Reinforcement Learning

Reinforcement Learning (RL) is an area where agents learn optimal actions through trial and error, guided by rewards and penalties. Algorithms like Q-learning and Deep Q-Networks (DQN) are used in game playing (e.g., AlphaGo), robotics, and simulations. RL involves states, actions, policies, and reward functions.Reinforcement Learning (RL) is an area where agents learn optimal actions through trial and error, guided by rewards and penalties. Algorithms like Q-learning and Deep Q-Networks (DQN) are used in game playing (e.g., AlphaGo), robotics, and simulations. RL involves states, actions, policies, and reward functions.Reinforcement Learning (RL) is an area where agents learn optimal actions through trial and error, guided by rewards and penalties. Algorithms like Q-learning and Deep Q-Networks (DQN) are used in game playing (e.g., AlphaGo), robotics, and simulations. RL involves states, actions, policies, and reward functions.Reinforcement Learning (RL) is an area where agents learn optimal actions through trial and error, guided by rewards and penalties. Algorithms like Q-learning and Deep Q-Networks (DQN) are used in game playing (e.g., AlphaGo), robotics, and simulations. RL involves states, actions, policies, and reward functions.Reinforcement Learning (RL) is an area where agents learn optimal actions through trial and error, guided by rewards and penalties. Algorithms like Q-learning and Deep Q-Networks (DQN) are used in game playing (e.g., AlphaGo), robotics, and simulations. RL involves states, actions, policies, and reward functions.