术语(Terminology)	
最优控制(Optimal Control)	**强化学习(Reinforcement Learning)**
Controller (Decision maker)	Agent
Control (Decision)	Action
System	Environment
Cost of a stage	Reward of a stage
Cost function	Value function (state-value, reward function)
Cost starting from a state	State value
Minimizing the cost function	Maximizing the value function
Q-factor (Q-value) of a state-control pair	Action (state-action) value
Solving a DP problem with a known mathematical model	Planning
Solving a DP problem in model-free fashion	Learning
Solving a DP problem using policy iteration	Self-learning
Approximate DP using value and/or policy approximation with deep neural networks	Deep reinforcement learning
Prediction	Policy evaluation
Optimistic policy iteration	Generalized policy iteration
State abstraction	Aggregation
System identification	Learning a model
Finite-step system trajectory	Episode
infinite-step system trajectory	Continuing task
Applying the DP operator at some state	Backup
Applying the DP operator at all states	Sweep
Minimizing policy in the DP expression defined by J	Greedy policy w.r.t a cost function J
Post-decision state	Afterstate

(= between the two columns)