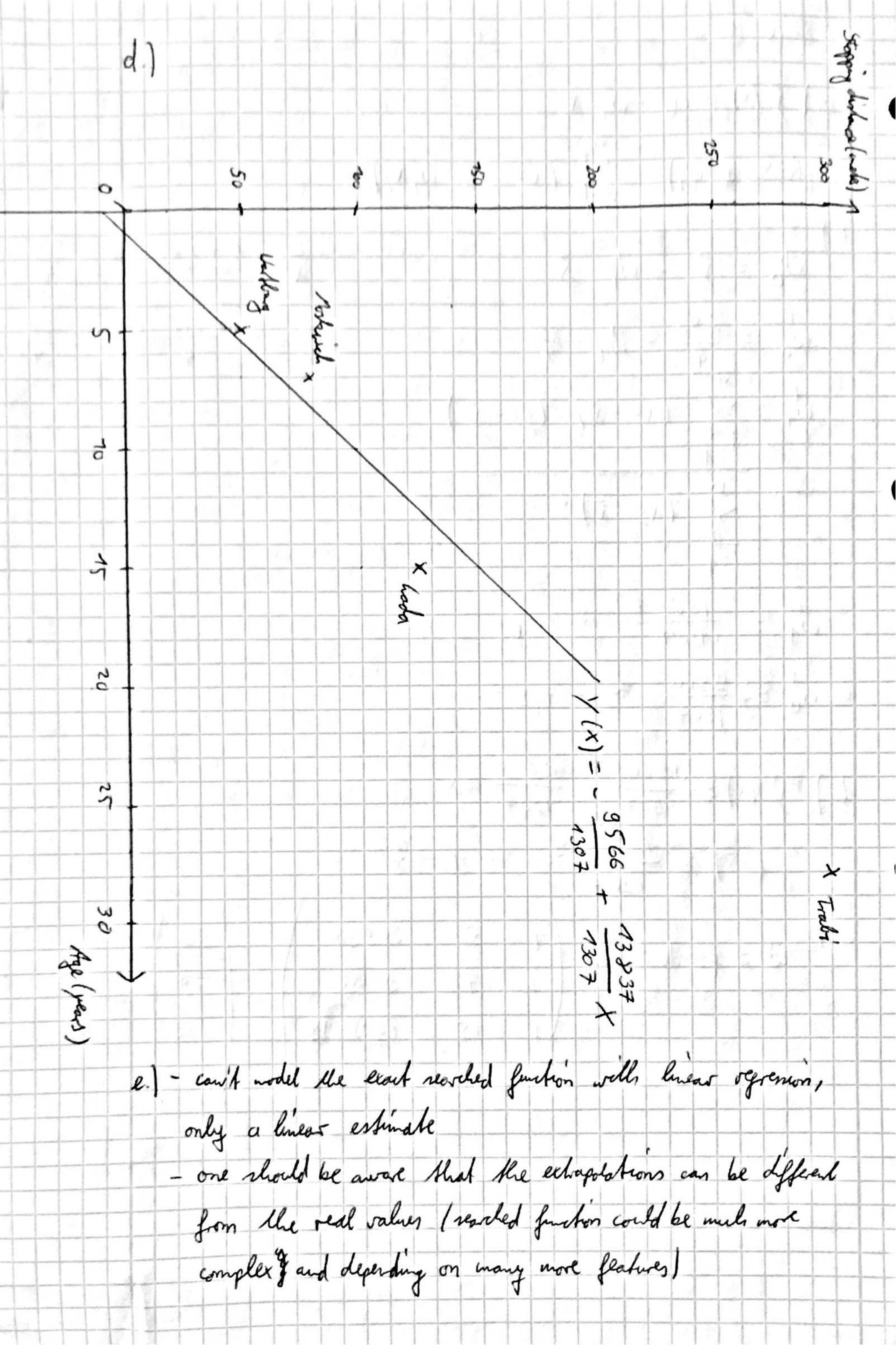
Reinferred learning: - learn / adapt/ optimize a behaviour strategy in order to mainire the own benefit / reward by interpreting feedback from the environment - base reinforcement is modeled as a "Makow decision process" Agent Aution State Interpréter Environment [- competer agent learning to be "friendly" in a conversation?
- learning behaviour strategies in hortile environments - chers-boss, 60 - Boss, elevator rehebiling, robot control, checkers, bockgammon, (games in general?) Exercise 2: a2) Feature Space X a. 1 a 1) Objects 0 a4) × a 3) je a6/ c = y a 5) Clarres C

Evenus 3:

a. 
$$y(x) = \omega_0 + \omega_1 \cdot x$$

RSS  $(\omega_0, \omega_1) = \sum_{i \ge 1}^{\infty} (y_i - \omega_0 - \omega_1 x_i)^2$ 
 $\vec{\omega}_0 = \vec{y} - \vec{\omega}_1 \cdot \vec{x}$ 
 $\vec{\omega}_0 = \frac{553}{4} - \vec{\omega}_1 \cdot \frac{25}{4}$ 
 $\vec{\omega}_0 = \frac{553}{4} - \vec{\omega}_1 \cdot \frac{25}{4}$ 
 $\vec{\omega}_1 = \sum_{i = 1}^{\infty} (x_i - \vec{x}) \cdot (y_i - \vec{y})$ 
 $\vec{\omega}_1 = \frac{13837}{1307} \approx 10,6$ 
 $\vec{\omega}_1 = \frac{9566}{1307} \approx -73$ 
 $\vec{\omega}_1 = \frac{9566$ 



5b.)

No, the order of the examples is not important.

There are 4 cases when looking at an attribute.

(writen like: (attribute value hypothesis, attribute value example) -> attribute value hypothesis, a,b and c are examples for literals)

- 1) most specific to less specific (⊥,a) -> a
- 2) same attribute-values: (a,a)-> a
- 3) different attribute values : (a,b) -> ?
- 4) most general and a any attribute value (?,c)->?
- A) Given more than one example (- the first example changes the hypothesis to a copy of itself-), the first value different to the value of the first example, will cause a change to ? (3)) everything afterwards is of no importance (4)).
- -> not dependent on order because if there is a differnent value it will be taken into account at any time
- B) If there are no different attribute values in the examples, the initial value will persist. (2))
- -> not dependent on order, cause the attribute values are equal

So the outcome is eather A) or B) and there is no Order