# **COURSE DETAIL**

# **ONLINE AND REINFORCEMENT LEARNING**

## **Country**

Denmark

#### **Host Institution**

University of Copenhagen

## Program(s)

University of Copenhagen

## **UCEAP Course Level**

**Upper Division** 

## **UCEAP Subject Area(s)**

**Computer Science** 

## **UCEAP Course Number**

107

## **UCEAP Course Suffix**

#### **UCEAP Official Title**

ONLINE AND REINFORCEMENT LEARNING

## **UCEAP Transcript Title**

REINFORCEMENT LEARN

# **UCEAP Quarter Units**

6.00

### **UCEAP Semester Units**

4.00

## **Course Description**

This course covers online and reinforcement learning, concepts that break out of the static realm and move into the perpetual cycle of receiving new information, analyzing it, and executing actions based on the updated estimation of reality. This course considers the agents (computer programs, robots, living beings) that learn based on interactions with real or simulated environments: repeated investment in the stock market, spam filtering, online advertising, online routing, medical treatments, games, and robotics. The course also situates online and reinforcement learning to model a much richer range of problems, such as limited and delayed feedback; and even adversarial problems, where the environment deliberately acts against the algorithm (chess, spam filtering). Mathematical tools for developing and analyzing algorithms for these problems are also studied.

## Language(s) of Instruction

English

#### **Host Institution Course Number**

NDAK21003U

#### **Host Institution Course Title**

ONLINE AND REINFORCEMENT LEARNING (OREL)

#### **Host Institution Course Details**

https://kurser.ku.dk/course/ndak21003u/2021-2022

#### **Host Institution Campus**

## **Host Institution Faculty**

Faculty of Science

## **Host Institution Degree**

Master

#### **Host Institution Department**

Department of Computer Science

# **Course Last Reviewed**

2021-2022

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