Using this algorithm, the machine is trained to make specific decisions. It works this way: the machine is exposed to an environment where it trains itself continually using trial and error. This machine learns from past experience and tries to capture the best possible knowledge to make accurate business decisions. Example of Reinforcement Learning: Markov Decision Process.

Machine learning algorithms can be divided into 3 broad categories—supervised learning, unsupervised learning, and reinforcement learning. Supervised learning is useful in cases where a property (label) is available for a certain dataset (training set), but is missing and needs to be predicted for other instances. Unsupervised learning is useful in cases where the challenge is to discover implicit relationships in a given unlabeled dataset (items are not pre-assigned). Reinforcement learning falls between these 2 extremes—there is some form of feedback available for each predictive step or action, but no precise label or error message.

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