An effective way to balance exploration and exploitation in RL

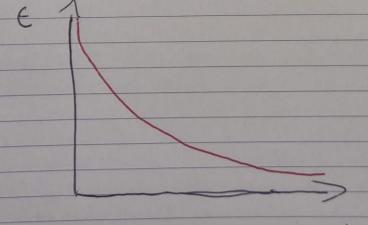
It is based on the idea that an agent should sometimes take an exploratory action to barm more.

The E im E-greedy stands for "epsilon", which represents a small probability value between grand 1.

A E value of O. 1. the agent will say take the bost action 10%.

- · with 1-E go probability we to explaitation
- · with E probability we to exploration

A Ejuste & E over time function:



num- elisadas