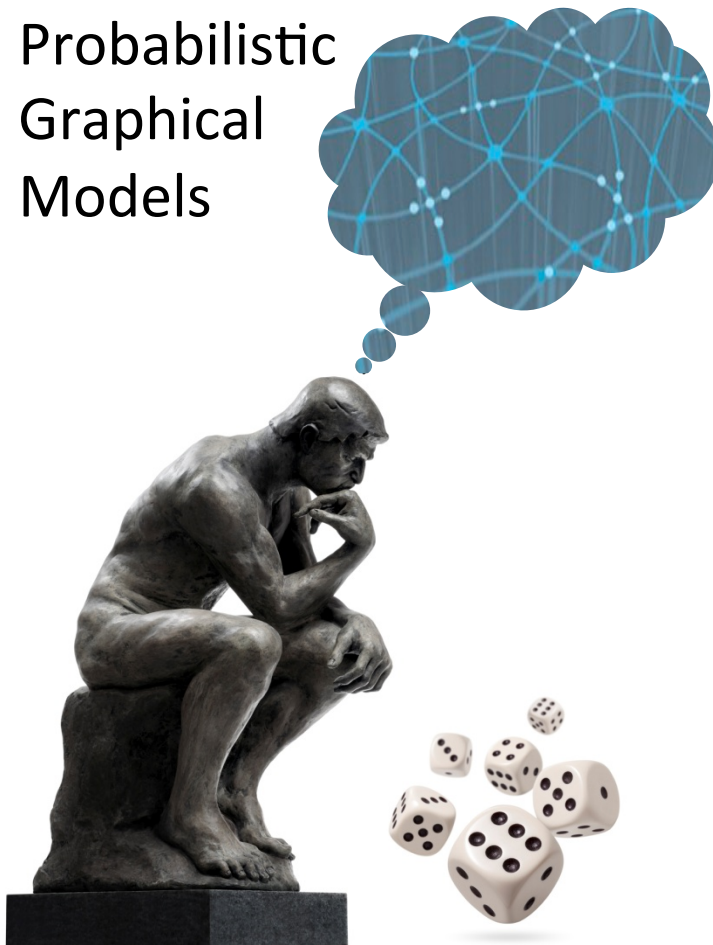


你不是利用数据，算出结果，  
而是需要做决策。

Probabilistic  
Graphical  
Models



Acting

---

Decision Making

---

Maximum  
Expected  
Utility

# Simple Decision Making

A simple decision making situation  $\mathcal{D}$ :

- A set of possible actions  $\text{Val}(A) = \{a^1, \dots, a^K\}$  动作
- A set of states  $\text{Val}(X) = \{x^1, \dots, x^N\}$  状态
- A distribution  $P(X | A)$
- A utility function  $U(X, A)$  prefer 或选择

# Expected Utility

选择结果的期望

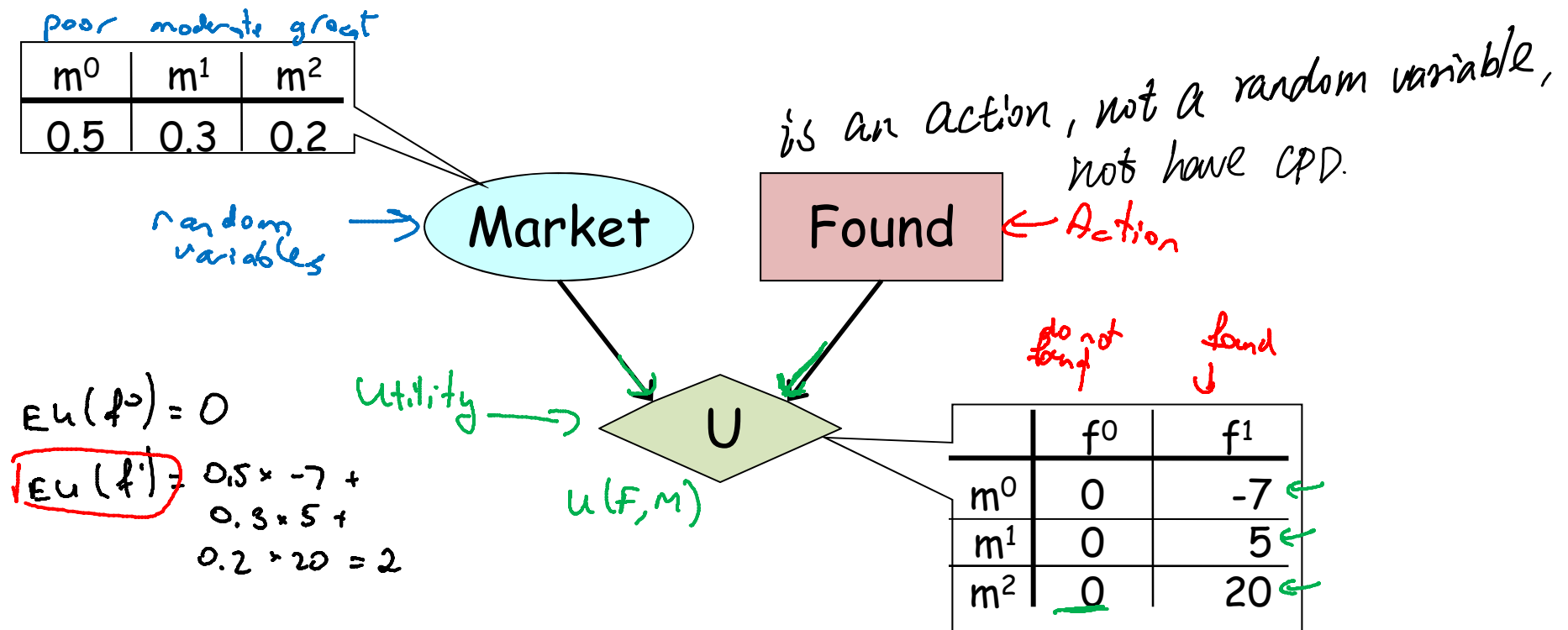
$$EU[\mathcal{D}[a]] = \sum_{\mathbf{x}} \underbrace{P(\mathbf{x} \mid a)}_{\text{red underline}} \underbrace{U(\mathbf{x}, a)}_{\text{blue underline}}$$

- Want to choose action  $\bar{a}$  that maximizes the expected utility Max. expected ut. lity

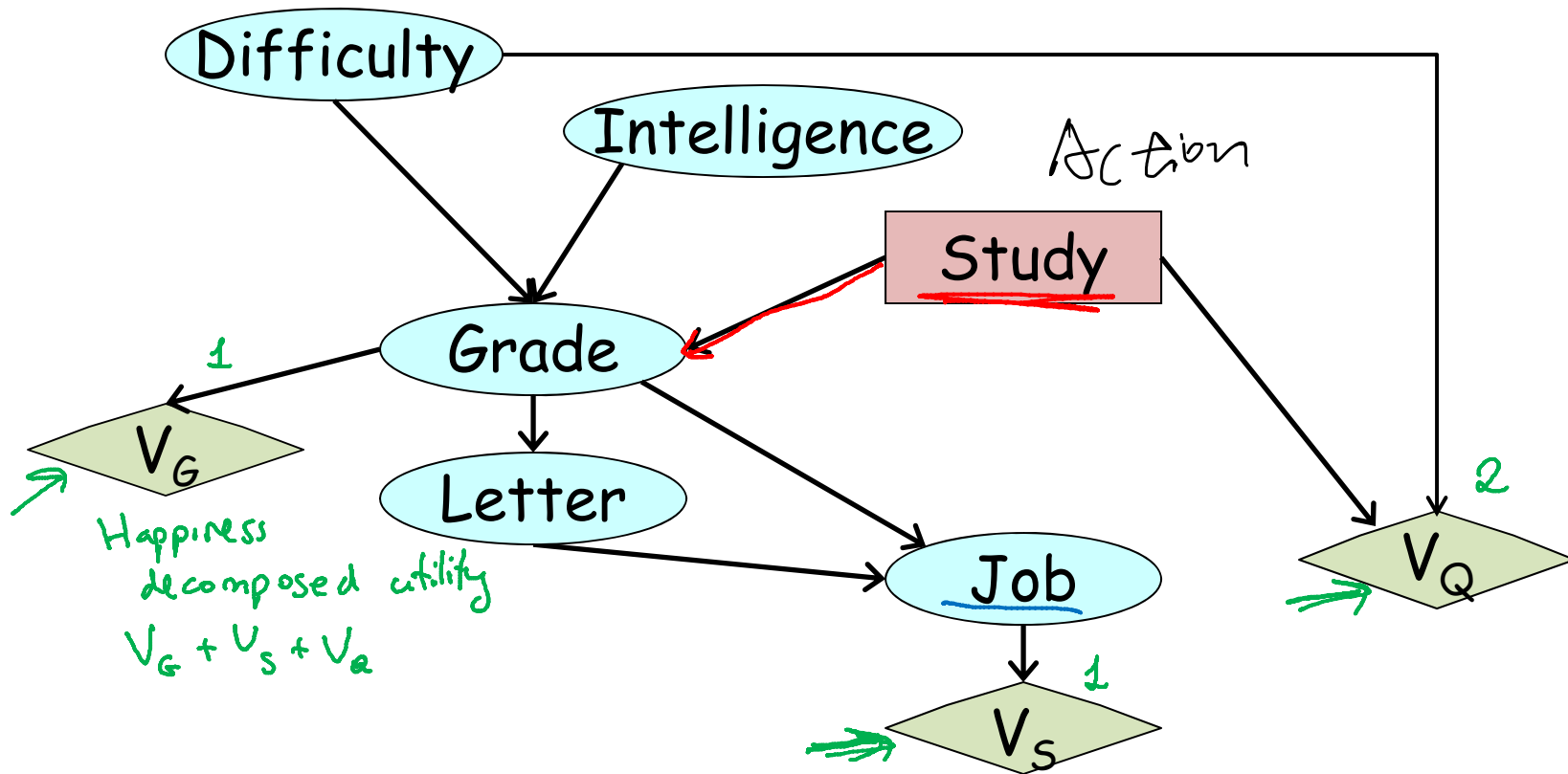
$$a^* = \operatorname{argmax}_a EU[\mathcal{D}[a]]$$

最好的选择.

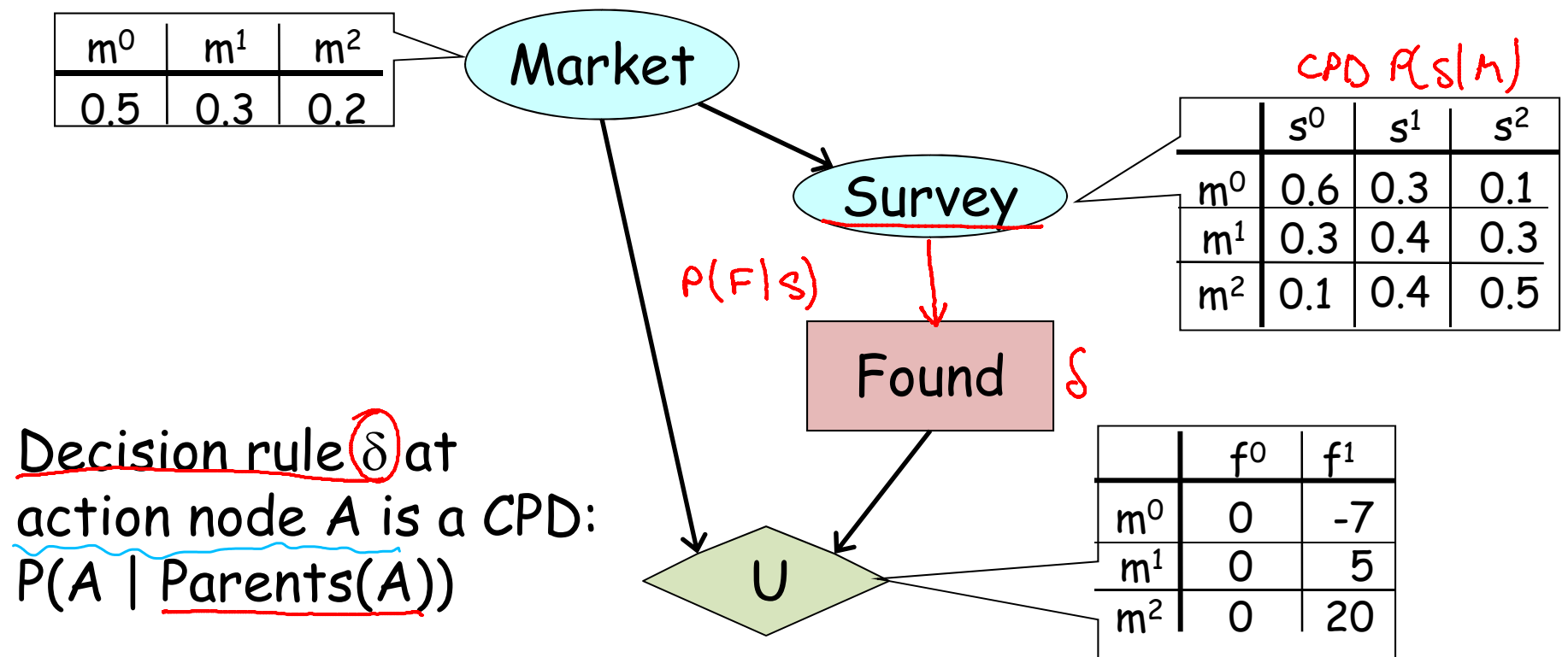
# Simple Influence Diagram



# More Complex Influence Diagram



# Information Edges



$A \rightarrow$  没有CPD 不是变量  
 $\delta_A \rightarrow$  有CPD.

## Expected Utility with Information

$$EU[\mathcal{D}[\delta_A]] = \sum_{\mathbf{x}, a} \underbrace{P_{\delta_A}(\mathbf{x}, a)}_{\text{joint prob. dist over } \overline{X} \cup \{A\}} \underbrace{U(\mathbf{x}, a)}_{\text{utility}}$$

- Want to choose the decision rule  $\delta_A$  that maximizes the expected utility

$$\operatorname{argmax}_{\delta_A} EU[\mathcal{D}[\delta_A]]$$

$$MEU(\mathcal{D}) = \max_{\delta_A} EU[\mathcal{D}[\delta_A]]$$

# Finding MEU Decision Rules

优化目标.

↑

$\delta_F(F|S)$

$$\text{EU}[\mathcal{D}[\delta_A]] = \sum_{\mathbf{x}, a} P_{\delta_A}(\mathbf{x}, a) \underline{U(\mathbf{x}, a)}$$

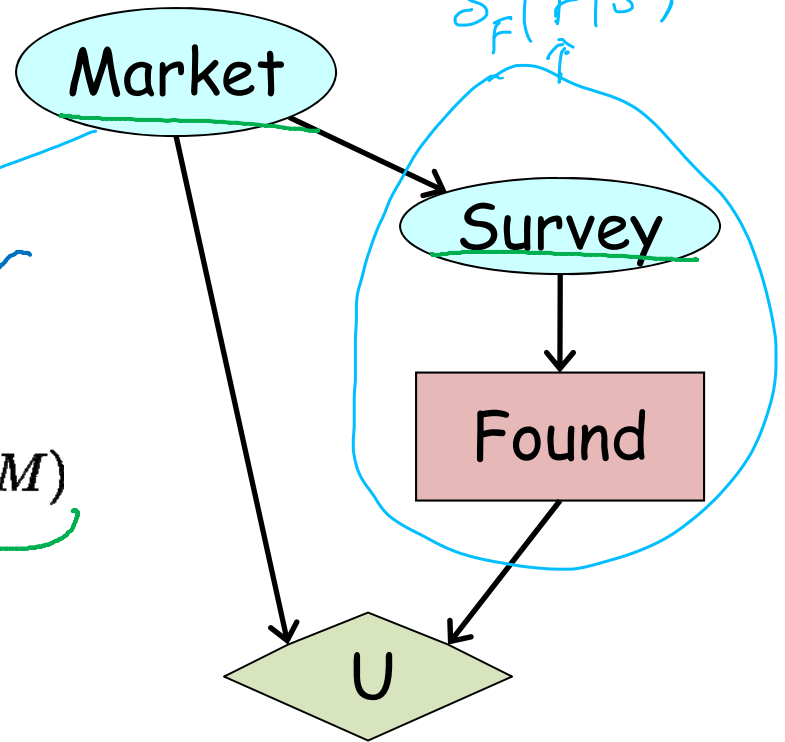
optimize

决策变量 factor

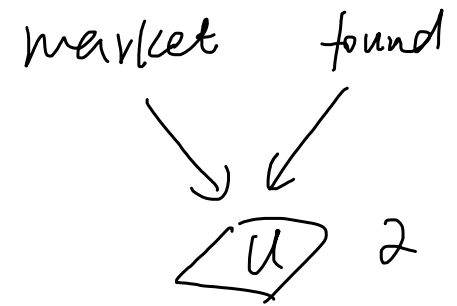
$$\begin{aligned} \sum_{M, S, F} \underline{P(M)P(S|M)} \underline{\delta_F(F|S)} \underline{U(F, M)} &= \\ = \sum_{S, F} \underline{\delta_F(F|S)} \sum_M \underline{P(M)P(S|M)U(F, M)} & \\ = \sum_{S, F} \underline{\delta_F(F|S)} \underline{\mu(F, S)} & \end{aligned}$$

↓ 消除 M.

↑  
优化目标中的变量不再被消除.







# Finding MEU Decision Rules

$$\sum_{S,F} \delta_F(F | S) \left[ \sum_M P(M)P(S | M)U(F, M) \right]$$

$$= \sum_{S,F} \delta_F(F | S) \mu(F, S)$$

$m^0$	$m^1$	$m^2$
0.5	0.3	0.2

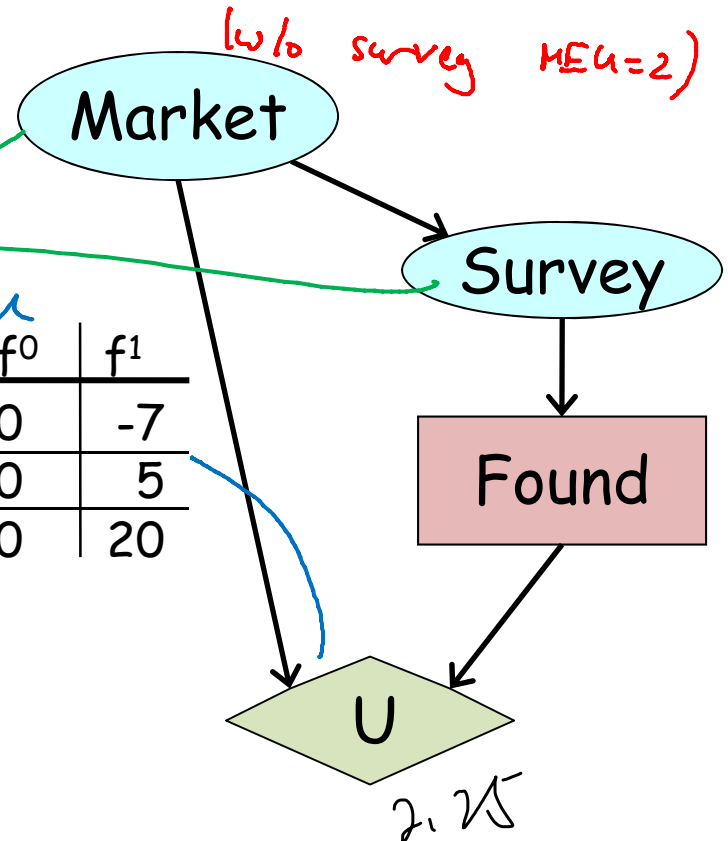
	$s^0$	$s^1$	$s^2$
$m^0$	0.6	0.3	0.1
$m^1$	0.3	0.4	0.3
$m^2$	0.1	0.4	0.5

	$f^0$	$f^1$
$m^0$	0	-7
$m^1$	0	5
$m^2$	0	20

	$f^0$	$f^1$
$s^0$	0	-1.25
$s^1$	0	1.15
$s^2$	0	2.1

$$\begin{array}{r} 0 \\ + 1.15 \\ + 2.1 \\ \hline 3.25 \end{array}$$

$s \rightarrow f$   
 $s_1 \rightarrow f_1$   
 $s_2 \rightarrow f_1$



# More Generally

$$\begin{aligned}
 \text{EU}[\mathcal{D}[\delta_A]] &= \sum_{\mathbf{x}, a} \overbrace{P_{\delta_A}(\mathbf{x}, a)}^{\text{joint dist.}} \underbrace{U(\mathbf{x}, a)}_{\text{utility}} \\
 &= \sum_{X_1, \dots, X_n, A} \left( \underbrace{\left( \prod_i P(X_i \mid \mathbf{Pa}_{X_i}) \right)}_{\text{prob}} \underbrace{U(\mathbf{Pa}_U)}_{\text{preference}} \underbrace{\delta_A(A \mid \mathbf{Z})}_{\text{action variable}} \right) \\
 &= \sum_{\mathbf{Z}, A} \underbrace{\delta_A(A \mid \mathbf{Z})}_{\text{action variable}} \sum_{\mathbf{W}} \left( \underbrace{\left( \prod_i P(X_i \mid \mathbf{Pa}_{X_i}) \right)}_{\text{prob}} \underbrace{U(\mathbf{Pa}_U)}_{\text{preference}} \right) \\
 &= \sum_{\mathbf{Z}, A} \delta_A(A \mid \mathbf{Z}) \underbrace{\mu(A, \mathbf{Z})}_{\text{joint dist.}} \rightarrow \delta_A^*(a \mid \mathbf{z}) = \begin{cases} 1 & a = \operatorname{argmax}_A \mu(A, \mathbf{z}) \\ 0 & \text{otherwise} \end{cases}
 \end{aligned}$$

CPD

只是动作变量和父变量关系. CPD

# MEU Algorithm Summary

- To compute MEU & optimize decision at  $A$ :
  - Treat  $A$  as random variable with arbitrary CPD
  - Introduce utility factor with scope  $Pa_U$
  - Eliminate all variables except  $A, Z$  ( $A$ 's parents) to produce factor  $\mu(A, Z)$
  - For each  $\mathbf{z}$ , set:

$$\delta_A^*(a \mid \mathbf{z}) = \begin{cases} 1 & a = \operatorname{argmax}_A \mu(A, \mathbf{z}) \\ 0 & \text{otherwise} \end{cases}$$

# Decision Making under Uncertainty

- MEU principle provides rigorous foundation
- PGMs provide structured representation for probabilities, actions, and utilities
- PGM inference methods (VE) can be used for
  - Finding the optimal strategy
  - Determining overall value of the decision situation
- Efficient methods also exist for:
  - Multiple utility components
  - Multiple decisions