

An Approximate Dynamic Programming (ADP) Approach for Weapon System Financial Execution Management

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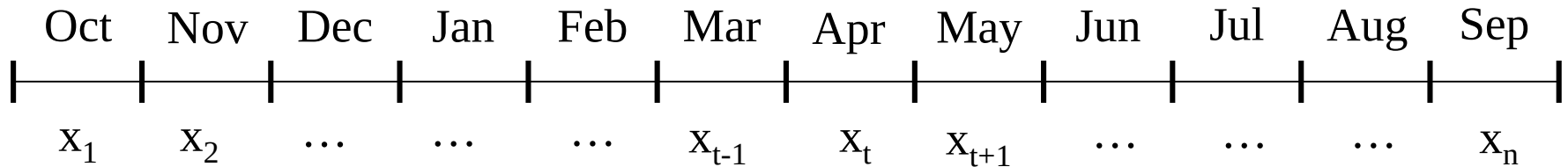


*Naval Postgraduate School
Monterey, California*



Monthly Financial Commitment Questions

Sequential Decision Making Problem



Decision Makers:



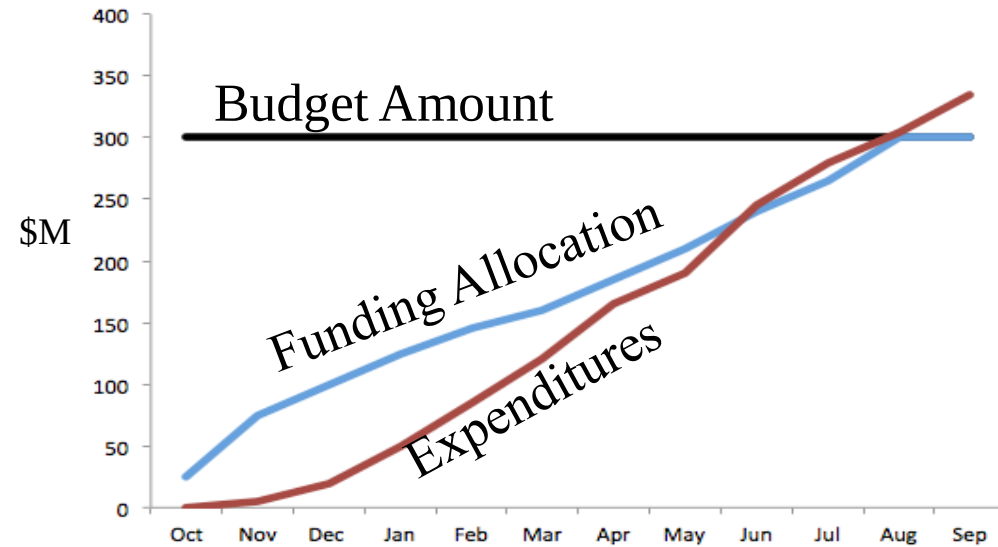
??
\$ \$
\$?



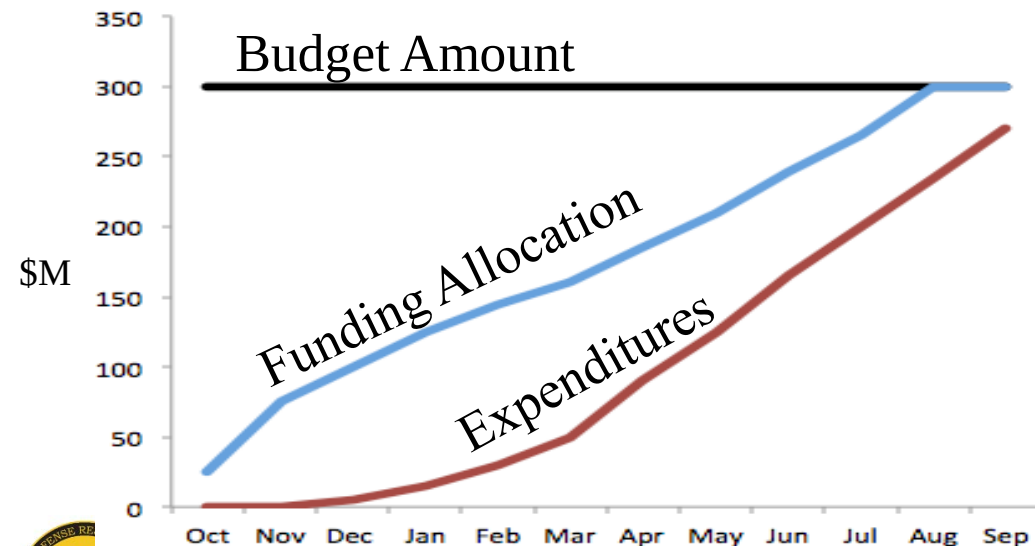
Which Contractors?

How Much?

Two Traditional Problems



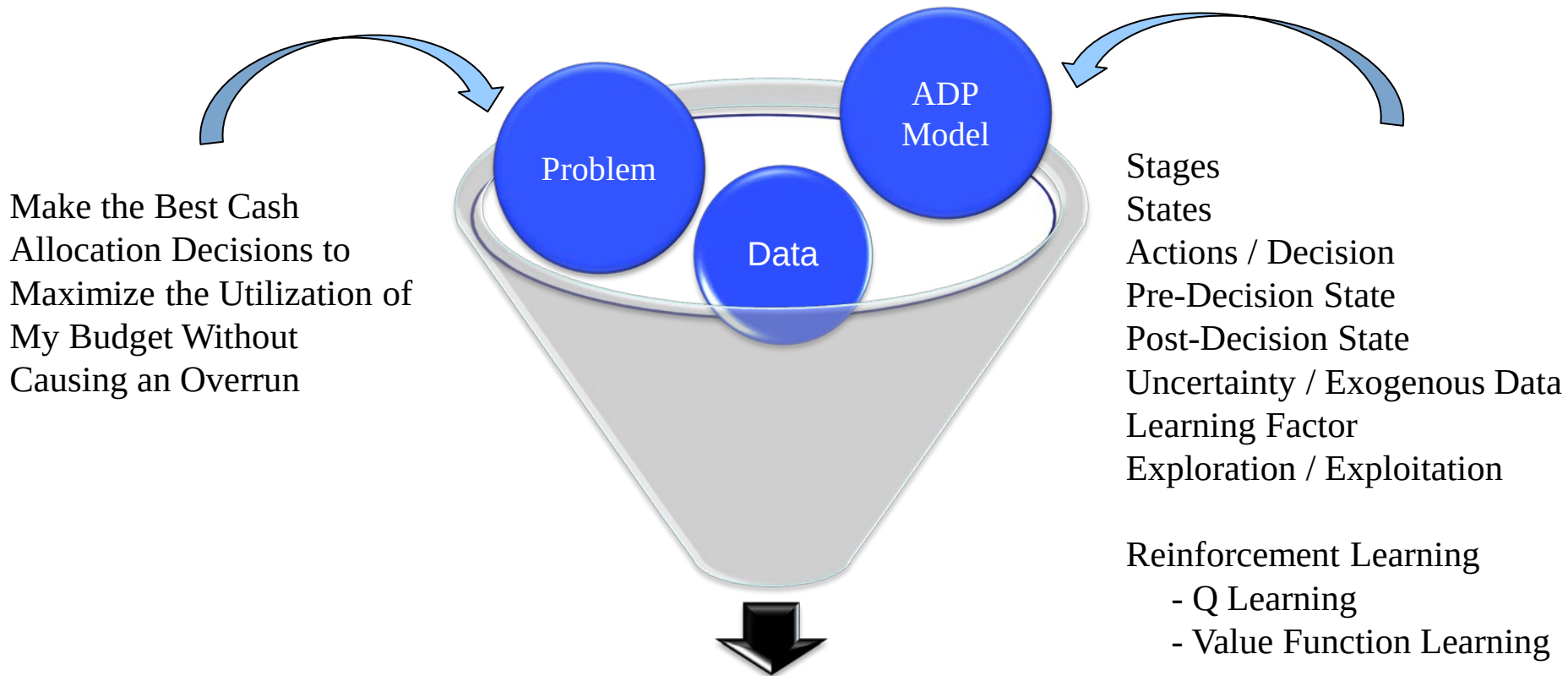
1) Overrun



2) Under Utilized Budget



Methodology

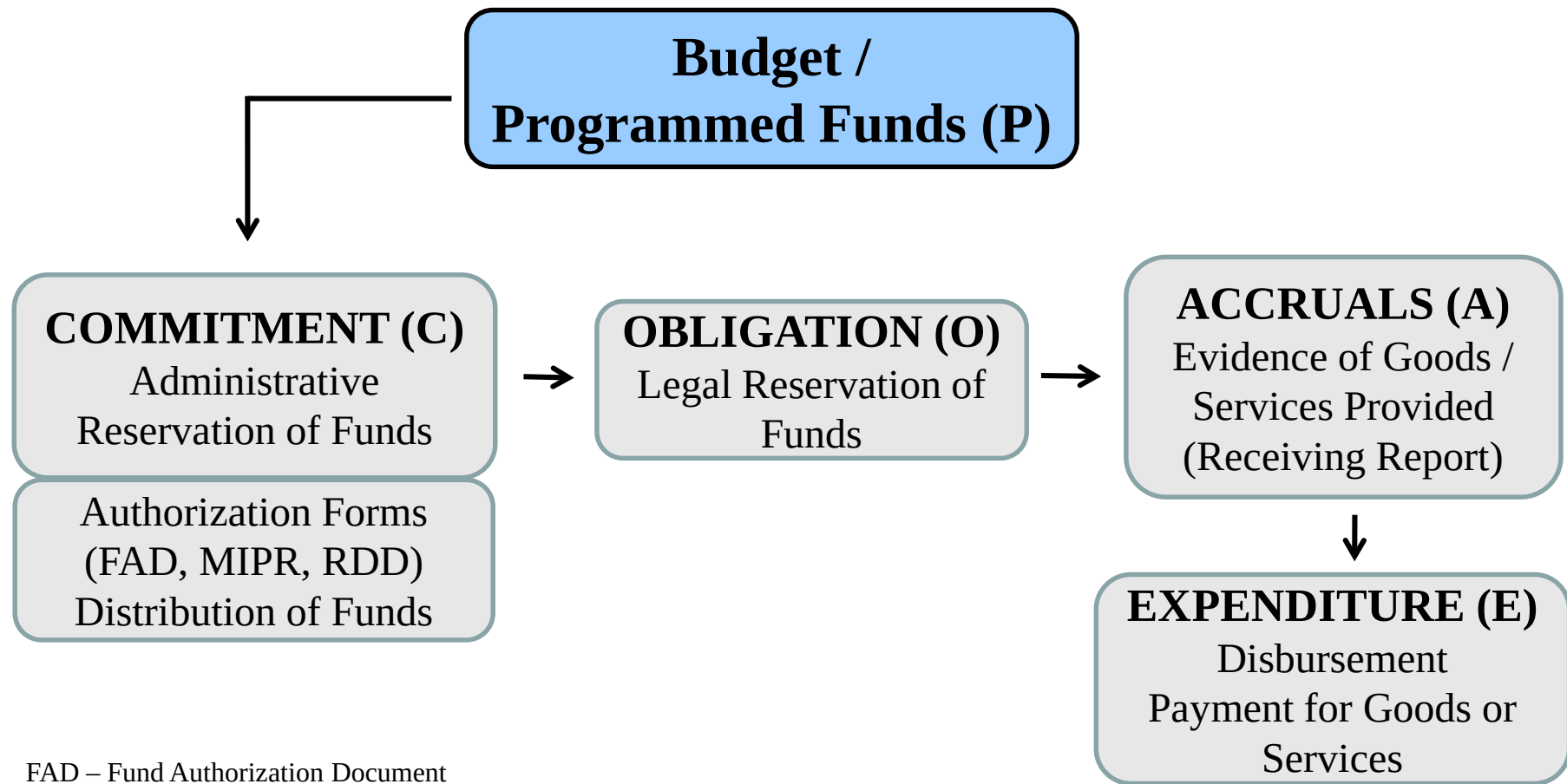


Dynamic Model Responsive to Changes in Expenditure Environment

ADP Cash Allocations are Conservative, Holds Back 2% to 7%

- Identifies Unutilized Funds Earlier in FY

Stages of a Transaction



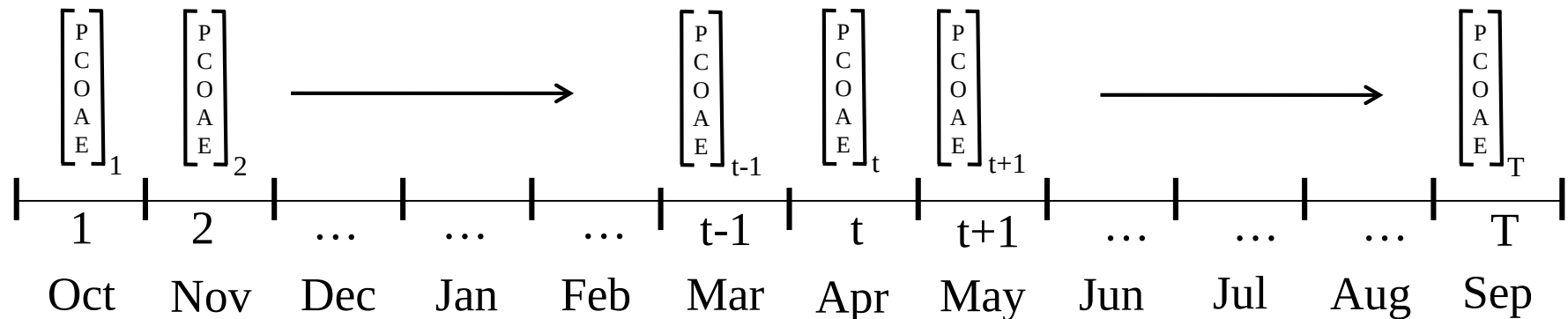
FAD – Fund Authorization Document
MIPR – Military Interdepartmental Purchase Request
RDD – Resource Distribution Document



State-Space Vector

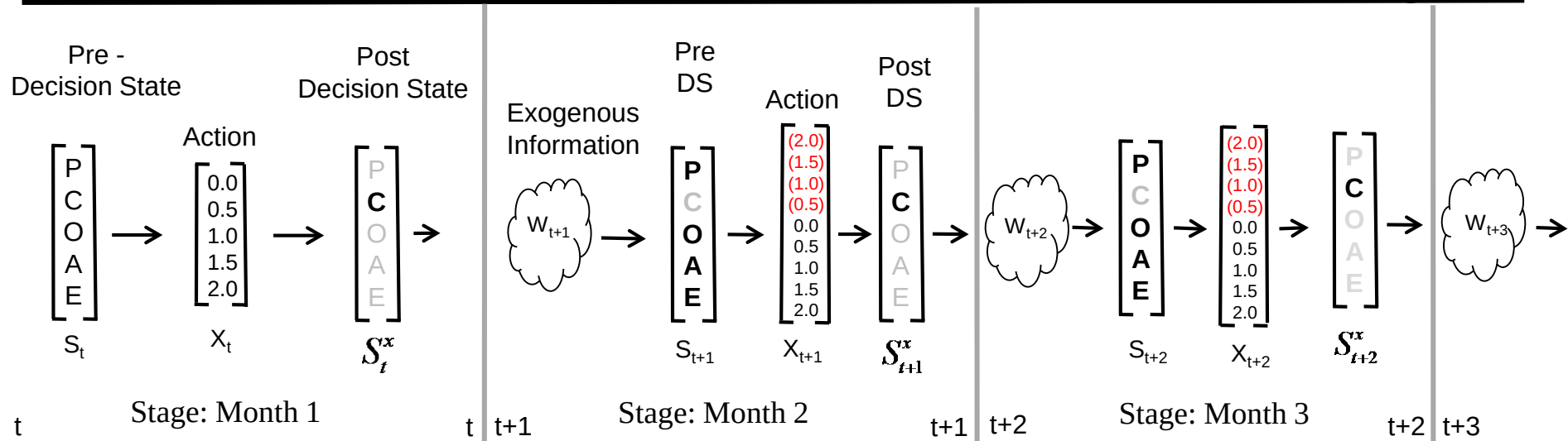
$$S_t = \begin{bmatrix} \text{Programmed} \\ \text{Commitments} \\ \text{Obligations} \\ \text{Accruals} \\ \text{Expenditures} \end{bmatrix} \begin{bmatrix} P \\ C \\ O \\ A \\ E \end{bmatrix}$$

Defines the Monthly State-Space
of My Budget



Stages

Simulation Process (Value Function Learning)



Post Decision State	$\bar{V}_t(S_t^x)$
[P,C,O,A,E]	0.0
[P,C,O,A,E]	0.0
[P,C,O,A,E]	0.0
[P,C,O,A,E]	0.0
[P,C,O,A,E]	0.0
[P,C,O,A,E]	0.0
[P,C,O,A,E]	0.0
[P,C,O,A,E]	0.0
[P,C,O,A,E]	0.0
[P,C,O,A,E]	0.0
[P,C,O,A,E]	0.0
[P,C,O,A,E]	0.0
[P,C,O,A,E]	0.0
[P,C,O,A,E]	0.0
[P,C,O,A,E]	0.0
[P,C,O,A,E]	0.0
[P,C,O,A,E]	0.0

Initial

Updated

Post Decision State	$\bar{V}_t(S_t^x)$
[P,C,O,A,E]	0.66
[P,C,O,A,E]	0.36
[P,C,O,A,E]	0.97
[P,C,O,A,E]	0.47
[P,C,O,A,E]	0.32
[P,C,O,A,E]	0.03
[P,C,O,A,E]	0.32
[P,C,O,A,E]	0.55
[P,C,O,A,E]	0.54
[P,C,O,A,E]	1.80
[P,C,O,A,E]	0.02
[P,C,O,A,E]	0.03
[P,C,O,A,E]	0.78
[P,C,O,A,E]	0.45
[P,C,O,A,E]	0.37

Learning Factor Calculation $\bar{V}(S^x)$

Start by initializing all $\bar{V}(S^x)$

‘Learning’ Step 1:

Use Bellman equation to observe and collect state-space values

$$\text{Sample Value} = \hat{v}_t^n(S_t^n)$$

$$\hat{v}_t^n(S_t^n) = \text{Min}_{x_t} [(C(S_t^n, x_t) + \gamma \bar{V}_t^{n-1}(S_t^{n,x}))]$$

‘Learning’ Step 2:

Use stochastic approximation to smooth or learn state values

$$\text{Learning Factor} = \bar{V}_{t-1}^n(S_{t-1}^{x,n})$$

$$\underbrace{\bar{V}_{t-1}^n(S_{t-1}^{x,n})}_{\text{update the value of the previous state}} = (1 - \alpha_{n-1}) \underbrace{\bar{V}_{t-1}^{n-1}(S_{t-1}^{x,n})}_{\text{current value of the previous state}} + \alpha_{n-1} \underbrace{\hat{v}_t^n(S_t^n)}_{\text{sample value}}$$

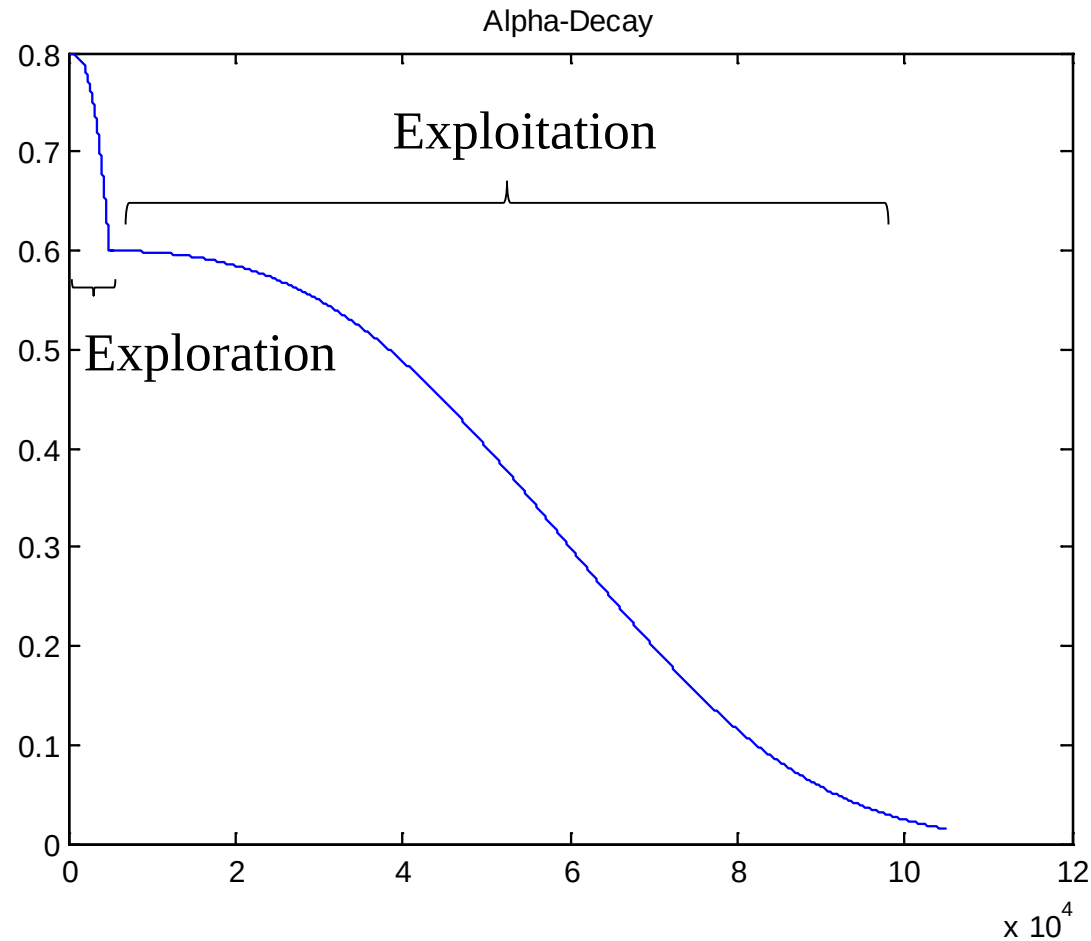
Objective Function: Learnt Model

Use Bellman equation to make a decision

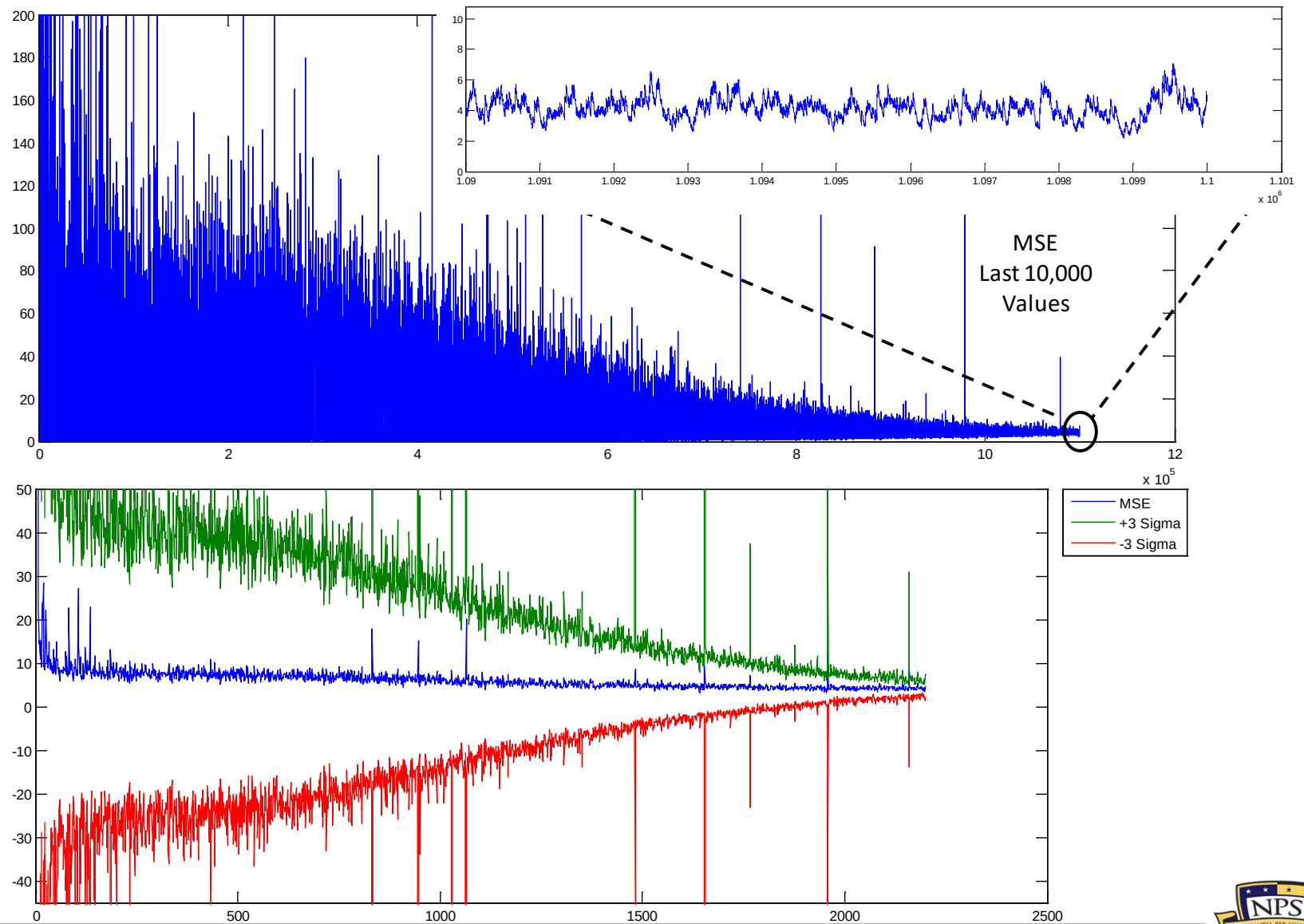
$$x_t^*(S_t) = \arg \min_{x_t \in X_t} (C_t(S_t, x_t) + \underbrace{\gamma \bar{V}_t(S_t^x)}_{\text{learning factor}})$$



Step-Size Properties

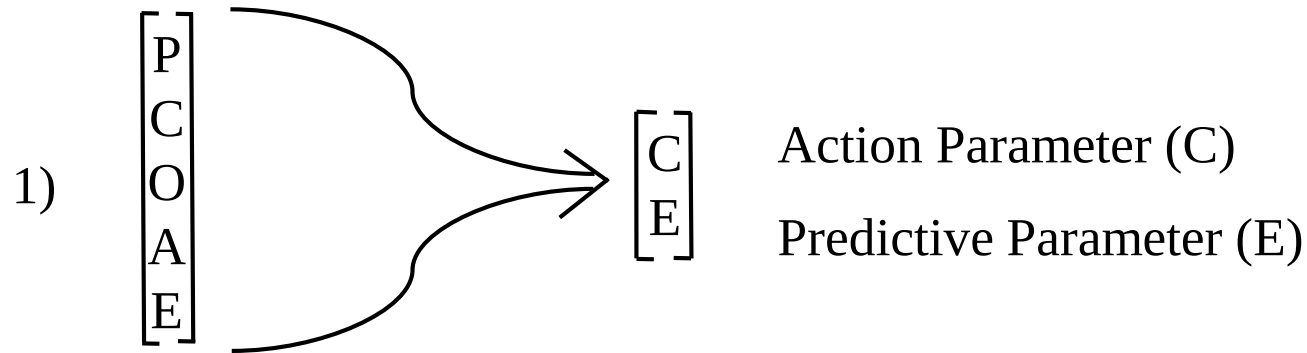


Examples of MSE Convergence



Reducing Dimensionality

- Exorbitant run-times led to reducing the state-space dimensionality



2) Added Conditional $C \geq E$

Before

$\begin{bmatrix} P \\ C \\ O \\ A \\ E \end{bmatrix}$ \$5.0M project
\$0.250M increments
 $21^5 \approx 4$ million state-spaces

After

$\begin{bmatrix} C \\ E \end{bmatrix}$ \$5.0M project
\$0.250M increments
 $21^2 = 441$ state-spaces
with conditional $\rightarrow 231$ state-spaces



Two Policy Approaches

What Amount of \$\$\$ Do We Give Our Contractor This Month?

Estimated Requirement \$15M
Already Committed \$10M
Fund \$5M

Decision Policy

$$x_t^*(S_t) = \arg \min_{x_t \in X_t} (C_t(S_t, x_t))$$

Stubby Pencil
(myopic)
Approach



Estimated Requirement \$15M
Already Committed \$10M

Best {Commitment Action + PDS Learning Factor}

Decision Policy

$$x_t^*(S_t) = \arg \min_{x_t \in X_t} (C_t(S_t, x_t) + \gamma \bar{V}_t(S_t^x))$$

ADP
Algorithm
Approach



Test Cases



Test Cases

Q - Learning

Test Case #1 Trial #1, Trail #2, Trail #3	2 Projects → \$7M Tested: different iteration counts / alpha-decay start & stop points
Test Case #2 Trial #1	3 Projects → \$22M Tested: added projects / budget
Test Case #3 Trial #1	4 Projects → \$68M Tested: added projects / budget / months (24)

Value Function Learning

Test Case #1 Trial #1, Trail #2	2 Projects → \$7M - \$9.5M Tested: budget size / uncertainty / months (16)
Test Case #2 Trial #1 , Trial #2, Trial #3	3 Projects → \$22M Tested: different iteration counts / alpha-decay start & stop points
Test Case #3 Trial #1, Trial #2 , Trial #3, Trial #4. Trial #5, Trial #6	3 Projects → \$22M Tested: different iteration counts / alter initial funding plans alpha-decay start & stop points
Test Case #4 Trial #1	4 Projects → \$44M Tested: added projects / budget / uncertainty



Test Case #2 – Trial #1

Number of Projects: 3
 Number of Months: 12
 55,000 Simulation iterations
 State-space size = 4,005

RunTime: 11hrs 18Minutes
 2.33 GHz Intel® Xeon
 3.00 GB RAM

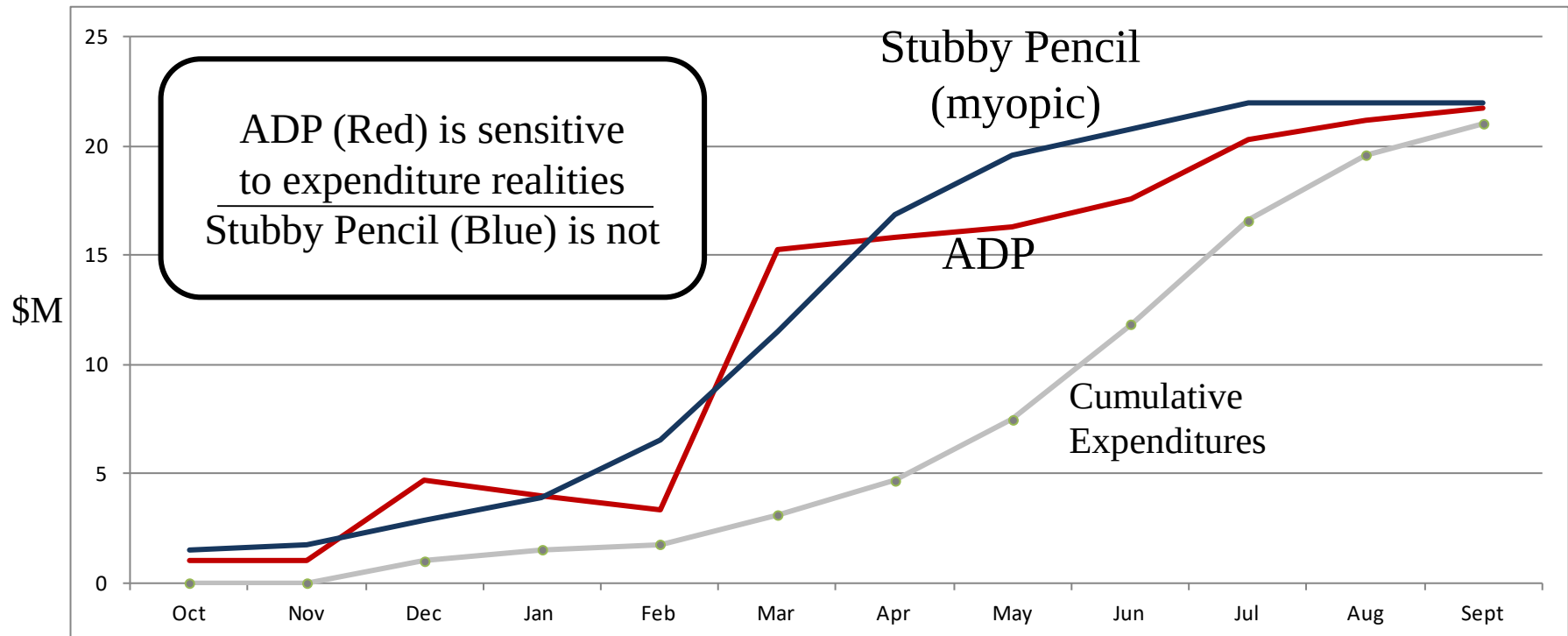
Fluctuating Expenditure Planning Figures

\$M

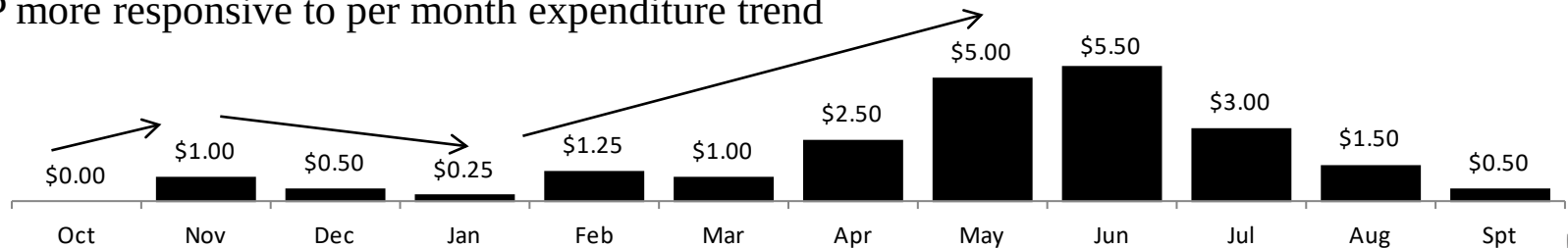
t	month	Project #1		Project #2		Project #3		Total	
		Comm	Exp	Comm	Exp	Comm	Exp	Comm	Exp
1	Oct			1.500				1.500	
2	Nov			0.250	1.000			0.250	1.000
3	Dec			0.250	0.500	1.000		1.250	0.500
4	Jan				0.250	1.000		1.000	0.250
5	Feb	0.500			0.250	2.000	1.000	2.500	1.250
6	Mar	1.000				4.000	1.000	5.000	1.000
7	Apr	1.500	0.500			4.000	2.000	5.500	2.500
8	May	1.000	1.000			2.000	4.000	3.000	5.000
9	Jun	0.500	1.500			1.000	4.000	1.500	5.500
10	July	0.500	1.000				2.000	0.500	3.000
11	Aug		0.500				1.000		1.500
12	Sept		0.500						0.500
		5.000	5.000	2.000	2.000	15.000	15.000	22.000	22.000



Test Case #2 – Trial #1 (Commitment Policies)



ADP more responsive to per month expenditure trend



Test Case #3 – Trial #2

Number of Projects: 3
 Number of Months: 12
 80,000 Simulation iterations
 State-space size = 4,005

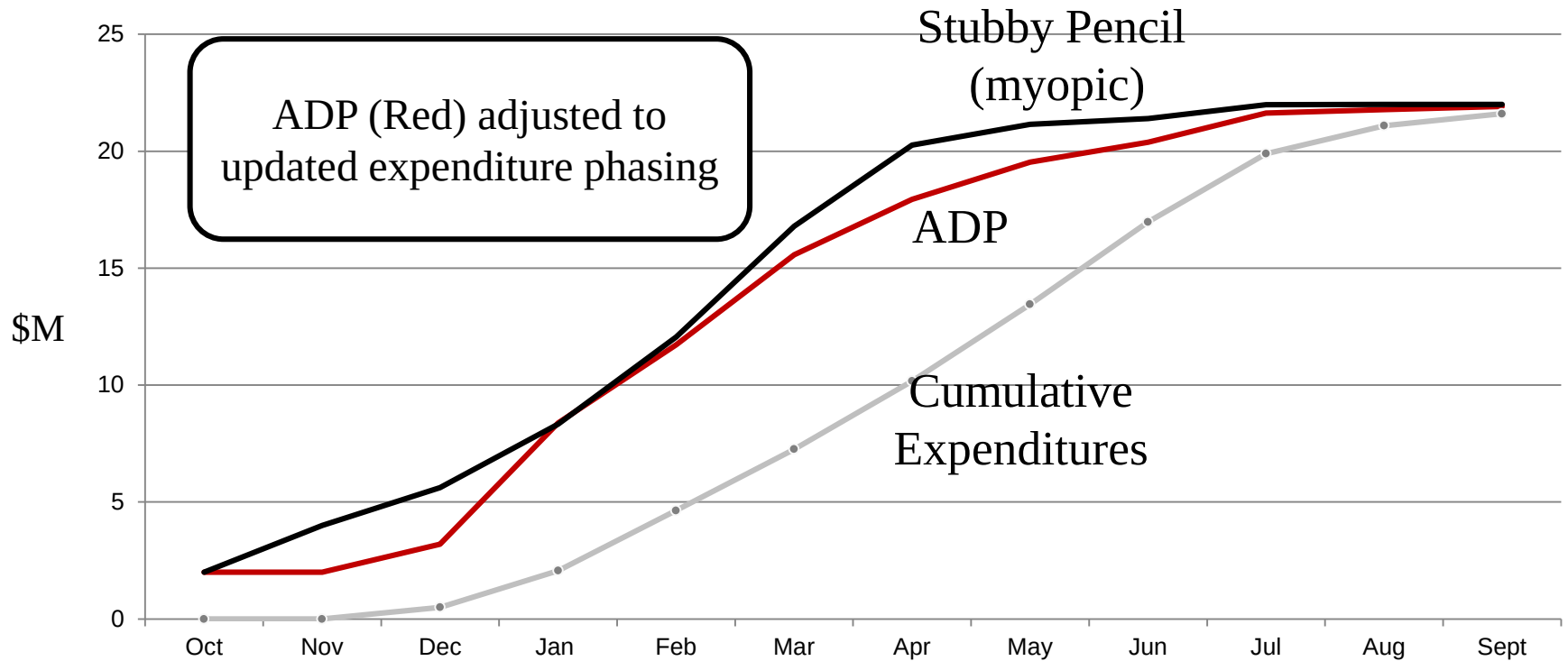
RunTime: 17hrs 31Minutes
 2.33 GHz Intel® Xeon
 3.00 GB RAM

Smoothed Expenditure Planning Figures

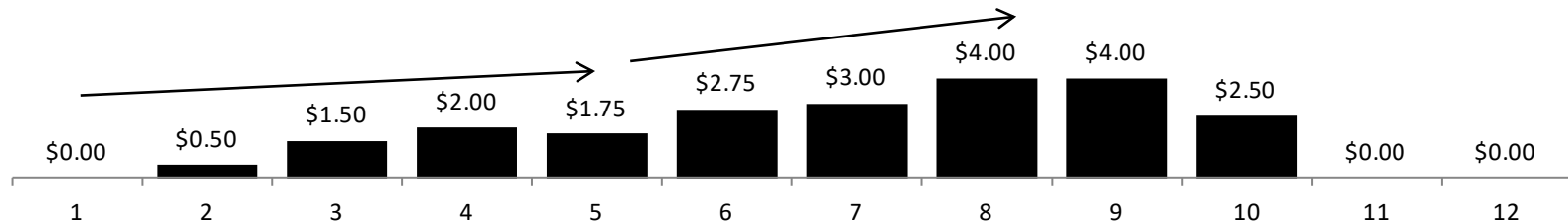
\$M		Project #1		Project #2		Project #3		Total	
t	month	Comm	Exp	Comm	Exp	Comm	Exp	Comm	Exp
1	Oct			1.000		1.000		2.000	
2	Nov	0.500		0.500	0.500	1.000		2.000	0.500
3	Dec	0.500		0.250	0.500	1.000	1.000	1.750	1.500
4	Jan	0.500	0.500	0.250	0.500	2.000	1.000	2.750	2.000
5	Feb	1.000	0.500		0.250	2.000	1.000	3.000	1.750
6	Mar	1.000	0.500		0.250	3.000	2.000	4.000	2.750
7	Apr	1.000	1.000			3.000	2.000	4.000	3.000
8	May	0.500	1.000			2.000	3.000	2.500	4.000
9	Jun		1.000				3.000		4.000
10	July		0.500				2.000		2.500
11	Aug								
12	Sept								
		5.000	5.000	2.000	2.000	15.000	15.000	22.000	22.000



Test Case #3 – Trial #2 (Commitment Policies)



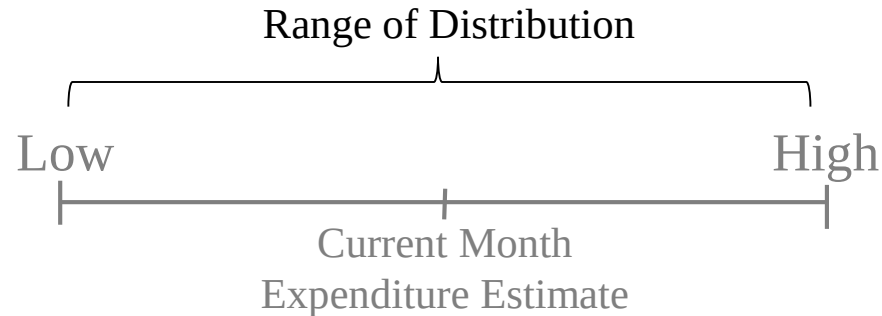
Updated incremental expenditure phasing



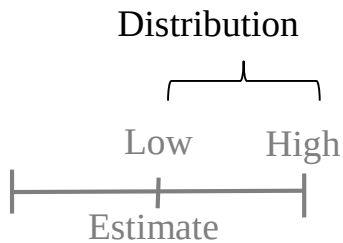
Sensitivity Analysis

Examines policy responses given four types of uncertainty expenditure scenarios

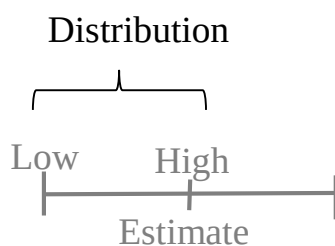
Default Case (Uniform Distribution)



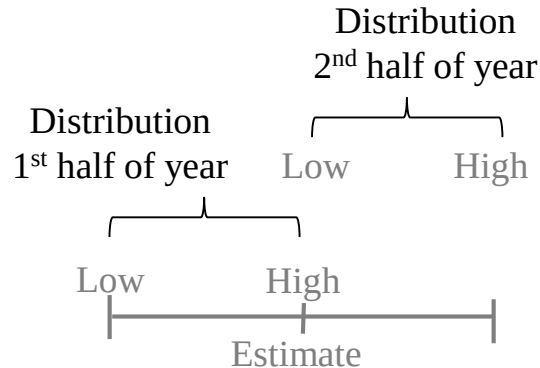
#1 High



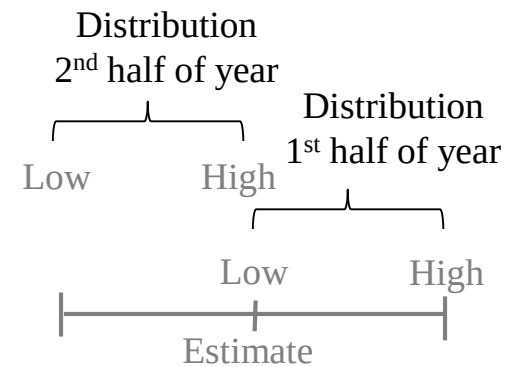
#2 Low



#3 Low-to-High

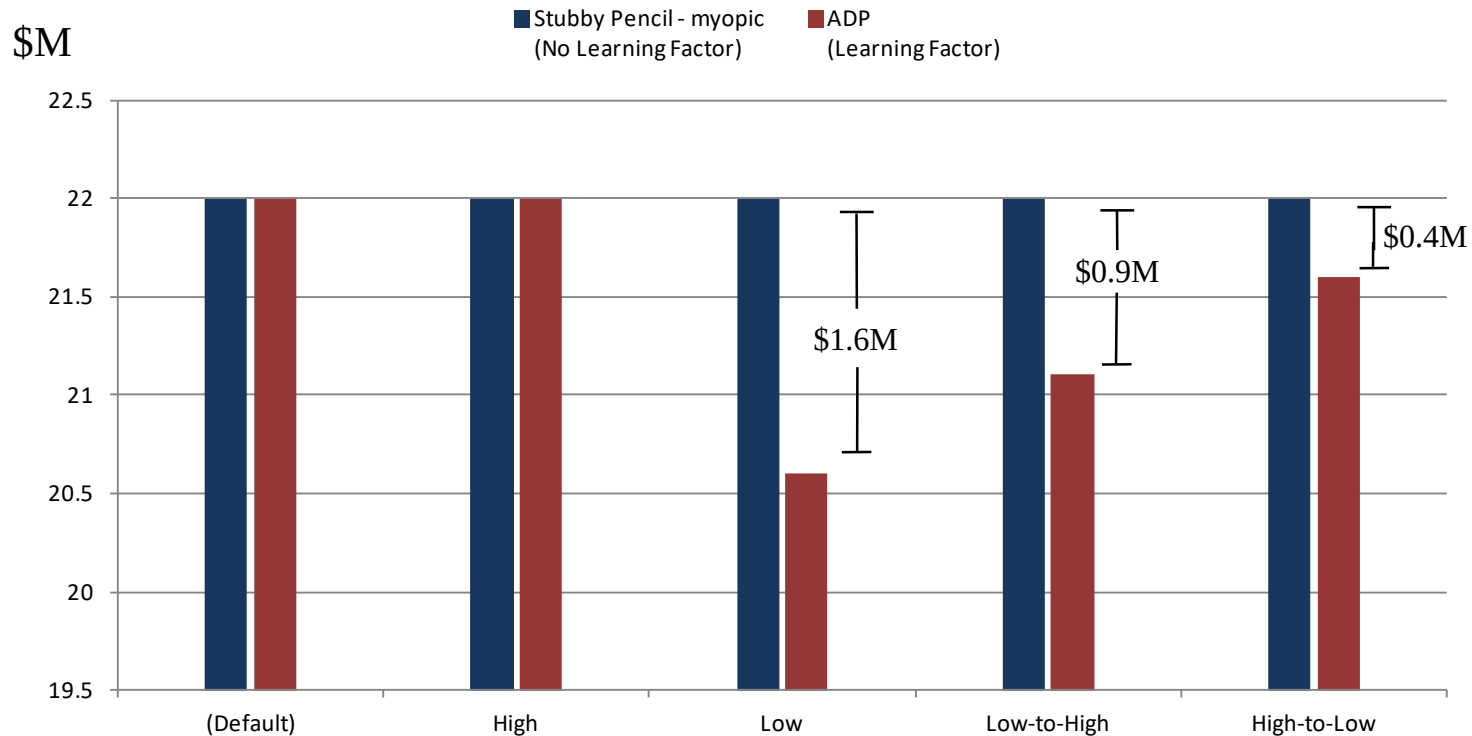


#4 High-to-Low



Observations

End of Fiscal Year Commitment Amounts

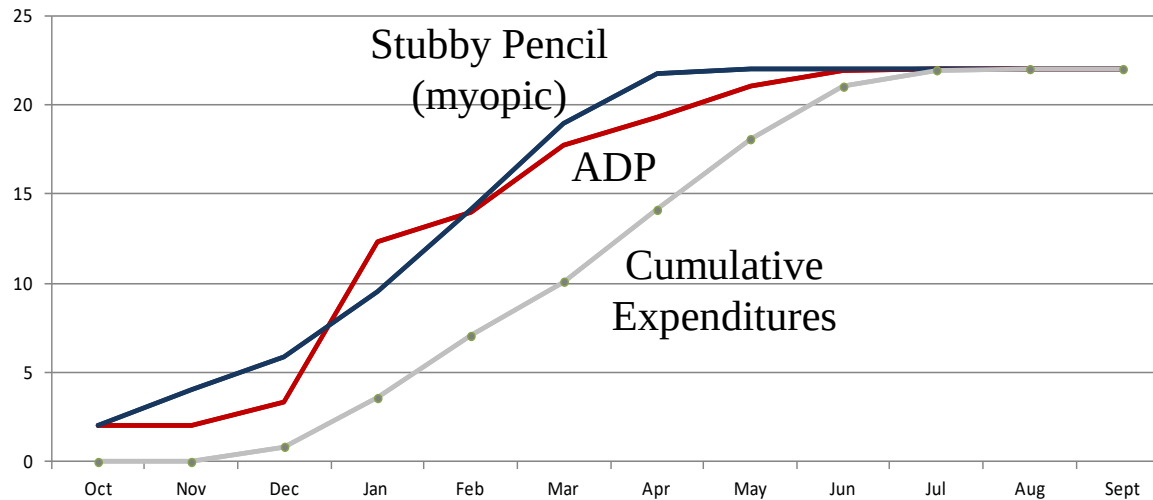


- In 3 of 5 cases ADP did not commit full \$22M budget
 - Represent additional work opportunities

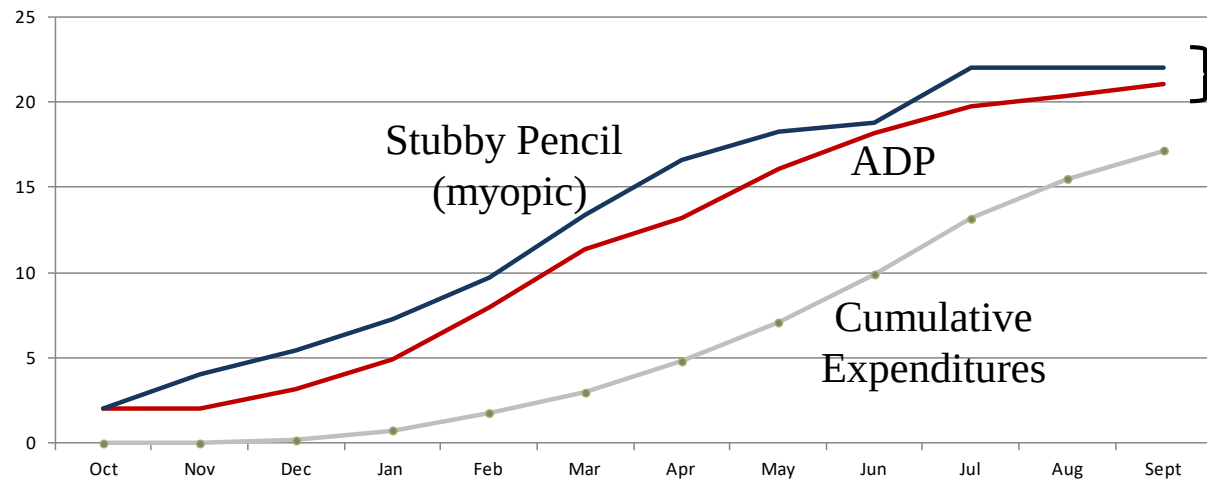


Sensitivity Analysis

High Expenditures



Low Expenditures



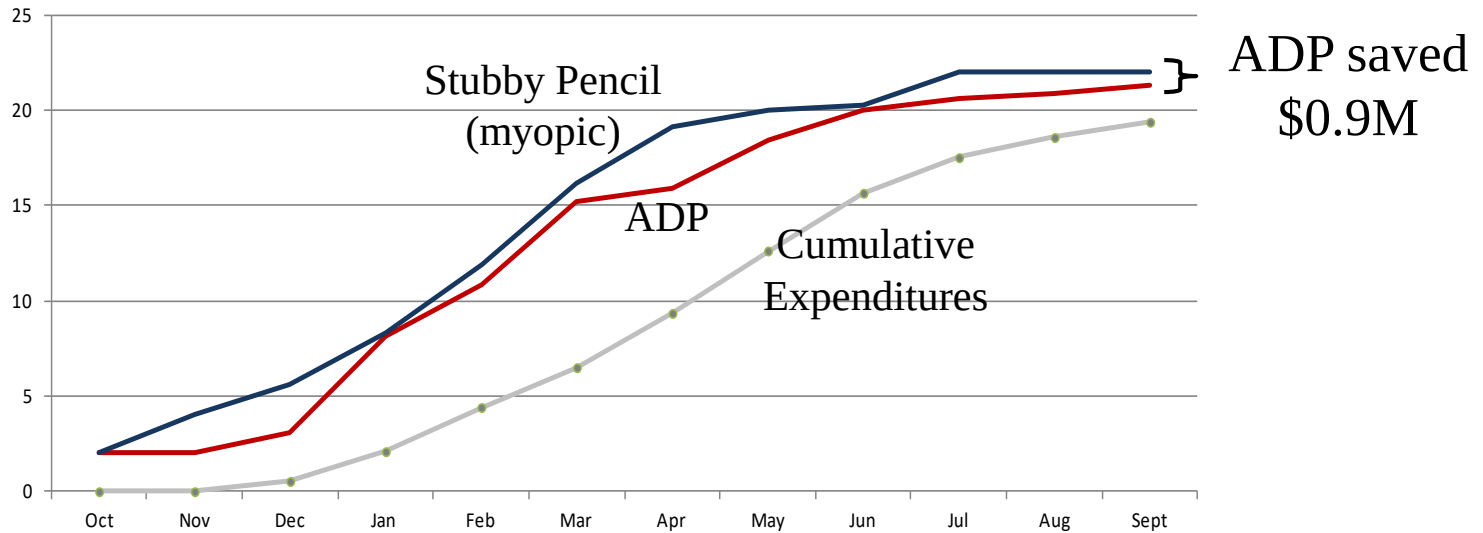
ADP saved
\$1.6M

ADP produces more conservative policies throughout FY

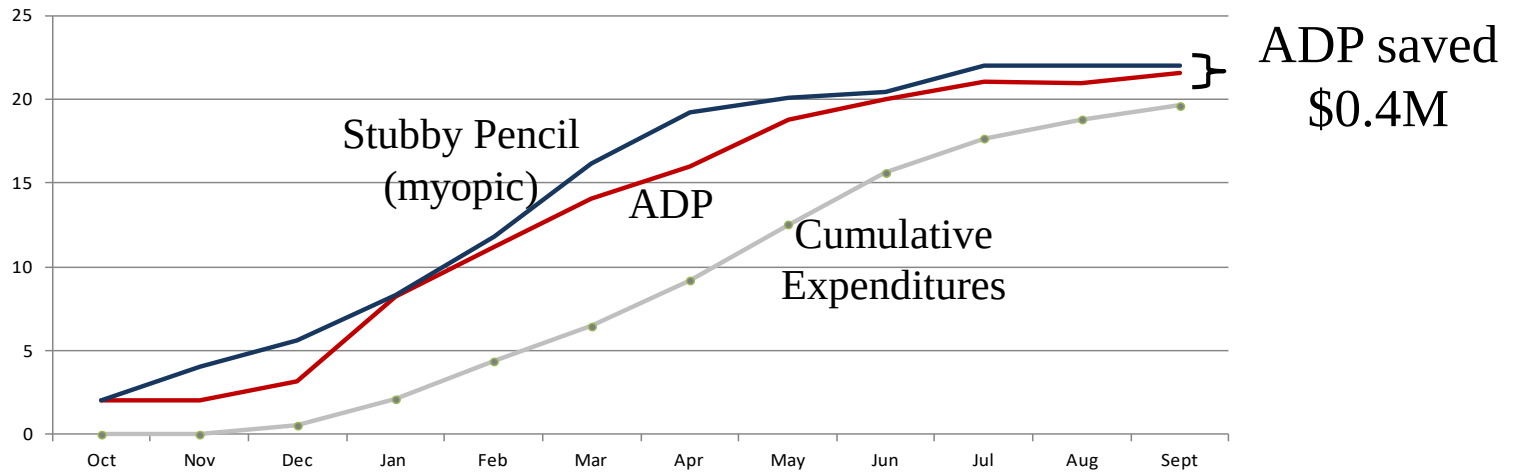


Sensitivity Analysis

Low-to-High Expenditures



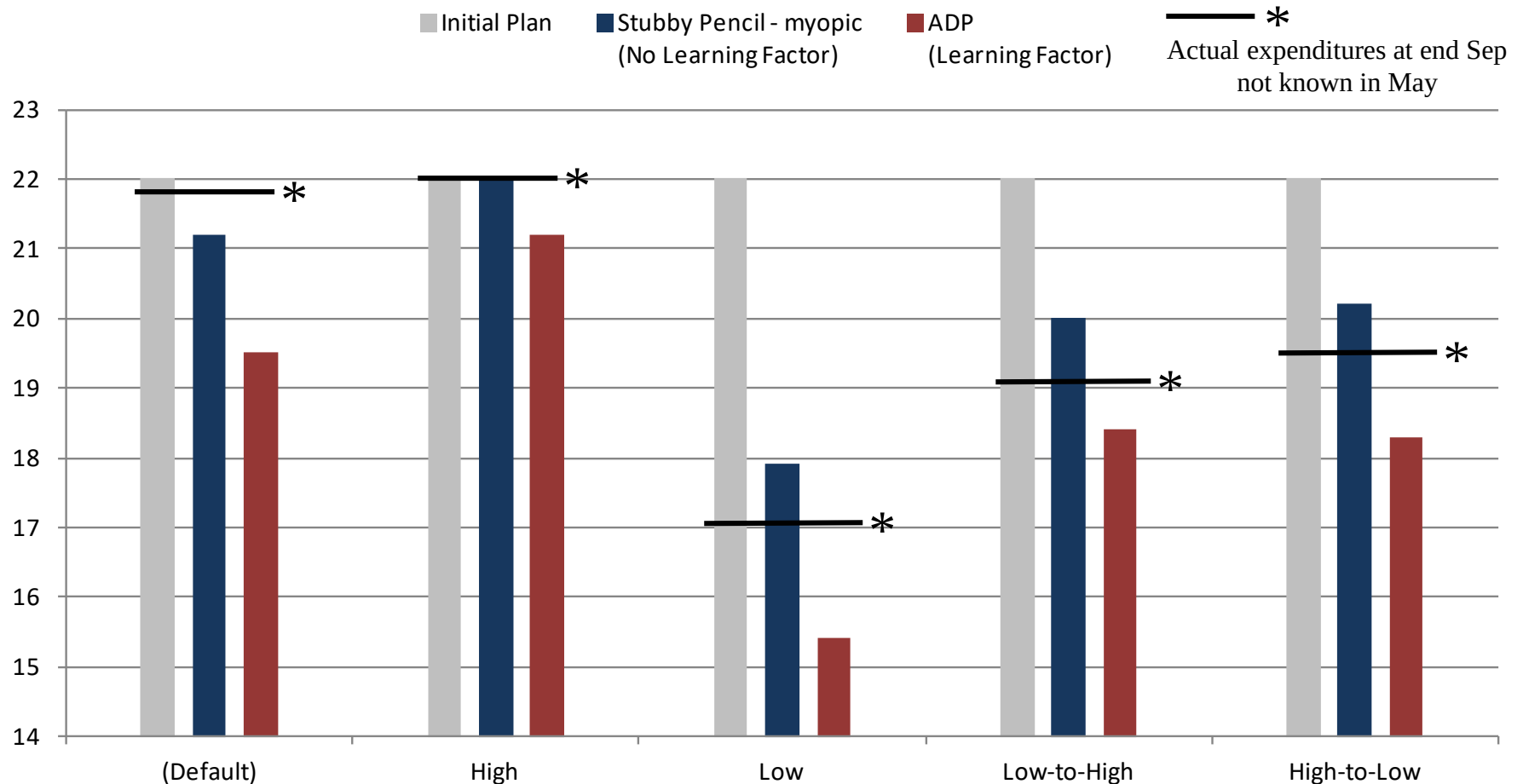
High-to-Low Expenditures



ADP produces more conservative policies throughout FY



End of Month May Commitment Levels



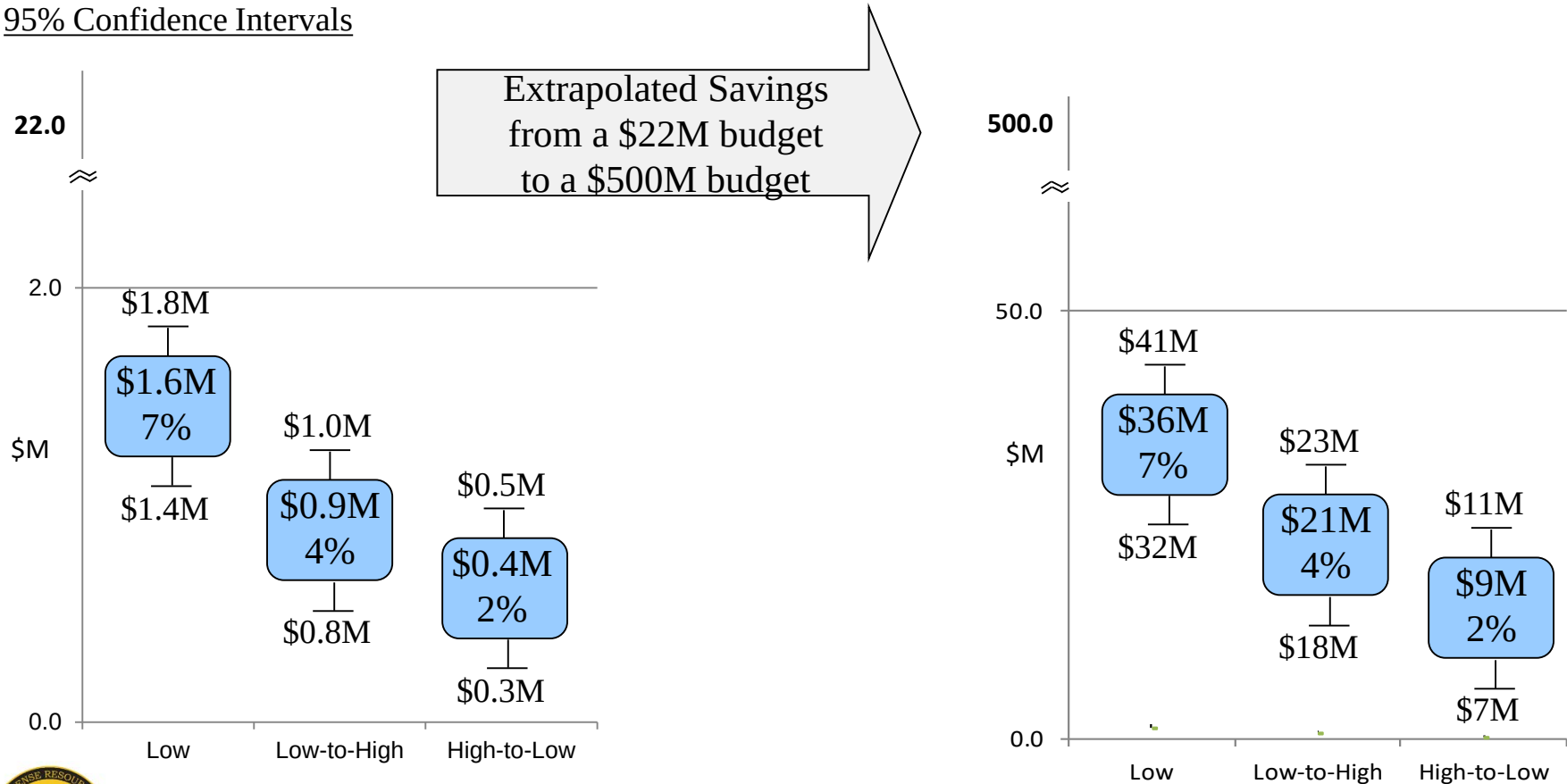
- Over-commitments represent lost work opportunities



Implications and Inferences

Scalability: Bigger Budgets are Likely to Reveal Significant Savings

95% Confidence Intervals



Conclusion

Financial Execution using Approximate Dynamic Programming (ADP)

- Simulation Driven Reinforcement Learning Algorithm
- Designed for Stochastic Sequential Decision Making Problems
- Recommends More Conservative Cash Allocations
- If Scalable, Potential to Identify Significant Savings

Areas for Continued Research

- Scalability
- Exogenous Information
- Lag-Time on Reporting
- Continuing Resolution Authority
- Color-of-Money



QUESTIONS



ADP Concepts

State-Space

- Discretized state-space for each project
- Aggregate Vs. Incremental Data

Exploration Vs. Exploitation – ‘Learnt’ Phase

- Difference Between the Two
- How Many Simulation Iterations Do You Dedicate to One or the Other

Exogenous Data

- Currently as a Uniform Distribution

Step-Size Choice

- Adapted Deterministic Harmonic alpha-decay

Structure of Objective Function (Bellman’s Equation)

Stopping Criteria

- MSE

Curse of Dimensionality

Curse of Modeling

Pre-Decision Vs. Post-Decision State Learning

Formulation of Bellman’s Equation Around the Post-Decision State Variable

Look-Up Tables

- Q-Learning
- Value Learning
- Q-Learning around Post-Decision State



Where is ADP Being Used Today

Aircraft Inventory Levels Simao and Powell

Taxi-out Time of a Flight Ganesan, Poornima, Sherry



Norfolk Southern Locomotive Planning Powell, Bouzaïene-Ayari, et al.

Schneider's 5,000 Fleet Management Simao, Day, et al.

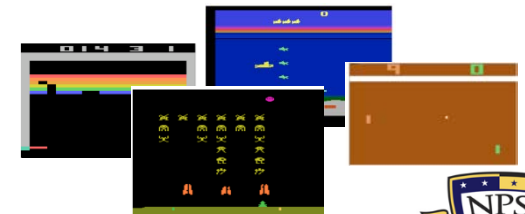


Optimal Blood Inventory Management Cant

Kidney Exchange w/Transplant Chains Dickerson, Procaccia, Sandholm



Playing Atari w/Deep Reinforcement Learning DeepMind Technologies



Vernacular Used by Different Communities

Simulation based optimization method used to solve sequential decision making problems in environments of uncertainty

Operations Research – Approximate/Adaptive Dynamic Programming

Control Theory – Neuro-Dynamic Programming

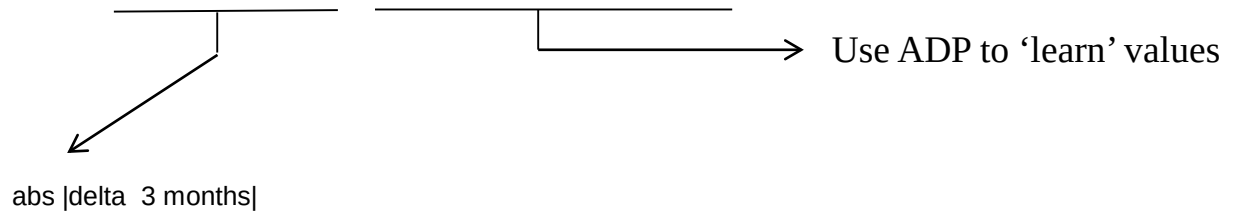
Artificial Intelligence – Reinforcement Learning



Objective Function

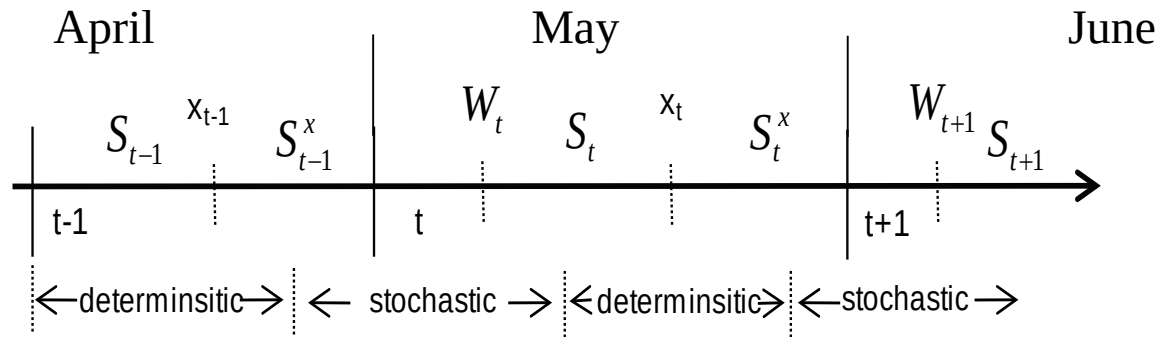
Expectation Form of Bellman's Equation

$$V_t(S_t) = \min_{x_t \in X_t} (C_t(S_t, x_t) + \gamma E\{V_{t+1}(S_{t+1}) | S_t\})$$



$$C_t(S_t^n, x_t) = \left\{ \text{ABS} \left| \begin{array}{l} \text{Cumulative} \\ \text{Commitments} \\ \text{from } S_{t-1} \end{array} + x_t - \begin{array}{l} \text{Predicted} \\ \text{Cumulative} \\ \text{Expenditures at } S_{t+2} \end{array} \right| \right\}$$

ADP Simulation



Simulate for N iterations:

→ Step 1 Deterministic: move from pre-decision state to post decision state (PDS)

$$S_t \rightarrow S_t^x = S^{M,x}(S_t, x_t)$$

Step 2 Stochastic: move from post decision state (PDS) to next pre-decision state

$$S_t^x \rightarrow S_{t+1} = S^{M,W}(S_t^x, W_{t+1})$$

— Step 3 Repeat process for T months

Q-Learning Output

Comm	Exp	(5.0)	(4.5)	(4.0)	(3.5)	(3.0)	(2.5)	(2.0)	(1.5)	(1.0)	(0.5)	0.0	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0
0	0	4.593105	3.240517	3.942909	2.506222	2.713528	2.8977	4.342192	3.155769	2.039053	1.238259	4.399158	0	0	0	0	0	0	0	0	0	0
0.5	0	0	4.182829	1.820157	4.442513	2.603491	1.876836	2.584721	3.301983	2.200308	0.316237	3.121326	0.256951	0	0	0	0	0	0	0	0	0
0.5	0.5	0	2.978315	2.19727	2.535189	1.667643	2.360228	1.903759	2.404394	2.90757	4.813437	1.407338	2.783722	0	0	0	0	0	0	0	0	0
1	0	0	0	2.446311	3.014853	1.720142	3.218167	3.87171	4.355842	3.404336	0.235118	2.769361	0.522621	1.420244	0	0	0	0	0	0	0	0
1	0.5	0	0	1.746253	2.231379	4.760294	2.149056	3.146523	2.44335	1.897579	2.022749	0.662734	2.109432	2.264098	0	0	0	0	0	0	0	0
1	1	0	0	1.263345	3.454174	2.079029	1.840341	1.588968	3.092034	2.992489	2.265497	2.444747	1.879282	2.800189	0	0	0	0	0	0	0	0
1.5	0	0	0	0	1.620696	2.055022	4.351505	2.022041	2.411808	2.532145	3.135927	2.239712	0.660561	2.799926	1.726016	0	0	0	0	0	0	0
1.5	0.5	0	0	0	4.314988	1.663595	1.682072	2.363636	1.569646	1.992463	1.826735	0.355203	1.853347	0.830416	2.059368	0	0	0	0	0	0	0
1.5	1	0	0	0	1.492676	1.368906	2.319119	1.669449	3.498979	1.876675	0.972091	1.470205	2.032333	1.870047	2.128677	0	0	0	0	0	0	0
1.5	1.5	0	0	0	2.116797	1.630707	1.308034	1.334396	3.208789	0.467402	2.443047	1.217063	2.504269	3.272062	0.965751	0	0	0	0	0	0	0
2	0	0	0	0	0	2.285307	2.338855	3.35987	4.615637	3.258509	2.994544	3.635513	1.407253	0.317822	3.976046	3.059694	0	0	0	0	0	0
2	0.5	0	0	0	0	2.320516	1.778747	1.80124	1.284532	1.38232	0.34586	0.260081	2.673415	0.02597	0.027527	1.06126	0	0	0	0	0	0
2	1	0	0	0	0	1.343074	2.162401	2.946712	2.586787	1.576827	2.800488	2.608973	0.317857	3.497271	1.518783	2.934368	0	0	0	0	0	0
2	1.5	0	0	0	0	1.331283	1.200556	1.450437	2.303498	2.066899	1.782557	0.547623	3.179604	1.394261	2.071729	1.492124	0	0	0	0	0	0
2	2	0	0	0	0	1.818528	1.049782	1.10884	1.945241	0.544543	0.716931	0.850127	2.117909	1.849248	0.741475	0	0	0	0	0	0	0
2.5	0	0	0	0	0	0	2.920025	3.07924	2.728074	4.397483	3.35777	2.153177	1.795837	3.181114	2.628892	3.102666	2.240804	0	0	0	0	0
2.5	0.5	0	0	0	0	0	3.368114	3.300087	1.701658	2.987257	3.075026	1.794605	2.934653	0.017414	0.017554	3.038411	1.724059	0	0	0	0	0
2.5	1	0	0	0	0	0	2.509793	1.967639	1.288188	1.194157	1.914613	0.038399	0.034709	1.442583	0.853858	1.274971	1.429999	0	0	0	0	0
2.5	1.5	0	0	0	0	0	2.228385	0.776239	1.314933	1.530243	0.930553	1.428295	1.249322	1.895467	2.802327	2.034466	1.826942	0	0	0	0	0
2.5	2	0	0	0	0	0	2.25336	0.933223	1.432997	1.885266	2.243655	1.393963	1.517107	0.692764	2.048173	0.451052	0	0	0	0	0	0
2.5	2.5	0	0	0	0	0	0.949605	0.470348	0.379902	1.831057	1.172398	0.367475	1.54609	1.716537	0.482119	0	0	0	0	0	0	0
3	0	0	0	0	0	0	0	3.149052	2.967441	1.644242	4.577967	1.967207	2.197378	1.863188	2.801777	3.490615	2.583073	2.654369	0	0	0	0
3	0.5	0	0	0	0	0	0	3.069655	2.63204	2.5366	1.945799	2.63465	1.841423	1.652242	0.076903	0.072731	1.875528	2.884137	0	0	0	0
3	1	0	0	0	0	0	0	2.677918	3.173489	2.768688	2.934666	2.730004	0.080055	2.317524	0.248332	0.146261	1.108611	1.328518	0	0	0	0
3	1.5	0	0	0	0	0	0	1.191406	2.527674	1.63037	1.942176	1.199113	0.016674	0.016728	0.016793	1.988132	3.116973	1.738701	0	0	0	0
3	2	0	0	0	0	0	0	1.027168	2.841133	2.366059	2.037856	1.154233	2.926934	1.844707	0.016295	1.291345	1.52436	0	0	0	0	0
3	2.5	0	0	0	0	0	0	1.56042	0.750052	1.127166	2.003189	0.445673	0.627824	1.129074	1.501873	1.204346	0	0	0	0	0	0
3	3	0	0	0	0	0	0	0.604309	0.86695	0.701165	0.271282	0.567113	0.411723	0.108271	1.559428	0	0	0	0	0	0	0
3.5	0	0	0	0	0	0	0	0	1.863006	2.355526	2.318502	2.957	2.765366	2.893568	2.559316	3.294894	3.112401	4.398045	4.893306	0	0	0
3.5	0.5	0	0	0	0	0	0	0	3.524906	2.360812	2.028675	1.643429	1.867633	3.698398	1.383996	2.191923	1.053271	2.765881	3.7494	0	0	0
3.5	1	0	0	0	0	0	0	0	0.749138	1.302747	1.521823	1.718323	2.648074	2.367437	1.33171	0.017008	0.282158	1.358296	2.592928	0	0	0
3.5	1.5	0	0	0	0	0	0	0	2.283783	1.330461	1.418729	2.445431	0.016433	0.016516	0.016541	0.016344	3.117331	1.059731	0.969224	0	0	0
3.5	2	0	0	0	0	0	0	0	1.592784	0.599008	0.803637	2.038322	0.865072	0.015969	0.016122	0.958269	2.768699	2.271091	0	0	0	0
3.5	2.5	0	0	0	0	0	0	0	0.328137	1.017807	0.572215	2.166552	1.044566	1.01797	1.261174	1.107751	2.191004	0	0	0	0	0
3.5	3	0	0	0	0	0	0	0	0.491123	0.290359	0.499027	0.541447	0.440648	1.118863	0.351439	0.063733	0	0	0	0	0	0
3.5	3.5	0	0	0	0	0	0	0	0.337134	0.754151	0.042837	0.704714	0.085515	0.208794	0.019131	0	0	0	0	0	0	0



Value Function Output

Comm	Exp	MinV(T)	Counter
0	0	1.238259	1253
0.5	0	0.256951	51351
0.5	0.5	1.407338	562
1	0	0.235118	53506
1	0.5	0.662734	550
1	1	1.263345	395
1.5	0	0.660561	33367
1.5	0.5	0.355203	22892
1.5	1	0.972091	392
1.5	1.5	0.467402	460
2	0	0.317822	5792
2	0.5	0.02597	16853
2	1	0.317857	11234
2	1.5	0.547623	449
2	2	0.544543	401
2.5	0	1.795837	1254
2.5	0.5	0.017414	8730
2.5	1	0.034709	9043
2.5	1.5	0.776239	483
2.5	2	0.451052	395
2.5	2.5	0.367475	389
3	0	1.644242	1305
3	0.5	0.072731	1672
3	1	0.080055	5018
3	1.5	0.016674	8838
3	2	0.016295	1030
3	2.5	0.445673	365
3	3	0.108271	299



Q-Learning and Value Learning Output

Comm	Exp	1.0	1.5	1.0	1.5	1.0	1.5	1.0	1.5	1.0	1.5	0.0	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0
0	0	4.5013	2.9407	2.9419	1.3012	1.7039	1.9977	4.9419	2.3979	2.9923	1.3929	4.9929	0.9929	0	0	0	0	0	0	0	0	0
0.5	0	0	4.5013	1.9017	4.4013	1.9013	1.9013	2.9013	2.9013	2.9013	0.9013	2.9013	0.9013	0	0	0	0	0	0	0	0	0
0.5	0.5	0	2.9013	1.9017	1.9013	1.9013	1.9013	1.9013	1.9013	1.9013	0.9013	1.9013	0.9013	0	0	0	0	0	0	0	0	0
1	0	0	0	4.5013	2.9419	1.3012	1.9977	4.9419	2.3979	2.9923	1.3929	4.9929	0.9929	0	0	0	0	0	0	0	0	0
1	0.5	0	0	1.9013	1.9017	1.9013	1.9013	1.9013	1.9013	1.9013	0.9013	1.9013	0.9013	0	0	0	0	0	0	0	0	0
1	1	0	0	0	2.9013	1.9017	1.9013	1.9013	1.9013	1.9013	0.9013	1.9013	0.9013	0	0	0	0	0	0	0	0	0
1.5	0	0	0	0	1.9013	1.9017	1.9013	1.9013	1.9013	1.9013	0.9013	1.9013	0.9013	0	0	0	0	0	0	0	0	0
1.5	0.5	0	0	0	4.5013	1.9017	1.9013	1.9013	1.9013	1.9013	0.9013	1.9013	0.9013	0	0	0	0	0	0	0	0	0
1.5	1	0	0	0	1.9013	1.9017	1.9013	1.9013	1.9013	1.9013	0.9013	1.9013	0.9013	0	0	0	0	0	0	0	0	0
1.5	1.5	0	0	0	1.9013	1.9017	1.9013	1.9013	1.9013	1.9013	0.9013	1.9013	0.9013	0	0	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	0.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	1.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2.5	0.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2.5	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2.5	1.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2.5	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2.5	2.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	0.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	1.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	2.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3.5	0.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3.5	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3.5	1.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3.5	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3.5	2.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	0.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	1.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	2.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4.5	0.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4.5	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4.5	1.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4.5	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4.5	2.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4.5	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4.5	3.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4.5	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4.5	4.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	0.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	1.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	2.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	3.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	4.5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Comm	Exp	MinV(T)	Counter
0	0	11.92188	1848
0.5	0	13.49567	1882
0.5	0.5	4.796836	852
1	0	10.17801	1938
1	0.5	8.357031	856
1	1	4.91157	822
1.5	0	11.39166	1881
1.5	0.5	2.028904	66606
1.5	1	5.716428	791
1.5	1.5	3.166108	720
2	0	3.287661	215534
2	0.5	5.055065	833
2	1	5.010837	749
2	1.5	4.428067	761
2	2	4.220616	663
2.5	0	8.469443	5903
2.5	0.5	6.279228	878
2.5	1	5.930043	780
2.5	1.5	2.986717	765
2.5	2	3.263341	653
2.5	2.5	2.368588	486
3	0	10.09113	1812
3	0.5	6.506079	837
3	1	5.70113	769
3	1.5	4.108784	706
3	2	3.719395	596
3	2.5	1.595096	524
3.5	0	10.96392	1946
3.5	0.5	6.01121	856
3.5	1	1.01322	53573
3.5	1.5	8.119015	736
3.5	2	2.693575	674
3.5	2.5	1.808178	552
3.5	3	0.812264	364
3.5	3.5	0.676253	167
4	0	13.91288	1837
4	0.5	1.042773	26004
4	1	6.058729	796
4	1.5	0.697462	31005
4	2	3.607565	722
4	2.5	1.89915	523
4	3	1.074464	339
4	3.5	0.459107	199
4	4	0.146779	80
4.5	0	12.58923	1939
4.5	0.5	6.037655	855
4.5	1	5.234122	776
4.5	1.5	3.129337	746
4.5	2	0.402692	50309
4.5	2.5	0.083986	32819
4.5	3	2.00322	317
4.5	3.5	0.744718	176
4.5	4	0.218768	66
4.5	4.5	0.013632	23
5	0	1.273092	5046
5	0.5	7.698101	768
5	1	0.67575	22946
5	1.5	0.62733	66
5	2	3.118608	66



Step-Size Properties

- Use a smoothing algorithm to generate an estimate for $\bar{V}_t^n(S_t^n)$

$$\bar{V}_t^n(S_t^n) = (1 - \alpha_{n-1})\bar{V}_t^{n-1}(S_t^n) + \alpha_{n-1} (\hat{v}_t^n)$$

- α_{n-1} is referred to as the step-size, alpha-decay, or learning rate
- Alpha-decay properties for convergence:

$$\alpha_{n-1} \geq 0, \quad n = 1, 2, \dots$$

$$\sum_{n=1}^{\infty} \alpha_{n-1} = \infty$$

$$\sum_{n=1}^{\infty} (\alpha_{n-1})^2 < \infty$$



Step-Size Properties

• Step-Size Choice

$$\bar{\theta}^n = (1 - \alpha_{n-1})\bar{\theta}^{n-1} + \alpha_{n-1}\hat{\theta}^n$$

- Convergence conditions ensure that step-size will decay/decrease during each successive iteration
- Each iteration slightly shifts the weight from the observation $\hat{\theta}^n$ to the mean/signal $\bar{\theta}^{n-1}$
- Alpha-Decay too slow run the risk of algorithm stalling out
- Alpha-Decay too fast run the risk of apparent convergence (no learning)
- Used Adapted Deterministic Harmonic Alpha-Decay
 - as recommended by Darken et al. (1992) / Gosavi (2003)
 - Only requires tuning a single term β
 - Alpha term remains high during earlier iterations giving algorithm time to learn before decreasing rapidly

$$\alpha_n = \frac{\alpha_{n-1}}{1 + \frac{n^2}{\beta + n}}$$



Test Case Summaries: Q-Learning

#	Name:	<u>Model</u> <u>Type</u>	<u># of</u> <u>Projects:</u>	<u># of</u> <u>Mths:</u>	<u>\$M Total</u> <u>Budget:</u>	<u>Exp</u> <u>Ite:</u>	<u>MSE:</u>	<u>Alpha-</u> <u>Decay</u>	<u>#</u> <u>of</u> <u>States</u>	<u>Run Time</u>	<u>Parameters</u>	<u>Proj. #1</u>	<u>Proj. #2</u>	<u>Proj. #3</u>	<u>Proj. #4</u>
1	TestCase#1 Trial#1 Q-Learning Notes: Intel® Xeon® 2.33GHz, 3.00 GB RAM Q-Matrix: visited acceptable state-spaces	2	12	7.000	Exp: 5,000 Lrn: 50,000	Last 10,000 observations all under 0.6	Exp: 0.8 to 0.6 Lrn: 0.6 to 0.1	435	4hrs 34Min	<u>Budget</u>	5.000	2.000			
										<u>Alloc. Param.</u>	0.500	0.250			
										<u>+/- Factor</u>	1.000	0.750			
2	TestCase#1 Trial#2 Q-Learning Notes: Intel® Xeon® 2.33GHz, 3.00 GB RAM Q-Matrix: visited acceptable state-spaces; noticeable decrease in MSE Statistic from TC#1Trial #1	2	12	7.000	Exp: 5,000 Lrn: 75,000	Last 10,000 observations all under 0.15	Exp: 0.8 to 0.6 Lrn: 0.6 to 0.1	435	Did Not Record	<u>Budget</u>	5.000	2.000			
										<u>Alloc. Param.</u>	0.500	0.250			
										<u>+/- Factor</u>	1.000	0.750			
3	TestCase#1 Trial#3 Q-Learning Notes: Intel® Xeon® 2.33GHz, 3.00 GB RAM Q-Matrix: visited acceptable state-spaces; slight increases in MSE from TC#1Trial#2	2	12	7.000	Exp: 5,000 Lrn: 100,000	Last 10,000 observations all under 0.3	Exp: 0.9 to 0.6 Lrn: 0.6 to 0.1	435	Did Not Record	<u>Budget</u>	5.000	2.000			
										<u>Alloc. Param.</u>	0.500	0.250			
										<u>+/- Factor</u>	1.000	0.750			
4	TestCase#2 Trial#1 Q-Learning Notes: Intel® Xeon® 2.33GHz, 3.00 GB RAM Q-Matrix: visited acceptable state-spaces; Q-Matrix: some sparsity: a number viable state-spaces not visited	3	12	22.000	Exp: 5,000 Lrn: 50,000	Last 10,000 observations between 2 and 25	Exp: 0.8 to 0.6 Lrn: 0.6 to 0.1	4,005	23 hrs 11Min	<u>Budget</u>	5.000	2.000	15.000		
										<u>Alloc. Param.</u>	0.500	0.250	1.000		
										<u>+/- Factor</u>	1.000	0.750	2.000		
5	TestCase#3 Trial#1 Q-Learning Notes: Intel® Xeon® 2.33GHz, 3.00 GB RAM Q-Matrix: visited acceptable state-spaces: Q-Matrix: some sparsity: a number of viable state-spaces not visited compared to TC#2Trial#1: fewer state-spaces, doubled number of months -- run-time nearly doubled	4	24	68.000	Exp: 5,000 Lrn: 50,000	Last 10,000 observations most under 5.0 some between 5.0 & 10	Exp: 0.8 to 0.6 Lrn: 0.6 to 0.1	2,415	1 day 21hrs 6Min	<u>Budget</u>	40.000	10.000	6.000	12.000	
										<u>Alloc. Param.</u>	2.000	1.000	1.000	2.000	
										<u>+/- Factor</u>	6.000	1.00	2.000	4.000	



Test Case Summaries: V-Learning

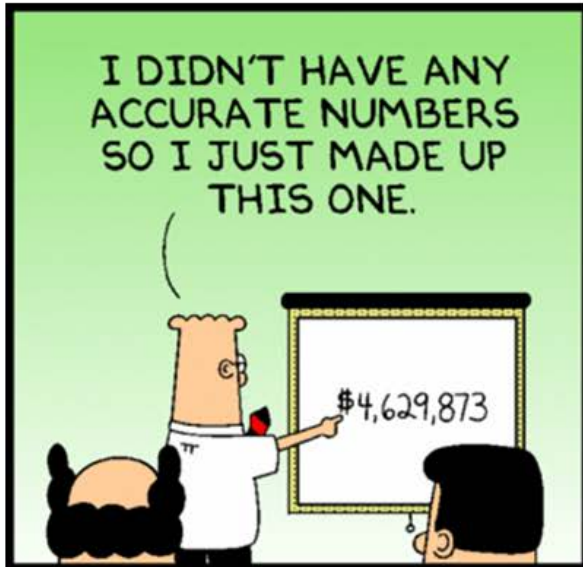
#	Name:	<u>Model</u> <u>Type</u>	<u># of</u> <u>Projects:</u>	<u># of</u> <u>Mths:</u>	<u>\$M Total</u> <u>Budget:</u>	<u>Exp Ite:</u>	<u>MSE:</u>	<u>Alpha-</u> <u>Decay</u>	<u>#</u> <u>of</u> <u>States</u>	<u>Run Time</u>	<u>Parameters</u>	<u>Proj. #1</u>	<u>Proj. #2</u>	<u>Proj. #3</u>	<u>Proj. #4</u>
6	Test Trial#1	Value	2	12	7.000	Exp: 5,000 Lrn: 50,000	Last 10,000 observations all under 0.6	Exp: 0.8 to 0.6 Lrn: 0.6 to 0.1	435	2hrs 15Min	<u>Budget</u>	5.000	2.000		
		Learning									<u>Alloc. Param.</u>	0.500	0.250		
											<u>+/- Factor</u>	1.000	0.750		
		Notes: Intel® Core® 2.40GHz, 6.00 GB RAM different platfrom and V-Learning appear to improve run-time													
7	Test Trial#2	Value	2	16	9.500	Exp: 5,000 Lrn: 50,000	750,000 MSE data points	Exp: 0.8 to 0.6 Lrn: 0.6 to 0.1	780	3hrs 53Min	<u>Budget</u>	7.000	2.500		
		Learning									<u>Alloc. Param.</u>	0.500	0.250		
											<u>+/- Factor</u>	0.500	0.250		
		Notes: Intel® Core® 2.70GHz, 8.00 GB RAM number of months appears to impact run-times heavily													
8	Test Trial#1	Value	3	12	22.000	Exp: 5,000 Lrn: 50,000	Last 10,000 observations between 2 and 25	Exp: 0.8 to 0.6 Lrn: 0.6 to 0.1	4,005	11hrs 18Min	<u>Budget</u>	5.000	2.000	15.000	
		Learning									<u>Alloc. Param.</u>	0.500	0.250	1.000	
											<u>+/- Factor</u>	1.000	0.750	2.000	
		Notes: Intel® Core® 2.70GHz, 8.00 GB RAM V-Learning apppears to improve run-time													
9	Test Trial#2	Value	3	12	22.000	Exp: 5,000 Lrn: 75,000	Last 10,000 observations between 1 and 20	Exp: 0.8 to 0.6 Lrn: 0.6 to 0.1	4,005	18hrs 10Min	<u>Budget</u>	5.000	2.000	15.000	
		Learning									<u>Alloc. Param.</u>	0.500	0.250	1.000	
											<u>+/- Factor</u>	1.000	0.750	2.000	
		Notes: Intel® Xeon® 2.33GHz, 3.00 GB RAM slight improvement on MSE from TestCase#2Trial#1													
10	Test Trial#3	Value	3	12	22.000	Exp: 10,000 Lrn: 100,000	Last 10,000 observations between 1 and 20	Exp: 0.9 to 0.6 Lrn: 0.6 to 0.1	4,005	1 day 7hrs 10Min	<u>Budget</u>	5.000	2.000	15.000	
		Learning									<u>Alloc. Param.</u>	0.500	0.250	1.000	
											<u>+/- Factor</u>	1.000	0.750	2.000	
		Notes: Intel® Xeon® 2.33GHz, 3.00 GB RAM at start of learning, MSE statistics higher than TestCase#2Trial#2													



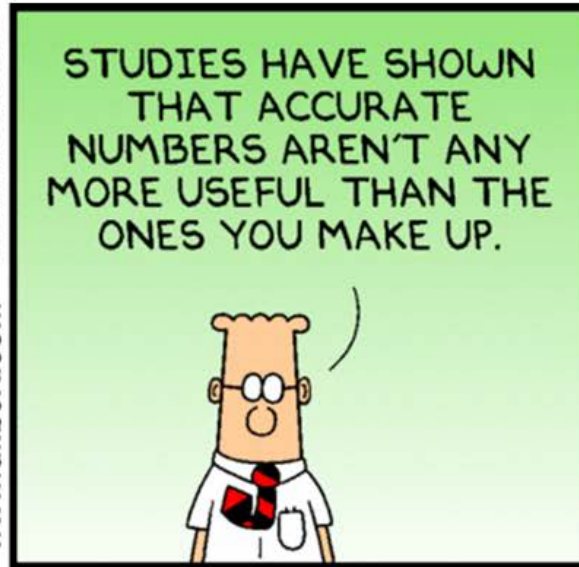
Test Case Summaries: V-Learning (Cont.)

#	Name:	Model Type	# of Projects:	# of Mths:	\$M Total Budget:	Exp Ite:	MSE:	Alpha-Decay	# of States	Run Time	Parameters	Proj. #1	Proj. #2	Proj. #3	Proj. #4
11	Test Case#3 Trial#1	Value Learning	3	12	22,000	Exp: 5,000 Lrn: 50,000	Last 10,000 observations between 2 and 25	Exp: 0.8 to 0.6 Lrn: 0.6 to 0.1	4,005	11hrs 57Min	Budget Alloc. Param. +/- Factor	5,000 0.500 1.000	2,000 0.250 0.750	15,000 1,000 2,000	
Notes: Intel® Xeon® 2.33GHz, 3.00 GB RAM slight improvement on MSE from Test Case#2 Trial#1 re-phasing initial commitment/expenditure planning appears to smooth ADP strategy compared with Test Case#2															
12	Test Case#3 Trial#2	Value Learning	3	12	22,000	Exp: 5,000 Lrn: 75,000	Last 10,000 observations between 1 and 20	Exp: 0.8 to 0.6 Lrn: 0.6 to 0.1	4,005	17hrs 31Min	Budget Alloc. Param. +/- Factor	5,000 0.500 1.000	2,000 0.250 0.750	15,000 1,000 2,000	
Notes: Intel® Xeon® 2.33GHz, 3.00 GB RAM slight improvement on MSE from Test Case#3 Trial#1															
13	Test Case#3 Trial#3	Value Learning	3	12	22,000	Exp: 5,000 Lrn: 100,000	Last 10,000 observations between 1 and 20	Exp: 0.8 to 0.6 Lrn: 0.6 to 0.1	4,005	23hrs 00Min	Budget Alloc. Param. +/- Factor	5,000 0.500 1.000	2,000 0.250 0.750	15,000 1,000 2,000	
Notes: Intel® Xeon® 2.33GHz, 3.00 GB RAM no noticeable improvement on MSE from Test Case#3 Trial#2															
14	Test Case#3 Trial#4	Value Learning	3	12	22,000	Exp: 5,000 Lrn: 150,000	Last 10,000 observations between 1 and 15	Exp: 0.8 to 0.6 Lrn: 0.6 to 0.1	4,005	1 day 10hrs 06Min	Budget Alloc. Param. +/- Factor	5,000 0.500 1.000	2,000 0.250 0.750	15,000 1,000 2,000	
Notes: Intel® Xeon® 2.33GHz, 3.00 GB RAM slight improvement on MSE from Test Case#3 Trial#3															
15	Test Case#3 Trial#5	Value Learning	3	12	22,000	Exp: 5,000 Lrn: 175,000	Last 10,000 observations between 1 and 17	Exp: 1.0 to 0.8 Lrn: 0.8 to 0.1	4,005	1 day 16hrs 27Min	Budget Alloc. Param. +/- Factor	5,000 0.500 1.000	2,000 0.250 0.750	15,000 1,000 2,000	
Notes: Intel® Xeon® 2.33GHz, 3.00 GB RAM Used an alternative deterministic alpha-decay parameter Powell (2007) no noticeable improvement on MSE data compared to Trials#1-#4															
16	Test Case#3 Trial#6	Value Learning	3	12	22,000	Exp: 5,000 Lrn: 100,000	Last 10,000 observations between 2 and 6	Exp: 0.8 to 0.6 Lrn: 0.6 to ~0.0	4,005	15hrs 41Min	Budget Alloc. Param. +/- Factor	5,000 0.500 1.000	2,000 0.250 0.750	15,000 1,000 2,000	
Notes: Intel® Core® 2.70GHz, 8.00 GB RAM deliberately timed-out alpha-decay; alpha-decay reached 0.1 at the 75,000 iteration of learning variance much tighter during final iterations - stabilized MSE statistic															
17	Test Case#4 Trial#1	Value Learning	4	12	44,000	Exp: 5,000 Lrn: 50,000	Last 10,000 observations between 3 and 40	Exp: 0.8 to 0.6 Lrn: 0.6 to 0.1	4,005	16hrs 30Mins	Budget Alloc. Param. +/- Factor	12,000 1,000 2,000	7,000 0.500 1.500	15,000 1,000 2,000	10,000 0.500 2,000
Notes: Intel® Core® 2.70GHz, 8.00 GB RAM learning phase results consistent w/Test Case#2 & #3															





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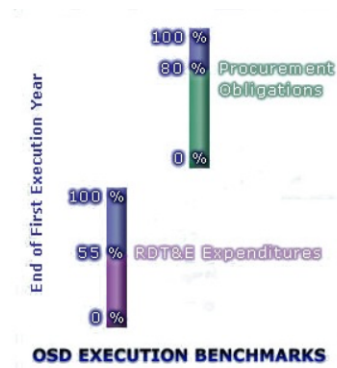
Color of Money – Spending Benchmarks

Financial Management OSD Execution Benchmarks

acqnotes.com/acqnote/careerfields/osd-execution-benchmarks

OSD analysts expect to see at least 80% of Procurement funds obligated by the end of the first year of execution of those funds. For RDT&E appropriations, they expect expenditures of at least 55% of the amount appropriated by the end of the first year of execution. [1]

These benchmarks are derived from historical information in the official accounting records. Thus, common delays inherent in the accounting process are automatically accounted for in these benchmarks, and will not generally be accepted as an explanation of why the program appears to be lagging in its funds execution.



However, if the program can present credible evidence that unusual delays or errors have occurred in the processing of its obligations or expenditures (such as postings to the wrong fund cites), this will often be accepted and considered by the analyst in making recommendations for the program.

Programs that over several years consistently execute their funds at rates below the benchmarks will find it very difficult to defend themselves against funding adjustments.

Appropriation Category	First Year Available		Cumulative for Second Year		Cumulative for Third Year	
	Obligation	Expenditures	Obligation	Expenditure	Obligation	Expenditure
OB&M	100%	75%	100%	100%	100%	100%
RDT&E	90%	55%	100%	90%	100%	100%
Procurement	80%	N/A	90%	N/A	100%	N/A
Initial Spares	92%	N/A	96%	N/A	100%	N/A
Adv Proc	100%	N/A	100%	N/A	100%	N/A

AcqLinks and References:

[1] Website: DAU – Program Execution: Evaluating Budget Execution

Color of Money – Spending Benchmarks

		RDT&E		Procurement		O&M		MILCON	
	Month	Obl.	Exp.	Obl.	Exp.	Obl.	Exp.	Obl.	Exp.
First Year of Availability	Oct	7.50%	4.60%	6.70%	N/A	8.30%	6.30%	5.40%	1.20%
	Nov	15.00%	9.20%	13.30%	N/A	16.70%	12.50%	10.80%	2.30%
	Dec	22.50%	13.80%	20.00%	N/A	25.00%	18.80%	16.30%	3.50%
	Jan	30.00%	18.30%	26.70%	N/A	33.30%	25.00%	21.70%	4.70%
	Feb	37.50%	22.90%	33.30%	N/A	41.70%	31.30%	27.10%	5.80%
	Mar	45.00%	27.50%	40.00%	N/A	50.00%	37.50%	32.50%	7.00%
	Apr	52.50%	32.10%	46.70%	N/A	58.30%	43.80%	37.90%	8.20%
	May	60.00%	36.70%	53.30%	N/A	66.70%	50.00%	43.30%	9.30%
	Jun	67.50%	41.30%	60.00%	N/A	75.00%	56.30%	48.80%	10.50%
	Jul	75.00%	45.80%	66.70%	N/A	83.30%	62.50%	54.20%	11.70%
Second Year of Availability	Aug	82.50%	50.40%	73.30%	N/A	91.70%	68.80%	59.60%	12.80%
	Sep	90.00%	55.00%	80.00%	N/A	100.00%	75.00%	65.00%	14.00%
	Oct	90.80%	57.90%	80.80%	N/A	100.00%	77.10%	67.10%	18.10%
	Nov	91.70%	60.80%	81.70%	N/A	100.00%	79.20%	69.20%	22.20%
	Dec	92.50%	63.80%	82.50%	N/A	100.00%	81.30%	71.30%	26.30%
	Jan	93.30%	66.70%	83.30%	N/A	100.00%	83.30%	73.30%	30.30%
	Feb	94.20%	69.60%	84.20%	N/A	100.00%	85.40%	75.40%	34.40%
	Mar	95.00%	72.50%	85.00%	N/A	100.00%	87.50%	77.50%	38.50%
	Apr	95.80%	75.40%	85.80%	N/A	100.00%	89.60%	79.60%	42.60%
	May	96.70%	78.30%	86.70%	N/A	100.00%	91.70%	81.70%	46.70%
Third Year of Availability	Jun	97.50%	81.30%	87.50%	N/A	100.00%	93.80%	83.80%	50.80%
	Jul	98.30%	84.20%	88.30%	N/A	100.00%	95.80%	85.80%	54.80%
	Aug	99.20%	87.10%	89.20%	N/A	100.00%	97.90%	87.90%	58.90%
	Sep	100.00%	90.00%	90.00%	N/A	100.00%	100.00%	90.00%	63.00%
	Oct	100.00%	90.80%	90.80%	N/A	100.00%	100.00%	90.40%	65.50%
	Nov	100.00%	91.70%	91.70%	N/A	100.00%	100.00%	90.80%	68.10%
	Dec	100.00%	92.50%	92.50%	N/A	100.00%	100.00%	91.30%	70.60%
	Jan	100.00%	93.30%	93.30%	N/A	100.00%	100.00%	91.70%	73.20%
	Feb	100.00%	94.20%	94.20%	N/A	100.00%	100.00%	92.10%	75.70%
	Mar	100.00%	95.00%	95.00%	N/A	100.00%	100.00%	92.50%	78.30%
	Apr	100.00%	95.80%	95.80%	N/A	100.00%	100.00%	92.90%	80.80%
	May	100.00%	96.70%	96.70%	N/A	100.00%	100.00%	93.30%	83.30%
	Jun	100.00%	97.50%	97.50%	N/A	100.00%	100.00%	93.80%	85.90%
	Jul	100.00%	98.30%	98.30%	N/A	100.00%	100.00%	94.20%	88.40%
	Aug	100.00%	99.20%	99.20%	N/A	100.00%	100.00%	94.60%	91.00%
	Sep	100.00%	100.00%	100.00%	N/A	100.00%	100.00%	95.00%	93.50%

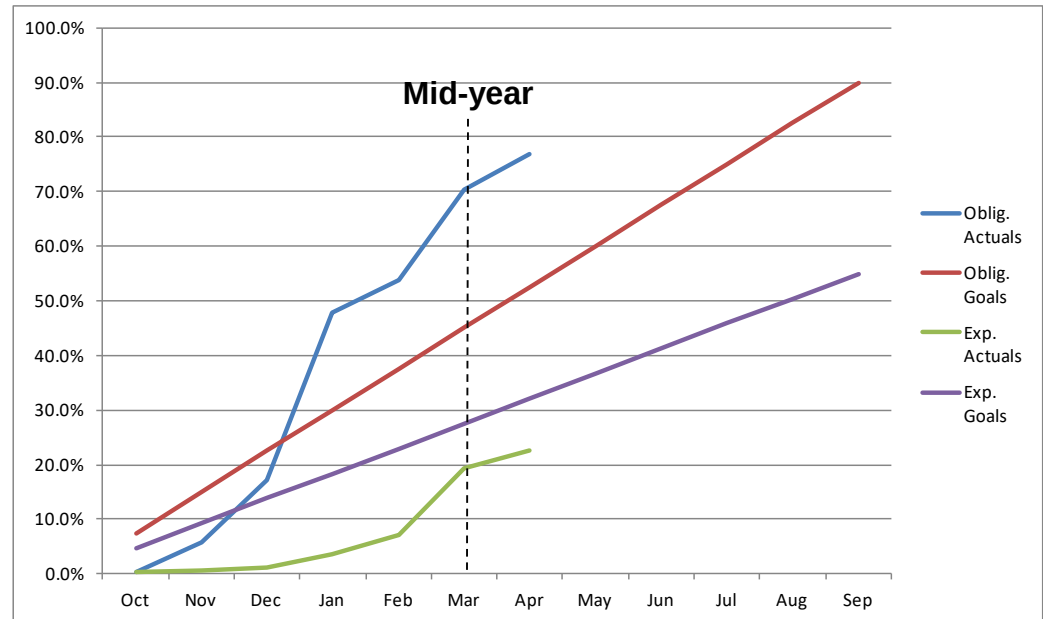


Current Method

	Month	RDT&E	
		Obl.	Exp.
First Year of Availability	Oct	7.50%	4.60%
	Nov	15.00%	9.20%
	Dec	22.50%	13.80%
	Jan	30.00%	18.30%
	Feb	37.50%	22.90%
	Mar	45.00%	27.50%
	Apr	52.50%	32.10%
	May	60.00%	36.70%
	Jun	67.50%	41.30%
Second Year of Availability	Jul	75.00%	45.80%
	Aug	82.50%	50.40%
	Sep	90.00%	55.00%
	Oct	90.80%	57.90%
	Nov	91.70%	60.80%
	Dec	92.50%	63.80%
	Jan	93.30%	66.70%
	Feb	94.20%	69.60%
	Mar	95.00%	72.50%
Third Year of Availability	Apr	95.80%	75.40%
	May	96.70%	78.30%
	Jun	97.50%	81.30%
	Jul	98.30%	84.20%
	Aug	99.20%	87.10%
	Sep	100.00%	90.00%
	Oct	100.00%	90.80%
	Nov	100.00%	91.70%
	Dec	100.00%	92.50%
Fourth Year of Availability	Jan	100.00%	93.30%
	Feb	100.00%	94.20%
	Mar	100.00%	95.00%
	Apr	100.00%	95.80%
	May	100.00%	96.70%
	Jun	100.00%	97.50%
	Jul	100.00%	98.30%
	Aug	100.00%	99.20%
	Sep	100.00%	100.00%

Mid-Year Execution Goal:
45.00 % of RDT&E Funds Obligated
27.50 % of RDT&E Funds Expended

End-Year Execution Goal:
90.00 % of RDT&E Funds Obligated
55.00 % of RDT&E Funds Expended



End-year expenditure goal is 55%,
this leaves 45% still unexpended



Future Research (ADP)

- **Drawback with ADP:**
 - **Scalability issues when state space explodes**
 - **Leads to Computational Complexity**
- **Potential solution**
 - **Value Function Approximation techniques**
 - Aggregation of the outcome space
 - Function fitting / basis functions

$$\bar{V}(S^x) = \sum_{f \in F} \theta_f \phi_f(S)$$



Why ADP?

- **ADP is designed to solve sequential decision making problems in environments of uncertainty**
- **Learns by interacting with environment as system evolves**
 - Calculations only require data from two consecutive time periods
- **ADP possesses following computational advantages**
 - Does not require solving a system of linear equations
 - Does not attempt to solve all time period constraints simultaneously
 - Easily incorporates uncertainty
 - Easily incorporates non-linear cost/reward function

