POMDPs.jl
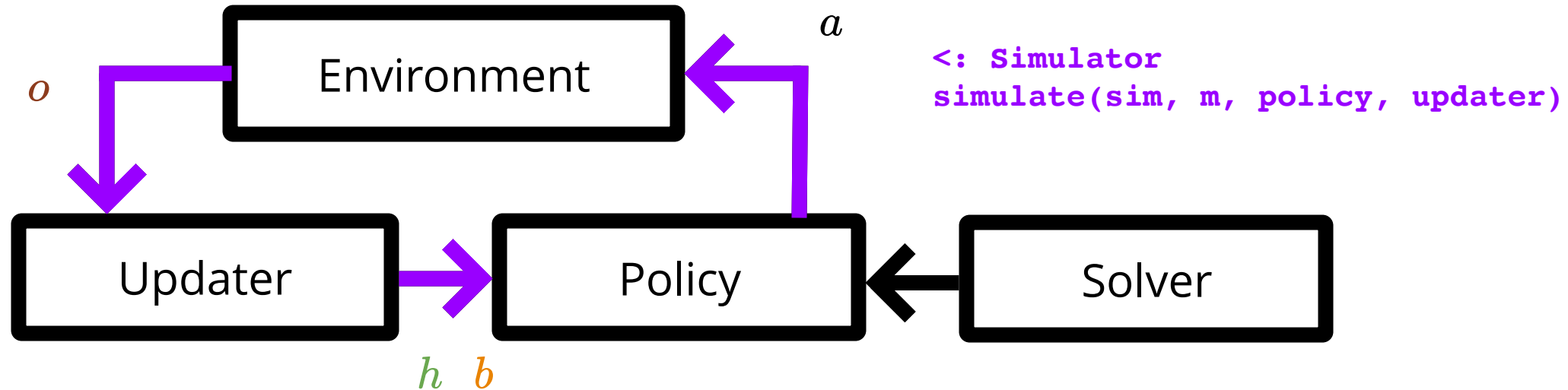
```
<: POMDP (e.g. QuickPOMDP)
transition(m, s, a)
observation(m, s, a, sp)
reward(m, s, a, sp, o)
@gen(:sp, :o, :r)(m, s, a)
```


o

a

Environment

<: Simulator
simulate(sim, m, policy, updater)

Updater → **Policy** ← **Solver**

h b

```
<: Updater
update(updater, b, a, o)

initialize_belief(updater, b0)
```

```
<: Policy
action(policy, b)
```

```
<: Solver
solve(solver, m)
```