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| 교육 제목 | 머신 러닝\_2 |
| 교육 일시 | 21.11.29 |
| 교육 장소 | 비대면 교육 |
| **교육 내용** | |
| 오전 | 1. 강화학습  -An RL Agent  -Value Function  -Atari Example  -Exploration and Exploitaion  -prediction and control  2. Markov Decision Processes  -Markov processes  -Markov Reward processes  -Markov Decision processes  -Extensions to MDPs |
| 오후 | 3.Outline  -Dynamic Programming  -Improve a Policy  -Policy Improvement  -Value Iteration  -Model-Free Prediction |