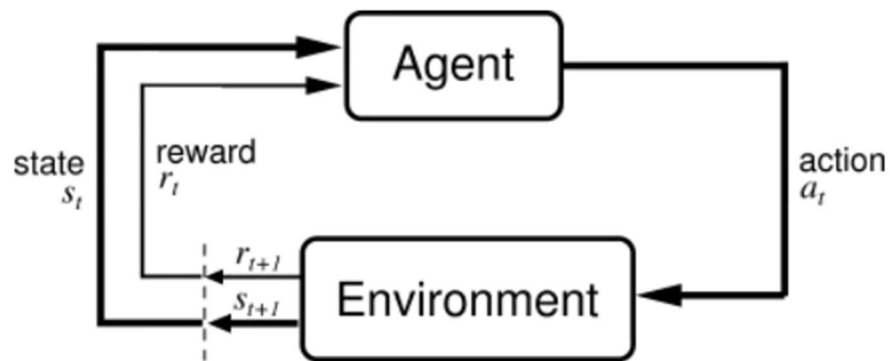


Reinforcement Machine Learning

It is a branch of machine learning that teaches agents how to make decisions by interacting with an environment to achieve a goal. In RL, an agent learns to perform tasks by trying different strategies to maximize cumulative rewards based on feedback received through its actions.



Suppose there is an AI agent present within a maze environment, and his goal is to find the diamond. The agent interacts with the environment by performing some actions, and based on those actions, the state of the agent gets changed, and it also receives a reward or penalty as feedback.