Machine Learning Page 2
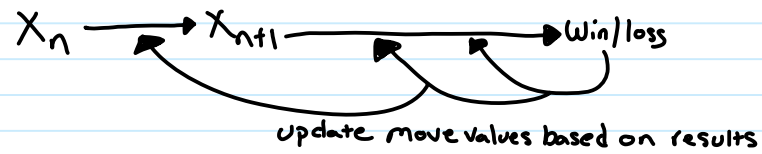
- Reinforcement Learning
    - Based on final results, did a specific move we make positive or negative effect towards the outcome of the game (win / loss typically?)

$$X_n \longrightarrow X_{n+1} \longrightarrow Win/loss$$

update move values based on results

- Sequence Learning
    - Using a sequence of values to predict another sequence of characters, an example is Google Translate
    - Ex.) The cat is big --> El gato es grande
    - Typically, the data has to be treated and studied together, it cannot be treated separately