

References

- [1] Zhang D, Han X, Deng C. Review on the research and practice of deep learning and reinforcement learning in smart grids. *CSEE Journal of Power and Energy Systems*. 2018 Sep 24;4(3): 362-70. <https://doi.org/10.17775/CSEJPES.2018.00520>.
- [2] Xie J, Gao L, Peng K, Li X, Li H. Review on flexible job shop scheduling. *IET Collaborative Intelligent Manufacturing*. 2019 Sep 1;1(3):67–77. <https://doi.org/10.1049/iet-cim.2018.0009>.
- [3] Luo S. Dynamic scheduling for flexible job shop with new job insertions by deep reinforcement learning. *Applied Soft Computing*. 2020 Jun; 91:106208. <https://doi.org/10.1016/j.asoc.2020.106208>.
- [4] Nashid Anjum MD, Wang H. Dynamic scheduling and analysis of real time systems with multiprocessors. *Digital Communications and Networks*. 2016 Aug;2(3): 130–8. <https://doi.org/10.1016/j.dcan.2016.06.004>.
- [5] Hagras T, Janeček J. Static vs. Dynamic List-Scheduling Performance Comparison. *Acta Polytechnica*. 2003; 43(6).
- [6] Kopetz H. Real-Time Scheduling. In: *Real-Time Systems*. The International Series in Engineering and Computer Science. vol 395. Springer: Boston, MA; 2002.
- [7] Huang Z, van der Aalst WMP, Lu X, Duan H. Reinforcement learning based resource allocation in business process management. *Data and Knowledge Engineering*. 2011 Jan;70(1):127–45.
- [8] Kumar V, Bhambri S, Shambharkar PG. Multiple Resource Management and Burst Time Prediction using Deep Reinforcement Learning. In: Eighth International Conference on Advances in Computing, Communication and Information Technology CCIT; 2019. p. 51-58.
- [9] Xiao Z, Ma S, Zhang S. Learning Task Allocation for Multiple Flows in Multi-Agent Systems. In: 2009 International Conference on Communication Software and Networks, Chengdu Sichuan, China; 2009. p. 153–7. <https://doi.org/10.1109/ICCSN.2009.28>.
- [10] Zhao X, Zong Q, Tian B, Zhang B, You M. Fast task allocation for heterogeneous unmanned aerial vehicles through reinforcement learning. *Aerospace Science and Technology*. 2019 Sep;92: 588–94. <https://doi.org/10.1016/j.ast.2019.06.024>.
- [11] Nguyen H, La H. Review of Deep Reinforcement Learning for Robot Manipulation. In: 2019 Third IEEE International Conference on Robotic Computing (IRC). Naples, Italy; 2019. p. 590-5. <https://doi.org/10.1109/IRC.2019.00120>.
- [12] Hou J, Li H, Hu J, Zhao C, Guo Y, Li S et al. A review of the applications and hotspots of reinforcement learning. In: 2017 IEEE International Conference on Unmanned Systems (ICUS). Beijing, China; 2017. p. 506-11. <https://doi.org/10.1109/ICUS.2017.8278398>.
- [13] Zhang L, Qi Q, Wang J, Sun H, Liao J. Multi-task Deep Reinforcement Learning for Scalable Parallel Task Scheduling. In: 2019 IEEE International Conference on Big Data (Big Data). Los Angeles, CA, USA: IEEE; 2019. p. 2992–3001. <https://doi.org/10.1109/BigData47090.2019.9006027>.
- [14] Sutton RS, Barto AG. *Reinforcement Learning: An Introduction*. Second Edition. The MIT Press Cambridge, Massachusetts London, England; 2018.

- [15] Tian Y-T, Yang M, Qi X-Y, Yang Y-M. Multi-robot task allocation for fire-disaster response based on reinforcement learning. In: 2009 International Conference on Machine Learning and Cybernetics. IEEE; 2009. p. 2312–2317. <https://doi.org/10.1109/ICMLC.2009.5212216>.
- [16] Arel I, Liu C, Urbanik T, Kohls AG. Reinforcement learning-based multi-agent system for network traffic signal control. *IET Intelligent Transport Systems*. 2010;4(2):128. <https://doi.org/10.1049/iet-its.2009.0070>.
- [17] Wang Y-C, Usher JM. Application of reinforcement learning for agent-based production scheduling. *Engineering Applications of Artificial Intelligence*. 2005 Feb;18(1):73–82. <https://doi.org/10.1016/j.engappai.2004.08.018>.
- [18] Sun Y, Tan W. A trust-aware task allocation method using deep q-learning for uncertain mobile crowdsourcing. *Human-centric Computing and Information Sciences*. 2019;9(1):25. <https://doi.org/10.1186/s13673-019-0187-4>.
- [19] Ben Noureddine D, Gharbi A, Ben Ahmed S. Multi-agent Deep Reinforcement Learning for Task Allocation in Dynamic Environment: In: Proceedings of the 12th International Conference on Software Technologies, Madrid, Spain: SCITEPRESS - Science and Technology Publications; 2017. p. 17–26. <https://doi.org/10.5220/0006393400170026>.
- [20] Zhang K, Zhu Y, Leng S, He Y, Maharjan S, Zhang Y. Deep Learning Empowered Task Offloading for Mobile Edge Computing in Urban Informatics. *IEEE Internet Things J*. 2019 Oct;6(5):7635–47. <https://doi.org/10.1109/JIOT.2019.2903191>.
- [21] Chantaravarapan S, Gunal A, Williams EJ. On Using Monte Carlo Methods for Scheduling. In: Proceedings of the 2004 Winter Simulation Conference, 2004. Washington, D.C.: IEEE; 2004. p. 789–94. <https://doi.org/10.1109/WSC.2004.1371542>.
- [22] Zhang W, Dietterich TG. A Reinforcement Learning Approach to Job-shop Scheduling. In: Proceedings of the 14th International Joint Conference on Artificial Intelligence (IJCAI-95). Morgan Kaufmann, Orlando, FL; 1995. p. 1114–20.
- [23] Zhang W. Reinforcement Learning for Job-Shop Scheduling [Doctor of Philosophy in Computer Science]. Oregon State University; 1996.
- [24] Lowe R, Wu Y, Tamar A, Harb J, Abbeel P, Mordatch I. Multi-Agent Actor-Critic for Mixed Cooperative-Competitive Environments. arXiv:170602275 [cs] [Internet]. 2017 Jun 7; Available from: <http://arxiv.org/abs/1706.02275>.
- [25] Wei Y, Yu FR, Song M, Han Z. User Scheduling and Resource Allocation in HetNets with Hybrid Energy Supply: An Actor-Critic Reinforcement Learning Approach. *IEEE Trans Wireless Commun*. 2018 Jan;17(1):680–92. <https://doi.org/10.1109/TWC.2017.2769644>.
- [26] Liu C-L, Chang C-C, Tseng C-J. Actor-Critic Deep Reinforcement Learning for Solving Job Shop Scheduling Problems. *IEEE Access*. 2020; 8:71752–62. <https://doi.org/10.1109/ACCESS.2020.2987820>.
- [27] Wiering M. Multi-Agent Reinforcement Learning for Traffic Light Control. In: 17th International Conf. on Machine Learning (ICML). 2000; p. 1151–8.
- [28] Sutton RS. Integrated Architectures for Learning, Planning, and Reacting Based on Approximating Dynamic Programming. In: Machine Learning Proceedings 1990. Elsevier; 1990. p. 216–24. <https://doi.org/10.1016/B978-1-55860-141-3.50030-4>.
- [29] Peng B, Li X, Gao J, Liu J, Wong K-F. Deep Dyna-Q: Integrating Planning for Task-Completion Dialogue Policy Learning. In: Proceedings of the 56th Annual Meeting of

- the Association for Computational Linguistics (Volume 1: Long Papers). Melbourne, Australia: Association for Computational Linguistics; 2018. p. 2182–92. <https://doi.org/10.18653/v1/P18-1203>.
- [30] Su S, Li X, Gao J, Liu J, Chen Y. Discriminative Deep Dyna-Q: Robust Planning for Dialogue Policy Learning. In: Proceedings of the 2018 Conference on Empirical Methods in Natural Language Processing. 2018. <https://arxiv.org/abs/1808.09442>.
- [31] Cui J, Liu Y, Nallanathan A. Multi-Agent Reinforcement Learning Based Resource Allocation for UAV Networks. IEEE Transactions on Wireless Communications. 2019 Feb;1–1. <https://doi.org/10.1109/TWC.2019.2935201>.
- [32] Zheng L, Yang J, Cai H, Zhang W, Wang J, Yu Y. MAgent: A Many-Agent Reinforcement Learning Platform for Artificial Collective Intelligence. arXiv:171200600 [cs] [Internet]. 2017 Dec 2; Available from: <http://arxiv.org/abs/1712.00600>.
- [33] Kim D, Moon S, Hostallero D, Kang WJ, Lee T, Son K, et al. Learning to Schedule Communication in Multi-agent Reinforcement Learning. arXiv:190201554 [cs] [Internet]. 2019 Feb 5; Available from: <http://arxiv.org/abs/1902.01554>.
- [34] Gabel T, Riedmiller M. Adaptive Reactive Job-Shop Scheduling with Reinforcement Learning Agents. International Journal of Information Technology and Intelligent Computing. 2008a;24(4):30.
- [35] Wu J, Xu X, Zhang P, Liu C. A novel multi-agent reinforcement learning approach for job scheduling in Grid computing. Future Generation Computer Systems. 2011 May;27(5):430–9. <https://doi.org/10.1016/j.future.2010.10.009>.
- [36] Wu J, Xu X. Decentralised grid scheduling approach based on multi-agent reinforcement learning and gossip mechanism. CAAI Transactions on Intelligence Technology. 2018 Mar 1;3(1):8–17. <https://doi.org/10.1049/trit.2018.0001>.
- [37] Moradi M. A centralized reinforcement learning method for multi-agent job scheduling in Grid. In 2016 6th International Conference on Computer and Knowledge Engineering (ICCKE). Mashhad, Iran. Oct. 2016. pp. 171–176. <https://doi.org/10.1109/ICCKE.2016.7802135>.
- [38] Peng J, Williams RJ. Efficient Learning and Planning Within the Dyna Framework. :7. <https://doi.org/10.1177/105971239300100403>.
- [39] Morales M. Grokking Deep Reinforcement Learning. Manning Publications. 2020.
- [40] Shyalika C, Silva T, and Karunananda A. Reinforcement Learning in Dynamic Task Scheduling: A Review. SN COMPUT. SCI. vol. 1. no. 6. p. 306. Nov. 2020. <https://doi.org/10.1007/s42979-020-00326-5>.
- [41] Shyalika, C. and Silva, T., 2021. Reinforcement learning based an Integrated Approach for Uncertainty Scheduling in Adaptive Environments using MARL. In: 2021 6th International Conference on Inventive Computation Technologies (ICICT). [online] Coimbatore, India: IEEE, pp.1204-1211. Available at: <<https://ieeexplore.ieee.org/abstract/document/9358727>>. https://doi.org/10.1109/ICIC_T50816.2021.9358727 .