# Learning to Drive using Inverse Reinforcement Learning and Deep Q-Networks

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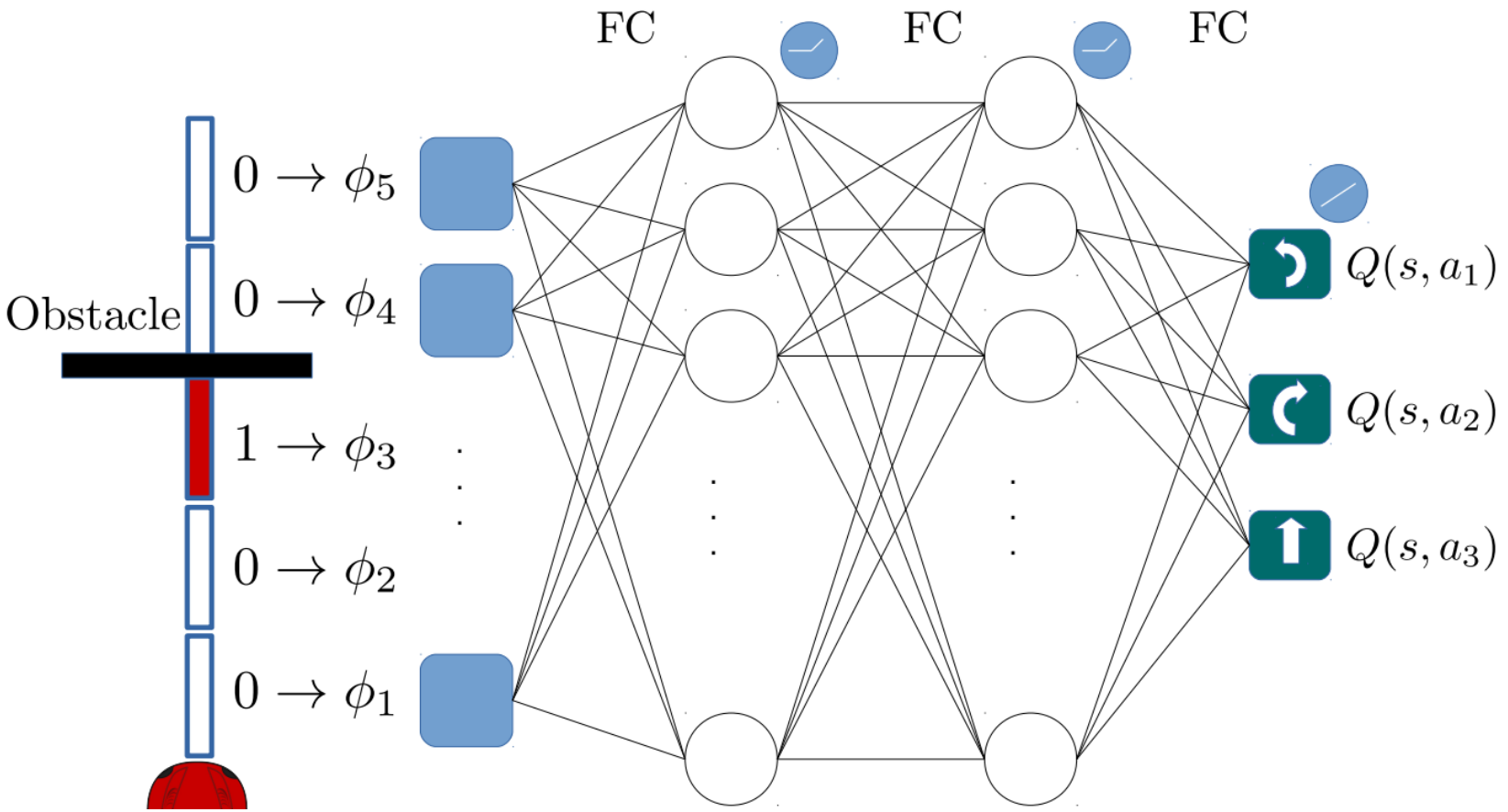


- Contributions:
  - Proposes use of Deep Q-Networks as the refinement step in Inverse Reinforcement Learning approaches
  - This allows extraction of the rewards in scenarios with large state spaces such as driving
  - Simulated agent generates collision-free motions and performs human-like lane change behaviour
- Evaluate the performance in a simulation-based autonomous driving scenario