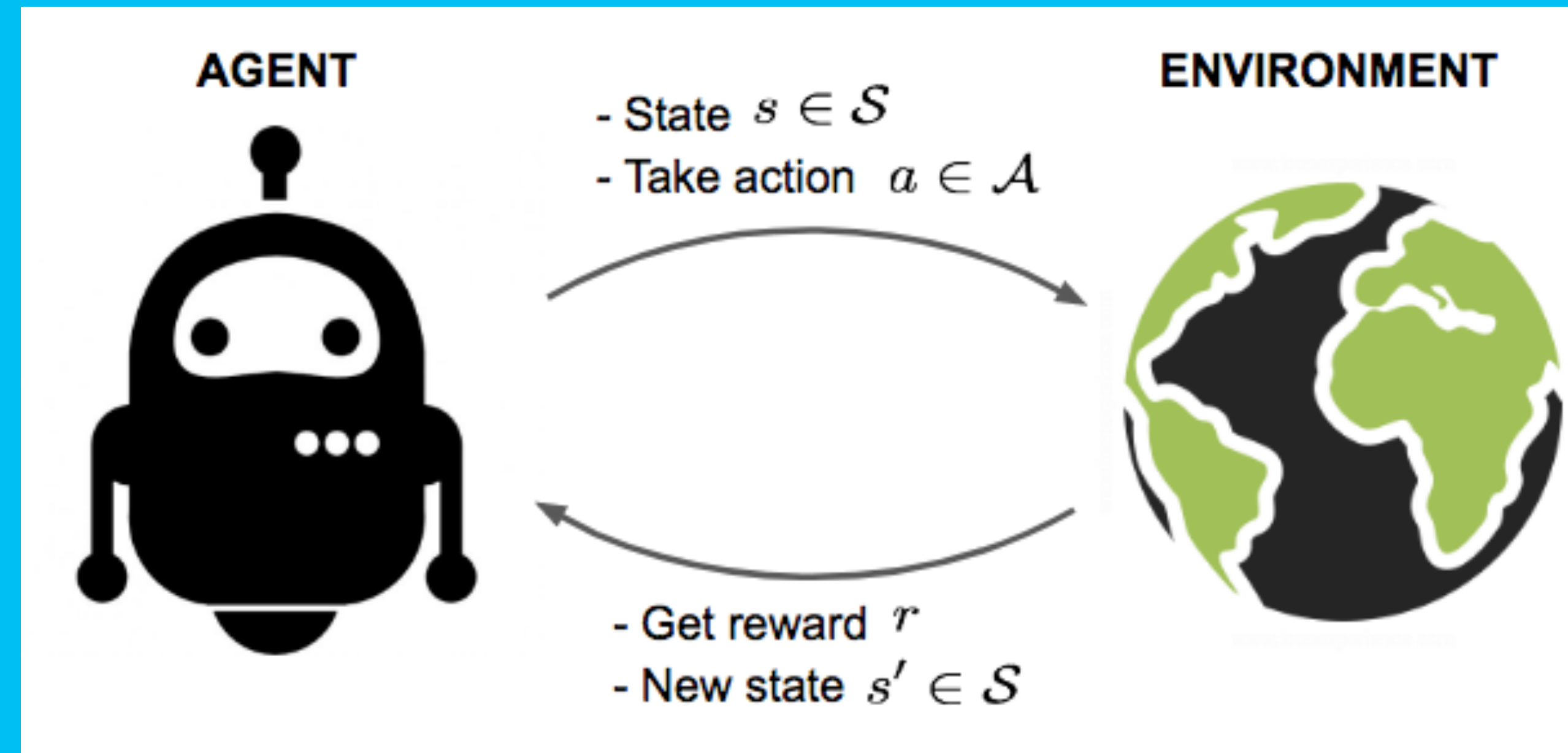# KEY NOTIONS

- An **agent** is navigating an **environnement**

- It learns by incrementally improving its **policy**

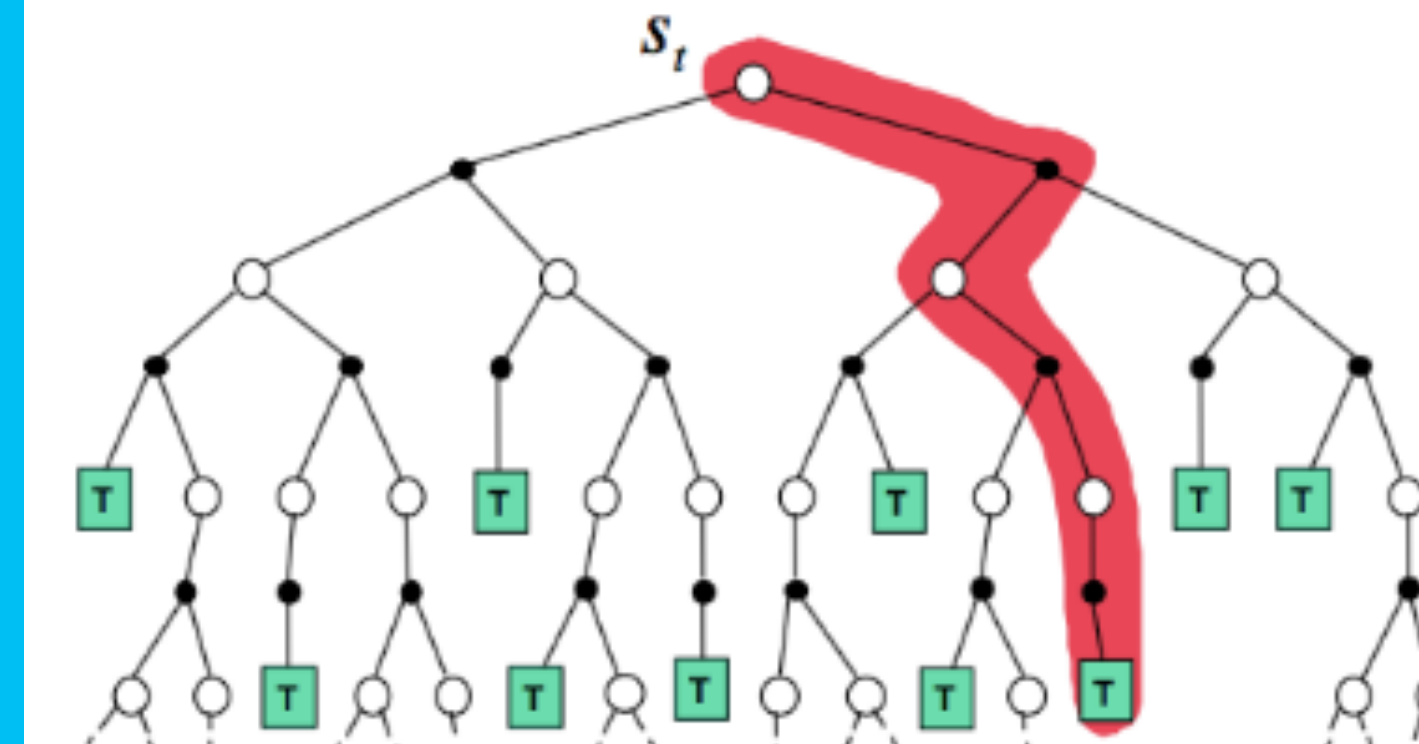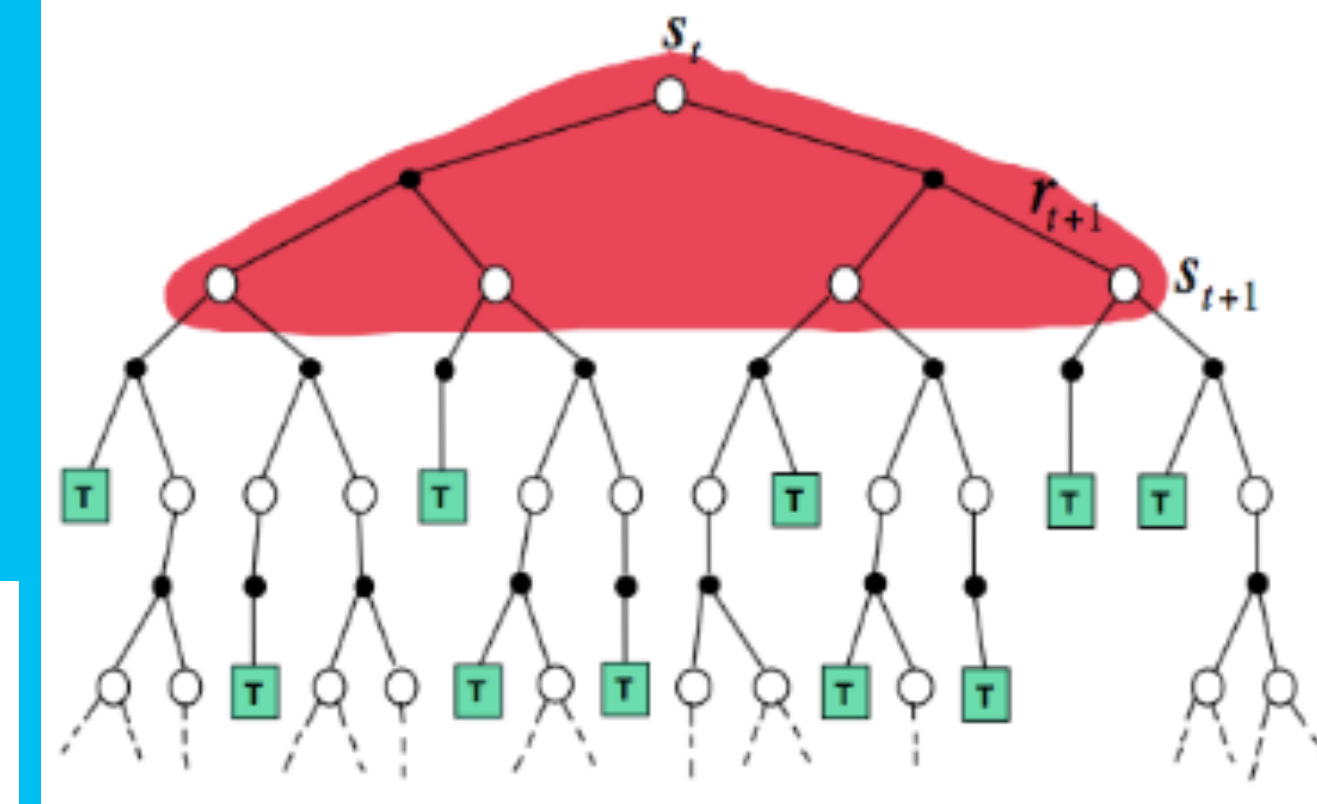- When there are too many **states**, we can use deep learning

ALGORITHMS (OPTIONAL SLIDE)

- **Different types of algorithms:**
  - **Monte Carlo**
  - **Temporal-Difference**
  - **Dynamic Programming**

Monte-Carlo

Dynamic Programming

Temporal-Difference