

1.	Title of the course	Stochastic Decision Processes
2.	Course number	CS521L
3.	Structure of credits	3-0-0-3
4.	Offered to	PG
5.	New course/modification to	Modification To CS5225/12
6.	To be offered by	Department of Computer Science and Engineering
7.	To take effect from	July 2022
8.	Prerequisite	СоТ
9.	<b>Course Objective(s):</b> To enable the modeling of sequential decision making problems from different engineering applications. To provide the principles and algorithms for deriving optimal solutions for sequential problems.	
10.	<b>Course Content:</b> Basics: probability space, conditional probability, random variables, expectation and linearity of expectation, law of large numbers, central limit theorem, discrete and continuous time Markov chains, absorbing Markov chains; Finite horizon problems: Markov Decision Process (MDP) model formulation, optimality criteria, policy evaluation, Bellman optimality equations, optimality of deterministic Markov policies, backward induction; Infinite horizon MDP problems: expected total-reward criterion, expected discounted-reward criterion, Markov policies, policy evaluation, value iteration, policy iteration, linear programming; Optimal stopping problems; Introduction to partially observable MDP.	
11.	<ul> <li>Textbook(s):</li> <li>1. Bertsekas D P, <i>Dynamic Programming and Optimal Control, Volume-I</i>, 4th Edition, Athena Scientific (2017).</li> <li>2. Puterman M L, <i>Markov Decision Processes: Discrete Stochastic Dynamic Programming</i>, 1st Edition, John Wiley and Sons (1994).</li> </ul>	
12.	<ul> <li>Reference(s):</li> <li>1. Bertsekas D P, <i>Dynamic Programming and Optimal Control, Volume-II</i>, 4th Edition, Athena Scientific (2017).</li> <li>2. Bertsekas D P, <i>Abstract Dynamic Programming</i>, 2nd Edition, Athena Scientific (2018).</li> <li>3. Filar J and Vrieze K, <i>Competitive Markov Decision Processes</i>, Springer-Verlag (1996).</li> <li>4. Sutton R S and Barto A G, <i>Reinforcement Learning - An Introduction</i>, 2nd Edition, MIT Press (2018).</li> </ul>	