

1 Reinforcement Learning

1. What is Reinforcement Learning?
2. What is the goal of Reinforcement Learning?
3. Provide three cases where RL is useful over other AI methods (hint: Look at the slides)
4. Give your own situation for a reinforcement learning problem by identifying the agent, environment, reward and possible actions. (Be creative!)
5. What company built a world-champion beating Go bot in 2016?
6. Explain the agent/environment framework to us as if we were five
7. Why is Reinforcement Learning suited for something like Pong?
8. What are you trying to get out of this course?

NOTE: If you'd like to answer in LaTeX, uncomment `\printanswers` at the top!