Glossary —— // —— // —— ; // —

Markov Property

It Implies that the action taken by your agent in conditional solely on the present state and independent of the past states and actions

Observation/State

- State : Complete description of the state of the world.

- Observation : Partial description " " " ".

Actions

- Discrete : Finite number of actions (left, right)

- Continuous : Infinite possibility of actions (Car)

Rewards and Discounting

- Reward : Fundamental factor in RL. Tells the agent if action taken is bad or good.

- RL algorithms are focused on maximizing reward.

- Reward Hypothesis : RL problems can be formulated as a maximisation of reward.

- Discounting is performed because rewards obtained at the start are more likely to happen as they are more predictable than long-term rewards.