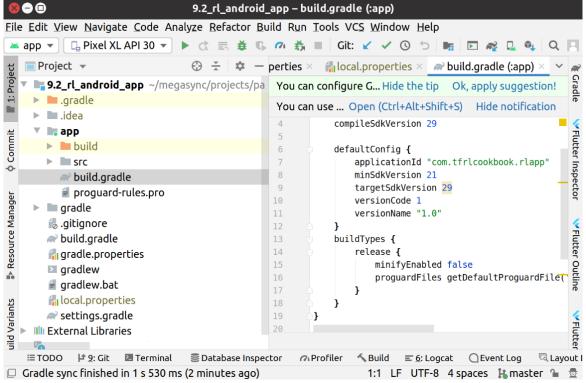
Android Studio

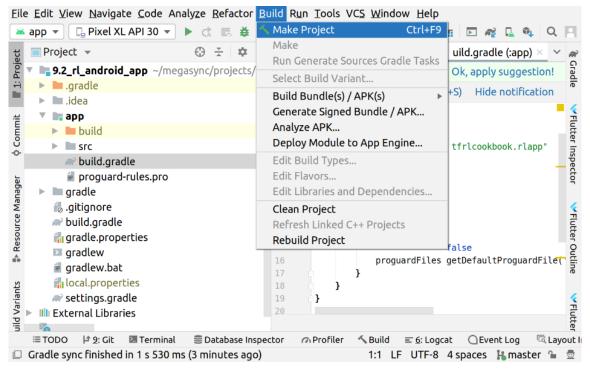
Version 4.1.1

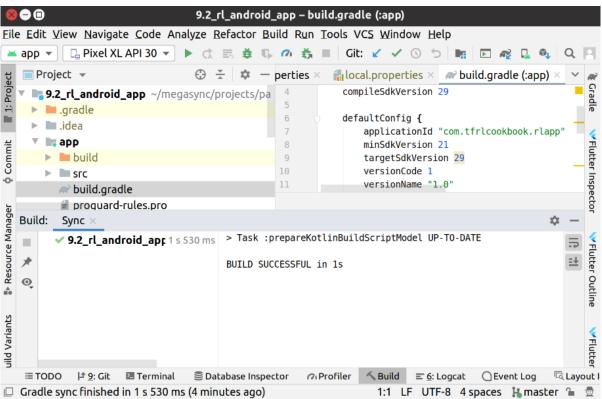
- Dopen an Existing Project
- ✓ Get from Version Control

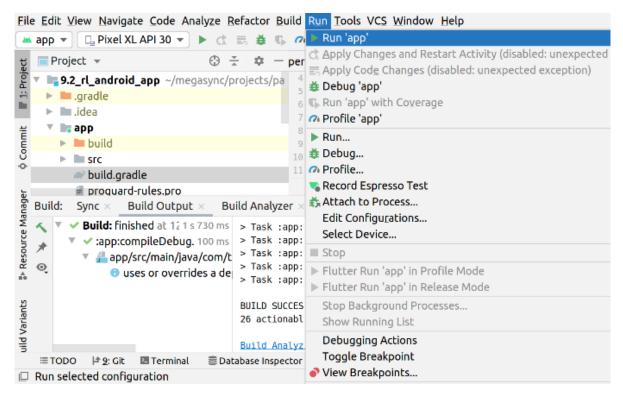
☼ Configure ▼ Get Help ▼

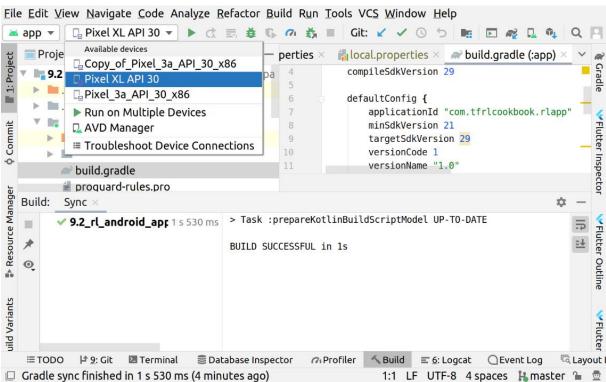


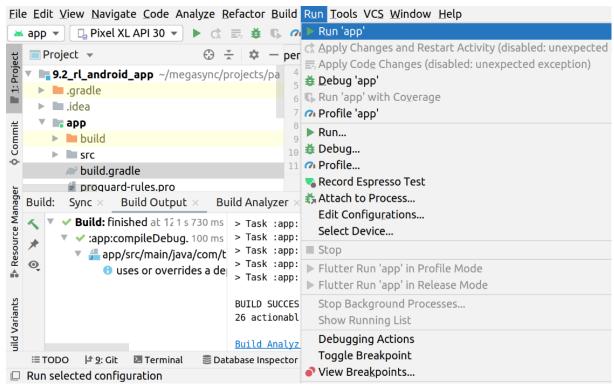


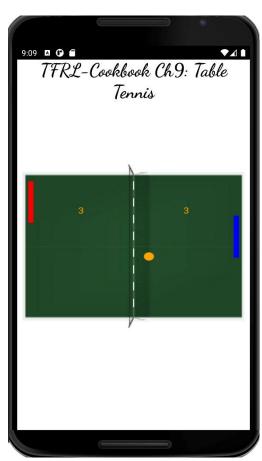












```
trained_models
  DDPG_MiniWoBSocialMediaMuteUserVisualEnv-v0

√ actor / 1

    ≡ model.h5

∨ critic / 1

    ≡ model.h5
DDPG_MiniWoBSocialMediaMuteUserVisualEnv-v0

✓ actor / 1 / model.tfjs

  ≡ group1-shard1of1.bin
  {} model.json

✓ critic / 1 / model.tfjs

  ≡ group1-shard1of1.bin
  {} model.json

∨ trained_models

 > dqn-cartpole
 PPO-MiniWoBSocialMediaMuteUserVisualEnv-v0

✓ actor / 1 / model.savedmodel

    > assets
    > variables

≡ saved_model.pb

   > critic
```

