

Methods and Algorithms

Spring 2026

By the end of this lecture, you will be able to:

- ① Explain word embeddings and their applications
- ② Apply pre-trained embeddings for text analysis
- ③ Understand the reinforcement learning framework
- ④ Implement basic Q-learning for decision problems

Finance Applications: Sentiment analysis, algorithmic trading

From text to numbers, from decisions to optimal policies

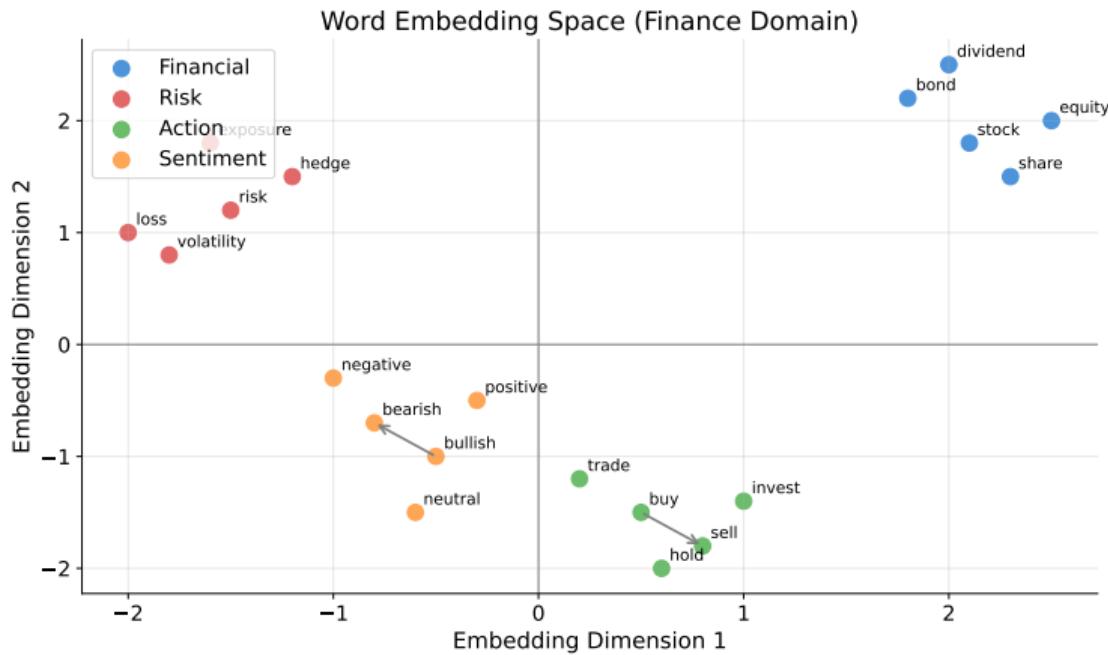
Text Data Challenge

- Financial news, reports, social media contain valuable signals
- Text is unstructured—how to feed it to ML models?
- Need to capture semantic meaning ("bullish" similar to "positive")

Sequential Decision Challenge

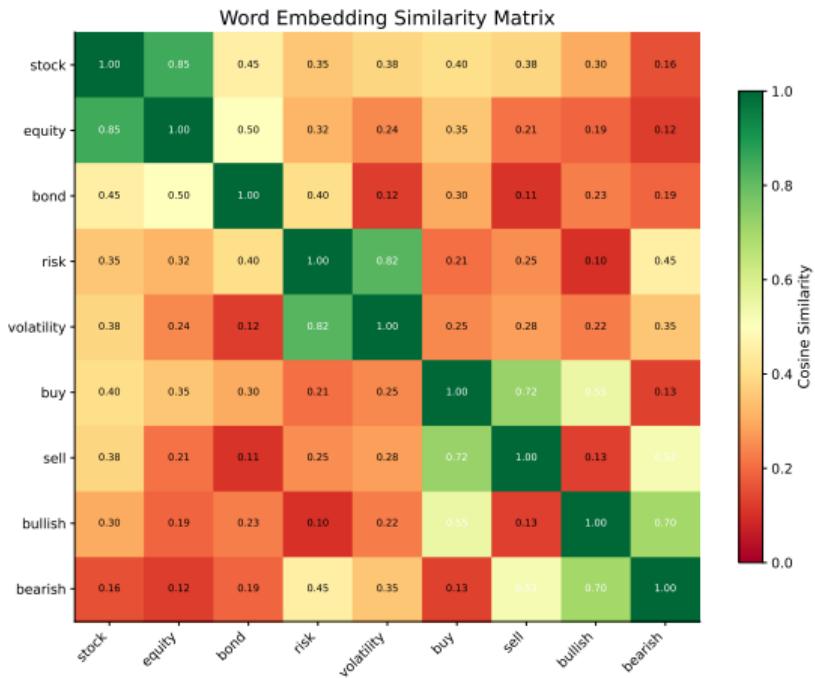
- Trading requires sequences of buy/sell/hold decisions
- Actions have delayed consequences (profit realized later)

Embeddings solve text, RL solves sequential decisions



github.com/joerg-osterrieder/Methods_and_Algorithms

Similar words cluster together in embedding space



github.com/peng-osterrieder/Methods_and_Algorithms

Cosine similarity captures semantic relationships

Reinforcement Learning: Agent-Environment Interaction



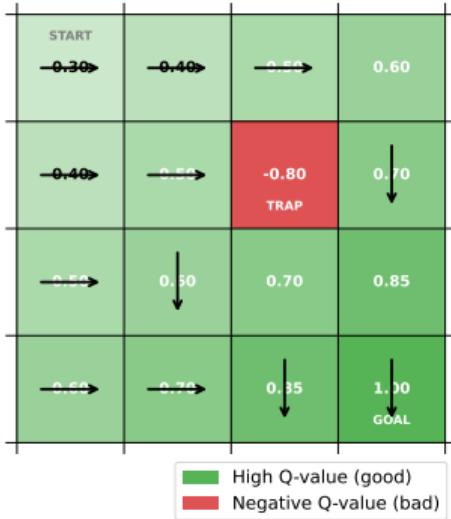
At each time step t :

Agent observes state, takes action, receives reward

github.com/joerg-osterrieder/Methods_and_Algorithms

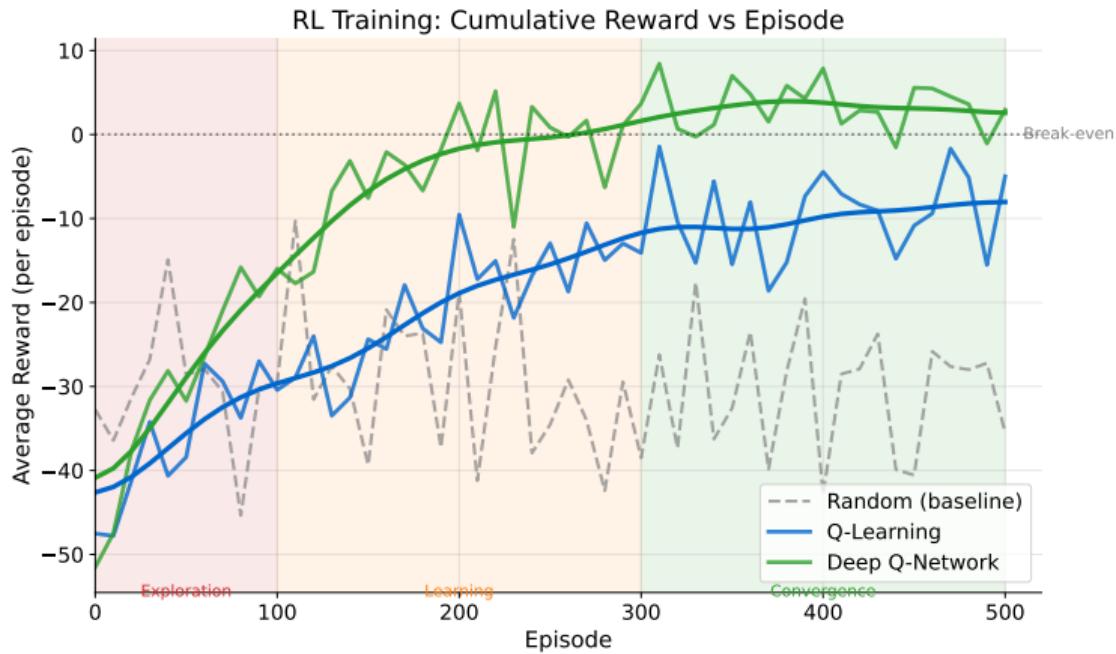
Agent takes actions, receives rewards, learns optimal policy

Q-Learning: Grid World with Learned Q-Values



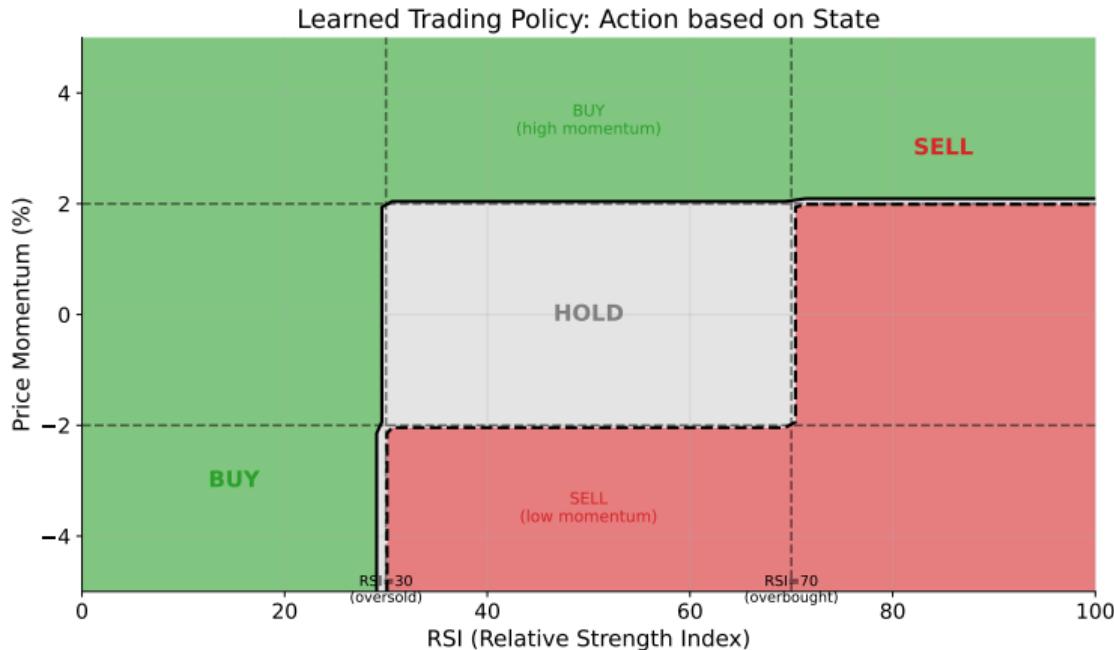
github.com/joerg-osterrieder/Methods_and_Algorithms

Q-values show expected reward from each state-action



github.com/joerg-osterrieder/Methods_and_Algorithms

RL agents improve through exploration and exploitation



github.com/joerg-osterrieder/Methods_and_Algorithms

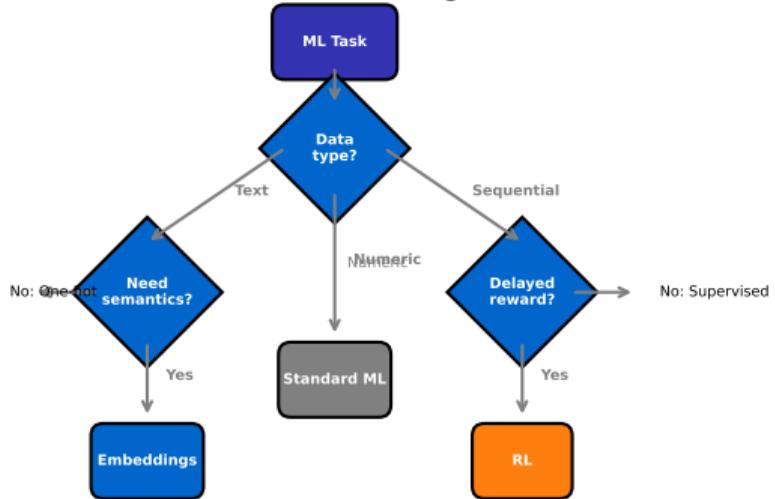
Policy maps states to actions (when to buy/sell/hold)

Open the Colab Notebook

- Exercise 1: Explore word embeddings with Word2Vec
- Exercise 2: Implement basic Q-learning
- Exercise 3: Apply RL to a simple trading environment

Link: <https://colab.research.google.com/> [TBD]

When to Use Embeddings vs RL



Embeddings: Text, categorical -> dense vectors (Word2Vec, BERT)

RL: Sequential decisions with delayed rewards (trading, games)

github.com/joerg-osterrieder/Methods_and_Algorithms

Embeddings for text, RL for sequential decisions with delayed rewards