Reinforcement Learning (RL) is the field of machine learning in which an agent (i.e. the software being trained) learns to take actions to maximise some cumulative reward.

Some classical examples of RL are driverless cars, game playing agents (Chess, Go, etc.), mechanical robots in factories/warehouses etc.

**Automobile:**

[Tesla's](https://www.autotrader.com/tesla-cars.jsp)[Autopilot](https://www.tesla.com/autopilot) , Alphabet's [Waymo](https://waymo.com/), [Ford's](https://corporate.ford.com/innovation/autonomous-2021.html) self-driving car are trying for Autonomus cars.

**Robotics:**

In Robotics - finding defects in objects, carrying an object from one place to other ex: [Fanuc](https://www.technologyreview.com/s/601045/this-factory-robot-learns-a-new-job-overnight/) has deployed a robot that uses RL to pick a device from one box and put it in a container.

**Finance:**

RL is turning out to be a robust tool for evaluating trading strategies. Many companies are leveraging the "Q-Learning" algorithm of RL with the simple objective of maximising the "rewards" i.e. profits.

**Law of Effect:** Edward L. Thorndike who talked about **learning by trial and error**.

“Responses that produce a satisfying effect in a particular situation become more likely to occur again in that situation, and responses that produce a discomforting effect become less likely to occur again in that situation.”