

# MOD500 Decision Analysis with Artificial Intelligence Support

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## Minimax

Example on the board

## Minimax (alpha beta)

Example on the board

## Chess



## Setting up a ML/AI algorithm

Propose a:

- unsupervised
- supervised
- reinforcement learning

## Evaluation functions

Let's assign some points

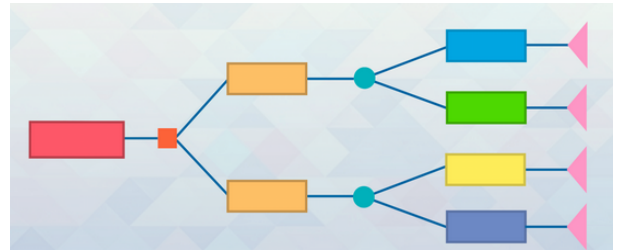
	10		-10
	30		-30
	30		-30
	50		-50
	90		-90
	900		-900

## Evaluation functions

What happens if you don't know the rules?

- Clarity
- The more accurate the better
- Value of information

## Assigned probabilities



What happens when the splits in a tree are not deterministic, as in minimax?

How do you set up a decision oppositor?

## Concept maps (Sept 2024)

<https://www.mymap.ai/concept-map-maker>

<https://www.heuristi.ca/>

<https://chatgpt.com/> (AI Diagram Designer)