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Reinforcement Learning, second edition *Landmarks in Earth Reinforcement* Handbook of Reinforcement Learning and Control *Reinforcement Learning and Optimal Control Regularized Approximate Policy Iteration using kernel for on-line Reinforcement Learning* **Qualitative Spatial Abstraction in Reinforcement Learning Sound Reinforcement Engineering** *Reinforcement Learning for Optimal Feedback Control* The Massachusetts State Building Code *Deep Reinforcement Learning* **The Massachusetts register Schedules of Reinforcement** *Reinforcement Handbook for Architects and Builders Recent Advances in Reinforcement Learning* **Specifications - Bureau of Reclamation PyTorch 1. X Reinforcement Learning Cookbook Transfer in Reinforcement Learning Domains Data Science Fundamentals and Practical Approaches Engineering-contracting Transactions of the American Society of Civil Engineers** Strength and Serviceability Criteria: Reinforced Concrete Bridge Members Cumulated Index Medicus Deep Reinforcement Learning for Wireless Networks *Engineering News* **Advances in Reinforcement Learning Metal Forming Handbook Highway Engineering, Rural Roads and Pavements Journal of the American Concrete Institute American Highway Engineers' Handbook** Reinforcement Learning From Scratch **Engineering and Contracting Full-depth Precast Concrete Bridge Deck Panel Systems The Effect of Delay and of Intervening Events on Reinforcement Value Engineering News and American Contract Journal** *Applications of Cuckoo Search Algorithm and its Variants* **Advanced Technical Textile Products Concrete Work** *AI 2003: Advances in Artificial Intelligence* **Bulletin de L'A.I.P.C.R.**

Deep Reinforcement Learning Jan 22 2022 Deep reinforcement learning has attracted considerable attention recently. Impressive results have been achieved in such diverse fields as autonomous driving, game playing, molecular recombination, and robotics. In all these fields, computer programs have taught themselves to understand problems that were previously considered to be very difficult. In the game of Go, the program AlphaGo has even learned to outmatch three of the world's leading players.Deep reinforcement learning takes its inspiration from the fields of biology and psychology. Biology has inspired the creation of artificial neural networks and deep learning, while psychology studies how animals and humans learn, and how subjects' desired behavior can be reinforced with positive and negative stimuli. When we see how reinforcement learning teaches a simulated robot to walk, we are reminded of how children learn, through playful exploration. Techniques that are inspired by biology and psychology work amazingly well in computers: animal behavior and the structure of the brain as new blueprints for science and engineering. In fact, computers truly seem to possess aspects of human behavior; as such, this field goes to the heart of the dream of artificial intelligence. These research advances have not gone unnoticed by educators. Many universities have begun offering courses on the subject of deep reinforcement learning. The aim of this book is to provide an overview of the field, at the proper level of detail for a graduate course in artificial intelligence. It covers the complete field, from the basic algorithms of Deep Q-learning, to advanced topics such as multi-agent reinforcement learning and meta learning.

Highway Engineering, Rural Roads and Pavements Jul 04 2020

Schedules of Reinforcement Nov 19 2021 The contingent relationship between actions and their consequences lies at the heart of Skinner's experimental analysis of behavior. Particular patterns of behavior emerge depending upon the contingencies established. Ferster and Skinner examined the effects of different schedules of reinforcement on behavior. An extraordinary work, Schedules of Reinforcement represents over 70,000 hours of research primarily with pigeons, though the principles have now been experimentally verified with many species including human beings. At first glance, the book appears to be an atlas of schedules. And so it is, the most exhaustive in existence. But it is also a reminder of the power of describing and explaining behavior through an analysis of measurable and manipulative behavior-environment relations without appealing to physiological mechanisms in the brain. As en exemplar and source for the further study of behavioral phenomena, the book illustrates the scientific philosophy that Skinner and Ferster adopted: that a science is best built from the ground up, from a firm foundation of facts that can eventually be summarized as scientific laws.

Reinforcement Learning, second edition Oct 31 2022 The significantly expanded and updated new edition of a widely used text on reinforcement learning, one of the most active research areas in artificial intelligence. Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach

to learning whereby an agent tries to maximize the total amount of reward it receives while interacting with a complex, uncertain environment. In Reinforcement Learning, Richard Sutton and Andrew Barto provide a clear and simple account of the field's key ideas and algorithms. This second edition has been significantly expanded and updated, presenting new topics and updating coverage of other topics. Like the first edition, this second edition focuses on core online learning algorithms, with the more mathematical material set off in shaded boxes. Part I covers as much of reinforcement learning as possible without going beyond the tabular case for which exact solutions can be found. Many algorithms presented in this part are new to the second edition, including UCB, Expected Sarsa, and Double Learning. Part II extends these ideas to function approximation, with new sections on such topics as artificial neural networks and the Fourier basis, and offers expanded treatment of off-policy learning and policy-gradient methods. Part III has new chapters on reinforcement learning's relationships to psychology and neuroscience, as well as an updated case-studies chapter including AlphaGo and AlphaGo Zero, Atari game playing, and IBM Watson's wagering strategy. The final chapter discusses the future societal impacts of reinforcement learning.

American Highway Engineers' Handbook May 02 2020

Journal of the American Concrete Institute Jun 02 2020

Concrete Work Aug 24 2019

Advanced Technical Textile Products Sep 25 2019 Volume 40.3 of the journal Textiles Progress, this book describes advanced technical textiles products according to the application fields of the fiber materials. Although it does not cover all of the end-uses, the book contains major parts of advanced technical textile products, including products for resources and environmental issues, automobiles, medical and protective uses, information technologies, civil engineering, and electronics textiles.

The Massachusetts register Dec 21 2021

Data Science Fundamentals and Practical Approaches Apr 12 2021 Learn how to process and analysis data using Python Key Features a- The book has theories explained elaborately along with Python code and corresponding output to support the theoretical explanations. The Python codes are provided with step-by-step comments to explain each instruction of the code. a- The book is quite well balanced with programs and illustrative real-case problems. a- The book not only deals with the background mathematics alone or only the programs but also beautifully correlates the background mathematics to the theory and then finally translating it into the programs. a- A rich set of chapter-end exercises are provided, consisting of both short-answer questions and long-answer questions. Description This book introduces the fundamental concepts of Data Science, which has proved to be a major game-changer in business solving problems. Topics covered in the book include fundamentals of Data Science, data preprocessing, data plotting and visualization, statistical data analysis, machine learning for data analysis, time-series analysis, deep learning for Data Science, social media analytics, business analytics, and Big Data analytics. The content of the book describes the fundamentals of each of the Data Science related topics together with illustrative examples as to how various data analysis techniques can be implemented using different tools and libraries of Python programming language. Each chapter contains numerous examples and illustrative output to explain the important basic concepts. An appropriate number of questions is presented at the end of each chapter for self-assessing the conceptual understanding. The references presented at the end of every chapter will help the readers to explore more on a given topic. What will you learn a- Understand what machine learning is and how learning can be incorporated into a program. a- Perform data processing to make it ready for visual plot to understand the pattern in data over time. a- Know how tools can be used to perform analysis on big data using python a- Perform social media analytics, business analytics, and data analytics on any data of a company or organization. Who this book is for The book is for readers with basic programming and mathematical skills. The book is for any engineering graduates that wish to apply data science in their projects or wish to build a career in this direction. The book can be read by anyone who has an interest in data analysis and would like to explore more out of interest or to apply it to certain real-life problems. Table of Contents 1. Fundamentals of Data Science1 2. Data Preprocessing 3. Data Plotting and Visualization 4. Statistical Data Analysis 5. Machine Learning for Data Science 6. Time-Series Analysis 7. Deep Learning for Data Science 8. Social Media Analytics 9. Business Analytics 10. Big Data Analytics About the Authors Dr. Gypsy Nandi is an Assistant Professor (Sr) in the Department of Computer Applications, Assam Don Bosco University, India. Her areas of interest include Data Science, Social Network Mining, and Machine Learning. She has completed her Ph.D. in the field of 'Social Network Analysis and Mining'. Her research scholars are currently working mainly in the field of Data Science. She has several research publications in reputed journals and book series. Dr. Rupam Kumar Sharma is an Assistant Professor in the Department of Computer Applications, Assam Don Bosco University, India. His area of interest includes Machine Learning, Data Analytics, Network, and Cyber Security. He has several research publications in reputed SCI and Scopus journals. He has also delivered lectures and trained hundreds of trainees and students across different institutes in the field of security and android app development.

Cumulated Index Medicus Dec 09 2020

Engineering News and American Contract Journal Nov 27 2019

Transactions of the American Society of Civil Engineers Feb 08 2021 Vols. 29-30 contain papers of the International Engineering Congress, Chicago, 1893; v. 54, pts. A-F, papers of the International Engineering Congress, St. Louis, 1904.

Deep Reinforcement Learning for Wireless Networks Nov 07 2020 This Springerbrief presents a deep reinforcement learning approach to wireless systems to improve system performance. Particularly, deep reinforcement learning approach is used in cache-enabled opportunistic interference alignment wireless networks and mobile social networks. Simulation results with different network parameters are presented to show the effectiveness of the proposed scheme. There is a phenomenal burst of research activities in artificial intelligence, deep reinforcement learning and wireless systems. Deep reinforcement learning has been successfully used to solve many practical problems. For example, Google DeepMind adopts this method on several artificial intelligent projects with big data (e.g., AlphaGo), and gets quite good results.. Graduate students in electrical and computer engineering, as well as computer science will find this brief useful as a study guide. Researchers, engineers, computer scientists, programmers, and policy makers will also find this brief to be a useful tool.

Qualitative Spatial Abstraction in Reinforcement Learning May 26 2022 Reinforcement learning has developed as a successful learning approach for domains that are not fully understood and that are too complex to be described in closed form. However, reinforcement learning does not scale well to large and continuous problems. Furthermore, acquired knowledge specific to the learned task, and transfer of knowledge to new tasks is crucial. In this book the author investigates whether deficiencies of reinforcement learning can be overcome by suitable abstraction methods. He discusses various forms of spatial abstraction, in particular qualitative abstraction, a form of representing knowledge that has been thoroughly investigated and successfully applied in spatial cognition research. With his approach, he exploits spatial structures and structural similarity to support the learning process by abstracting from less important features and stressing the essential ones. The author demonstrates his learning approach and the transferability of knowledge by having his system learn in a virtual robot simulation system and consequently transfer the acquired knowledge to a physical robot. The approach is influenced by findings from cognitive science. The book is suitable for researchers working in artificial intelligence, in particular knowledge representation, learning, spatial cognition, and robotics.

Metal Forming Handbook Aug 05 2020 Following the long tradition of the Schuler Company, the Metal For ming Handbook presents the scientific fundamentals of metal forming technology in a way which is both compact and easily understood. Thus, this book makes the theory and practice of this field accessible to teaching and practical implementation. The first Schuler "Metal Forming Handbook" was published in 1930. The last edition of 1966, already revised four times, was translated into a number of languages, and met with resounding approval around the globe. Over the last 30 years, the field of forming technology has been rad ically changed by a number of innovations. New forming techniques and extended product design possibilities have been developed and introduced. This Metal Forming Handbook has been fundamentally revised to take account of these technological changes. It is both a text book and a reference work whose initial chapters are concerned to pro vide a survey of the fundamental processes of forming technology and press design. The book then goes on to provide an in-depth study of the major fields of sheet metal forming, cutting, hydroforming and solid forming. A large number of relevant calculations offers state of the art solutions in the field of metal forming technology. In presenting tech nical explanations, particular emphasis was placed on easily under standable graphic visualization. All illustrations and diagrams were compiled using a standardized system of functionally oriented color codes with a view to aiding the reader's understanding.

Strength and Serviceability Criteria: Reinforced Concrete Bridge Members Jan 10 2021

Recent Advances in Reinforcement Learning Aug 17 2021 This book constitutes revised and selected papers of the 8th European Workshop on Reinforcement Learning, EWRL 2008, which took place in Villeneuve d'Ascq, France, during June 30 - July 3, 2008. The 21 papers presented were carefully reviewed and selected from 61 submissions. They are dedicated to the field of and current researches in reinforcement learning.

Engineering and Contracting Feb 29 2020

PyTorch 1. X Reinforcement Learning Cookbook Jun 14 2021 Implement reinforcement learning techniques and algorithms with the help of real-world examples and recipes Key Features Use PyTorch 1.x to design and build self-learning artificial intelligence (AI) models Implement RL algorithms to solve control and optimization challenges faced by data scientists today Apply modern RL libraries to simulate a controlled environment for your projects Book Description Reinforcement learning (RL) is a branch of machine learning that has gained popularity in recent times. It allows you to train AI models that learn from their own actions and optimize their behavior. PyTorch has also emerged as the preferred tool for training RL models because of its efficiency and ease of use. With this book, you'll explore the important RL concepts and the implementation of algorithms in PyTorch 1.x. The recipes in the book, along with real-world examples, will help you master various RL techniques, such as dynamic programming, Monte Carlo simulations, temporal difference, and Q-learning. You'll also gain insights into industry-specific

applications of these techniques. Later chapters will guide you through solving problems such as the multi-armed bandit problem and the cartpole problem using the multi-armed bandit algorithm and function approximation. You'll also learn how to use Deep Q-Networks to complete Atari games, along with how to effectively implement policy gradients. Finally, you'll discover how RL techniques are applied to Blackjack, Gridworld environments, internet advertising, and the Flappy Bird game. By the end of this book, you'll have developed the skills you need to implement popular RL algorithms and use RL techniques to solve real-world problems. What you will learn Use Q-learning and the state-action-reward-state-action (SARSA) algorithm to solve various Gridworld problems Develop a multi-armed bandit algorithm to optimize display advertising Scale up learning and control processes using Deep Q-Networks Simulate Markov Decision Processes, OpenAI Gym environments, and other common control problems Select and build RL models, evaluate their performance, and optimize and deploy them Use policy gradient methods to solve continuous RL problems Who this book is for Machine learning engineers, data scientists and AI researchers looking for quick solutions to different reinforcement learning problems will find this book useful. Although prior knowledge of machine learning concepts is required, experience with PyTorch will be useful but not necessary.

Landmarks in Earth Reinforcement Sep 29 2022 Earth reinforcing techniques are increasingly becoming a useful, powerful and economical solution to various problems encountered in geotechnical engineering practice. Expansion of the experiences and knowledge in this area has succeeded in developing new techniques and their applications to geotechnical engineering problems. In order to discuss the latest experiences and knowledge, and with the purpose of spreading them all over the world for further development, the IS Kyushi conference series on the subject of earth reinforcement have been held in Fukuoka, Japan, every four years since 1988. This fourth symposium, entitled Landmarks in Earth Reinforcement, is a continuation of the series IS Kyushu conferences, and also aims at being one of the landmarks in the progress of modern earth reinforcement practice. The first volume contains 137 papers selected for the symposium covering almost every aspect of earth reinforcement. The second volume contains texts of the special and keynote lectures.

The Effect of Delay and of Intervening Events on Reinforcement Value Dec 29 2019 First published in 1986. Routledge is an imprint of Taylor & Francis, an informa company.

Reinforcement Learning for Optimal Feedback Control Mar 24 2022 Reinforcement Learning for Optimal Feedback Control develops model-based and data-driven reinforcement learning methods for solving optimal control problems in nonlinear deterministic dynamical systems. In order to achieve learning under uncertainty, data-driven methods for identifying system models in real-time are also developed. The book illustrates the advantages gained from the use of a model and the use of previous experience in the form of recorded data through simulations and experiments. The book's focus on deterministic systems allows for an in-depth Lyapunov-based analysis of the performance of the methods described during the learning phase and during execution. To yield an approximate optimal controller, the authors focus on theories and methods that fall under the umbrella of actor–critic methods for machine learning. They concentrate on establishing stability during the learning phase and the execution phase, and adaptive model-based and data-driven reinforcement learning, to assist readers in the learning process, which typically relies on instantaneous input-output measurements. This monograph provides academic researchers with backgrounds in diverse disciplines from aerospace engineering to computer science, who are interested in optimal reinforcement learning functional analysis and functional approximation theory, with a good introduction to the use of model-based methods. The thorough treatment of an advanced treatment to control will also interest practitioners working in the chemical-process and power-supply industry.

Specifications - Bureau of Reclamation Jul 16 2021

Bulletin de L'A.I.P.C.R. Jun 22 2019

Reinforcement Learning and Optimal Control Jul 28 2022 This book considers large and challenging multistage decision problems, which can be solved in principle by dynamic programming (DP), but their exact solution is computationally intractable. We discuss solution methods that rely on approximations to produce suboptimal policies with adequate performance. These methods are collectively known by several essentially equivalent names: reinforcement learning, approximate dynamic programming, neuro-dynamic programming. They have been at the forefront of research for the last 25 years, and they underlie, among others, the recent impressive successes of self-learning in the context of games such as chess and Go. Our subject has benefited greatly from the interplay of ideas from optimal control and from artificial intelligence, as it relates to reinforcement learning and simulation-based neural network methods. One of the aims of the book is to explore the common boundary between these two fields and to form a bridge that is accessible by workers with background in either field. Another aim is to organize coherently the broad mosaic of methods that have proved successful in practice while having a solid theoretical and/or logical foundation. This may help researchers and practitioners to find their way through the maze of competing ideas that constitute the current state of the art. This book relates to several of our other books: Neuro-Dynamic Programming (Athena Scientific, 1996), Dynamic Programming and Optimal Control (4th edition, Athena Scientific, 2017), Abstract Dynamic Programming (2nd edition, Athena Scientific, 2018), and Nonlinear

Programming (Athena Scientific, 2016). However, the mathematical style of this book is somewhat different. While we provide a rigorous, albeit short, mathematical account of the theory of finite and infinite horizon dynamic programming, and some fundamental approximation methods, we rely more on intuitive explanations and less on proof-based insights. Moreover, our mathematical requirements are quite modest: calculus, a minimal use of matrix-vector algebra, and elementary probability (mathematically complicated arguments involving laws of large numbers and stochastic convergence are bypassed in favor of intuitive explanations). The book illustrates the methodology with many examples and illustrations, and uses a gradual expository approach, which proceeds along four directions: (a) From exact DP to approximate DP: We first discuss exact DP algorithms, explain why they may be difficult to implement, and then use them as the basis for approximations. (b) From finite horizon to infinite horizon problems: We first discuss finite horizon exact and approximate DP methodologies, which are intuitive and mathematically simple, and then progress to infinite horizon problems. (c) From deterministic to stochastic models: We often discuss separately deterministic and stochastic problems, since deterministic problems are simpler and offer special advantages for some of our methods. (d) From model-based to model-free implementations: We first discuss model-based implementations, and then we identify schemes that can be appropriately modified to work with a simulator. The book is related and supplemented by the companion research monograph Rollout, Policy Iteration, and Distributed Reinforcement Learning (Athena Scientific, 2020), which focuses more closely on several topics related to rollout, approximate policy iteration, multiagent problems, discrete and Bayesian optimization, and distributed computation, which are either discussed in less detail or not covered at all in the present book. The author's website contains class notes, and a series of videolectures and slides from a 2021 course at ASU, which address a selection of topics from both books.

Transfer in Reinforcement Learning Domains May 14 2021 In reinforcement learning (RL) problems, learning agents sequentially execute actions with the goal of maximizing a reward signal. The RL framework has gained popularity with the development of algorithms capable of mastering increasingly complex problems, but learning difficult tasks is often slow or infeasible when RL agents begin with no prior knowledge. The key insight behind "transfer learning" is that generalization may occur not only within tasks, but also across tasks. While transfer has been studied in the psychological literature for many years, the RL community has only recently begun to investigate the benefits of transferring knowledge. This book provides an introduction to the RL transfer problem and discusses methods which demonstrate the promise of this exciting area of research. The key contributions of this book are: Definition of the transfer problem in RL domains Background on RL, sufficient to allow a wide audience to understand discussed transfer concepts Taxonomy for transfer methods in RL Survey of existing approaches In-depth presentation of selected transfer methods Discussion of key open questions By way of the research presented in this book, the author has established himself as the pre-eminent worldwide expert on transfer learning in sequential decision making tasks. A particular strength of the research is its very thorough and methodical empirical evaluation, which Matthew presents, motivates, and analyzes clearly in prose throughout the book. Whether this is your initial introduction to the concept of transfer learning, or whether you are a practitioner in the field looking for nuanced details, I trust that you will find this book to be an enjoyable and enlightening read. Peter Stone, Associate Professor of Computer Science

Reinforcement Learning From Scratch Mar 31 2020 In ancient games such as chess or go, the most brilliant players can improve by studying the strategies produced by a machine. Robotic systems practice their own movements. In arcade games, agents capable of learning reach superhuman levels within a few hours. How do these spectacular reinforcement learning algorithms work? With easy-to-understand explanations and clear examples in Java and Greenfoot, you can acquire the principles of reinforcement learning and apply them in your own intelligent agents. Greenfoot (M.Kölling, King's College London) and the hamster model (D. Bohles, University of Oldenburg) are simple but also powerful didactic tools that were developed to convey basic programming concepts. The result is an accessible introduction into machine learning that concentrates on reinforcement learning. Taking the reader through the steps of developing intelligent agents, from the very basics to advanced aspects, touching on a variety of machine learning algorithms along the way, one is allowed to play along, experiment, and add their own ideas and experiments.

Handbook for Architects and Builders Sep 17 2021

Sound Reinforcement Engineering Apr 24 2022 Sound reinforcement is the increasing of the power of sound signals and reproducing them as acoustic signals. This book gives an introduction to the fundamentals of sound reinforcement engineering, and also explains how it relates to disciplines such as room acoustics. It discusses in detail the components and layout of sound reinforcement systems

AI 2003: Advances in Artificial Intelligence Jul 24 2019 Consider the problem of a robot (algorithm, learning mechanism) moving along the real line attempting to locate a particular point ? . To assist the me- anism, we assume that it can communicate with an Environment (“Oracle”) which guides it with information regarding the direction in which it should go. If the Environment is deterministic the problem is the “Deterministic Point - cation Problem” which has been studied rather thoroughly [1]. In its pioneering version [1] the problem was presented in the setting

that the Environment could charge the robot a cost which was proportional to the distance it was from the point sought for. The question of having multiple communicating robots locate a point on the line has also been studied [1, 2]. In the stochastic version of this problem, we consider the scenario when the learning mechanism attempts to locate a point in an interval with stochastic (i. e. , possibly erroneous) instead of deterministic responses from the environment. Thus when it should really be moving to the “right” it may be advised to move to the “left” and vice versa. Apart from the problem being of importance in its own right, the stoch- tic pointlocationproblemalsohas potentialapplications insolvingoptimization problems.
Inmanyoptimizationsolutions–forexampleinimageprocessing,p- tern recognition and neural computing [5, 9, 11, 12, 14, 16, 19], the algorithm worksits wayfromits currentsolutionto the optimalsolutionbasedoninfor- tion that it currentlyhas. A crucialquestionis oneof determining the parameter whichtheoptimizationalgorithmshoulduse.
Engineering News Oct 07 2020
The Massachusetts State Building Code Feb 20 2022
Handbook of Reinforcement Learning and Control Aug 29 2022 This handbook presents state-of-the-art research in reinforcement learning, focusing on its applications in the control and game theory of dynamic systems and future directions for related research and technology. The contributions gathered in this book deal with challenges faced when using learning and adaptation methods to solve academic and industrial problems, such as optimization in dynamic environments with single and multiple agents, convergence and performance analysis, and online implementation. They explore means by which these difficulties can be solved, and cover a wide range of related topics including: deep learning; artificial intelligence; applications of game theory; mixed modality learning; and multi-agent reinforcement learning. Practicing engineers and scholars in the field of machine learning, game theory, and autonomous control will find the Handbook of Reinforcement Learning and Control to be thought-provoking, instructive and informative.
Reinforcement Oct 19 2021 Reinforcement: Behavioral Analyses covers the proceedings of the 1970 Symposium on Schedule-induced and Schedule-Dependent Phenomena, held in Toronto, Ontario, Canada. This symposium highlights theoretically inclined papers on reinforcement processes. This text contains 10 chapters and begins with a description of how behavior is induced by various environmental events, especially reinforcing events, as well as the relationship between control by inducing stimuli and reinforceability. The subsequent chapters deal with reinforcement phenomena in terms of preference relations and the conditioned emotional responses in terms of opposing motivational processes. These topics are followed by reviews of schedule-dependent effects of preaversive stimuli and the maintenance of behavior by apparent reinforcers that might be expected to punish, as well as the identification of critical variable that underlie the phenomenon. Other chapters examine the interactions between operant and responded conditioning processes. The final chapters outline the experiments on behavior stream whose hallmark is reinforcement if the absence of specified behavior. These chapters emphasize the analogy between the evolution of species and the modification of behavior. This book will be of value to behaviorists and psychologists.
Applications of Cuckoo Search Algorithm and its Variants Oct 26 2019 This book highlights the basic concepts of the CS algorithm and its variants, and their use in solving diverse optimization problems in medical and engineering applications. Evolutionary-based meta-heuristic approaches are increasingly being applied to solve complicated optimization problems in several real-world applications. One of the most successful optimization algorithms is the Cuckoo search (CS), which has become an active research area to solve N-dimensional and linear/nonlinear optimization problems using simple mathematical processes. CS has attracted the attention of various researchers, resulting in the emergence of numerous variants of the basic CS with enhanced performance since 2019.
Engineering-contracting Mar 12 2021
Regularized Approximate Policy Iteration using kernel for on-line Reinforcement Learning Jun 26 2022
Full-depth Precast Concrete Bridge Deck Panel Systems Jan 28 2020
Advances in Reinforcement Learning Sep 05 2020 Reinforcement Learning (RL) is a very dynamic area in terms of theory and application. This book brings together many different aspects of the current research on several fields associated to RL which has been growing rapidly, producing a wide variety of learning algorithms for different applications. Based on 24 Chapters, it covers a very broad variety of topics in RL and their application in autonomous systems. A set of chapters in this book provide a general overview of RL while other chapters focus mostly on the applications of RL paradigms: Game Theory, Multi-Agent Theory, Robotic, Networking Technologies, Vehicular Navigation, Medicine and Industrial Logistic.