

# Introduction

CISC 7404 - Decision Making

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• Python numerical programming

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- Deep learning

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- Statistics and probability

Python numerical programming:

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You should know:

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  - Multidimensonal tensors (i.e., shape)

Assignments in jax/equinox, similar to torch - final project in torch

If you do not know numerical programming, **you must learn immediately**: https://numpy.org/doc/stable/user/quickstart.html

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- Classification and regression losses
- Optimization/SGD
- How to train a neural network
- Multilayer perceptrons
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If you do not, review the deep learning slides: https://github.com/smorad/um\_cisc\_7026

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**Answer:** Probability of random variable X taking on a value of x

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If you did not know this, you should review!

# Grading

## Grading

• Quizzes 30%

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- Assignments 30%

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- Final Project 30%

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- Final Project 30%
- Participation 10%

# Grading Quizzes:

#### Quizzes:

• I will tell you week before exam

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**Example 2:** Quiz 1: 90%, Quiz 2: (sick) 0%, Quiz 3: 70%

Final quiz score: (90 + 70) / 2 = 80%

**Question:** What if you are sick for two quizzes? Only one quiz dropped, other quiz is zero

# Grading Assignments:

#### **Assignments:**

• Programming

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- Expect 2-3 assignments

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- We will use Google Colab: https://colab.research.google.com

# **Grading Final Project:**

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Honor of Kings



 Research project based on Tencent platform

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- Research project based on Tencent platform
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- Train agents to play each other
- Implement RL algorithm, improve it, write up analysis
- More information later

# **Grading Participation:**

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#### Significance

Despite active learning being recognized as a superior method of instruction in the classroom, a major recent survey found that most college STEM instructors still choose traditional teaching methods. This article addresses the long-standing question of why students and faculty remain resistant to active learning. Comparing passive lectures with active learning using a randomized experimental approach and identical course materials, we find that students in the active classroom learn more, but they feel like they learn less. We show that this negative correlation is caused in part by the increased cognitive effort required during active learning. Faculty who adopt active learning are encouraged to intervene and address this misperception, and we describe a successful example of such an intervention.

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### Resources

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Github: https://github.com/smorad/um\_cisc\_7404

**Question:** What is cheating?

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**Answer:** 

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### Answer:

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### **Answer:**

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- Having notes, laptop, or phone during quiz/exam
- Submitting LLM output for assignments

I don't like cheating

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I gave many zeros in last term's deep learning course

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It is not worth cheating, do your best and you will get partial credit

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I want you to learn the material so you succeed in life

### Machine Learning Engineer Interview

16 May 2024 •••



Anonymous interview candidate

No offer — Neutral experience X Difficult interview

#### **Application**

Linterviewed at Baidu in 16/5/2024

#### Interview

it has 5 rounds of interviews, each of them is very long. I only managed to get to the second round with technical interview, and I failed. It's not a pleasent experience

#### Interview questions [1]

Question 1

describle tree algorithm and wirte in python

Answer question  $\rightarrow$ 

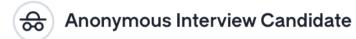


Helpful



### Machine Learning Engineer Interview

Aug 27, 2023 •••



Beijing, Beijing

─ Declined offer ✓ Positive experience X Difficult interview

#### **Application**

I applied online. I interviewed at ByteDance (Beijing, Beijing) in 8/27/2023

#### Interview

machine learning knowledge, code. leetcode (medium, hard with python), AUC definition, method on dealing with long tailed data and causal inference, machine learning question and deep learning method such as attention mechaism.

#### Interview questions [1]

Question 1

machine learning knowledge, code. leetcode, AUC definition, method on dealin...

#### read more

Answer question  $\rightarrow$ 

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Cheating: LLM, implement the policy gradient algorithm in pytorch

• Basics

- Basics
- Modern Methods

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- Active Research

**Basics:** 

#### **Basics:**

• Bandits

- Bandits
- Decision Processes

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- Value Iteration

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- Policy Gradient

- Bandits
- Decision Processes
- Value Iteration
- Policy Gradient
- Actor Critic

#### **Modern Methods:**

• Advantage Actor Critic

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- Trust Region Policy Optimization

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- Trust Region Policy Optimization
- Proximal Policy Optimization

- Advantage Actor Critic
- Trust Region Policy Optimization
- Proximal Policy Optimization
- Deep Q Learning

- Advantage Actor Critic
- Trust Region Policy Optimization
- Proximal Policy Optimization
- Deep Q Learning
- Deep Deterministic Policy Gradient

- Advantage Actor Critic
- Trust Region Policy Optimization
- Proximal Policy Optimization
- Deep Q Learning
- Deep Deterministic Policy Gradient
- Soft Actor Critic

- Advantage Actor Critic
- Trust Region Policy Optimization
- Proximal Policy Optimization
- Deep Q Learning
- Deep Deterministic Policy Gradient
- Soft Actor Critic
- Imitation learning

#### **Active Research:**

• Memory

- Memory
- Offline RL

- Memory
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- RL and Search

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- World Models

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- RL from Human Feedback

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The problem is decision making

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But reinforcement learning is a method, not a problem

The problem is decision making

In this course, we will learn how to make good decisions

**Question:** What is decision making?

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It depends, each field has their own definition

Philosophy

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Answer: Given information, make a choice that impacts the world

**Question:** Why should we care about decision making?

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Everything in life is a decision

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• Do I eat dumplings or noodles?

**Question:** Why should we care about decision making?

Everything in life is a decision

- Do I eat dumplings or noodles?
- What time should I leave for class?

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- What time should I leave for class?
- Should I go to school or find a job?
- Should I date this person?
- Where should I live?
- What should we use taxes for?

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We can represent life as a series of decisions

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What we do defines who we are

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To study decision making is to study ourselves

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We can represent life as a series of decisions

What we do defines who we are

"All we have to decide is what to do with the time that is given to us"

To study decision making is to study ourselves

If we learn to make better decisions, we can lead better lives

In this course, we focus on **optimal** decision making

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Make the best possible decision, given the information we have

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- Best possible lawyer (what to argue?)
- Best possible scientist (what to research?)

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With an optimal decision making machine, you can create:

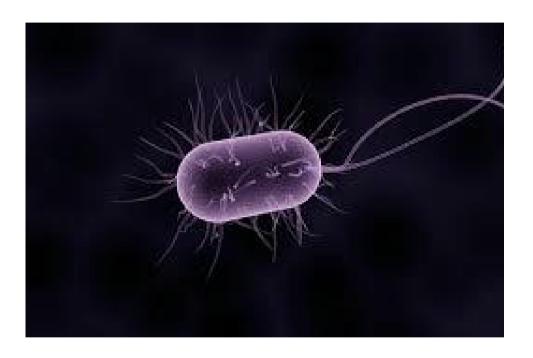
- Best possible doctor (which medicine to give?)
- Best possible lawyer (what to argue?)
- Best possible scientist (what to research?)

If the machine understands why it makes decisions, it is conscious

Let us discuss the history of decision making to better understand it

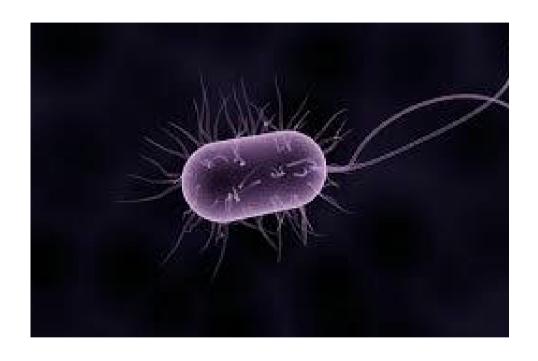
**Question:** Who was the first to apply decision making algorithms?

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3.5 GYA: Single cell organism

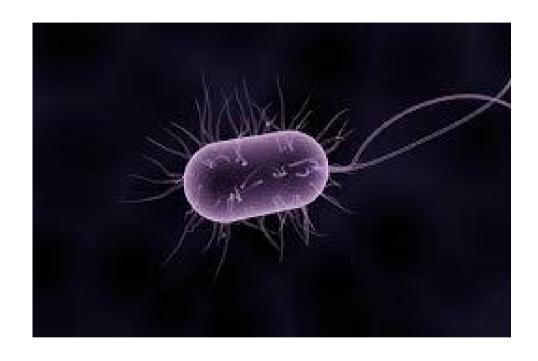
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3.5 GYA: Single cell organism

Decides to move away from danger and move towards food

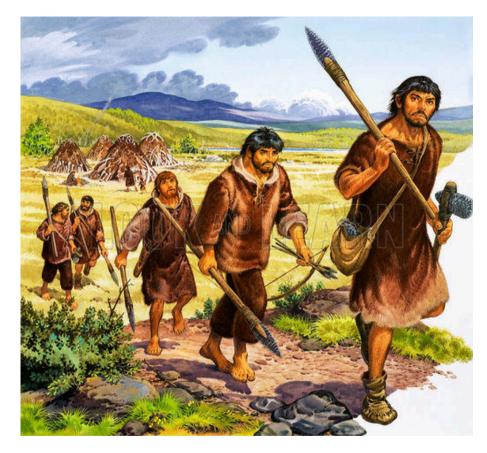
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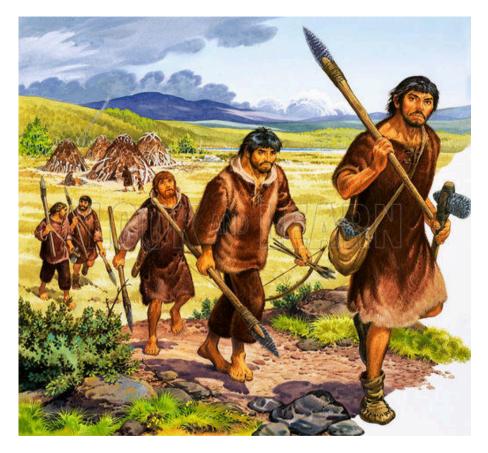
Decides to move away from danger and move towards food

Decision making is necessary for life



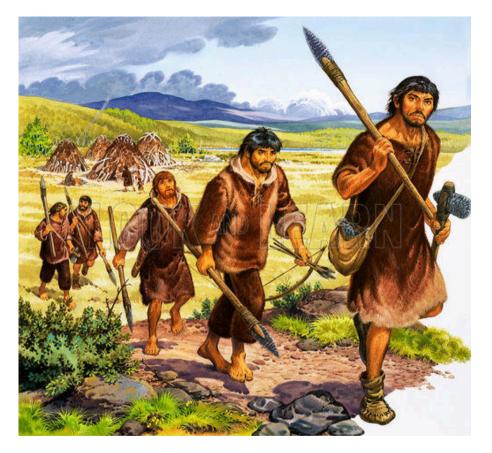


**200 kYA:** Humanoid huntergatherers develop more complex decision making capabilities



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Sequence of decisions to make fire



**200 kYA:** Humanoid huntergatherers develop more complex decision making capabilities

Sequence of decisions to make fire

Sequence of decisions to plant crops



**500 BCE:** Humans begin to study decision making



**500 BCE:** Humans begin to study decision making

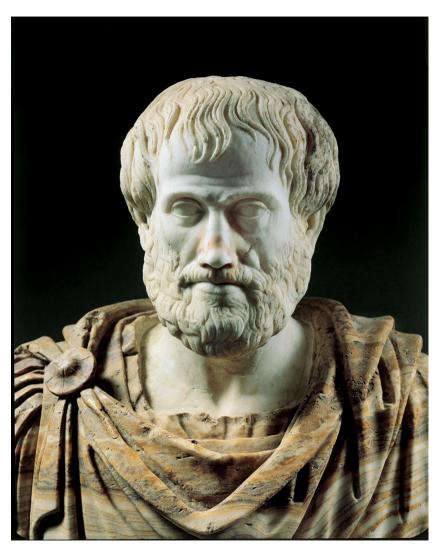
Sun Tzu studies and writes about various forms of decision making



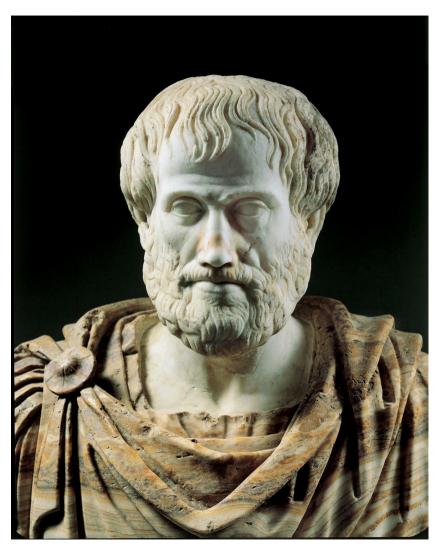
**500 BCE:** Humans begin to study decision making

Sun Tzu studies and writes about various forms of decision making

E.g., zero sum games: "Attack where he is unprepared; appear where you are not expected."

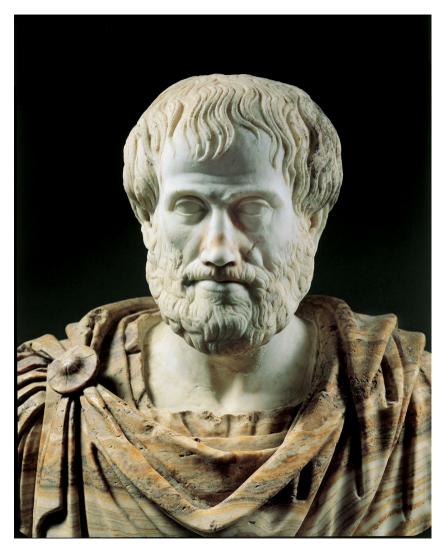


**400 BCE:** Aristotle creates the earliest recorded framework for decision making



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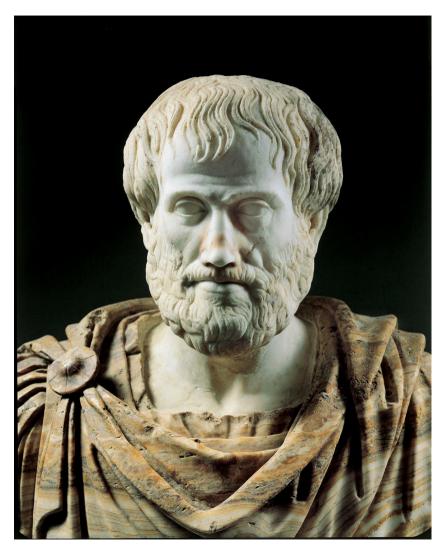
Syllogistic logic and deductive reasoning from axioms



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Syllogistic logic and deductive reasoning from axioms

**Axiom 1:** All philosophers prioritize knowledge over leisure

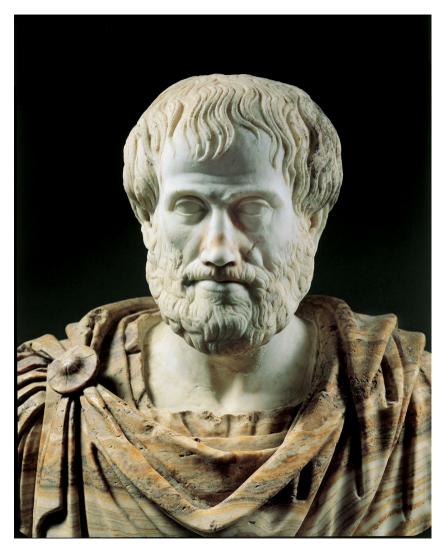


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Syllogistic logic and deductive reasoning from axioms

**Axiom 1:** All philosophers prioritize knowledge over leisure

Axiom 2: I am a philosopher



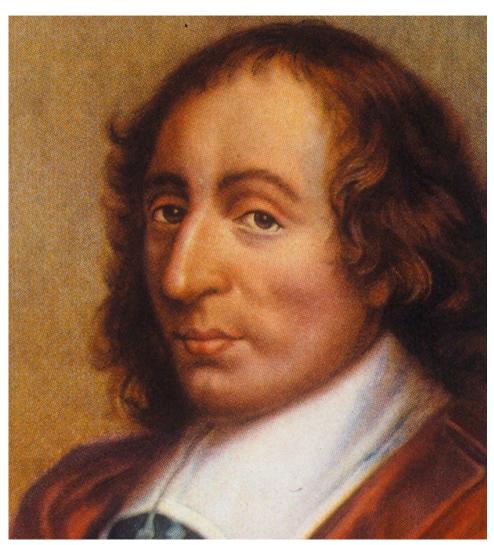
**400 BCE:** Aristotle creates the earliest recorded framework for decision making

Syllogistic logic and deductive reasoning from axioms

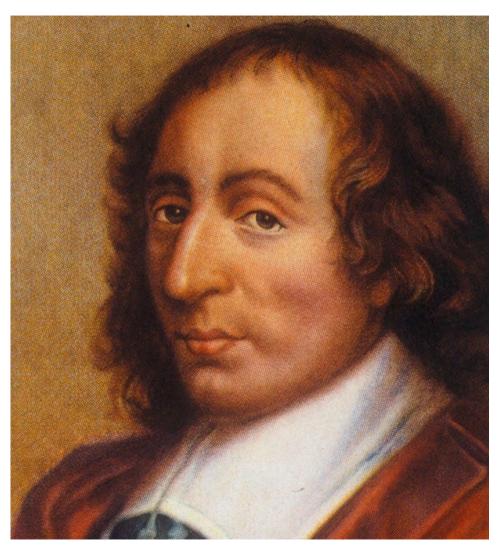
**Axiom 1:** All philosophers prioritize knowledge over leisure

Axiom 2: I am a philosopher

**Decision:** I must attend lecture instead of the party

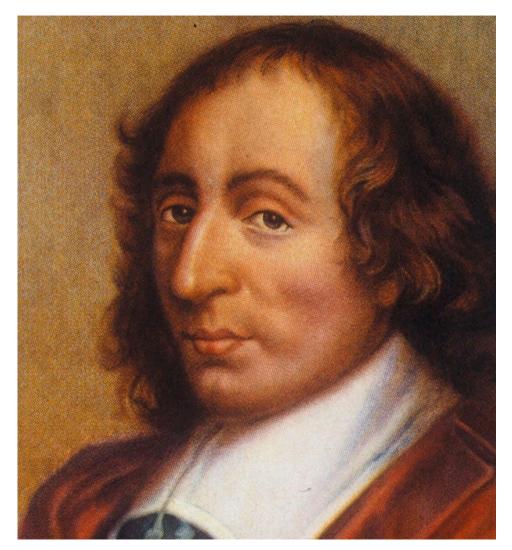


**1654:** Pascal formalizes decision making under uncertainty with "Pascal's Wager"



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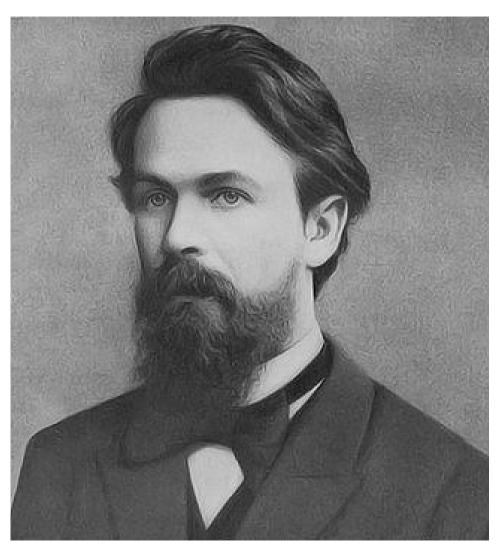
**Premise:** You are in bed, about to die. Should you believe in God?



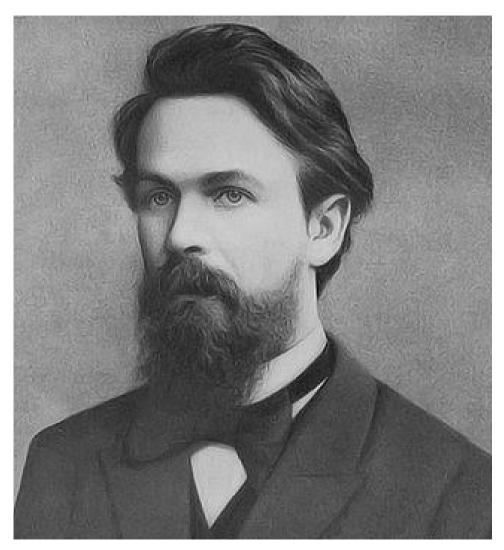
**1654:** Pascal formalizes decision making under uncertainty with "Pascal's Wager"

**Premise:** You are in bed, about to die. Should you believe in God?

	Believe	Do not
		believe
God exists	Good	Bad
God does	Neutral	Neutral
not exist		

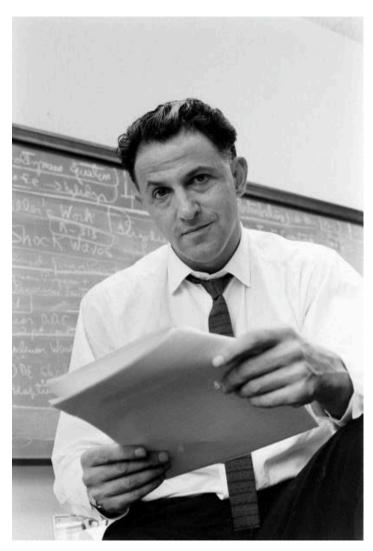


**1906:** Markov discovers Markov processes

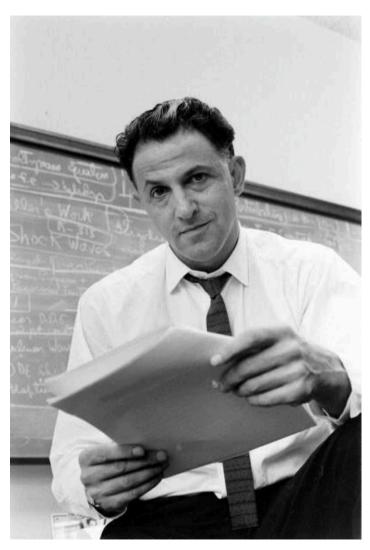


**1906:** Markov discovers Markov processes

Modern decision making relies on Markov processes



**1953:** Bellman discovers dynamic programming



**1953:** Bellman discovers dynamic programming

Gives us the **Bellman equation**, the basis for optimal decision making



**1983:** Sutton solves the Bellman equation using neural networks



**1983:** Sutton solves the Bellman equation using neural networks

Combines reinforcement learning and neural networks



**1983:** Sutton solves the Bellman equation using neural networks

Combines reinforcement learning and neural networks

He is still alive and might answer your emails

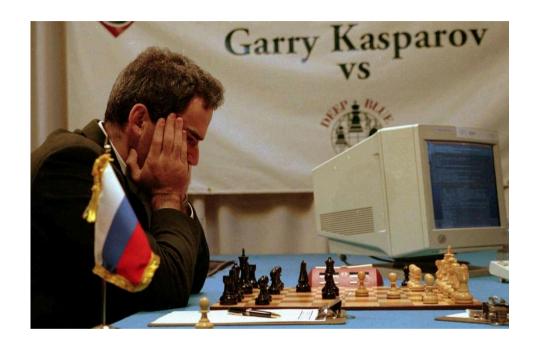


**1983:** Sutton solves the Bellman equation using neural networks

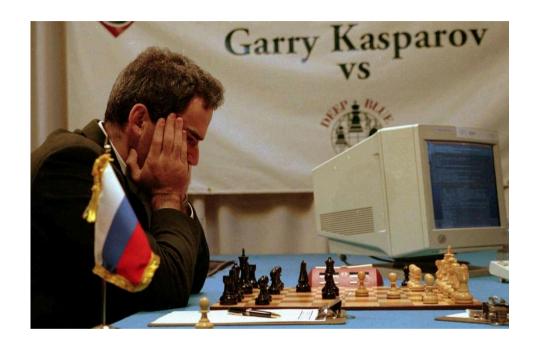
Combines reinforcement learning and neural networks

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We use his textbook: *An Introduction to Reinforcement Learning* 

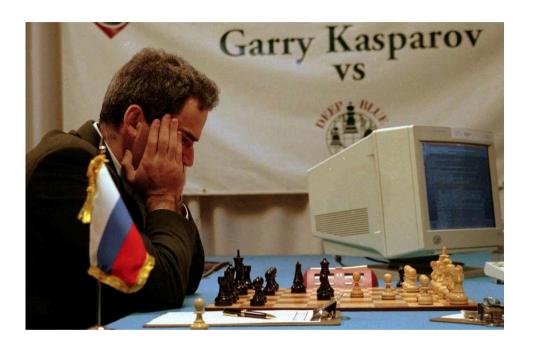


**1997:** DeepBlue beats world champion Kasparov at chess



**1997:** DeepBlue beats world champion Kasparov at chess

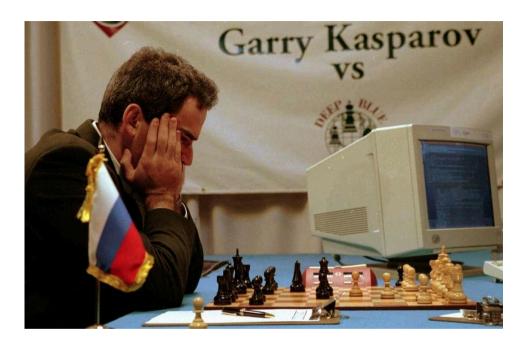
People start to pay attention to decision making machines



**1997:** DeepBlue beats world champion Kasparov at chess

People start to pay attention to decision making machines

Chess AIs play each other because humans are too easy



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People start to pay attention to decision making machines

Chess AIs play each other because humans are too easy

https://www.youtube.com/watch? v=KF6sLCeBj0s



**2016:** AlphaGo beats world champion Sedol at Go



**2016:** AlphaGo beats world champion Sedol at Go

https://www.youtube.com/watch? v=tXlM99xPQC8



**2018:** OpenAI Five beats world champions at Dota2



**2018:** OpenAI Five beats world champions at Dota2

https://www.youtube.com/watch? v=eHipy\_j29Xw



**2020-2024:** GPT-3, GPT-4 trained using reinforcement learning

2025?

# History of Decision Making Homework:

#### Homework:

• Review prerequisites

#### Homework:

- Review prerequisites
- Play with Google Colab

#### Homework:

- Review prerequisites
- Play with Google Colab
- Download Sutton and Barto textbook

#### Homework:

- Review prerequisites
- Play with Google Colab
- Download Sutton and Barto textbook
  - Read Chapter 1.1 (few pages)