#### Introduction

- Reinforcement learning algorithm
- Problem: find a solution to a problem with incomplete information, uncertain rewards
- Takes "learnings" into account to define future actions
- Solves the exploration/exploitation dilemma elegantly

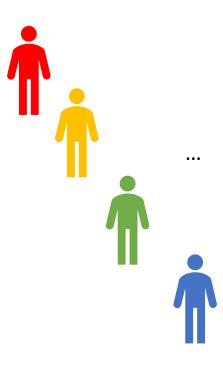
Exploration / Exploitation Dilemma

- Problem
  - incomplete information on a process
  - No simple solution
- Exploitation
  - Choose an action that you know
  - Getting a reward close to what I expect
- Exploration
  - Choose an action with an unsure outcome
  - Possibly learn something
- Best long-term solution might have short-term costs!

Exploration / Exploitation Dilemma

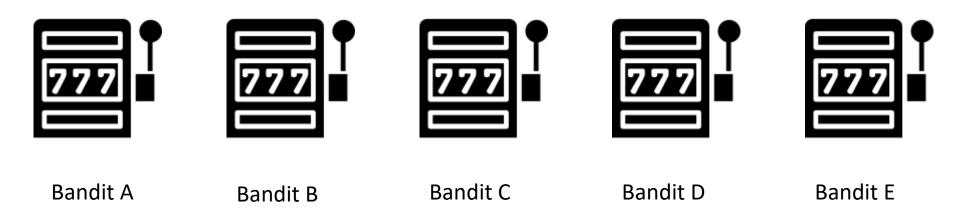
- Exploration/exploitation dilemma found in many aspects of life
  - Example: Dating





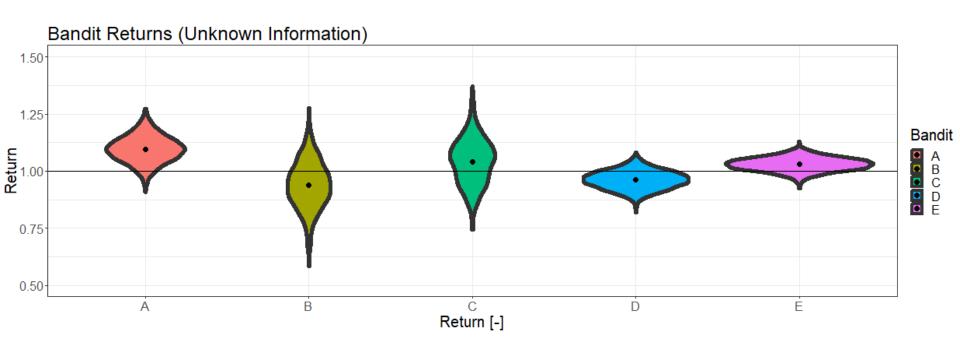
Multi-Armed-Bandit Problem

Multi-Armed Bandit Problem



Multi-Armed-Bandit Problem

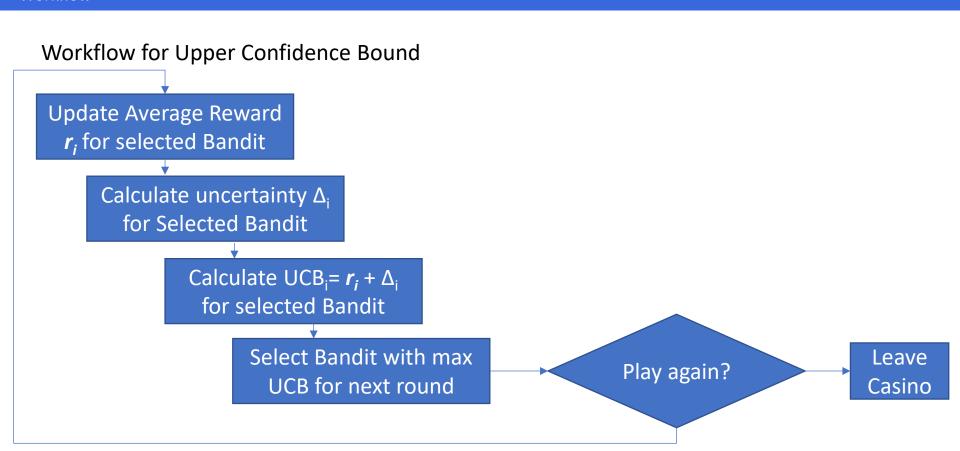
Multi-Armed Bandit Problem



Multi-Armed-Bandit Problem

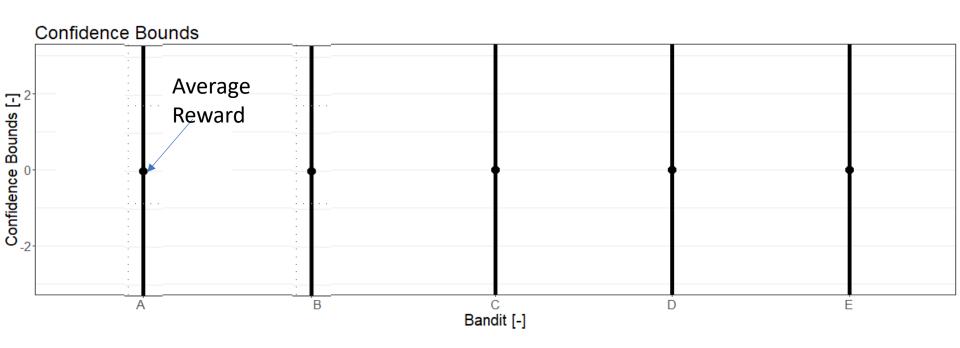
- Possible strategies
  - No exploration
  - Random exploration
  - Smart exploration

Workflow

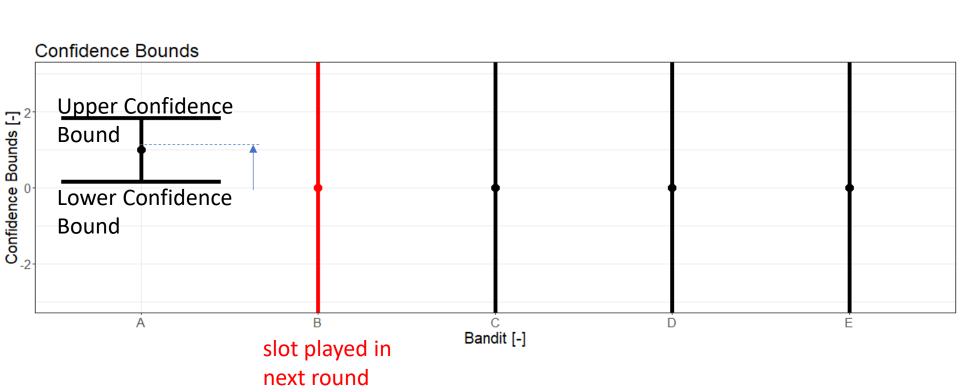


Multi-Armed-Bandit Problem

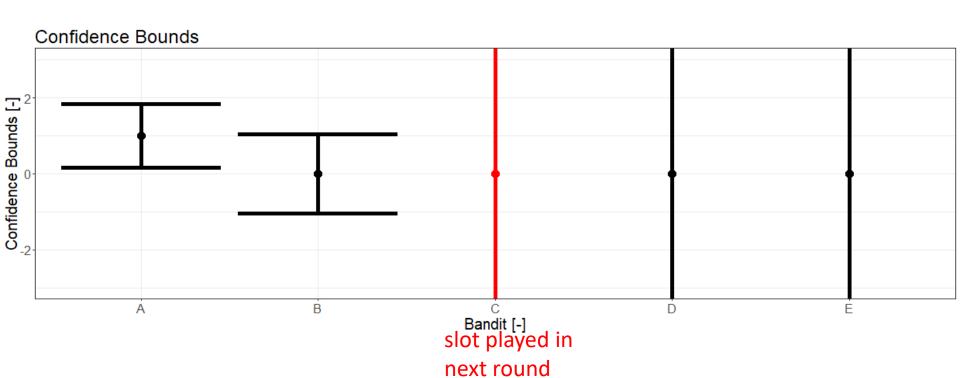
■ Round: 0



Multi-Armed-Bandit Problem

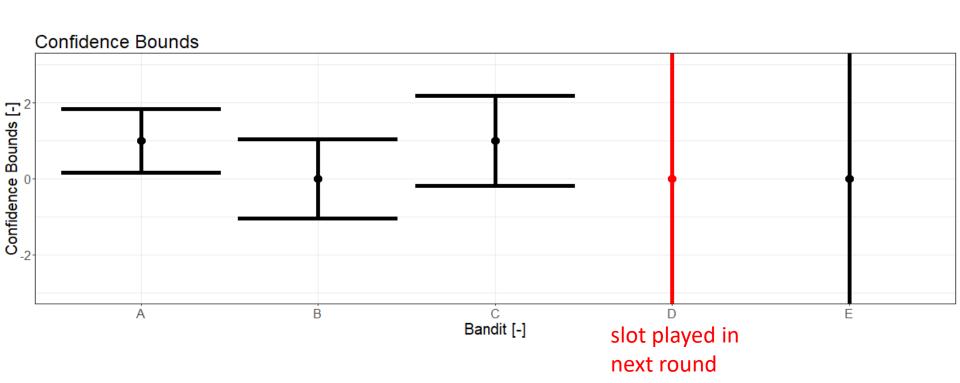


Multi-Armed-Bandit Problem

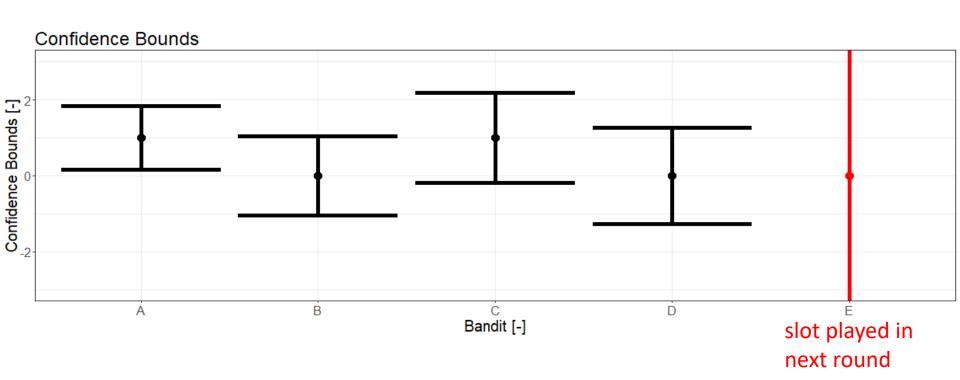


Multi-Armed-Bandit Problem

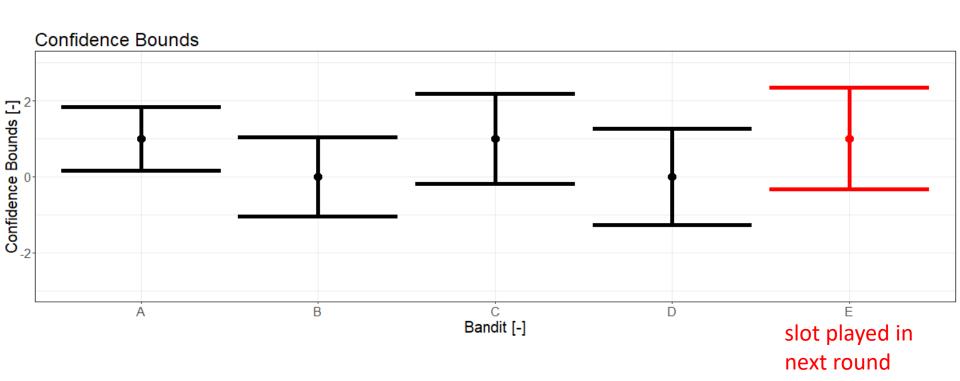
■ Round: 3



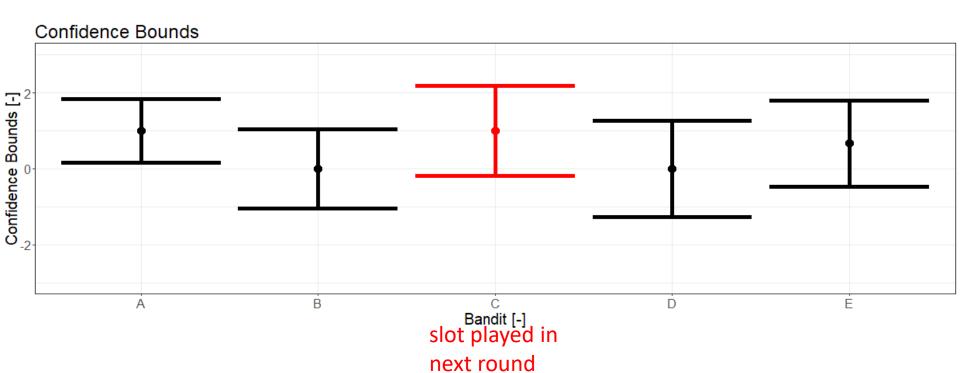
Multi-Armed-Bandit Problem



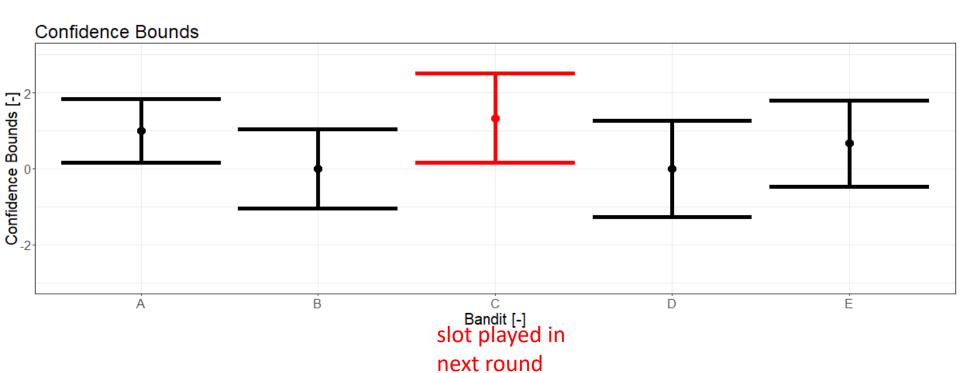
Multi-Armed-Bandit Problem



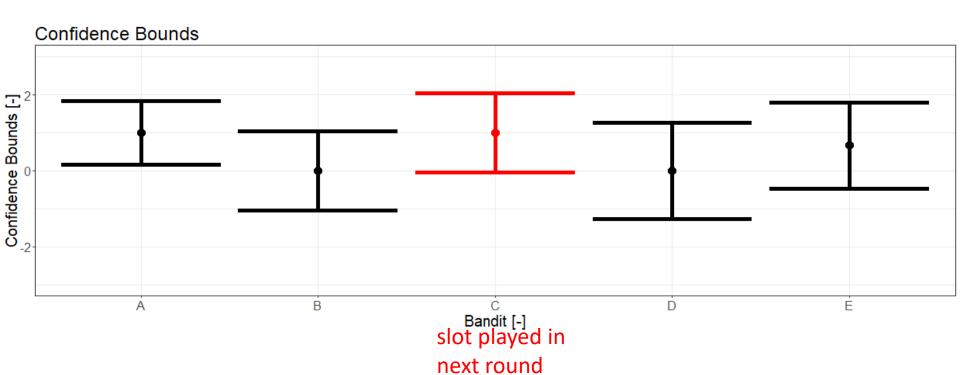
Multi-Armed-Bandit Problem



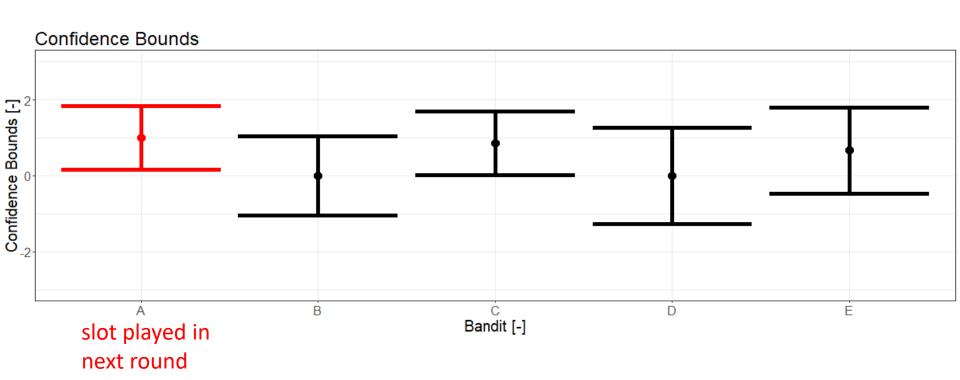
Multi-Armed-Bandit Problem



Multi-Armed-Bandit Problem

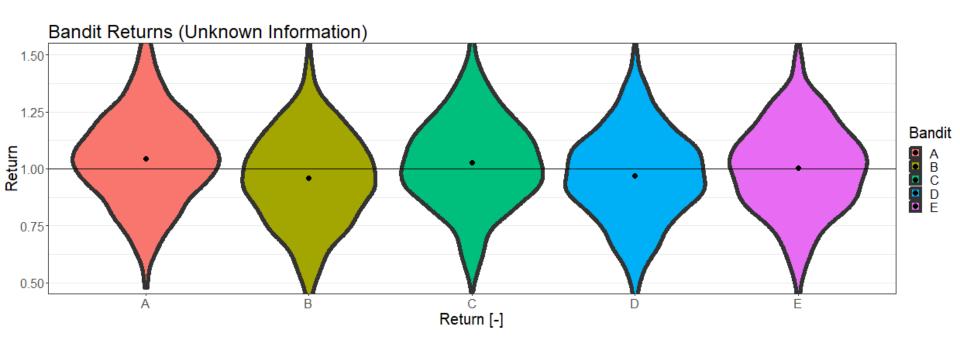


Multi-Armed-Bandit Problem



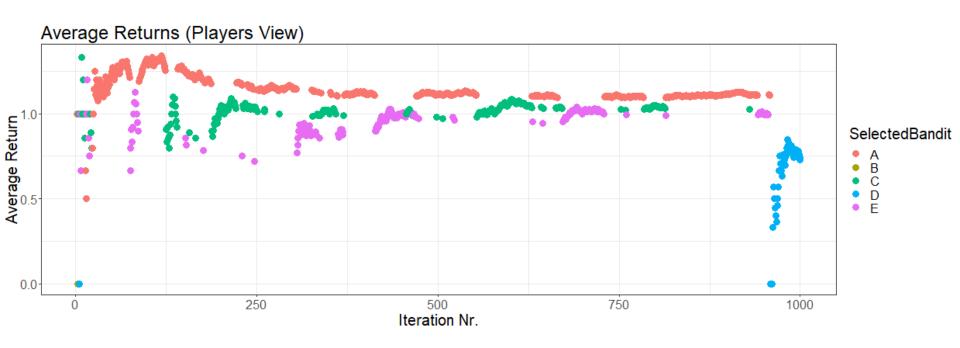
Multi-Armed-Bandit Problem

• Round: 1000



Multi-Armed-Bandit Problem

• Round: 1000



Advantages / Disadvantages



- Adds some randomness
- Good balance of exploration and exploitation

Bad action might be explored