

UNIVERSITÀ DEGLI STUDI DI MILANO-BICOCCA

SYLLABUS DEL CORSO

Decision Models

2122-1-F9101Q005-F9101Q006M

Aims

This module will emphasizes the relevance of data in decision making. The general aim is to develop skills in mathematical modeling and in algorithms and computational methods to solve and analyze decision problems. The course will illustrates how to formulate real world problems using case studies and examples; how to use efficient algorithms – both old and new – for solving these models; and how to evaluate, draw useful conclusions and derive useful planning information from the output of these algorithms.

Specific aims of the course module are:

- To give students the basic concepts of decision theory, modeling and solution methods of decision making problems with applications
- 2. Guide the students in using different mathematical modeling techniques with OR,
- 3. Teach students different methods that are used for numerical decision making,
- 4. Make students gain skills in finding optimal solutions to problems
- 5. use and integrate open source platforms and programming languages as R or Python

Contents

- 1. Types of decisions
- 2. Model driven and Data driven methods
- 3. Decision trees: Value of information and value of perfect information (with case studies)
- 4. Basic mathematical programming models: linear programming and sensitivity analysis, non linear programming, integer programming
- 5. Networks models

6. Markov decision processes and Reinforcement Learning

Detailed program

- 1. Types of decisions
- Structured and programmed decision
- Unstructured and non-programmed decision
- Descriptive, predictive and prescriptive analytics
- Decision making conditions: certainty, uncertainty
- 2. Types of decision models: Model driven and Data driven models
- a case study using linear regression
- a case studi using logistic regression
- a case study using classification trees
- 3. Decision trees
- Basic definitions and examples
- Value of information: value of sampled information and value of perfect information
- 4. Basic mathematical programming models:
- examples of linear programming problems and their formulation
- solution of linear programming problems
- sensitivity analysis
- the use of heuristics
- 4. Networks models
- transportation problems
- the shortest path LP formulation
- shortest path dynamic programming solution

5. Markov decision processes and Reinforcement Learning
- dynamic programming and approximate dynamic programming
- Markov decision problem
- Value iteration
- Policy iteration
- Basic principles of reinforcement learning
Prerequisites
Basic R programming
Teaching form
The course is hands-on. In particular, we use different case studies to show how to formulate and solve different types of problems.
Case studies will be the starting point to illustrate how the decision problem can be formulated and solved
Practical exercises using sw (basically R)
Assignments will be given periodically to access the student critical thinking skills
Textbook and teaching resource
Textbooks [AE] Dimitris Bertsimas, Allison O'Hair ,and William Pulleyblank, The Analytics Edge, Dynamic Ideas LLC,
1st edition, 2016. [BT] Dimitris Bertsimas and Robert Freund, Data, models, and decisions: the fundamentals of management
[R-optimx] Optimization in R: https://cran.r-project.org/web/packages/optimx/optimx.pdf