ASEN 5264 Decision Making under Uncertainty

3 Example Problems

A/C Collision Avoidance Fishery Management

FAA Collision Avoidance

Quantify Uncertainty in States

[x,, y,, h,, vx, vx]

$$P(s,a) = -11(a - up) - 1000$$
 $1(dx)$

Missargmax R(s,a)

1) States; Set of variables describe the environment at the current time [Id, d, Dh, Dh]

3) Dynamics

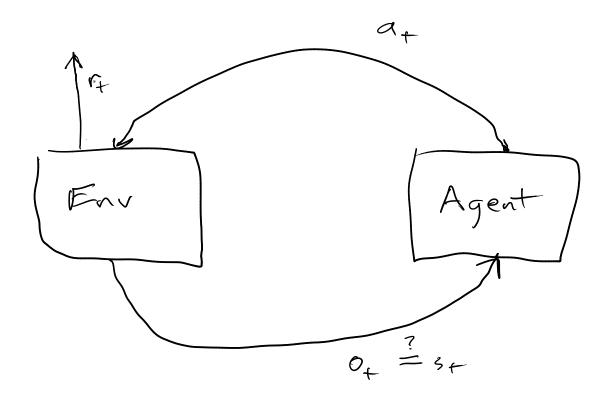
4) Reward

2) Actions Eup, down 3

how state changes over time given an action

Designation of which states/actions are "good"

Sense-Plan-Act Loop



Four Big Challenges in DMU

- 1. Immediate + Future Rewards
- 2. Unknown Models
- 3, Imperfect Observations
- 4. Other Agents

WDP

> Reinforcement Learning

POMDP

Game Theory

Four Types of Uncertainty in DMU

>1. Outcome

Z. Mode

3 State

4. Interaction

Alleatoric

Probabilistic Epistenic Static

Epistenic Dymanic

Coinflip

Loaded Die

Blackjack

Rock-Paper-Scizzons

Reinforcement

Learning from

ML perspective

Break

Break

• Engineering is a team sport!

Break

- Engineering is a team sport!
- Groups of 2-4:
 - Name
 - Department
 - Sequential decision making problem

• Ed

- Ed
- Syllabus

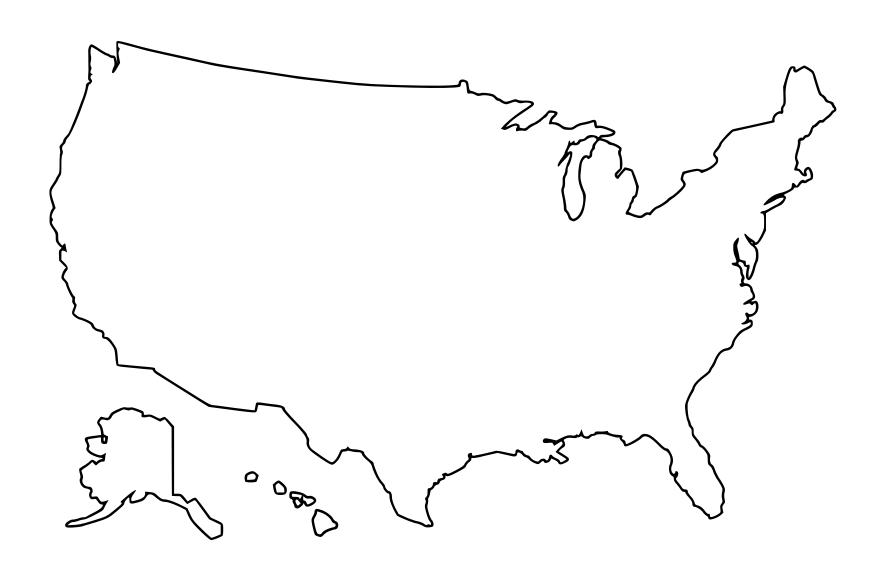
- Ed
- Syllabus
- Book

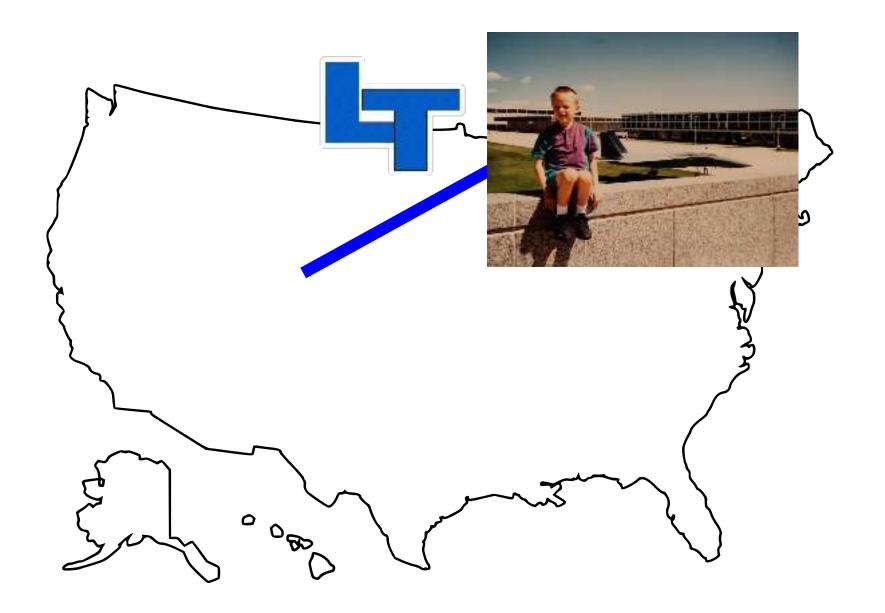
- Ed
- Syllabus
- Book
- Homework

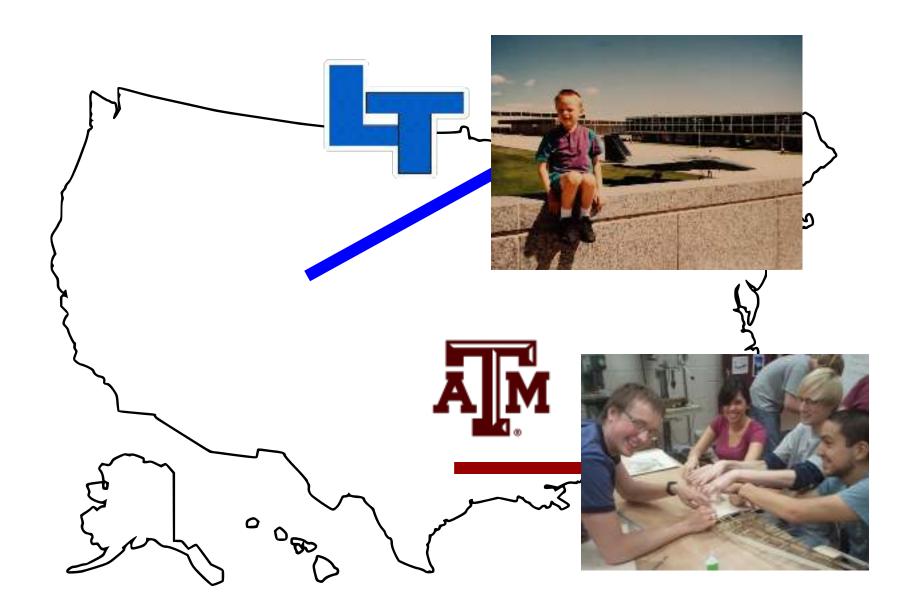
Julia Python MATLAB C++

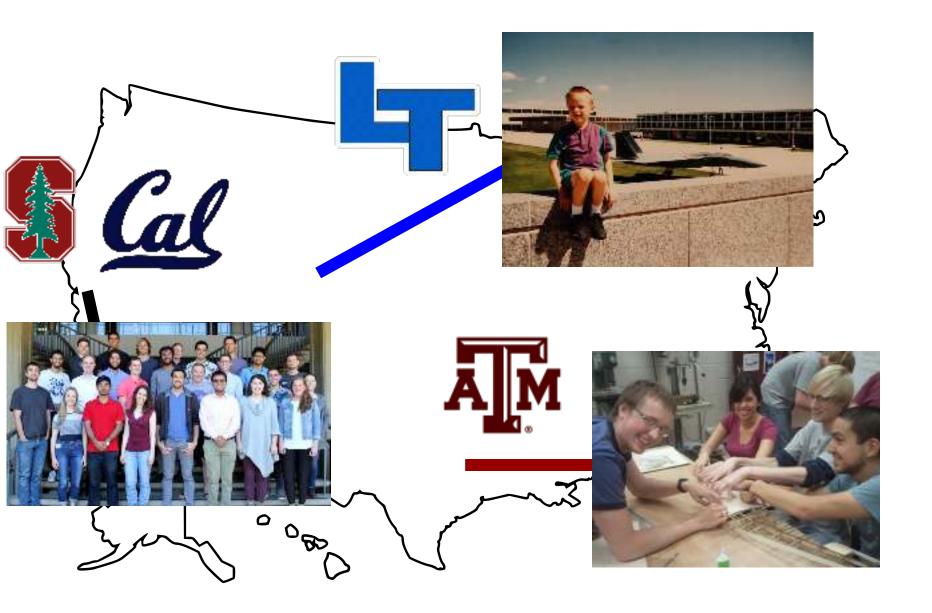
/ All All 1/2

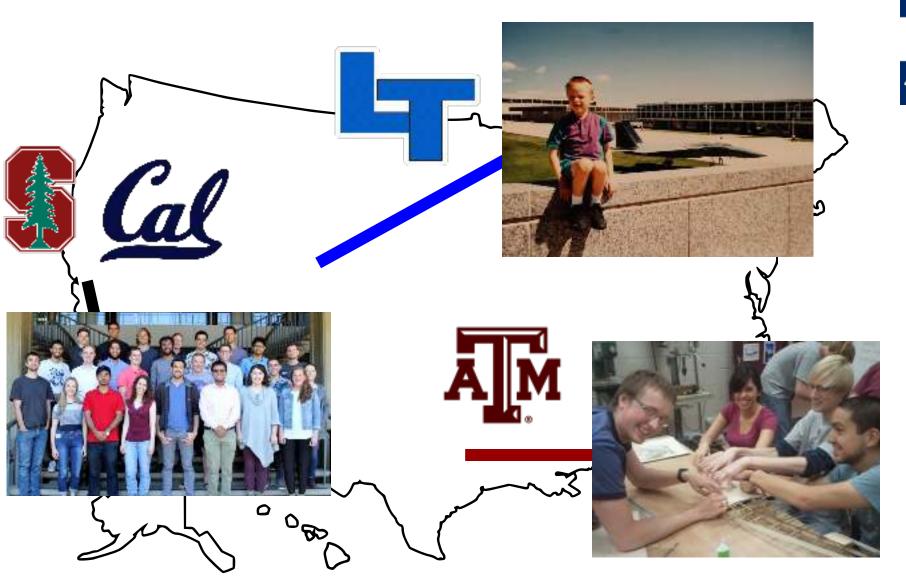
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- Book
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- Julia





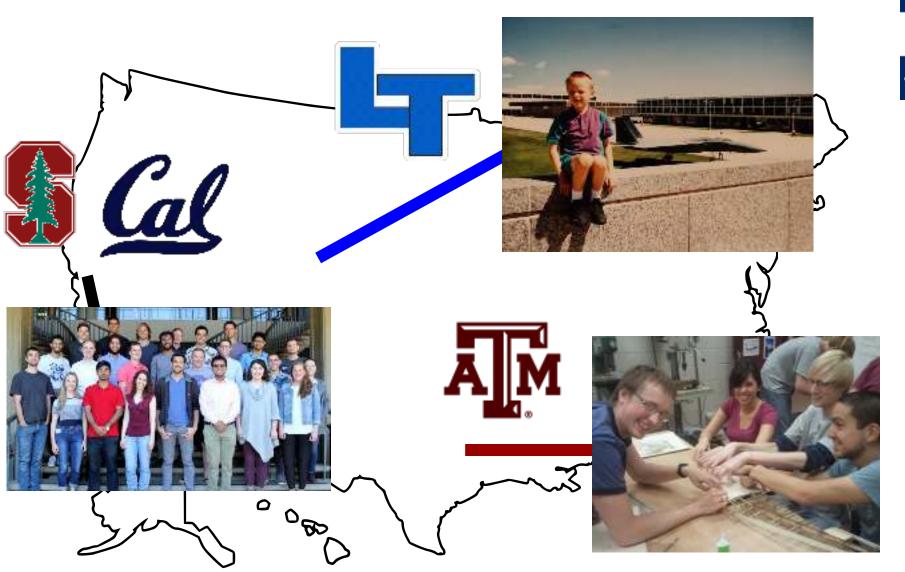








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