Type of tasks

- A task is an instance of a RL problem.

  - Episodic task - starting and ending point (terminal state)
    ex: Super Mario Bros. (reaching the flag, dying)

  - Continuing task - continues forever
    ex: stock trading bot

The exploration / exploitation trade-off

  - Exploitation - using known information to maximize the reward
    ex: doing ~~that~~ things that you know work instead of finding something better

  - Exploration - trying random actions in order to find more information about the environment and possibly find a better exploitation method