

Methods and Algorithms

Spring 2026



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

- ➊ Explain word embeddings and their applications
- ➋ Apply pre-trained embeddings for text analysis
- ➌ Understand the reinforcement learning framework
- ➍ Implement basic Q-learning for decision problems

**Finance Applications:** Sentiment analysis, algorithmic trading

*From text to numbers, from decisions to optimal policies*

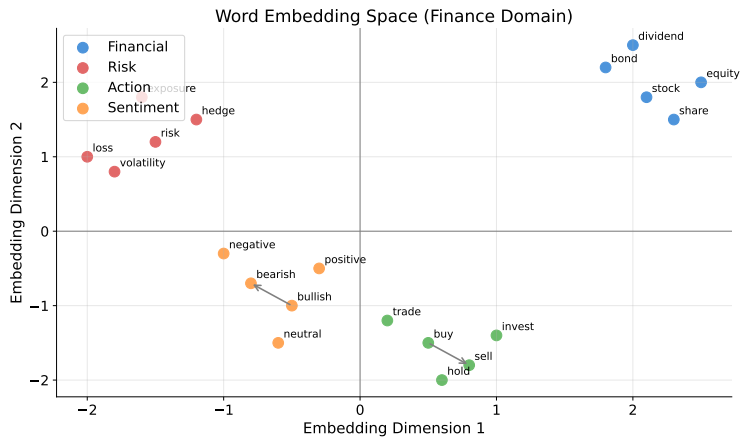
## Text Data Challenge

- 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

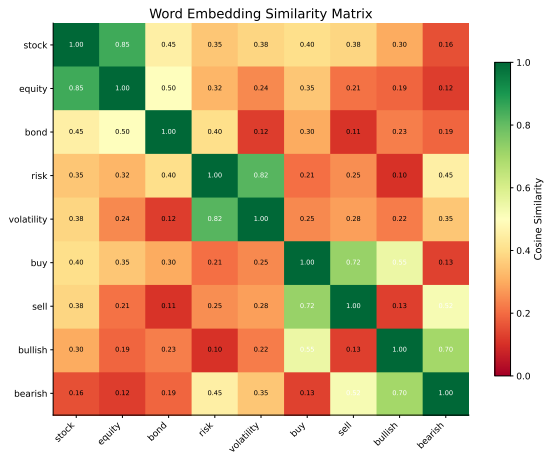
- Trading requires sequences of buy/sell/hold decisions
- Actions have delayed consequences (profit realized later)

*Embeddings solve text, RL solves sequential decisions*



[github.com/joerg-osterrieder/Methods\\_and\\_Algorithms](https://github.com/joerg-osterrieder/Methods_and_Algorithms)

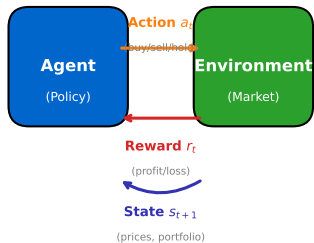
*Similar words cluster together in embedding space*



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*Cosine similarity captures semantic relationships*

## Reinforcement Learning: Agent-Environment Interaction



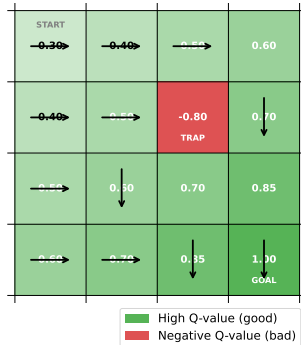
At each time step  $t$ :

Agent observes state, takes action, receives reward

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*Agent takes actions, receives rewards, learns optimal policy*

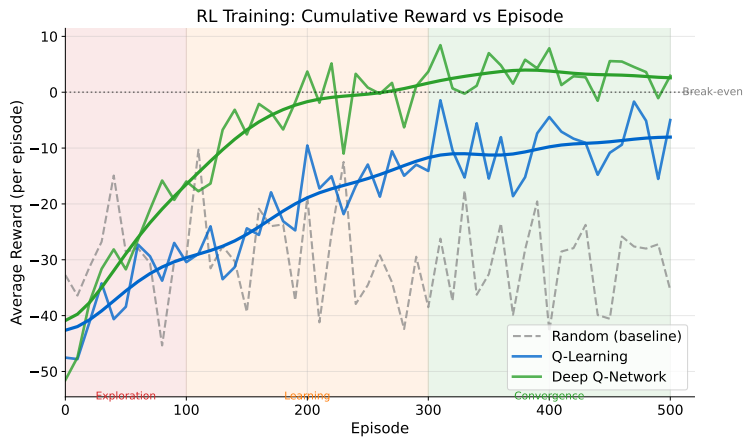
### Q-Learning: Grid World with Learned Q-Values



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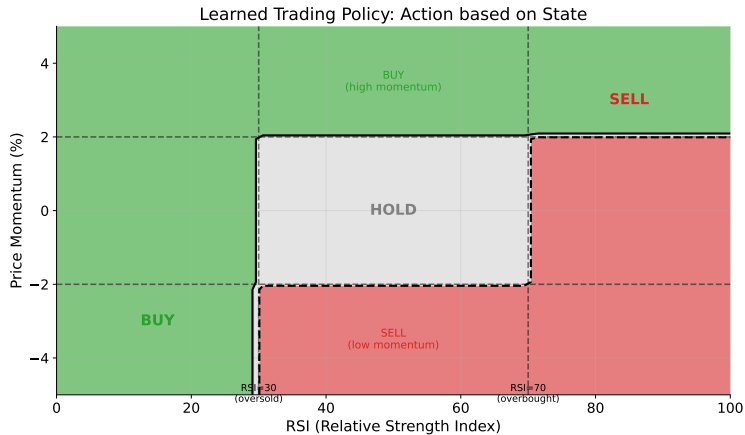
*Q-values show expected reward from each state-action*





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*RL agents improve through exploration and exploitation*



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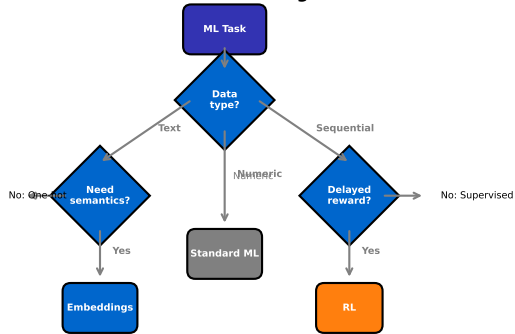
*Policy maps states to actions (when to buy/sell/hold)*

## 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)

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*Embeddings for text, RL for sequential decisions with delayed rewards*