

# UIT2504 Artificial Intelligence

## Uncertainty

C. Aravindan  
<AravindanC@ssn.edu.in>

Professor of Information Technology  
SSN College of Engineering

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- Similarly, *Cavity*  $\Rightarrow$  *Toothache* is also not always correct!
- We need to consider the probability theory — there is 80% chance that a person who has a toothache has a cavity

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- *Decision Theory = Probability Theory + Utility Theory*
- An agent is rational if and only if it chooses the action that yields the highest expected utility, averaged over all the possible outcomes of the action — principle of *maximum expected utility (MEU)*

# Decision-theoretic agent

**function** DT-AGENT(*percept*) **returns** an *action*

**persistent:** *belief\_state*, probabilistic beliefs about the current state of the world  
*action*, the agent's action

update *belief\_state* based on *action* and *percept*

calculate outcome probabilities for actions,

    given action descriptions and current *belief\_state*

select *action* with highest expected utility

    given probabilities of outcomes and utility information

**return** *action*

Figure: Decision-theoretic agent

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- When we roll two dice, each possible world has probability  $\frac{1}{36}$

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- For example, when we roll two dice, consider the proposition  $Total = 11$ . What is  $P(Total = 11)$ ?

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- This is usually expressed as *product rule*  $P(a \wedge b) = P(a|b)P(b)$

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- The *inclusion-exclusion principle*:  $P(a \vee b) = P(a) + P(b) - P(a \wedge b)$

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- For continuous variables, we define *probability density functions*
- *Joint probability distribution* of *Weather* and *Cavity* stands for a  $4 \times 2$  table
- $\mathbf{P}(\text{Weather}, \text{Cavity}) = \mathbf{P}(\text{Weather} | \text{Cavity}) \mathbf{P}(\text{Cavity})$  stands for  $4 \times 2 = 8$  equations

# Full joint distributions

	<i>toothache</i>		$\neg$ <i>toothache</i>	
	<i>catch</i>	$\neg$ <i>catch</i>	<i>catch</i>	$\neg$ <i>catch</i>
<i>cavity</i>	0.108	0.012	0.072	0.008
$\neg$ <i>cavity</i>	0.016	0.064	0.144	0.576

Figure: Full joint distribution of three variables

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 $0.018 + 0.012 + 0.072 + 0.008 + 0.016 + 0.064 = 0.28$

# Inferences using full joint distributions

- Conditional probabilities can also be computed:

$$\begin{aligned}P(\text{cavity}|\text{toothache}) &= \frac{P(\text{cavity} \wedge \text{toothache})}{P(\text{toothache})} \\&= \frac{0.108 + 0.012}{0.018 + 0.012 + 0.016 + 0.064} \\&= 0.6\end{aligned}$$

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- Normalization constant

$$\begin{aligned}\mathbf{P}(\text{Cavity}|\text{toothache}) &= \alpha \mathbf{P}(\text{Cavity}, \text{toothache}) \\&= \alpha \langle 0.12, 0.08 \rangle \\&= \langle 0.6, 0.4 \rangle\end{aligned}$$

# Inferences using full joint distributions

- Let  $X$  be a query variable,  $E$  be the list of evidence variables,  $e$  be the list of observed values, and  $Y$  be the remaining unobserved variables

$$\mathbf{P}(X|e) = \alpha \mathbf{P}(X, e) = \alpha \sum_y \mathbf{P}(X, e, y)$$

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- So, it is enough to maintain one table with 8 values and another with 4 values

# Factoring Distributions

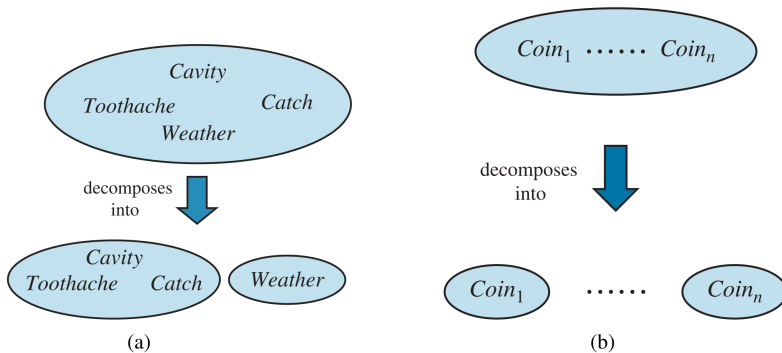


Figure: Factoring Distributions

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- This Bayes's rule forms the basis for probabilistic reasoning in AI

# Diagnostic inferences

- Bayes rule is very useful for diagnostic inferences

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- We get into complexity issues again!

# Bayes' Rule with conditional independence

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- Such a probability distribution is called as a *naive Bayes* model when the criteria of conditional independence is always assumed

# Summary

- We have discussed how agents can deal with uncertainty
- Logic is not convenient for dealing with uncertainty
- Decision theory = utility theory + probability theory
- We have reviewed the basics of probability theory
- Full joint distributions may be used for inferences, but the complexity is unmanageable — independence among the random variables may help
- Bayes's rule provides a convenient way to deal with diagnostic inferences — however, may not be scalable with multiple evidences
- Naive Bayes Models, that assume conditional independence, are useful for probabilistic inferences in practice



# What Next?

- Read chapter 12 of the text book!