How to win the battle against Glossy Buckthorn using RL

Problem Definition

- ▶ Having the population and the seed bank in a 9 cell environment (a 3*3 grid map), we are looking for optimal actions
- ▶ No model of the system/environment is available, only data!
- ▶ Using methods like LSTD-Q, we can learn the model and approximate the state-action value function
- ▶ Using methods like LSPI, we can learn the optimal policy
- ▶ At the end, we can have the result for API, Fast Feature Selection and other approaches in feature selection to see how different it is in compared with LSPI.