**Reinforcement Learning**

The basic objective of reinforcement learning algorithms is to map situations to actions that yield the maximum final reward. While mapping the action, the algorithm should not just consider the immediate reward but also next and all subsequent rewards. For example, a program to play a game or drive a car will have to constantly interact with a dynamic environment in which it is expected to perform a certain goal. We’ll learn the basics of Markov decision process/q-learning with an example in a later chapter.

**Examples of reinforcement learning techniques are the following:**

* Markov decision process
* Q-learning
* Temporal Difference methods
* Monte-Carlo methods