

Socialize key words about the reading below

Reinforcement Learning

Reinforcement learning is a branch of machine learning that involves an intelligent agent making decisions in an environment to maximize cumulative rewards. In the context of this text, it is a key concept discussed in the Games and Entertainment industry.



Agent



An agent is the entity, often a human, that performs tasks in an environment. In the text, examples include a rider in the food delivery task or the character in the game Mario Brothers.

Reward

A reward is a positive outcome or consequence received by the agent for successfully completing a task. It is a crucial element in reinforcement learning, providing motivation for the agent to take certain actions.



Environment

The environment refers to the external forces and conditions in which the agent operates. It includes elements that can either assist or hinder the agent in achieving its goals. In the text, examples include the streets in the food delivery task or the game environment in Mario Brothers.



Inference

Inference involves drawing conclusions or making predictions based on available information. In the context of reinforcement learning, the text discusses how heavy computation during inference can be a challenge, especially for games running on less powerful devices like smartphones.

