

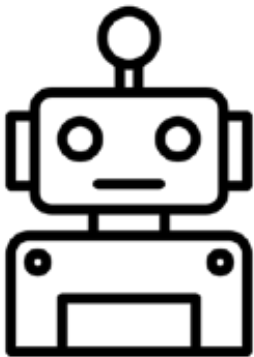
FCAI

fcai.fi

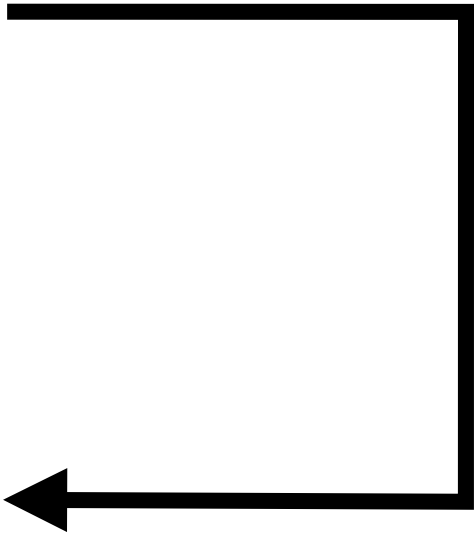


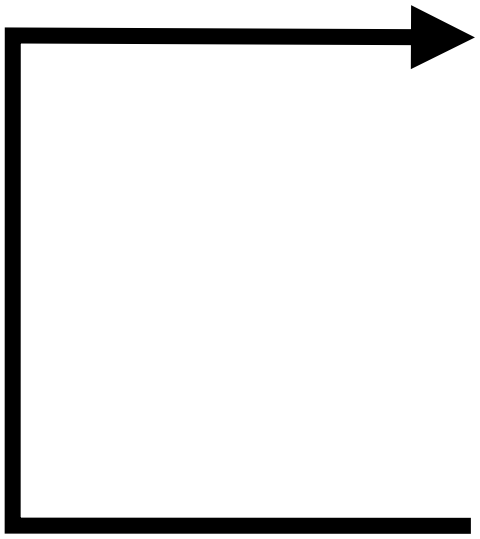
Reinforcement Learning











$$a = \pi(s)$$

Actions

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

Transition function

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

State, Reward



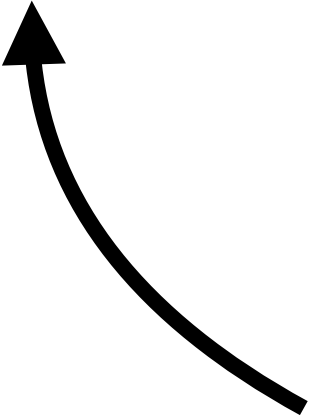
Replay
buffer

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



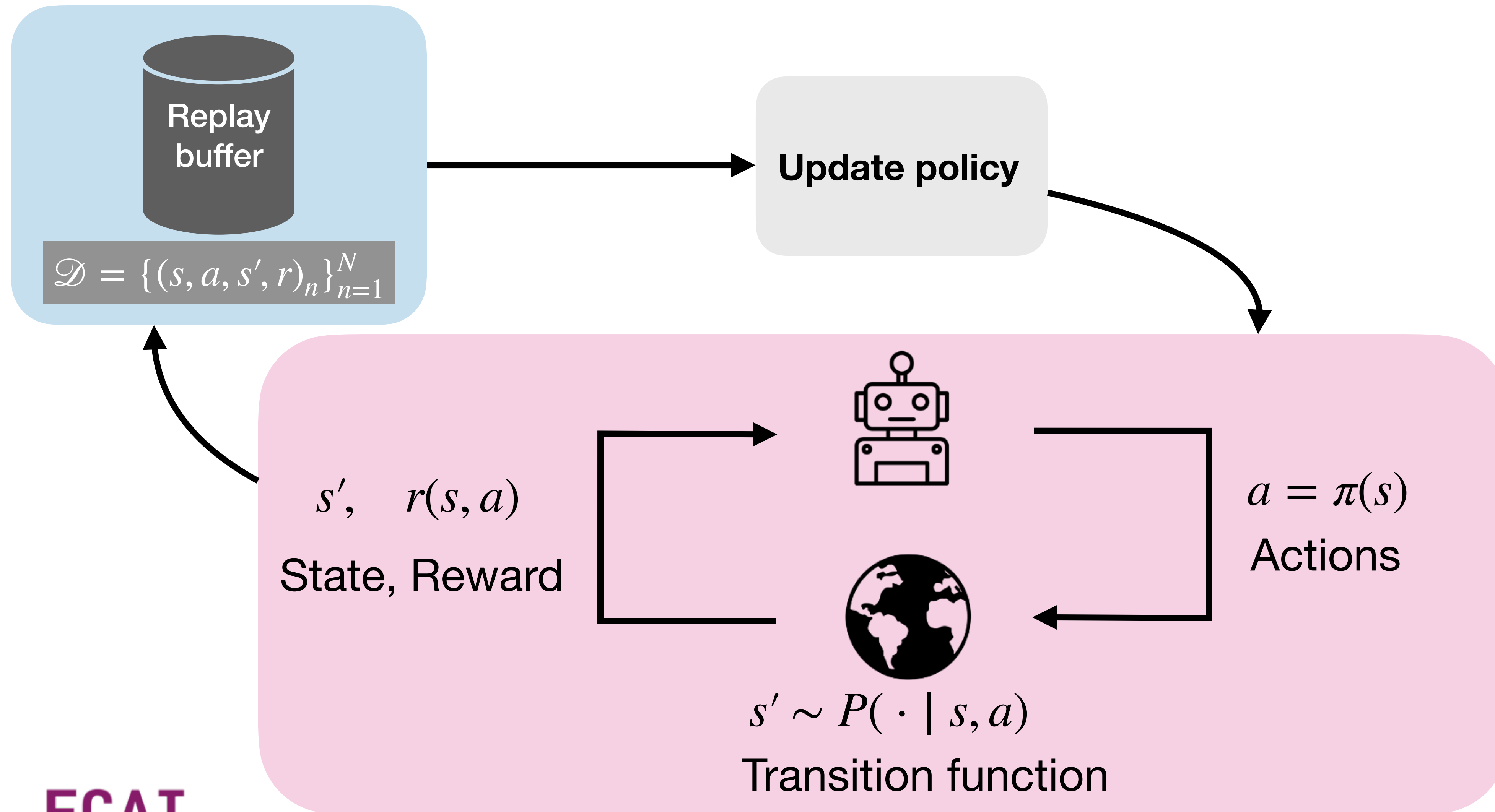
Update policy







Reinforcement Learning



Model-based Reinforcement Learning

