Annotated Bibliography Assignment

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1 Introduction

1. Reinforcement learning is promarily successful when used in off-line scenarios, but in online scenarios the program tries to maximize reward as it learns, taking resources away from the learning process. This paper discusses using existing balancing methods in a new way that would balance learning with reward thus improving online performance. [4].

2. This paper discusses using eye-tracking software to help in determining an individuals fitness while decreasing fatigue usually associated with fitness esting of an individual. [2].

3. This article discusses the management of traffic flow at intersections designed for autonomous vehicles, the current technologies, and proposes a more cost effective method of handling volumes of traffic in smaller intersections. [1].

4. Autonomous vehicles are gaining popularity and must be made as safe as possible; technologies exist that prevent massive failure, but if that device fails catastrophically how should the affected vehicle and surrounding machines act? [3].

References

[1] Kurt Dresner and Peter Stone. Mitigating catastrophic failure at intersections of autonomous vehicles. In *Proceedings of the 7th international joint conference on Autonomous agents and multiagent systems - Volume 3*, AAMAS '08, pages 1393–1396, Richland, SC, 2008. International Foundation for Autonomous Agents and Multiagent Systems.

[2] Tim Holmes and Johannes Zanker. Eye on the prize: using overt visual attention to drive fitness for interactive evolutionary computation. In *Proceedings of the 10th annual conference on Genetic and evolutionary computation*, GECCO '08, pages 1531–1538, New York, NY, USA, 2008. ACM.

[3] Mark VanMiddlesworth, Kurt Dresner, and Peter Stone. Replacing the stop sign: unmanaged intersection control for autonomous vehicles. In *Proceedings of the 7th international joint conference on Autonomous agents and multiagent systems - Volume 3*, AAMAS '08, pages 1413–1416, Richland, SC, 2008. International Foundation for Autonomous Agents and Multiagent Systems.

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