Jonathan Amdur

Project Topic 1 – Applying MDP to Solving Battleship

3/31/2022

Bibliography

1. Robert Gallager *Stochastic Processes Theory for Applications*
2. Chadès, Iadine, Guillaume Chapron, Marie‐Josée Cros, Frédérick Garcia, and Régis Sabbadin. "MDPtoolbox: a multi‐platform toolbox to solve stochastic dynamic programming problems." Ecography 37, no. 9 (2014): 916-920.
3. Denton, Brian T. "Optimization of sequential decision making for chronic diseases: From data to decisions." In Recent Advances in Optimization and Modeling of Contemporary Problems, pp. 316-348. INFORMS, 2018.
4. Nicolas Privault *Understanding Markov Chains*
5. Tomas Kancko *Reinforcement Learning for the Game of Battleship*

https://is.muni.cz/th/oupp1/Reinforcement\_Learning\_for\_the\_Game\_of\_Battleship.pdf

1. Sudharsan Ravichandiran Hands-On Reinforcement Learning with Python
2. An Artificial Intelligence Learns to Play Battleship https://towardsdatascience.com/an-artificial-intelligence-learns-to-play-battleship-ebd2cf9adb01
3. Deep Reinforcement Learning-of how to win at Battleship <https://www.ga-ccri.com/deep-reinforcement-learning-win-battleship>
4. https://willfondrie.com/2022/01/how-to-use-r-packages-in-python/