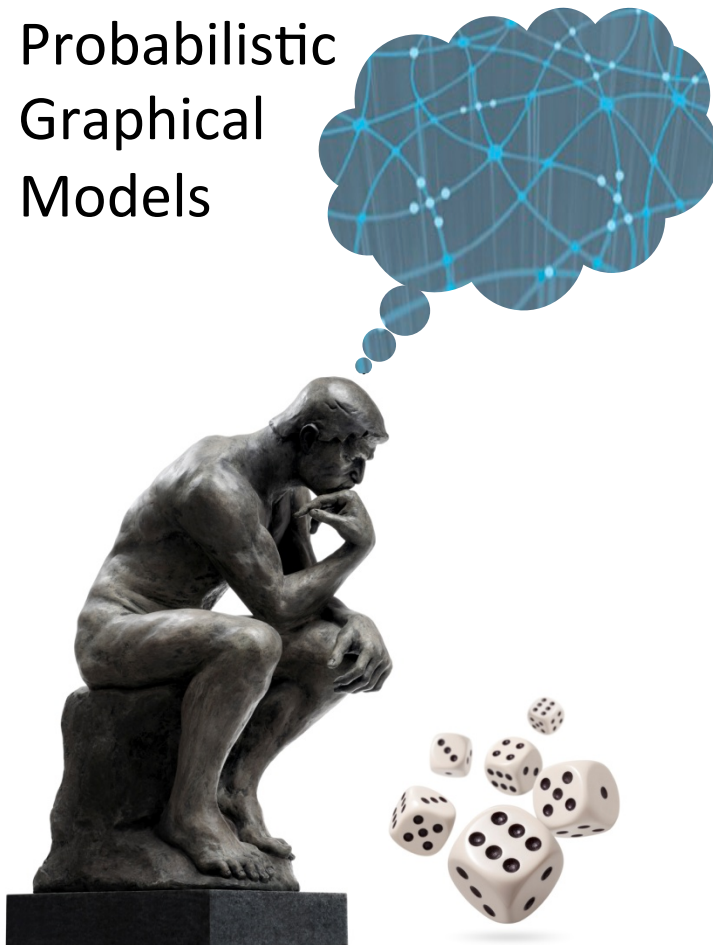


Probabilistic  
Graphical  
Models



Acting

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Decision Making

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Value of  
Perfect  
Information

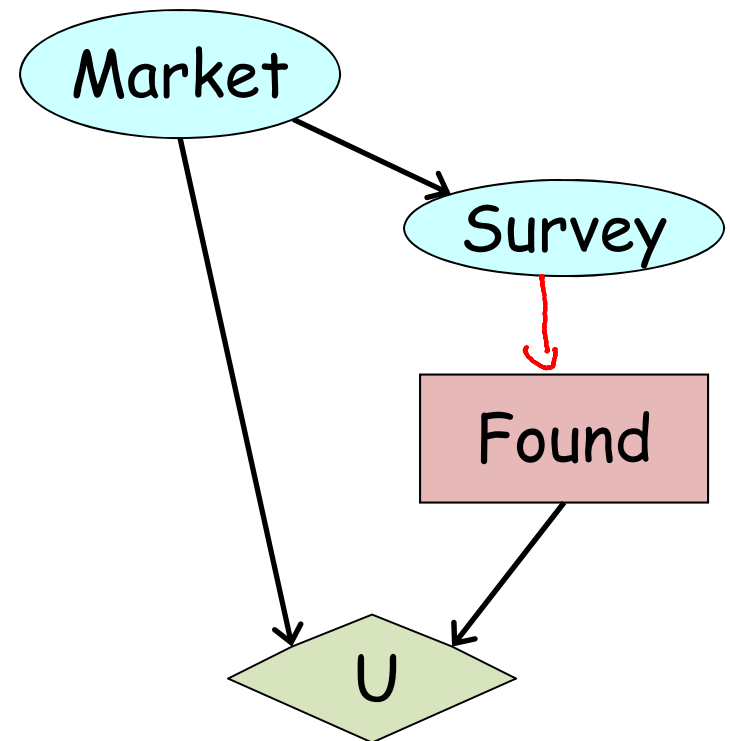
# Value of Information

- <sup>value of perfect information</sup> VPI(A | X) is the value of observing X <sup>经过前观察到X.</sup> before choosing an action at A
- $\mathcal{D}$  = original influence diagram
- $\mathcal{D}_{X \rightarrow A}$  = influence diagram with edge  $X \rightarrow A$

$$\text{VPI}(A | X) := \underline{\text{MEU}(\mathcal{D}_{X \rightarrow A})} - \text{MEU}(\mathcal{D})$$

# Finding MEU Decision Rules

$$\begin{array}{rcccl} \text{MEU}(D_{S \rightarrow F}) & - & \text{MEU}(D) & & \\ 3.25 & & 2 & = & 1.25 \end{array}$$



# Value of Information

$$\text{VPI}(A \mid X) := \text{MEU}(\mathcal{D}_{X \rightarrow A}) - \text{MEU}(\mathcal{D})$$

- Theorem:

- $\text{VPI}(A \mid X) \geq 0$

- $\text{VPI}(A \mid X) = 0$  if and only if the optimal decision rule for  $\mathcal{D}$  is still optimal for  $\mathcal{D}_{X \rightarrow A}$

Any cpo  $S(A \mid \bar{z})$  is also a cpo  $S(A \mid \bar{z}, x)$

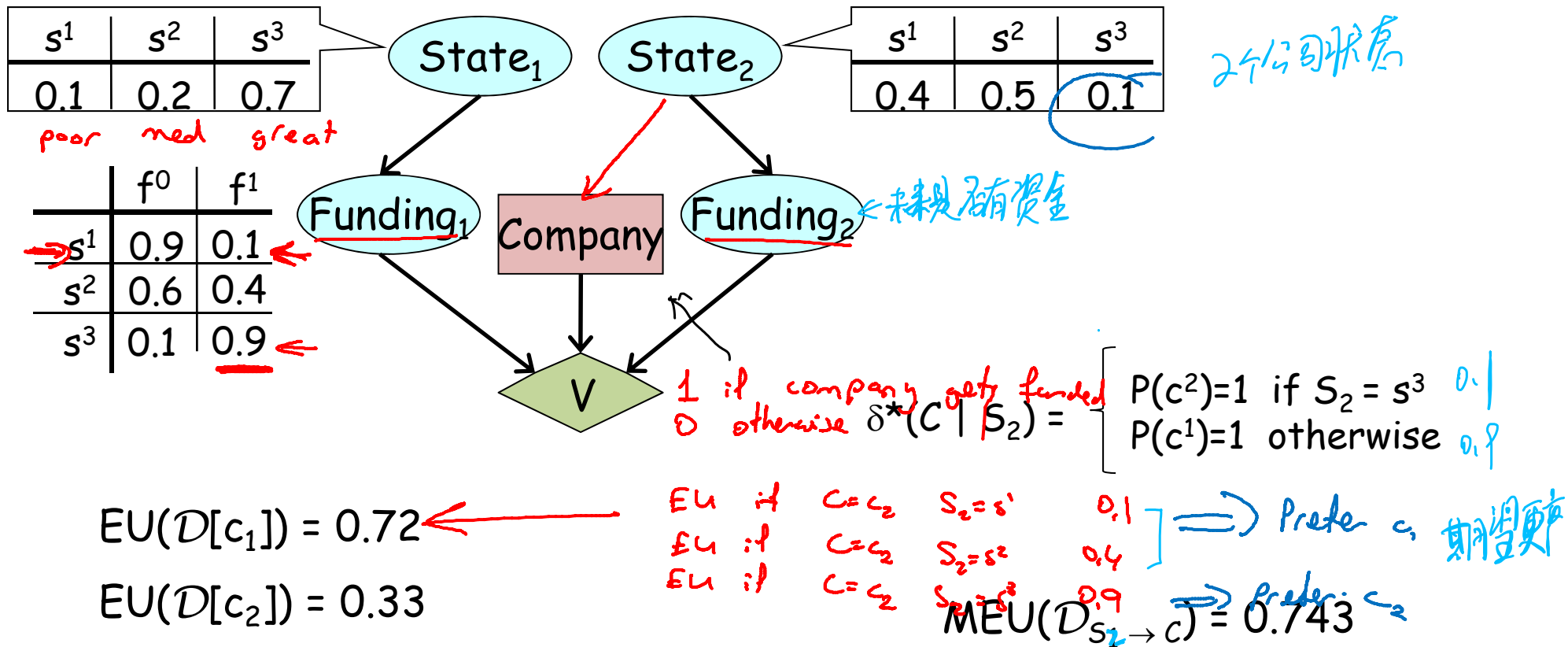
Clear notion of when information ~~works~~ 什么时候信息有用的



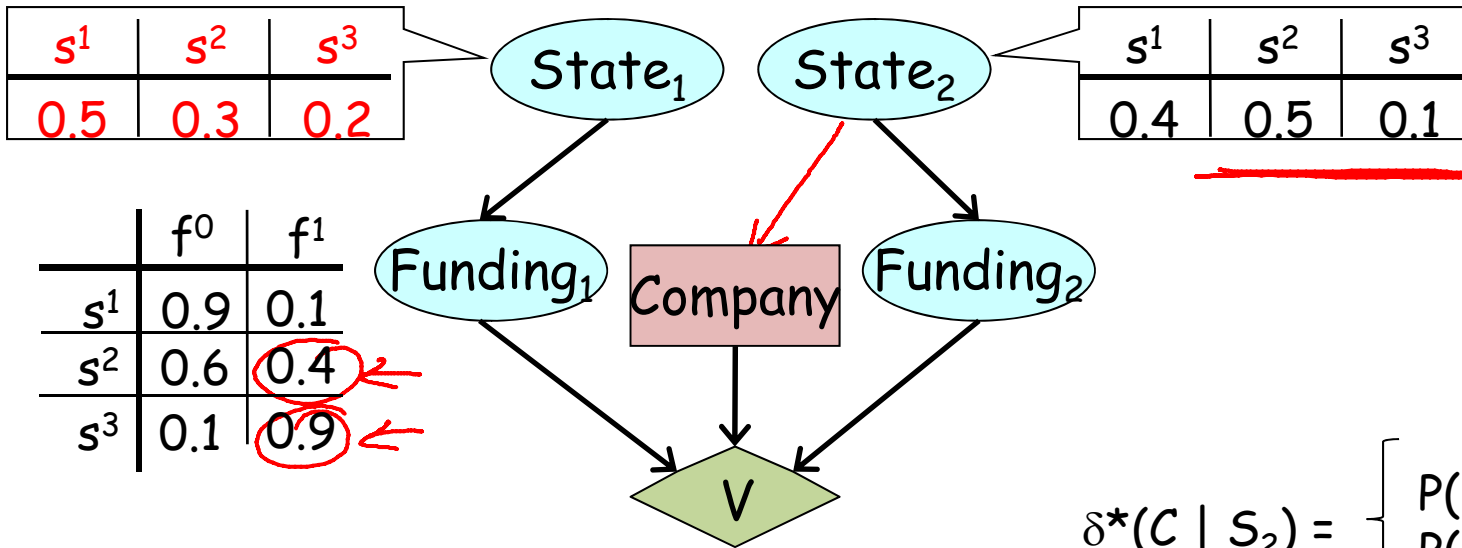
it changes my decision

如果 change decision.

# Value of Information Example



# Value of Information Example



$$\delta^*(C \mid S_2) = \begin{cases} P(c^2)=1 & \text{if } S_2 = s^2, s^3 \\ P(c^1)=1 & \text{otherwise} \end{cases}$$

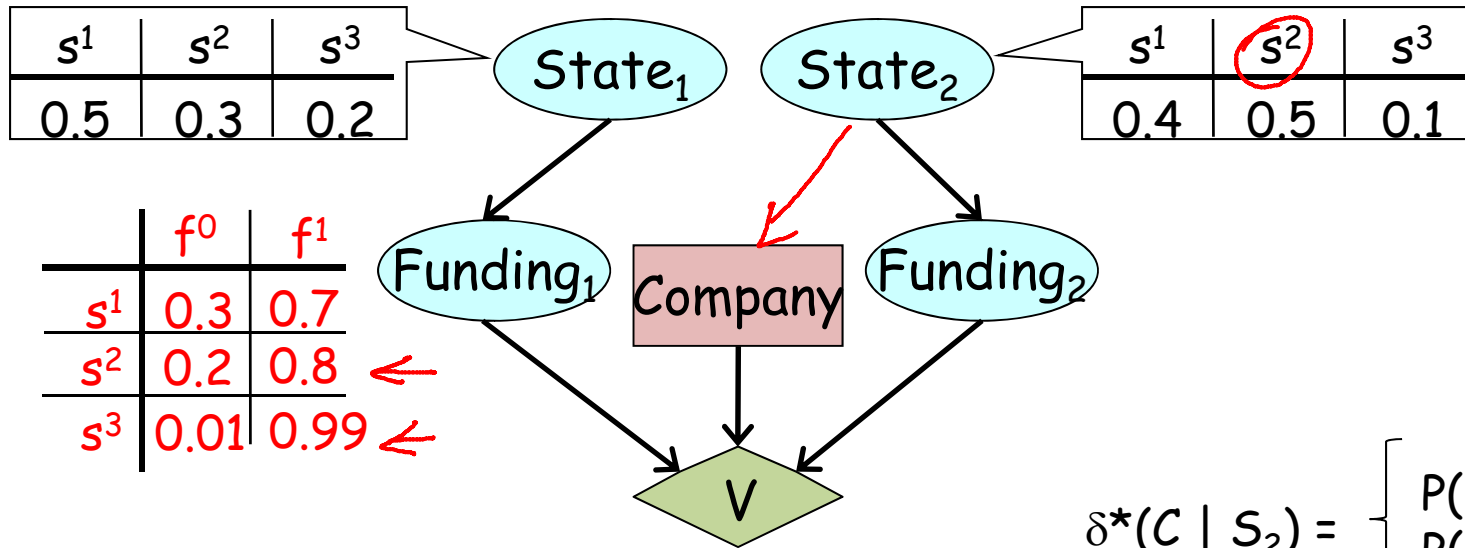
0.6

$$EU(D[c_1]) = 0.35$$

$$EU(D[c_2]) = 0.33$$

$$MEU(D_{S_2 \rightarrow c}) = \underline{0.43}$$

# Value of Information Example



$$\delta^*(C \mid S_2) = \begin{cases} P(c^2)=1 & \text{if } S_2 = s^2, s^3 \\ P(c^1)=1 & \text{otherwise} \end{cases}$$

$$EU(D[c_1]) = 0.788$$

$$EU(D[c_2]) = 0.779$$

$$MEU(D_{S_2} \rightarrow c) = \underline{0.8142}$$

# Summary

- Influence diagrams provide clear and coherent semantics for the value of making an observation
  - Difference between values of two IDs
- Information is valuable if and only if it induces a change in action in at least one context