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Nota di contenuto	 Approximate Dynamic Programming; Contents; Preface to the Second Edition; Preface to the First Edition; Acknowledgments; 1 The Challenges of Dynamic Programming; 1.1 A Dynamic Programming Example: A Shortest Path Problem; 1.2 The Three Curses of Dimensionality; 1.3 Some Real Applications; 1.4 Problem Classes; 1.5 The Many Dialects of Dynamic Programming; 1.6 What Is New in This Book?; 1.7 Pedagogy; 1.8 Bibliographic Notes; 2 Some Illustrative Models; 2.1 Deterministic Problems; 2.2 Stochastic Problems; 2.3 Information Acquisition Problems; 2.4 A Simple Modeling Framework for Dynamic Programs 2.5 Bibliographic NotesProblems; 3 Introduction to Markov Decision Processes; 3.1 The Optimality Equations; 3.2 Finite Horizon Problems; 3.3 Infinite Horizon Problems; 3.4 Value Iteration; 3.5 Policy Iteration; 3.6 Hybrid Value-Policy Iteration; 3.7 Average Reward Dynamic Programs; 3.9 Monotone Policies*; 3.10 Why Does It Work?**; 3.11 Bibliographic Notes; Problems; 4 Introduction to Approximate Dynamic Programming; 4.1 The Three Curses of Dimensionality (Revisited); 4.2

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 4.6 The Post-Decision State Variable; 4.7 Low-Dim Representations of Value Functions; 4.8 So Just W Dynamic Programming?; 4.9 Experimental Issues; Work?; 4.11 Bibliographic Notes; Problems; 5 Mode Programs; 5.1 Notational Style; 5.2 Modeling Time; Resources; 5.4 The States of Our System; 5.5 Mode The Exogenous Information Process; 5.7 The Trans The Objective Function; 5.9 A Measure-Theoretic V 5.10 Bibliographic NotesProblems; 6 Policies; 6.1 M Lookahead Policies; 6.3 Policy Function Approximations; 6.5 Hybrid Strategies; 6.6 Policies; 6.7 How to Choose a Policy?; 6.8 Bibliographics; 7.1 Background; 7.2 Gr Direct Policy Search for Finite Alternatives; 7.4 The Algorithm for Discrete Alternatives; 7.5 Simulation (Why Does It Work?**; 7.7 Bibliographic Notes; Problems; 8.2 Parametric Models8.3 Regression Variations; 8 Models; 8.5 Approximations and the Curse of Dime Does It Work?**; 8.7 Bibliographic Notes; Problems Function Approximations; 9.1 Sampling the Value of Stochastic Approximation Methods; 9.3 Recursive I Linear Models; 9.4 Temporal Difference Learning w 9.5 Bellman's Equation Using a Linear Model; 9.6 A LSTD, and LSPE Using a Single State; 9.7 Gradier Approximate Value Iteration* 9.8 Least Squares Temporal Differencing with Kern 	4.10 But Does It eling Dynamic ; 5.3 Modeling deling Decisions; 5.6 sition Function; 5.8 /iew of Information** Myopic Policies; 6.2 ations; 6.4 Value 6 Randomized aphic Notes; radient Search; 7.3 e Knowledge Gradient Optimization; 7.6 blems; 8 s and Aggregation 8.4 Nonparametric ensionality; 8.6 Why s; 9 Learning Value of a Policy; 9.2 Least Squares for with a Linear Model; Analysis of TD(0), nt-Based Methods for
D/riassunto Praise for the First Edition ""Finally, a book devoted programming and written using the language of ope (OR)! This beautiful book fills a gap in the libraries of practitioners.""-Computing Reviews This new edition on modeling and computation for complex classes dynamic programming problems Understanding app programming (ADP) is vital in order to develop prac- quality solutions to complex industrial problems, pat- those problems i	erations research of OR specialists and on showcases a focus of approximate proximate dynamic ctical and high-