# Advanced Machine Learning

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23. Lecture 23: Reinforcement Learning - Policy Gradient and Q-Learning.
24. Lecture 24: Advantage Actor-Critic. Trust Regions. Proximal Policy Optimization.
25. Lecture 25: Reinforcement Learning: Continuous actions. Model-based. Monte Carlo Tree Search.
26. Lecture 26: Active Learning for Network Training: Uncertainty Sampling and other approaches.
27. Lecture 27: Bayesian Optimal Experimental Design. Active Learning: Gaussian Processes and Networks.
28. Lecture 28: Turing Machines. Algorithmic (Kolomogoroff) Complexity. Universal (Levin) Search.
29. Lecture 29: Solomonoff's Algorithmic Probability and Theory of Induction. Conclusions/Outlook.
30. Animation: Generative Adversarial Network
31. Animation: Graph Neural Network predicting Quantum Ground States
32. Animation: Normalizing Flow (Invertible Neural Network)
33. Animation: Variational Autoencoder
34. Materials

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