

Decision Theory

Performance Evaluation → Application

Accuracy
(performance metrics)

Deciding how to operate our
algorithms in practice

Computational efficiency

(after we've evaluated
generalization performance)

Interpretability

Time to make a decision...

Exercise inspired by Mausam, University of Washington, CSE573

State of Nature

Poor market performance Good market performance

Payoff

Payoff

Buy Apple

-1,000

1,700

-10% to +17% return

Buy Google

-2,000

2,100

-20% to +21% return

Buy bonds

500

500

Guaranteed 5% return

How to invest \$10,000?

Maximax

Optimism

Select the maximum of the maximum payoff

Action

	State of Nature		Criterion
	Poor market performance	Good market performance	Maximum payoff for an action
	Payoff	Payoff	
Buy Apple	-1,000	1,700	1,700
Buy Google	-2,000	2,100	2,100
Buy bonds	500	500	500

← **Maximax**

Maximin

Pessimism

Select the maximum of the minimum payoffs

Action

State of Nature

Criterion

Poor market
performance

Good market
performance

Minimum
payoff for
an action

Payoff

Payoff

Buy Apple

-1,000

1,700

-1,000

Buy Google

-2,000

2,100

-2,000

Buy bonds

500

500

500

← **Maximin**

Minimax

Select the minimum maximum regret

Action

	State of Nature				Criterion
	Poor market performance		Good market performance		Maximum regret for an action
	Payoff	Regret	Payoff	Regret	
Buy Apple	-1,000	1,500	1,700	400	1,500
Buy Google	-2,000	2,500	2,100	0	2,500
Buy bonds	500	0	500	1,600	1,600

←
Minimax

Which decision would I regret least?

Regret = Opportunity Loss
Difference between a decision made and an optimal decision

Next: factor in probabilities of different outcomes

Expected Payoff: Equal likelihood

Select the highest average payoff ASSUMING all states are of equal probability

Action	State of Nature		Criterion
	Poor market performance	Good market performance	Expected reward/ payoff
	Payoff	Payoff	
	0.5	0.5	
Buy Apple	-1,000	1,700	350
Buy Google	-2,000	2,100	50
Buy bonds	500	500	500

← **Maximum Expected Reward**

Expected Payoff

Action	State of Nature		Criterion
	Poor market performance	Good market performance	Expected reward/ payoff
	Payoff	Payoff	
	0.3	0.7	
Buy Apple	-1,000	1,700	890
Buy Google	-2,000	2,100	870
Buy bonds	500	500	500

Select the highest average payoff assuming state probabilities from prior knowledge



**Maximum
Expected
Reward**

Decision making design pattern

1. Define a measure of risk or reward
2. Select the action that optimizes that metric

Notation

$$EV(a_i) = V(a_i|s_0)P(s_0) + V(a_i|s_1)P(s_1)$$

↑
Expected reward / payoff

State of Nature (s)

Action	State of Nature (s)		Expected Reward $EV(a_i)$
	Poor market performance $s = s_0$	Excellent market performance $s = s_1$	
	$V(a_0 s_0)$ -1,000	$V(a_0 s_1)$ 1,700	
	$V(a_1 s_0)$ -2,000	$V(a_1 s_1)$ 2,100	
Buy Apple $a = a_0$			$(0.3)(-1000) + (0.7)(1700)$ = 890
Buy Google $a = a_1$			$(0.3)(-2000) + (0.7)(2100)$ = 870
Buy bonds $a = a_2$			$(0.3)(500) + (0.7)(500)$ = 500

State Probability: $P(s_0) = 0.3$ $P(s_1) = 0.7$

Risk = expected loss (cost)

Loss: $\lambda(a_i | s_j) \triangleq$ Loss incurred by choosing action i and the state of nature being state j

Risk:
Expected loss $R(a_i) = \sum_{j=1}^{N_s} \lambda(a_i | s_j) P(s_j)$

Goal: Select action i for which $R(a_i)$ is minimum

Payoff

State of Nature

Poor market performance Good market performance

Action

Buy Apple

-1,000

1,700

Buy Google

-2,000

2,100

Buy bonds

500

500

Loss

(here we define loss in terms of opportunity cost)

State of Nature

Poor market performance Good market performance

Action

Buy Apple

1,500

400

Buy Google

2,500

0

Buy bonds

0

1,600

Investments: loss

$$R(a_i) = \lambda(a_i|s_0)P(s_0) + \lambda(a_i|s_1)P(s_1)$$

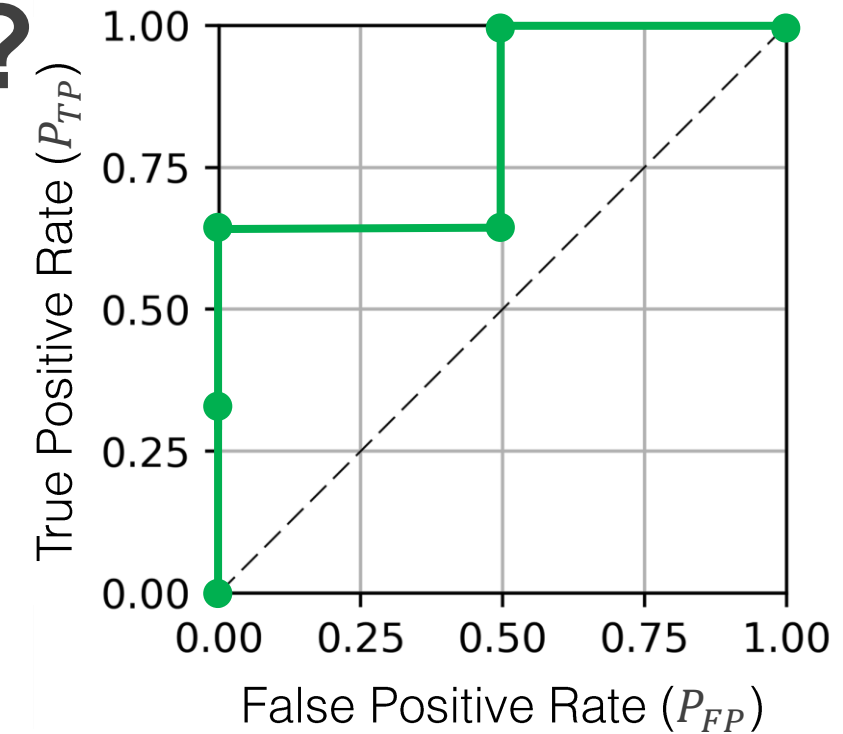
↑
Risk (Expected loss)

		State of Nature (s)		Risk (Expected Loss) $R(a_i)$
		Poor market performance $s = s_0$	Excellent market performance $s = s_1$	
Action	Buy Apple $a = a_0$	$\lambda(a_0 s_0)$ 1,500	$\lambda(a_0 s_1)$ 400	$(0.3)(1500) + (0.7)(400)$ = 730
	Buy Google $a = a_1$	$\lambda(a_1 s_0)$ 2,500	$\lambda(a_1 s_1)$ 0	$(0.3)(2500) + (0.7)(0)$ = 750
	Buy bonds $a = a_2$	$\lambda(a_2 s_0)$ 0	$\lambda(a_2 s_1)$ 1,600	$(0.3)(0) + (0.7)(1600)$ = 1220
State Probability:		$P(s_0) = 0.3$	$P(s_1) = 0.7$	

We can use risk to choose where to operate along an ROC curve

Where to operate along ROC?

		State of Nature	
		Class 0	Class 1
Estimate	Class 0	$\lambda_{00} = \mathbf{0}$	$\lambda_{01} = \mathbf{100}$ False negative
	Class 1	$\lambda_{10} = \mathbf{1}$ False positive	$\lambda_{11} = \mathbf{0}$



$$\lambda_{ij} = \lambda(a_i | s_j)$$

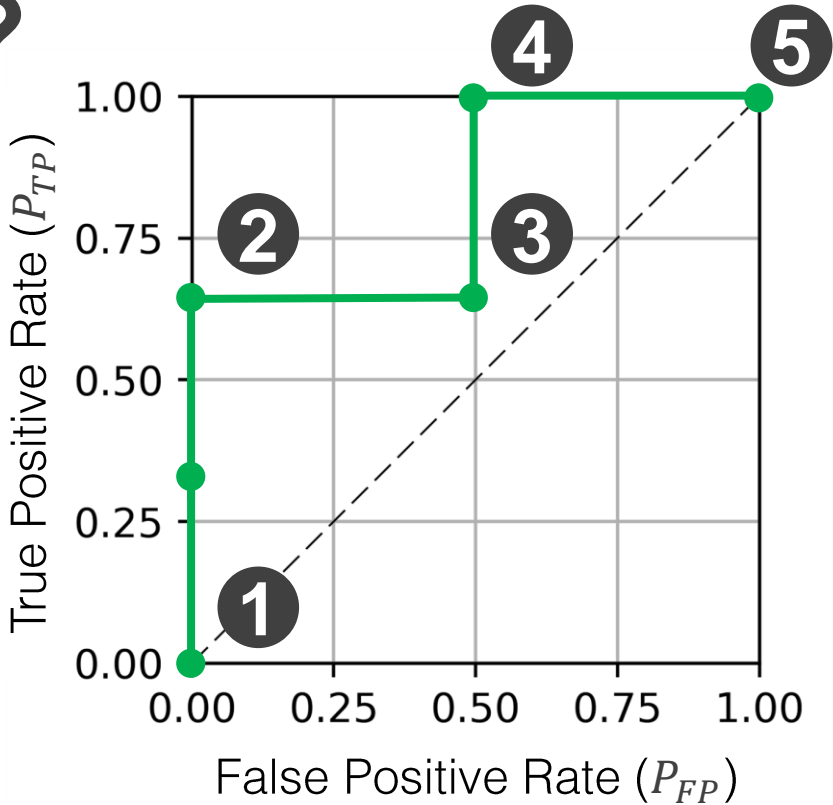
Loss from classifying as class i when state of nature is class j

- Assume our classification problem is landmine detection
- A false positive wastes some time and resources, but a false negative may cost a life

NOTE: Actions, a_i , are choices of points to operate at along the ROC curve (threshold values of the confidence score)

Where to operate along ROC?

Action: select operating point	Probability of false positive	Probability of false negative	Risk
i	P_{FP}	$(1 - P_{TP})$	$R(a_i)$
1	0	1	100



$$R(a_i) = \sum_{j=1}^{N_s} \lambda(a_i|s_j)P(s_j)$$

$$R(a_i) = \lambda_{10} \underbrace{P_{FP}(i)}_{\text{Prob of false positive}} + \lambda_{01} \underbrace{(1 - P_{TP}(i))}_{\text{Prob of false negative}}$$

Estimate

	Class 0	Class 1
Class 0	$\lambda_{00} = 0$	$\lambda_{01} = 100$
Class 1	$\lambda_{10} = 1$	$\lambda_{11} = 0$

Where to operate along ROC?

Action: select operating point	Probability of false positive	Probability of false negative	Risk
i	P_{FP}	$(1 - P_{TP})$	$R(a_i)$
1	0	1	100
2	0	0.33	33
3	0.5	0.33	33.5
4	0.5	0	0.5
5	1	0	1

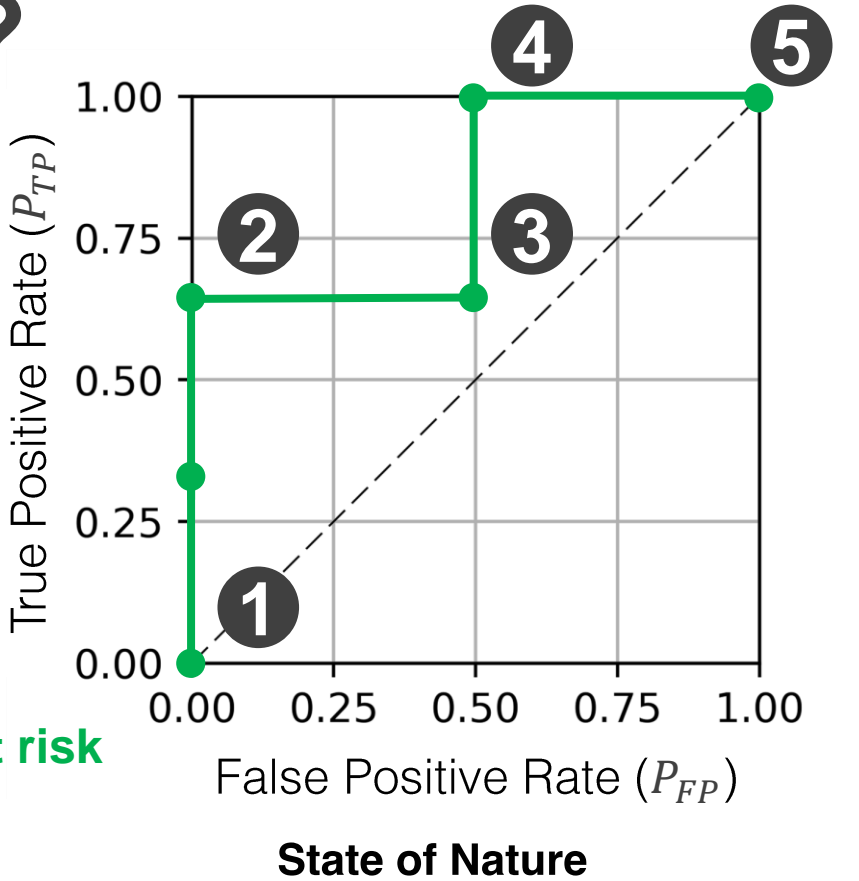
$$R(a_i) = \sum_{j=1}^{N_s} \lambda(a_i|s_j)P(s_j)$$

$$R(a_i) = \lambda_{10} \underbrace{P_{FP}(i)}_{\text{Prob of false positive}} + \lambda_{01} \underbrace{(1 - P_{TP}(i))}_{\text{Prob of missed detection}}$$

Estimate

Class 0

Class 1



	Class 0	Class 1
Class 0	$\lambda_{00} = 0$	$\lambda_{01} = 100$
Class 1	$\lambda_{10} = 1$	$\lambda_{11} = 0$

Let's generalize this to any binary classifier

This is how to pick what decision threshold to use for a binary classifier

Defining risk for binary decisions

		State of Nature	
		Class 0 $s = s_0$	Class 1 $s = s_1$
Estimate	Class 0 $a = a_0$	$\lambda(a_0 s_0)$ λ_{00}	$\lambda(a_0 s_1)$ λ_{01}
	Class 1 $a = a_1$	$\lambda(a_1 s_0)$ λ_{10}	$\lambda(a_1 s_1)$ λ_{11}

λ_{ij} = Loss when you classify as class i when state of nature is class j

NOTE: Actions, a_i , are **predictions** (estimate of what class a sample belongs to)

Probability from classifier (i.e. confidence score)

$$R(a_0|\mathbf{x}) = \lambda_{00}P(s_0|\mathbf{x}) + \lambda_{01}P(s_1|\mathbf{x})$$

$$R(a_1|\mathbf{x}) = \lambda_{10}P(s_0|\mathbf{x}) + \lambda_{11}P(s_1|\mathbf{x})$$

$$P(s_i|\mathbf{x}) = \frac{P(\mathbf{x}|s_i)P(s_i)}{P(\mathbf{x})}$$

1

Define the risk associated with each of the two actions

$$R(a_0|\mathbf{x}) = \lambda_{00}P(s_0|\mathbf{x}) + \lambda_{01}P(s_1|\mathbf{x})$$

$$R(a_1|\mathbf{x}) = \lambda_{10}P(s_0|\mathbf{x}) + \lambda_{11}P(s_1|\mathbf{x})$$

2

Create a decision rule based on the data

If $R(a_0|\mathbf{x}) > R(a_1|\mathbf{x})$ then a_1 (decide class 1)

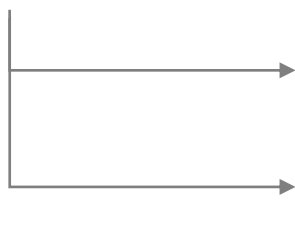
Else then a_0 (decide class 0)

We choose the rule to **minimize the risk**

3

Express this rule in terms of the output from the classifier

$$\lambda_{00}P(s_0|\mathbf{x}) + \lambda_{01}P(s_1|\mathbf{x}) > \lambda_{10}P(s_0|\mathbf{x}) + \lambda_{11}P(s_1|\mathbf{x}) \quad \text{then } a_1$$



$$\frac{P(s_1|\mathbf{x})}{P(s_0|\mathbf{x})} > \frac{\lambda_{10} - \lambda_{00}}{\lambda_{01} - \lambda_{11}} \quad \text{then } a_1$$

This can be applied any time we have an estimate of $P(s_i|\mathbf{x})$

Special case: Minimizing the misclassification rate

$$\frac{P(s_1|\mathbf{x})}{P(s_0|\mathbf{x})} > \frac{\lambda_{10} - \lambda_{00}}{\lambda_{01} - \lambda_{11}} \quad \text{then } a_1 \text{ (decide class 1)}$$

Assume that the loss is only for error, and it's the same for both types of error:

$$\lambda_{10} = \lambda_{01} \quad \text{and} \quad \lambda_{00} = \lambda_{11} = 0$$

Then the decision rule simplifies to the following:

$$\frac{P(s_1|\mathbf{x})}{P(s_0|\mathbf{x})} > 1 \quad \text{then } a_1 \text{ (decide class 1)}$$

Pick whichever class is more likely given the data

$$\text{else } a_0 \text{ (decide class 0)}$$

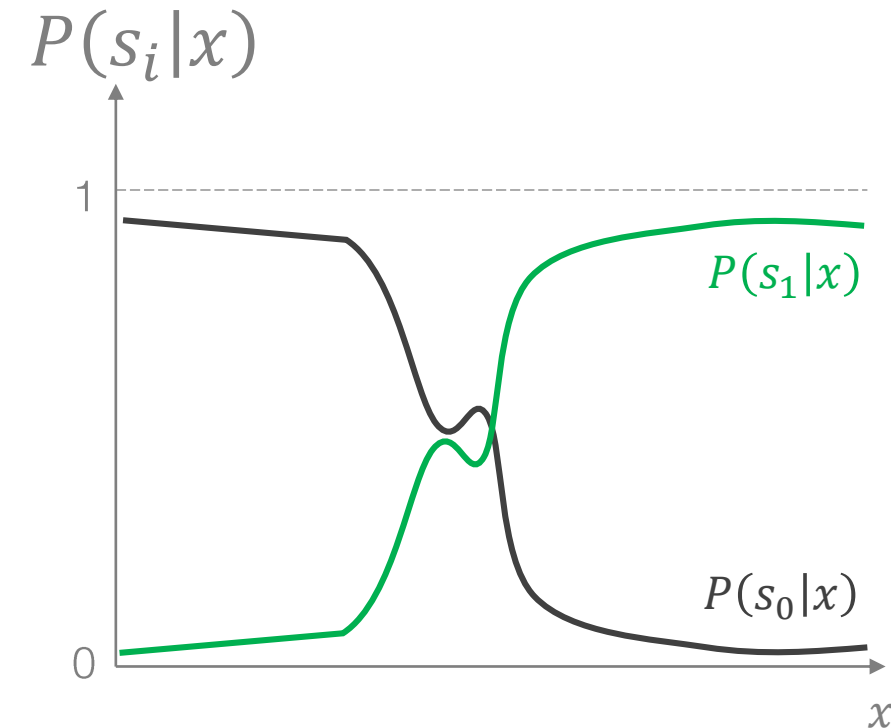
Recall Bayes' Rule

Note: The **evidence** ensures the posterior integrates to 1

$$\overset{\text{Posterior}}{P(s_i|x)} = \frac{\overset{\text{Likelihood}}{P(x|s_i)} \overset{\text{Prior}}{P(s_i)}}{\overset{\text{Evidence}}{P(x)}}$$

Posterior

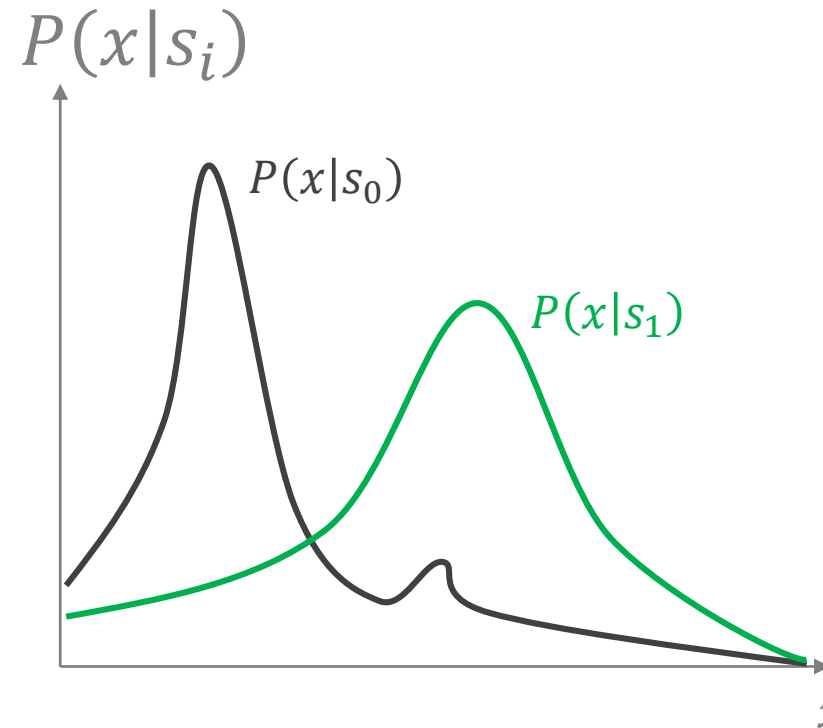
Answers the question: after seeing the data – which class is it most likely to belong to? Summing this across classes equals 1.



Discriminative models estimate this

Likelihood

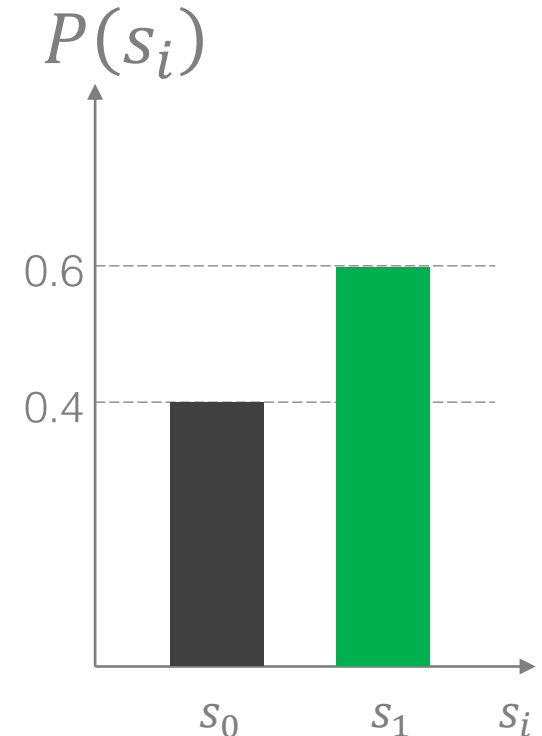
Answers the question: if I knew which class a sample belongs to, how are the data distributed?



Generative models also estimate this

Prior

Answers the question: what do I anticipate is the balance between my classes?



Likelihood ratio

Use Bayes rule to express this as a function of likelihoods

$$\frac{P(s_1|\mathbf{x})}{P(s_0|\mathbf{x})} > \frac{\lambda_{10} - \lambda_{00}}{\lambda_{01} - \lambda_{11}}$$

$$P(s_i|\mathbf{x}) = \frac{P(\mathbf{x}|s_i)P(s_i)}{P(\mathbf{x})}$$

$$\frac{P(\mathbf{x}|s_1)P(s_1)}{P(\mathbf{x}|s_0)P(s_0)} > \frac{\lambda_{10} - \lambda_{00}}{\lambda_{01} - \lambda_{11}}$$

then a_1 (decide class 1)

Can easily factor in prior knowledge about the classes

The decision rule can be expressed as a **likelihood ratio**

$$\frac{P(\mathbf{x}|s_1)}{P(\mathbf{x}|s_0)} > \left(\frac{\lambda_{10} - \lambda_{00}}{\lambda_{01} - \lambda_{11}} \right) \frac{P(s_0)}{P(s_1)}$$

then a_1 (decide class 1)

Note that this doesn't rely on posterior probabilities

This can be readily applied to **generative models**

else a_0 (decide class 0)

Takeaways

To make a decision:

1. Define a measure of risk or reward
2. Select the action that optimizes that metric

Decision theory guides us in how to operate supervised learning algorithms in practice

Decision theory systematically incorporates the relative importance of different error types