$\mathsf{RL}$ 

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1 RL		1
2 Module Docui	nentation	2
2.1 Attributes	\$	2
	2.1.0.1 ogit/RL/totalReward	2
	2.1.0.2 ogit/RL/state	2

# **Chapter 1**

## RL

#### Overview

Reinforcement Learning (RL) allows to improve the selection of applicable Knowledge Items (actions) based on states and rewards.

## Chapter 2

#### **Module Documentation**

#### 2.1 Attributes

2.1.0.1 ogit/RL/totalReward

Specifies the total reward of the issue for Reinforcement Learning.

• id: http://www.purl.org/ogit/RL/totalReward

• valid-from: Thu Jan 02 00:00:00 UTC 2020

• creator: Rudi Schäfer

2.1.0.2 ogit/RL/state

Specifies the state of the issue for Reinforcement Learning.

• id: http://www.purl.org/ogit/RL/state

• valid-from: Thu Jan 02 00:00:00 UTC 2020

· creator: Rudi Schäfer