xvi Contents

	15.2	Inference in Temporal Models	570
	15.3	Hidden Markov Models	578
	15.4	Kalman Filters	584
	15.5	Dynamic Bayesian Networks	590
	15.6	Keeping Track of Many Objects	599
	15.7	Summary, Bibliographical and Historical Notes, Exercises	603
16	Makiı	ng Simple Decisions	610
	16.1	Combining Beliefs and Desires under Uncertainty	610
	16.2	The Basis of Utility Theory	611
	16.3	Utility Functions	615
	16.4	Multiattribute Utility Functions	622
	16.5	Decision Networks	626
	16.6	The Value of Information	628
	16.7	Decision-Theoretic Expert Systems	633
	16.8	Summary, Bibliographical and Historical Notes, Exercises	636
17	Makii	ng Complex Decisions	645
	17.1	Sequential Decision Problems	645
	17.2	Value Iteration	652
	17.3	Policy Iteration	656
	17.4	Partially Observable MDPs	658
	17.5	Decisions with Multiple Agents: Game Theory	666
	17.6	Mechanism Design	679
	17.7	Summary, Bibliographical and Historical Notes, Exercises	684
V	Lear	ning	
18	Learning from Examples 693		
	18.1	Forms of Learning	693
	18.2	Supervised Learning	695
	18.3	Learning Decision Trees	697
	18.4	Evaluating and Choosing the Best Hypothesis	708
	18.5	The Theory of Learning	713
	18.6	Regression and Classification with Linear Models	717
	18.7	Artificial Neural Networks	727
	18.8	Nonparametric Models	737
	18.9	Support Vector Machines	744
		Ensemble Learning	748
		Practical Machine Learning	753
	18.12	Summary, Bibliographical and Historical Notes, Exercises	757
19		ledge in Learning	768
	19.1	A Logical Formulation of Learning	768