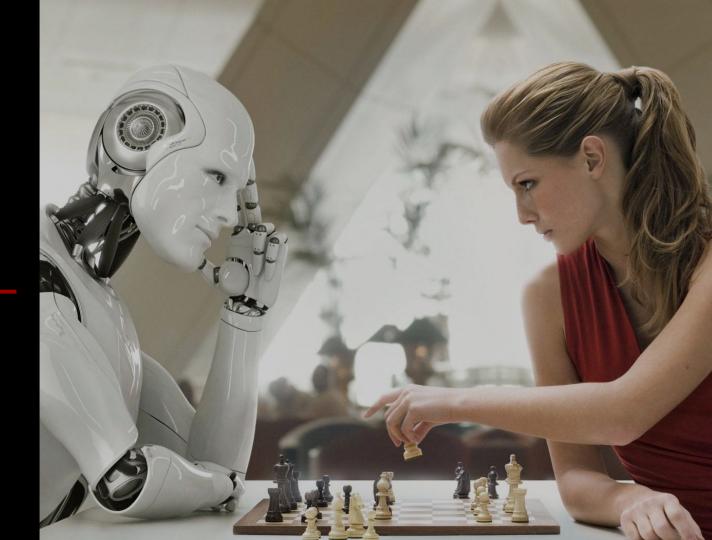
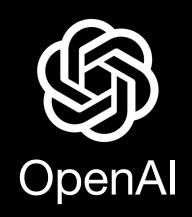
ROCHER Lambert

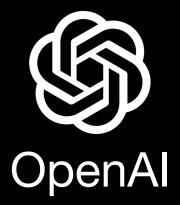




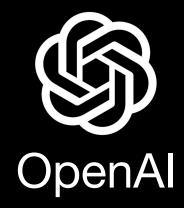
# \$1,000,000,000

Promote and Developp
Friendly AI



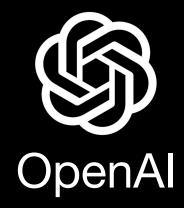






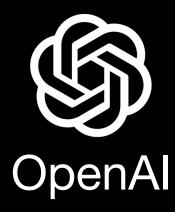
















Suivre

OpenAl first ever to defeat world's best players in competitive eSports. Vastly more complex than traditional board games like chess & Go.

17:15 - 11 août 2017

11 806 Retweets 39 827 J'aime

1,1 k 1 12 k







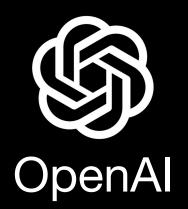




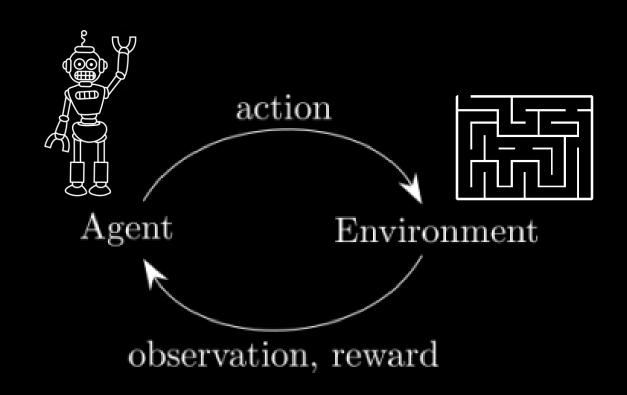








Reinforcement Learning



614

OpenAl Gym



7864







license

Why Gym?

- Better benchmarks
- Standardization of environments used in publications
- Emphasize sample complexity, not just final performance
- Encourage peer review, not competition

**Environments** 





More Environments



#### Q-learning

S: set of states

A: set of actions

Q: S x A  $\rightarrow$   $\mathbb{R}$ : quality of a state-action combination

Initialize Q with zeros

Foreach trainingEpisode:

s = currentState

a = action chosen according to policy

update environment

s' = newState

 $Q(s,a) = Q(s,a) + \alpha^*(reward + \gamma^*(max_a(Q(s',a))-Q(s,a)))$ 

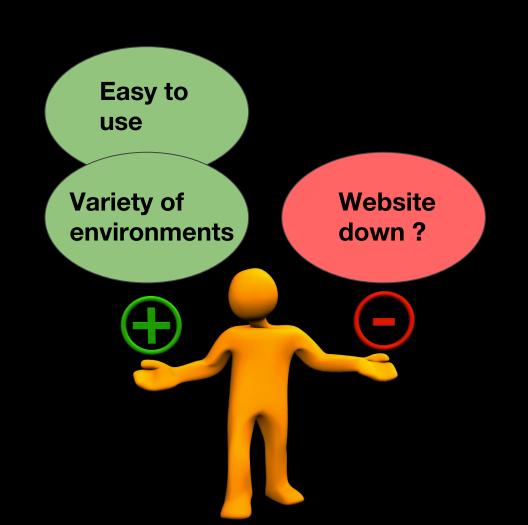
For who?

Learning about Al

Testing Al before using it

Testing new Al

Conclusion



## Questions?

