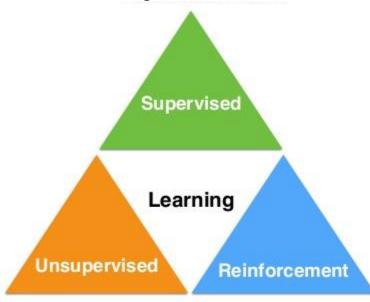
REINFORCEMENT LEARNING



MACHINE LEARNING



- Classification
- Regression

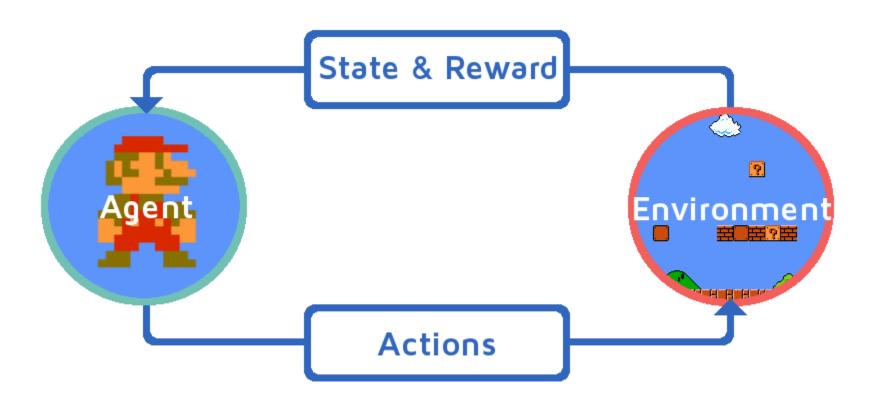


- · No labels
- Clustering

- Decision process
- · Reward system
- · Learn series of actions



REINFORCEMENT LEARNING



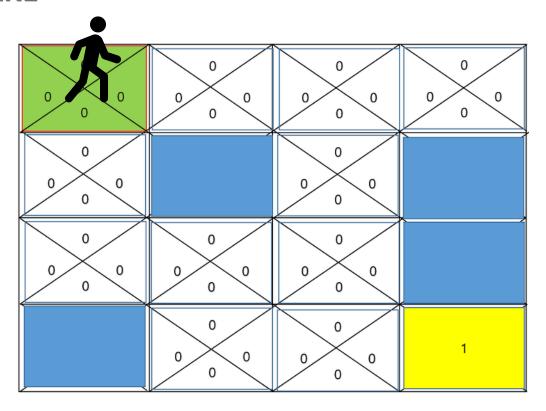


Q-LEARNING

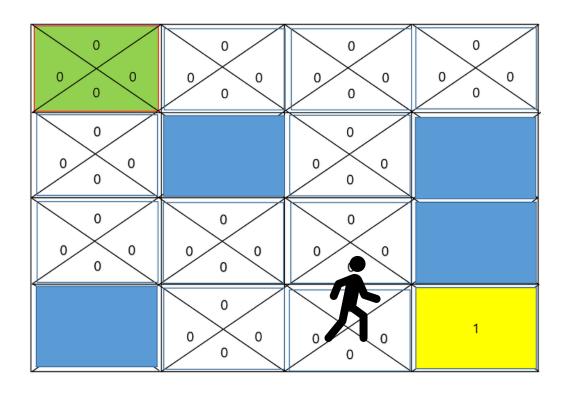
Q(state, action)

Q(s,a)=r+max Q(s',a')





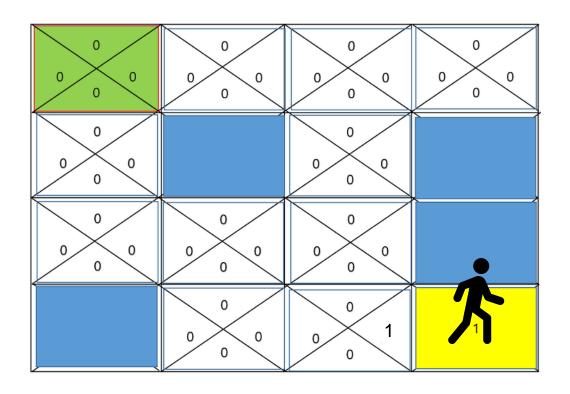
Q(s,a)=r+max Q(s',a')



0.	0000	2.	3
4	5	6	7
8	9	10	11
12	13	14	15

Q(14,오른쪽)=1+max Q(15,a`)

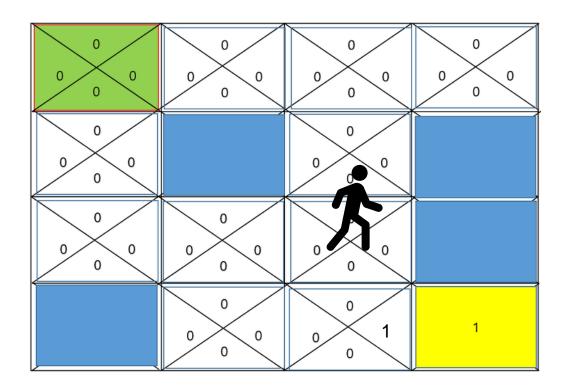




0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

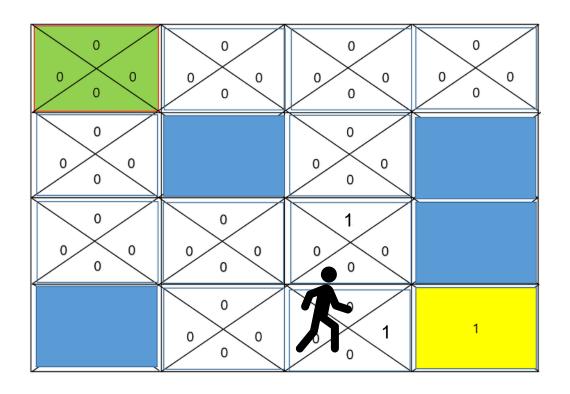
Q(14,오른쪽)=1+max Q(15,a`)





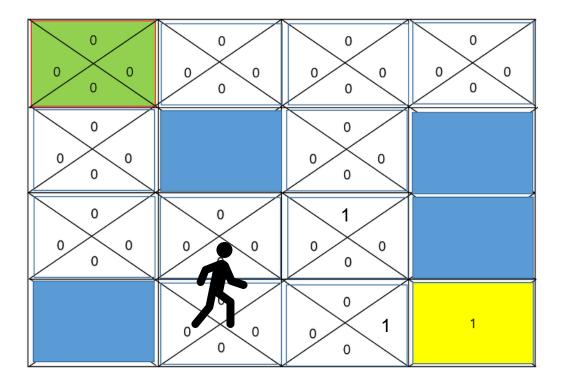
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Q(10,아래)=0+max Q(14,a`)



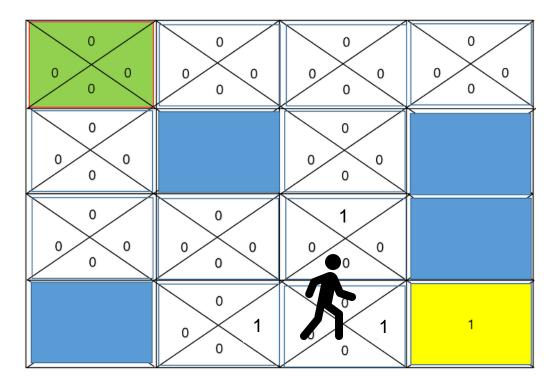
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Q(10,오른쪽)=0+max Q(14,a`)=1



0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Q(13,오른쪽)=0+max Q(14,a`)



0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Q(13,오른쪽)=0+max Q(14,a`)=1

