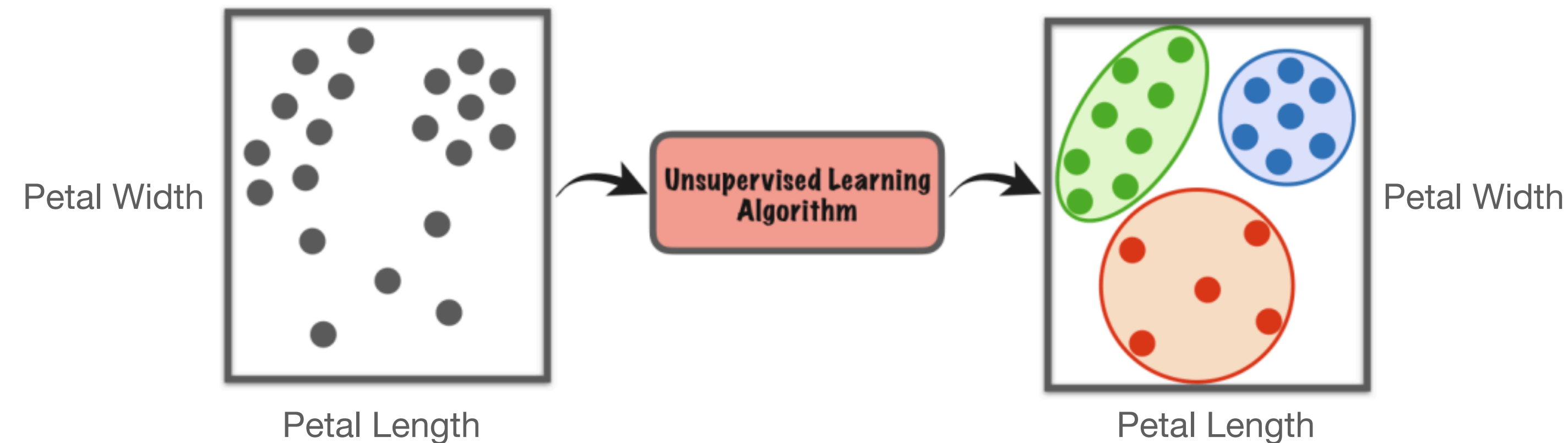


# Unsupervised learning

- Learn from implicit structure of the input data
- Allows us to quantify the similarity/dissimilarity between data points
- Suitable for exploratory/poorly-defined tasks, or if labelled data is not available



# Reinforcement learning

- Training an agent to learn by interacting with its environment
- Agent learns by iterating through a cycle:
  - Observe environment
  - Take action
  - Receive reward
  - Update belief

