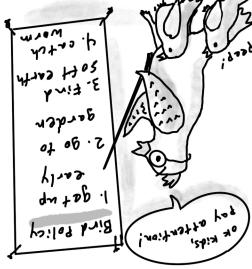


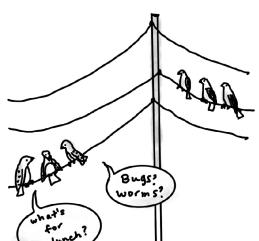
monte carlo methods tibrod bamya itlum Common algorithms:

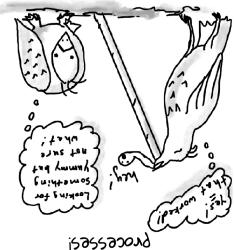
cumulative reward golicy to maximize The goal is to learn a



reward a new state, get a new reward. Transition, choose an action to get a Using time steps, choose

Reinforcement Learning enables intelligent agents to take actions to maximize rewards





Markov decision MITH EXPLOITATION. Try You balance exploration

> You don't need labels and you don't need corrections to suboptimal actions





