

1. *Journal of Management Studies*, 1997, 34, 1, 1-14.

None of the problems in the previous section are examples of NP-hardness, since each has a polynomial-time solution (a polynomial-time algorithm). For example, to find the best strategy for a gambler, one can use value iteration. I will not discuss this algorithm in detail, but rather illustrate concepts that are important in all sequential decision-making problems. In value iteration, one computes the optimal value for each state in S by iteratively applying the Bellman optimality operator to the current estimate of the value function. This operator can be written as $T^*(V)$, a graph showing the optimal value function of a state-action environment (S, A, P, R, γ) when V is a graph of a function over the states of the environment.

Table 1

1. **THEORY**



1. *How do you feel about the way the company is doing?*

第 一 组	第 二 组	第 三 组
姓 名 _____	姓 名 _____	姓 名 _____
班 级 _____	班 级 _____	班 级 _____
备 注 _____	备 注 _____	备 注 _____
第 四 组	第 五 组	第 六 组
姓 名 _____	姓 名 _____	姓 名 _____
班 级 _____	班 级 _____	班 级 _____
备 注 _____	备 注 _____	备 注 _____
第 七 组	第 八 组	第 九 组
姓 名 _____	姓 名 _____	姓 名 _____
班 级 _____	班 级 _____	班 级 _____
备 注 _____	备 注 _____	备 注 _____