

Description of the Lecture

Unique choice box:

- introductory course;
- advanced course;
- exercise sessions;
- programming sessions;
- other interactive sessions

Title:

- Reinforcement Learning for decision-making problems

Short description/abstract:

Reinforcement learning (RL) is a paradigm in artificial intelligence that addresses decision-making problems in various domains.

RL involves a framework where an agent interacts with an environment to learn optimal strategies through trial and error. The agent aims to maximize a reward in an adaptive behavior by making sequential set of decisions. RL has found applications in robotics, logistics and gaming, among others.

In this workshop, we will present some of the real-world scenarios in which our research engineers utilize RL models to enhance and streamline our products and solutions.

Number of sessions: 6 (1 hour per session > Total: 6 Hours).

o Domain from Arxiv (e.g., Algebraic Geometry):

o MSC (ex. 35K57 & 35R30):

o Keywords (separated by #): Reinforcement Learning # Machine Learning #