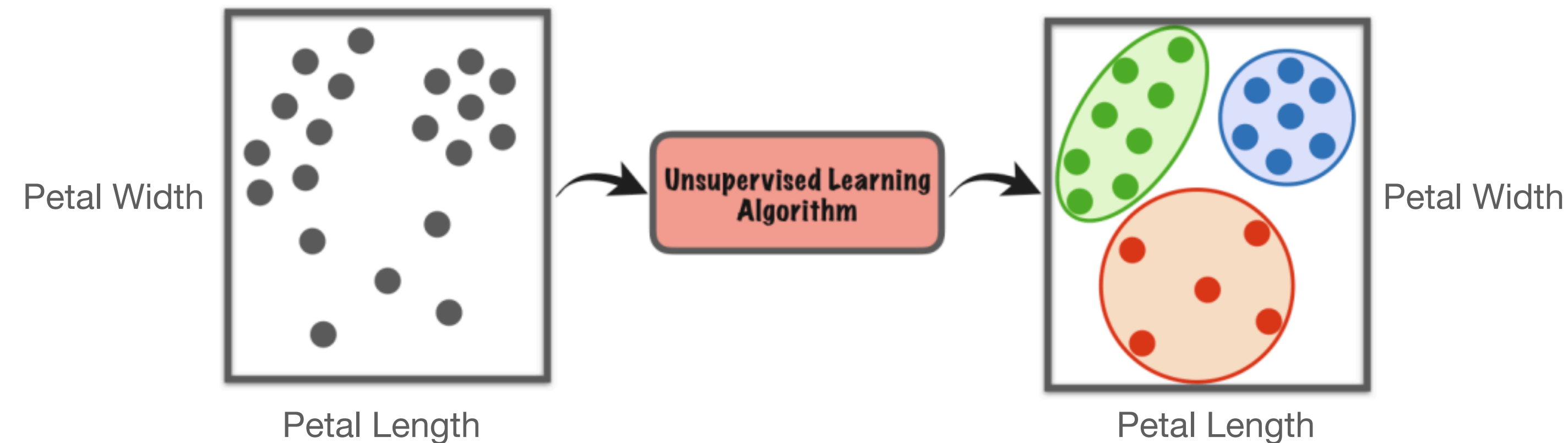


Unsupervised learning

- 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

