

# 1 Motivation

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### 2.1 Goals

### 2.2 Utilities

### 2.3 Ordinal Preferences

### 2.4 CP Nets

### 2.5 Demand

### 2.6 Binary vs Unary Descriptions

## 3 The Case for Dynamic Preferences

### 3.1 Abstraction: Preferences over Concepts

### 3.2 Experiences and Continuity

### 3.3 Counterfactuals

### 3.4 Hebbian Dynamics and Learning

## 4 Applications of Dynamic Preferences

## 5 Evolutionary

### 5.1