

Reinforcement Learning.

What is **Reinforcement Learning**?

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It is the set of technics for achieving "_____".

What is **Reinforcement Learning**?

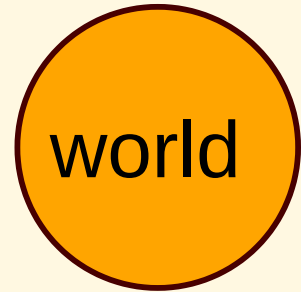
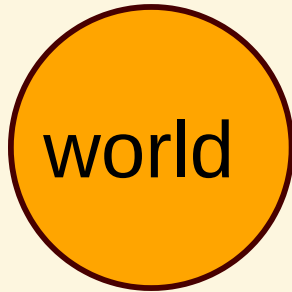
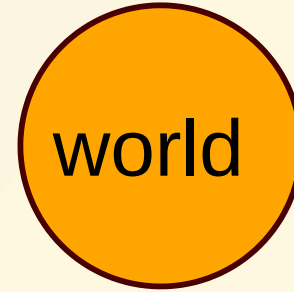
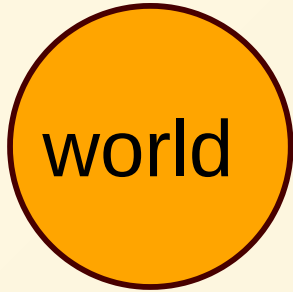
It is the set of technics for achieving " control over the otherworld ".

What is **Reinforcement Learning**?

It is the set of technics for achieving " **Control over another world** ".

- World view.
- Connection over worlds.
- Control over another world.

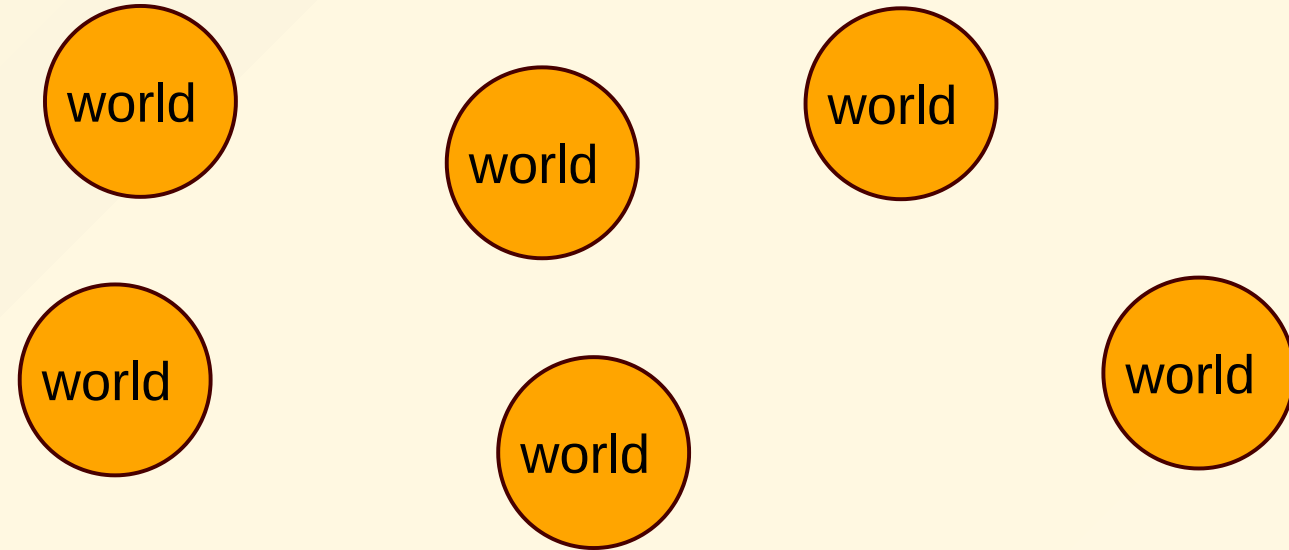
Worlds view.



Each world can be a:

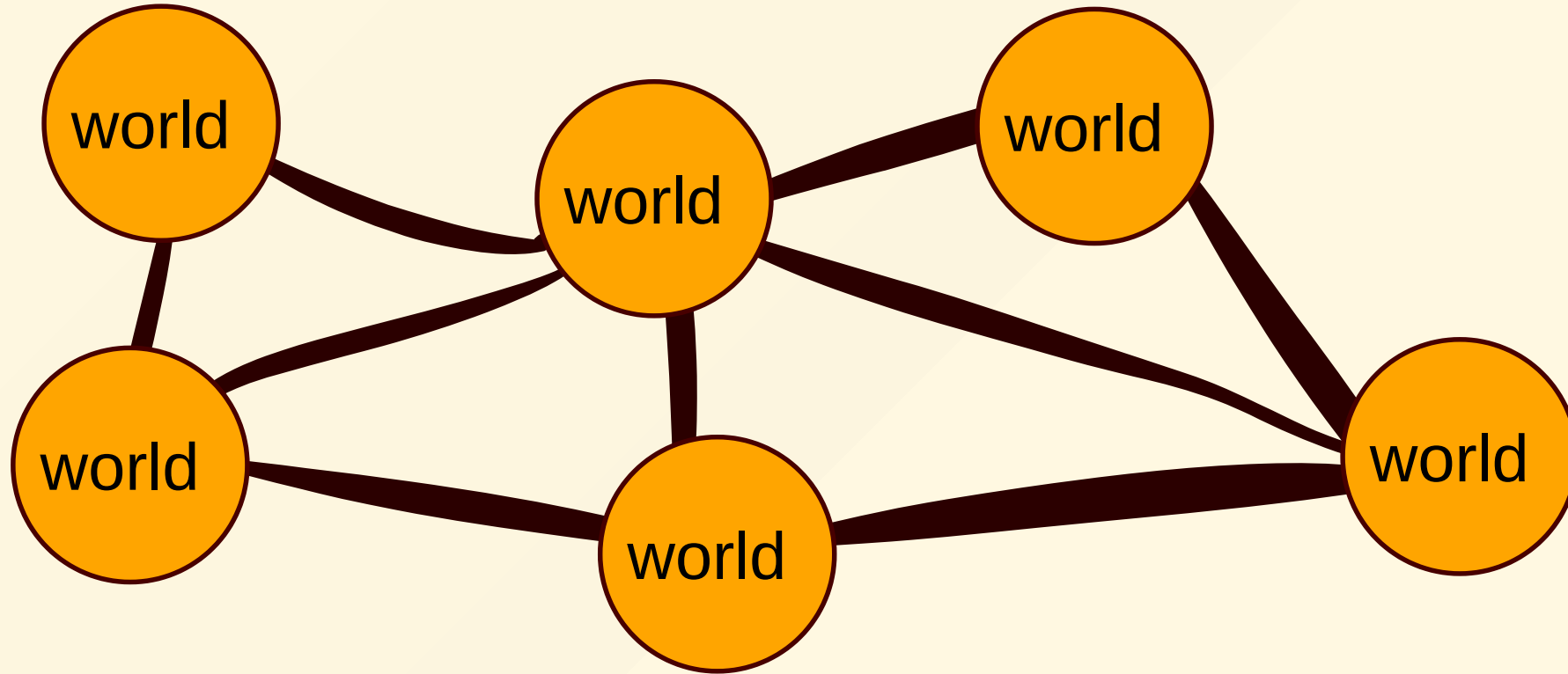
- Arduino
- brain
- computer.
- mobile
- Turing machine.

i.e. any **Information
Processing System.**



Connection between worlds.

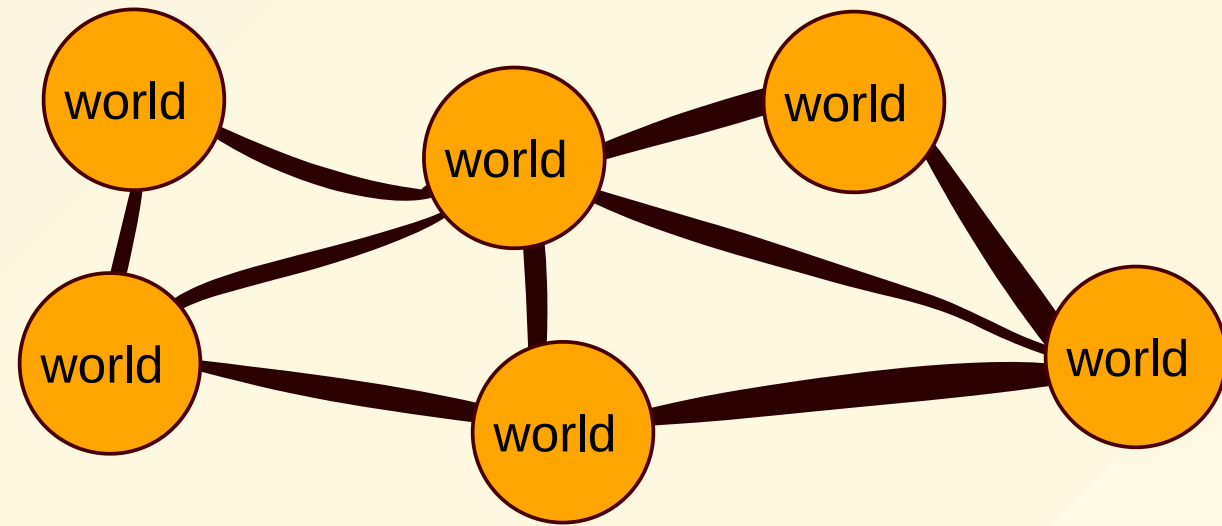
The connection between worlds.



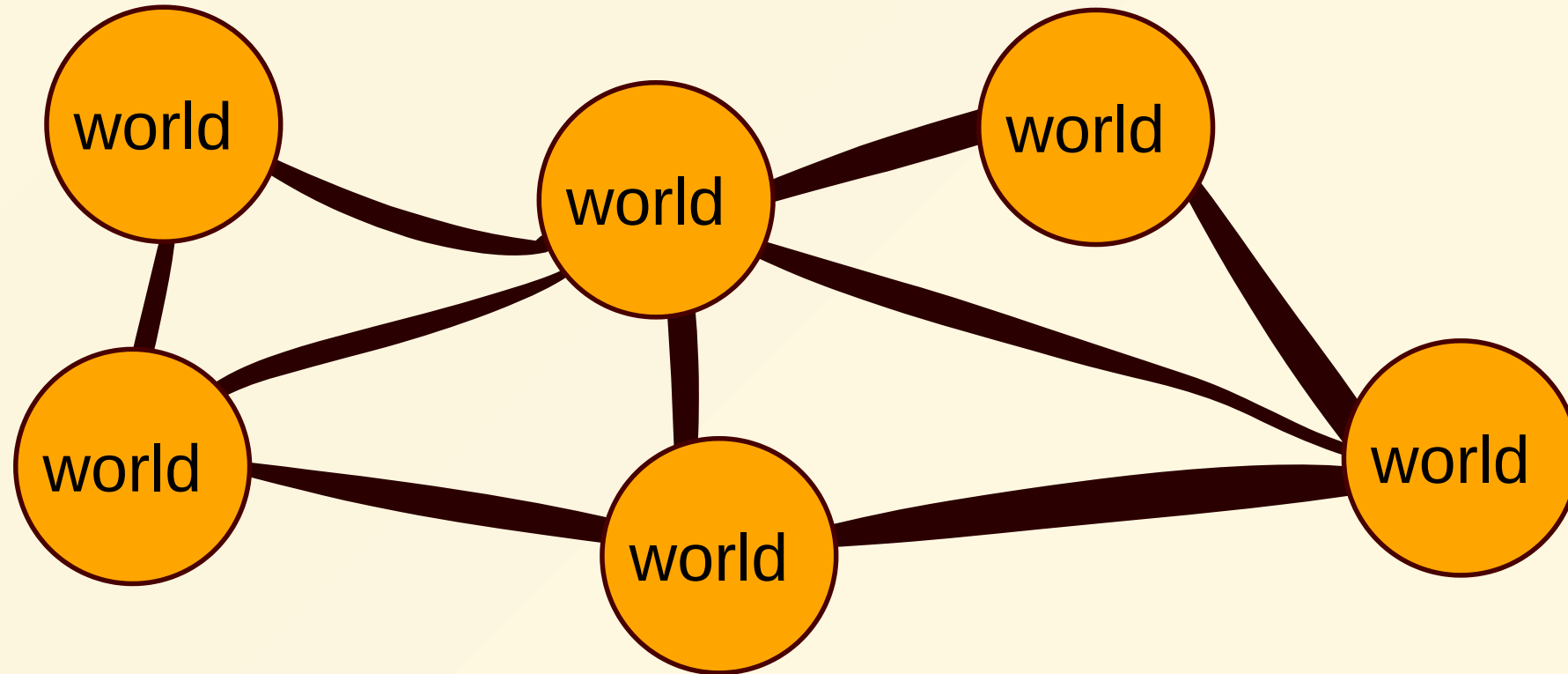
Connection between worlds.

Ex.

- IO devices.
- Arms.
- wheels.

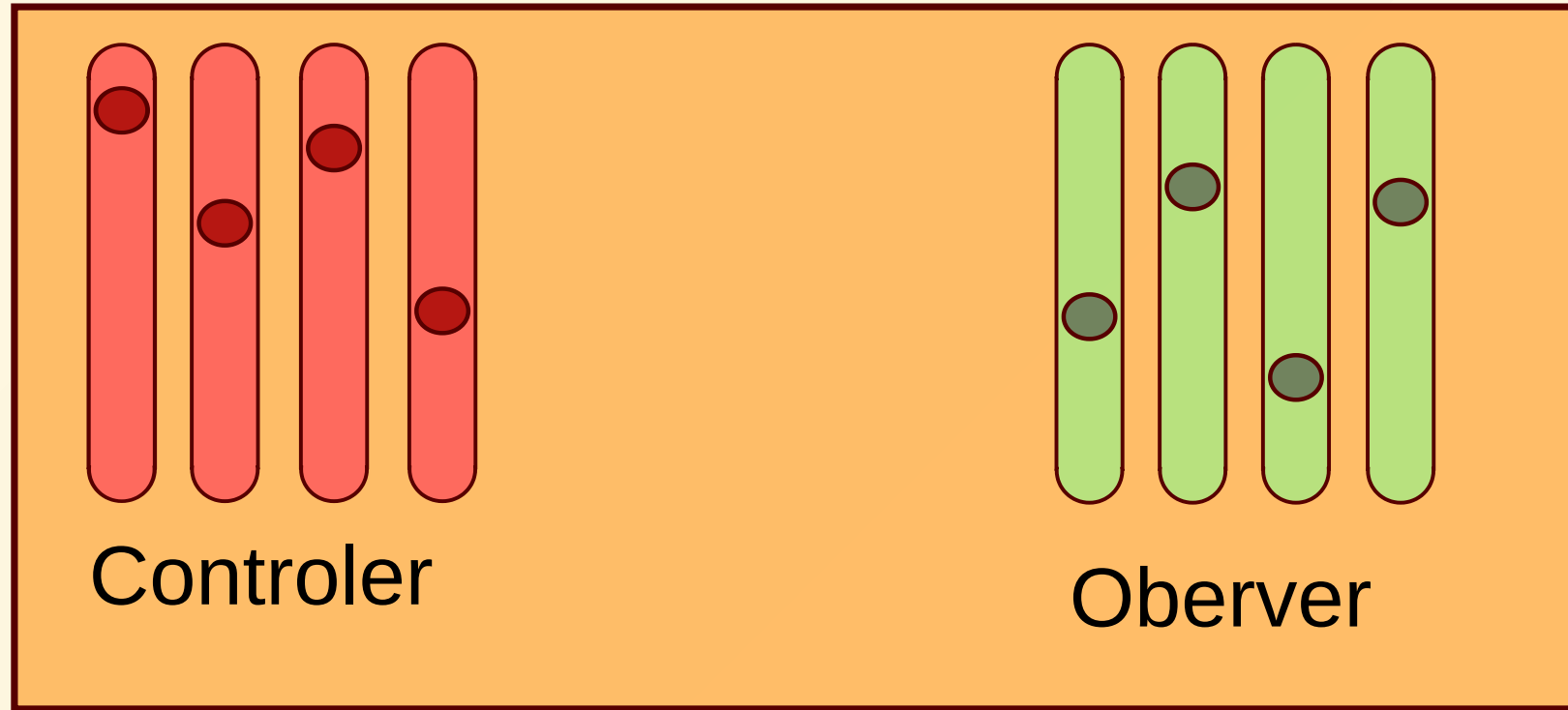


So now we have a **Connected worlds**.



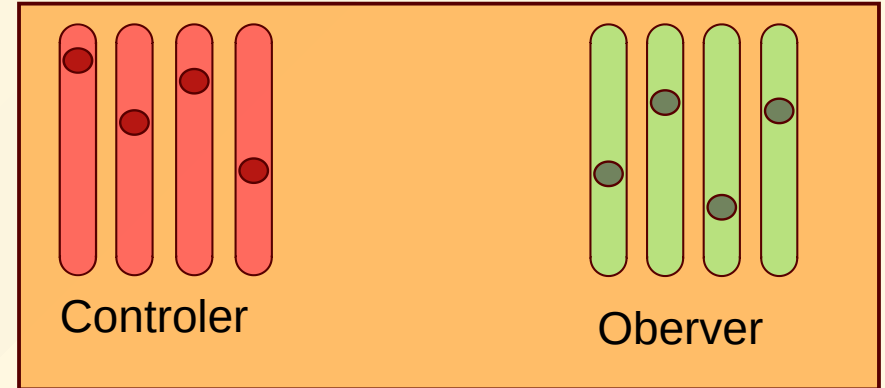
let's look from **Inside a world**.

From Inside a World



Since these worlds have their **dynamic laws**, we can see some **relation** between the controller and Observer including another **delay**.

We want to achieve some good observers through these controls.



Control over another World.

Control over another World.

Why do we want to control something?

Because we want something and we want more of it.

I don't know the origin of this need. but in this case, we have to tell explicitly what we want to achieve with this control.

So we have to give a **Reward function**.

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- World view.
- Connection over worlds.
- Control over another world.
 - Reward function.

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