

Reinforcement Learning

- *Introduction*
- Passive Reinforcement Learning
- Temporal Difference Learning
- Active Reinforcement Learning
- Applications
- Summary

Introduction

Supervised Learning:



Example

Class

Reinforcement Learning:



Situation Reward

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Situation Reward

Examples

Playing chess:

Reward comes at end of game

Ping-pong:

Reward on each point scored

Animals:

Hunger and pain - negative reward

food intake – positive reward