Kevin Andrew
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The BREE Project

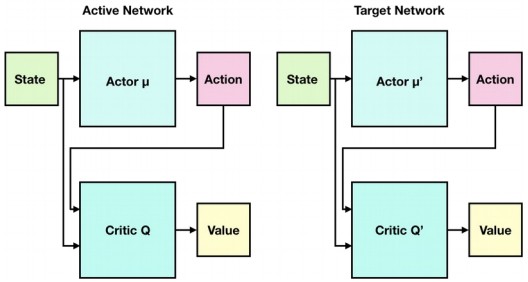
- Focused on the Lake Champlain Water Basin (NY, VT, and QC)
- Climate & Environmental Modeling to Advise Policy-making

(VT EPSCoR, *Funding Provided by NSF OIA 1556770*)

My Work

- "Embedding Learning"
- Training Human, Governmental, and NGO Agents on Historic Data, so We Can Model Potential Future Behavior

- I'm Primarily Using **Deep Reinforcement Learning** with **DDQN** to Train Agents



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- Lots and agents and ANNs make my models very memory intensive.
- Runtimes can be very long, and doing multiple runs for validation and variance analysis only makes this problem worse.
- Right now, only some parts are parallelized with CPUs, but parallelizing more components and taking advantage of GPU programming is a goal.