

Today's goal

Build an optimal decision-making Al

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& Find the building blocks for a decision-making Al



Build an optimal decision-making Al

not yet!

The goal is for you to do some introspection:

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 - Which information am I using to find the solution?
 - *Is there irrelevant information?*

• ...?

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Then the device decides whether the component is **accepted** and packaged for sale, or **discarded** and thrown away.



discard? accept?

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When a new electronic component is sold, the manufacturer has a net *gain* of **1**\$. If the component fails within a year of use, however, the manufacturer incurs a net *loss* of **11**\$ (12\$ loss, minus the 1\$ gained at first), owing to warranty refunds and damage costs to be paid to the buyer. When a new electronic component is discarded, the manufacturer has **0**\$ net gain.





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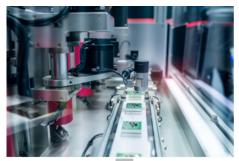
For a new electronic component just come out of the assembly line, the tests of the automated inspection device indicate that there is a **10**% probability that the component will fail *within its first year* of use, and **90**% that it will fail *after*.

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For a new electronic component just come out of the assembly line, the tests of the automated inspection device indicate that there is a **10**% probability that the component will fail *within its first year* of use, and **90**% that it will fail *after*.

Should the inspection device **accept** the new component? or **discard** it?

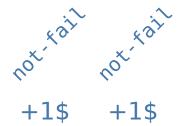
("not choosing" is the same as accepting)

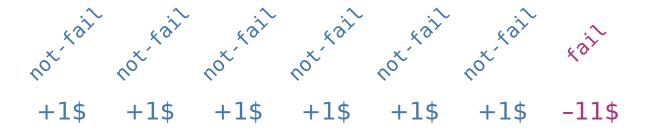
Poll!

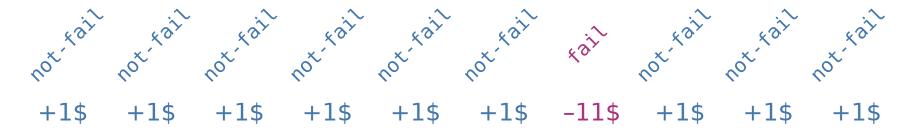
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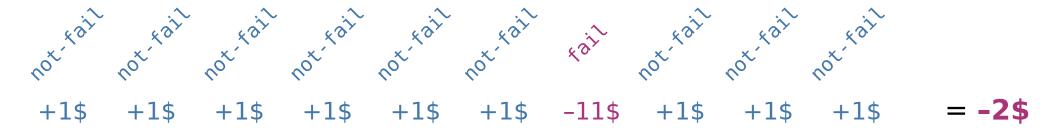
What if, in 10 scenarios exactly like this, we would always accept?

not tail

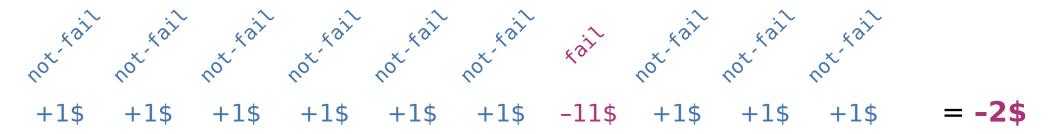






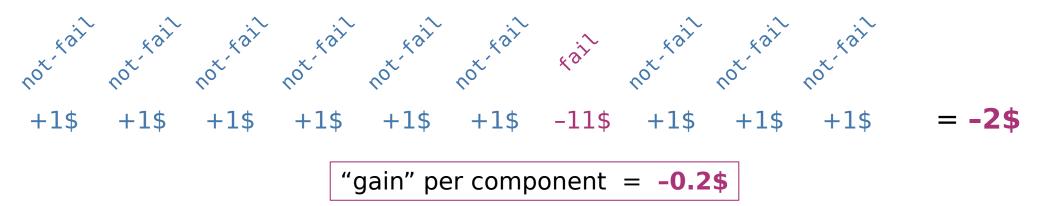


What if, in **10** scenarios exactly like this, we would **always accept**?



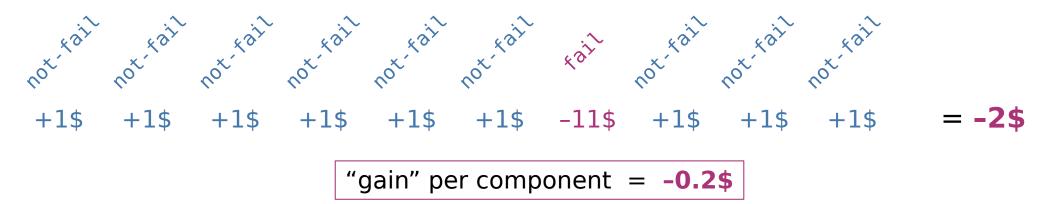
"gain" per component = -0.2\$

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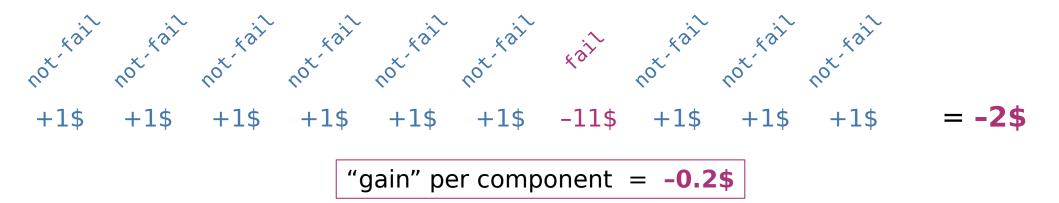


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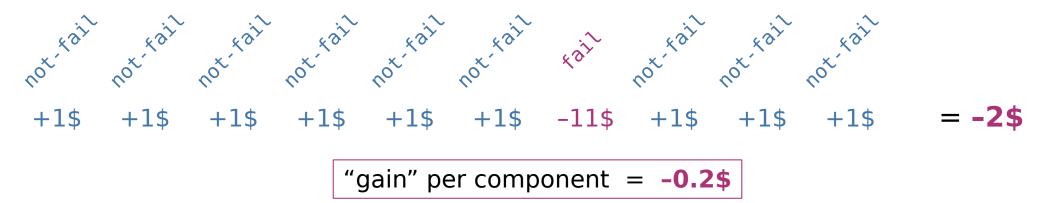


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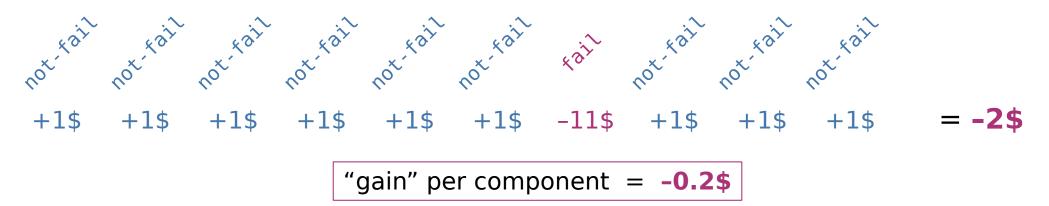


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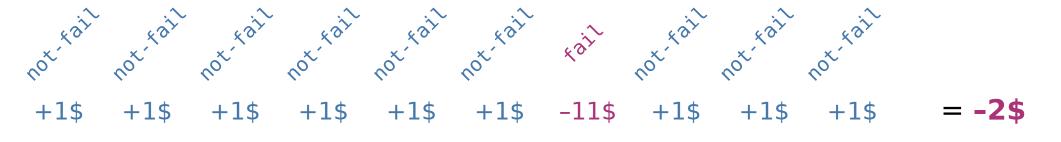


$$0$ 0$ 0$ 0$ 0$ 0$ 0$ 0$ 0$ 0$ 0$ 0$ 0$$$

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"gain" per component = -0.2\$

best decision in these circumstances!



What if, in **10** scenarios exactly like this, we would always discard?

"gain" per component = 0\$

Scenario 2

ACCEPT

& fail -5\$ & not-fail +1\$

• DISCARD

• fail < 1yr **10%**

• not fail < 1yr **90%**

Scenario 3

ACCEPT

& fail -11\$ & not-fail +1\$

• DISCARD

• fail < 1yr **5**%

• not fail < 1yr **95**%

Scenario 4

ACCEPT

& fail -11\$ & not-fail +2\$

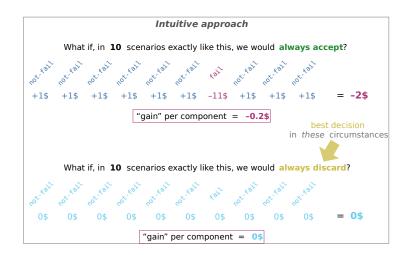
• DISCARD

• fail < 1yr **10**%

• not fail < 1yr **90%**

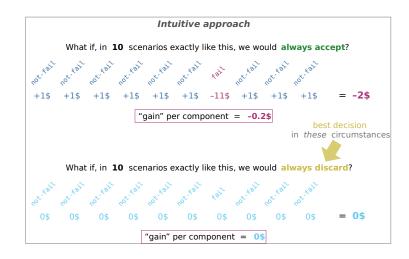
Is our "intuitive" approach fully acceptable?

Problems & limitations?



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Problems & limitations?



What if the situation is somewhat unique and *cannot* be replicated? (important examples: medical decisions)

Decision-making under uncertainty

We'd like to build a framework that can be universally applied

What should this framework achieve?

It should be successful - tell what's the winning decision!

• "heads-bet"

- if the coin lands heads
- if the coin lands tails
- → you win a small amount of money
- → you lose a large amount of money

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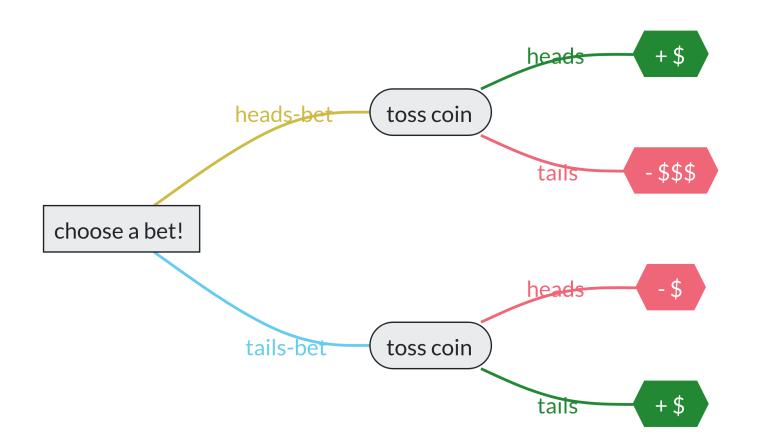
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Decision-making under uncertainty

We'd like to build a framework that can be universally applied

⇔ Features

- Must handle uncertainty (no shit, Sherlock!)
- Must handle decisions (no shit, Sherlock!) and gains/losses
- Optimal
- Modular, recursive
- Algorithmic, can be automated
- Use all available information (learning)
- Set a standard

Decision Theory

Decision Theory

Utility Theory

Decision Theory

Utility Theory

Probability Theory (Belief Theory)

Decision Theory

Utility Theory

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Theorem:

Decision Theory is *the* normative theory of decision-making under uncertainty

Decision Theory

Utility Theory

Probability Theory (Belief Theory)

Theorem:

Decision Theory is *the* normative theory of decision-making under uncertainty

Any other theory:

- ★ either it's equivalent to Decision Theory
 (that is, it's Decision Theory but presented with different math clothes and terminology)
- → or it leads to logically inconsistent or sub-optimal decisions



& Building blocks

Agent



- **Agent**
- Background (prior) information



- **Agent**
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- List of uncertain outcomes



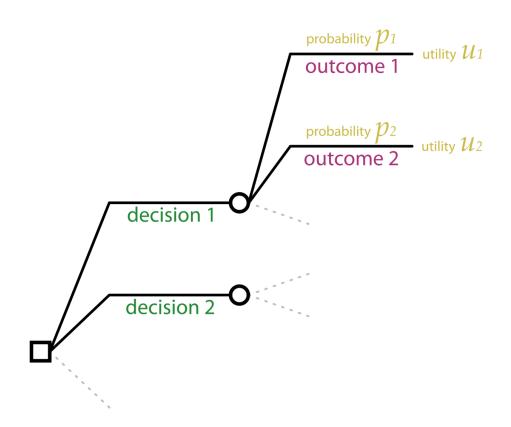
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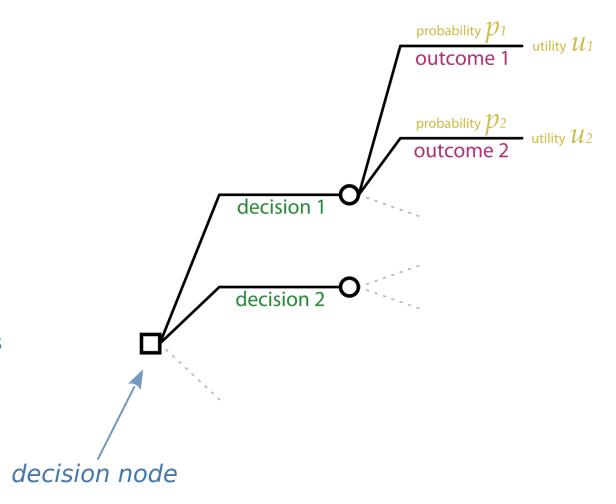
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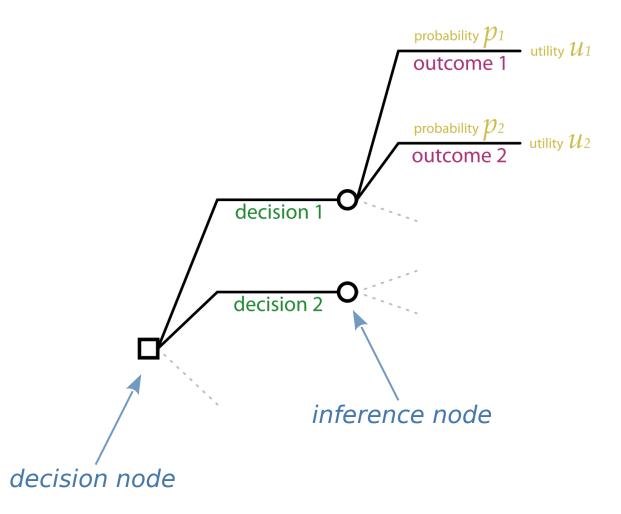
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- Information & data



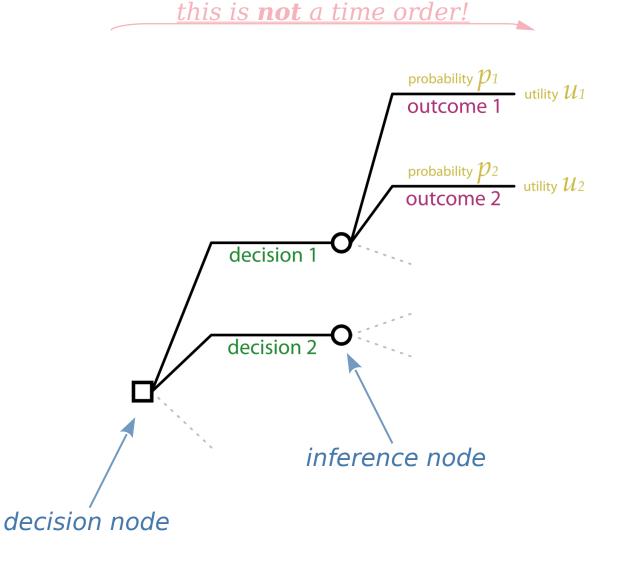
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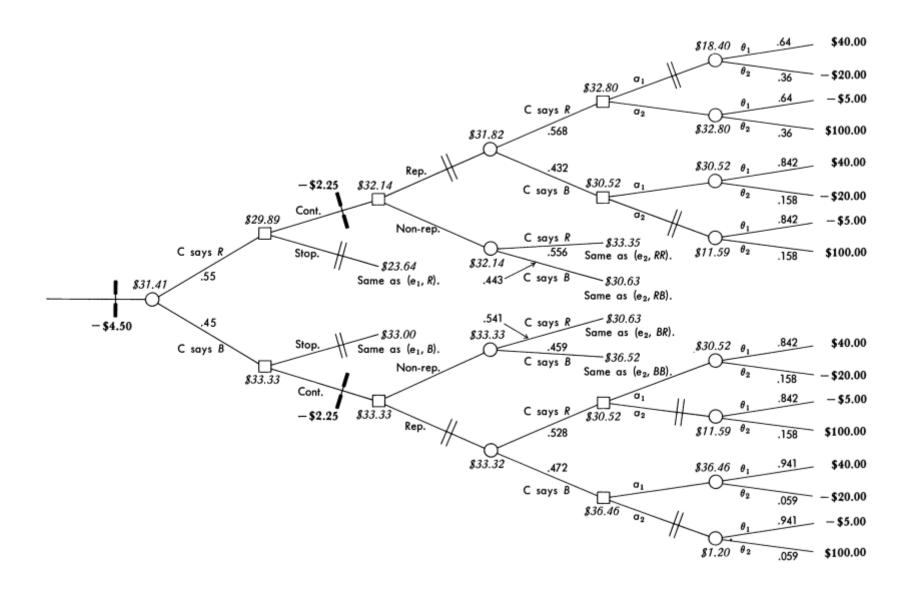


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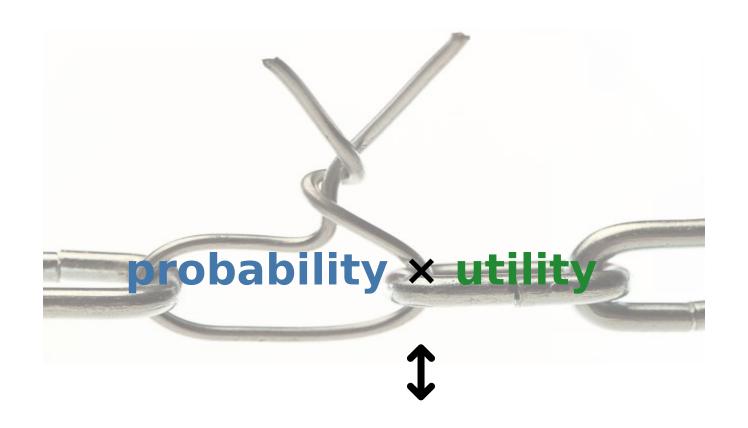




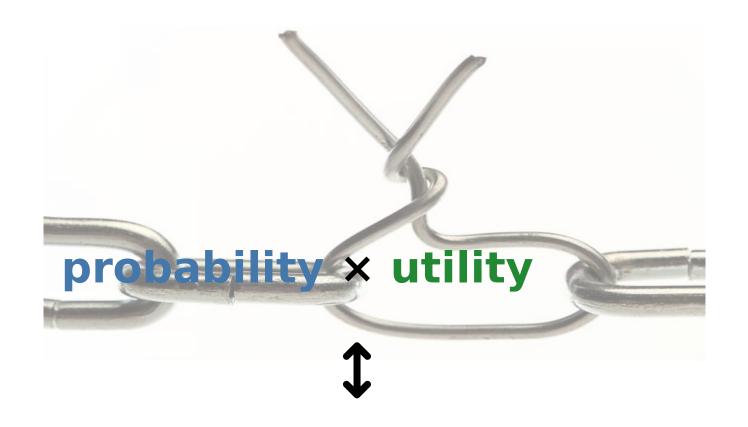
probability × utility



Optimal decision



Optimal decision



Optimal decision

Who has to make the decision? Who lacks certainty?

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4 What are the final possible decisions?

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- **4** What are the final possible decisions?
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Utilities are still
much underappreciated
in machine learning.
They are not examined,
or examined only qualitatively