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*Stopping condition processes for multiple entities*

In both natural and artificial systems there are many stochastic processes which require a stopping condition. Examples of such processes include flipping a coin until we get a head, drawing a card until a certain value is obtained, or imposing a lockdown until the number of infections is below desired threshold. In this talk, we present the derivation of a general stopping condition for multiple entities (e.g., multiple coins) each with a number of opportunities and a total number of trials. Then we provide some real life examples how these conditions work, such as the Shoot-Look-Shoot tactics in air defence engagements or the community lockdown policies currently used all over the world.