

Kinds of Model

Computing

Supervised, unsupervised, reinforcement, generative: the differences.

The four families most systems fall into.

Type	Trained on	Produces
Supervised	Labelled examples	A prediction — class or number
Unsupervised	Unlabelled data	Structure — clusters, components
Self-supervised	Data labelled by itself	Representations; how LLMs are trained
Reinforcement	Rewards from actions	A policy — what to do next
Generative	Large corpora	New samples resembling the data

Large language models are self-supervised first — predict the next token — then tuned with human feedback.