Description	Properties	Usefulness (subjective)
Control as if the mean (or median or mode) is the true state	Optimal for LQG	****
Full observability after 1 step (hindsight knowledge of state uncertainty)	Upper bound on true value	****
Hindsight knowledge of state and outcome uncertainty	Looser upper bound than QMDP	****
Take one observation into account	Tighter upper bound than QMDP	***
Pretend the last $k$ observations make up the state and solve the MDP	Great for Atari!	****
Choose a sequence of actions that optimizes the objective in expectation	Good if alleatory is low, epistemic is hard to reduce	***
Plan assuming $b' =  au(b,a,\hat{o}(b))$	No observation branching; Good when ${\it Z}$ unimodal	***
	Control as if the mean (or median or mode) is the true state  Full observability after 1 step (hindsight knowledge of state uncertainty)  Hindsight knowledge of state and outcome uncertainty  Take one observation into account  Pretend the last k observations make up the state and solve the MDP  Choose a sequence of actions that optimizes the objective in expectation	Control as if the mean (or median or mode) is the true state  Full observability after 1 step (hindsight knowledge of state uncertainty)  Hindsight knowledge of state and outcome uncertainty  Take one observation into account  Pretend the last $k$ observations make up the state and solve the MDP  Choose a sequence of actions that optimizes the objective in expectation  Plan assuming $b' = \tau(b, a, \hat{o}(b))$ Optimal for LQG  Upper bound on true value  Looser upper bound than QMDP  Tighter upper bound than QMDP  Great for Atari!  Good if alleatory is low, epistemic is hard to reduce  No observation branching; Good