



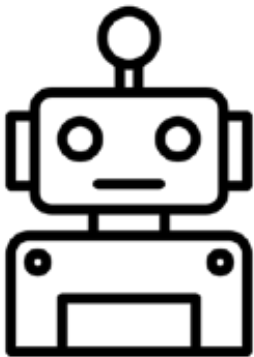
# FCAI

**fcai.fi**

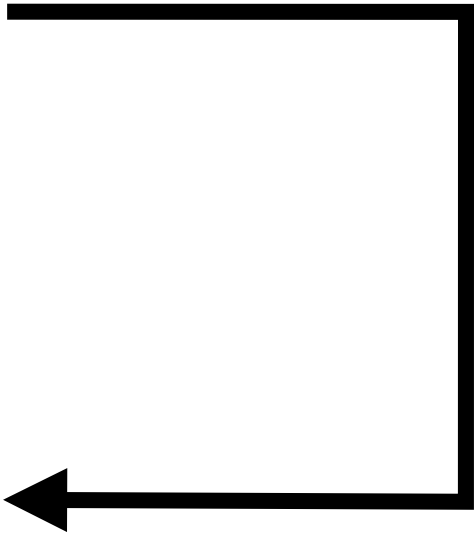


# Reinforcement Learning

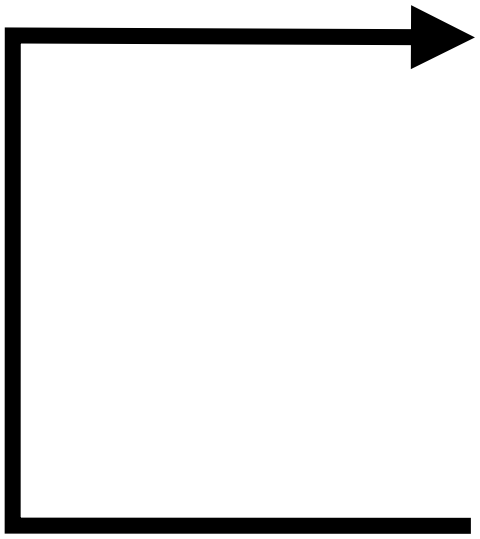












$$a = \pi(s)$$

Actions

$$s' \sim P(\cdot | s, a)$$

Transition function

$s', \quad r(s, a)$

State, Reward



Replay  
buffer

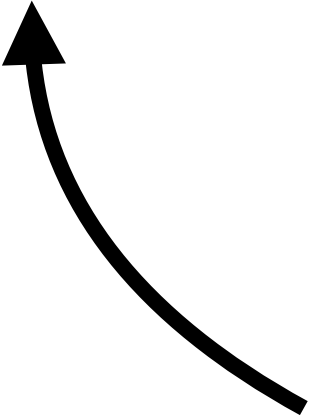
$$\mathcal{D} = \{(s, a, s', r)_n\}_{n=1}^N$$



**update policy**

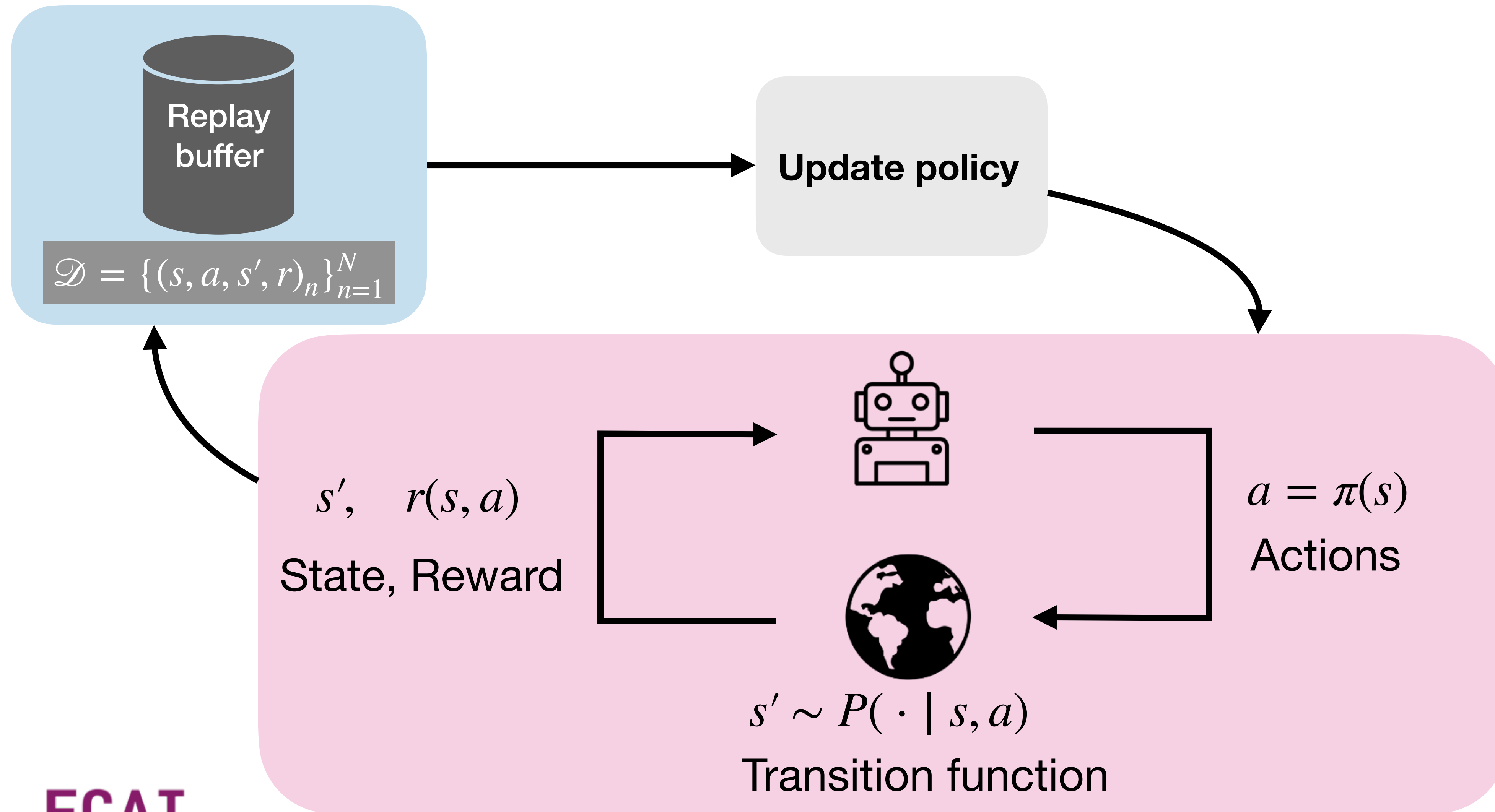








# Reinforcement Learning



# Model-based Reinforcement Learning

