CSC384:Lecture13

- ■Today
 - wrapupdecisionnets(incl.slidesfromlastweek)
 - coursewrapup
 - •whatwe'vecovered
 - ■whatwehaven't

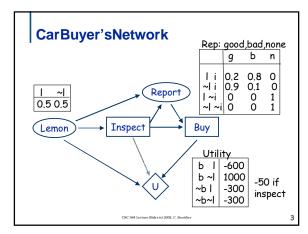
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ADetailedDecisionNetExample

- Setting:youwanttobuyausedcar,butthere'sa goodchanceitisa"lemon" (i.e.,proneto breakdown). Beforedecidingtobuyit,youcan takeittoamechanicforinspection. S/hewillgive youareportonthecar, labelling iteither "good" or "bad". Agoodreportispositivelycorrelated with the carbeing sound, while abadreportis positively correlated with the carbeing sound.
- Thereportcosts\$50however.Soyoucouldrisk it,andbuythecarwithoutthereport.
- Owningasoundcarisbetterthanhavingnocar, whichisbetterthanowningalemon.

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EvaluateLastDecision:Buy(1)

- ■EU(B|I,R)= Σ _I P(L|I,R,B)U(L,B)
- ■l=i,R=g:
 - EU(buy)=P(I|i,g)U(I,buy)+P(~I|i,g)U(~I,buy)- 50 =.18*-600+.82*1000- 50=662
 - EU(~buy)=P(||i,g)U(|,~buy)+P(~||i,g)U(~|,~buy)- 50 =-300- 50=-350(-300indep.oflemon)
 - Sooptimal δ_{Buy} (i,g)=buy

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EvaluateLastDecision:Buy(2)

- ■l=i,R=b:
 - EU(buy)=P(I|i,b)U(I,buy)+P(~I|i,b)U(~I,buy)- 50 =.89*-600+.11*1000-50=-474
 - EU(~buy)=P(||i,b)U(|,~buy)+P(~||i,b)U(~|,~buy)- 50 =-300- 50=-350(-300indep.oflemon)
 - Sooptimal δ_{Buy} (i,b)=~buy

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EvaluateLastDecision:Buy(3)

- ■I=~i,R=n(note:noinspectioncostsubtracted)
 - EU(buy)=P(I|~i,n)U(I,buy)+P(~I|~i,n)U(~I,buy) =.5*-600+.5*1000=200
 - EU(~buy)=P(I|~i,n)U(I,~buy)+P(~I|~i,n)U(~I,~buy) =-300- 50=-350(-300indep.oflemon)
 - Sooptimal δ_{Buy} (~i,n)=buy
- ■SooptimalpolicyforBuyis:
 - δ_{Buy} (i,g)=buy ; δ_{Buy} (i,b)=~buy ; δ_{Buy} (~i,n)=buy
- ■Note:wedon'tbothercomputingpolicyfor(i,~n), (~i,g),or(~i,b),sincetheseoccurwith probability0

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Evaluate First Decision: Inspect

- ■EU(I) = $\Sigma_{L,R}$ P(L,R|I) U(L, δ_{Buy} (I,R))
 - where P(R,L|I) = P(R|L,I)P(L|I)
 - EU(i) = .1*-600 + .4*-300 + .45*1000 + .05*-300 50 = 237.5 - 50 = 187.5
 - EU(\sim i) = P($I|\sim$ i, n) U(I,buy) + P(\sim I $|\sim$ i, n) U(\sim I,buy) = .5*-600 + .5*1000 = 200
 - So optimal $\delta_{Inspect}$ (~i) = buy

	P(R,L I)	δ_{Buy}	U(L, <i>δ</i> _{Buy})
g,l	0.1	buy	-600 - 50 = -650
b,l	0.4	~buy	-300 - 50 = -350
g,~l	0.45	buy	1000 - 50 = 950
b,~l	0.05	~buy	-300 - 50 = -350

Value of Information

- ■So optimal policy is: don't inspect, buy the car
 - EU = 200
 - Notice that the EU of inspecting the car, then buying it
 iff you get a good report, is 237.5 less the cost of the
 inspection (50). So inspection not worth the
 improvement in EU.
 - But suppose inspection cost \$25: then it would be worth it (EU = 237.5 - 25 = 212.5 > EU(~i))
 - The expected value of information associated with inspection is 37.5 (it improves expected utility by this amount ignoring cost of inspection). How? Gives opportunity to change decision (~buy if bad).
 - You should be willing to pay up to \$37.5 for the report

What We've Covered

- Logic and knowledge representation
 - logical representations of beliefs
 - uncertainty (lack of knowledge) is not quantified
 - DCL, inference procedures for DCL, uses of DCL
- ■Problem Solving (Search)
 - considered "decision making" in unstructured settings
 states/actions are primitive (elements of graph)
 - added the interesting complication of an opponent
- Planning
 - essentially the combination of logical KR with search
 - different "search" techniques often appropriate

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What We've Covered

- ■Probabilistic Reasoning and Representation
 - Bayes net representations of beliefs
 - uncertainty (lack of knowledge) is quantified
 - DCL, inference procedures for DCL, uses of DCL
- ■Decision Making under Uncertainty
 - extend the "certain" problem solving techniques (search, planning) to the uncertain case
 - decision trees: analog of unstructured search
 - decision networks: analog of planning

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Exam Notes

- ■Exam will be 2 hours long, 100 points
- ■Style similar to midterms
- All assigned readings, assignments, and lecture notes will be covered
- I've already posted a brief review sheet of topics and readings on the Web site
- •For review: check out Computational Intelligence web site for exam style questions
 - you're probably aware that old exams are available from the A&S web page

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What we Didn't Cover

- Within each of the subtopics, there's a lot of really neat stuff we didn't manage to get to
- ■Logic/KR:
 - alternative representation schemes; full FOL; sophisticated inference schemes (e.g., stochastic local search (SLS) methods)
- Search
 - advanced search methods (SLS, constraint-based methods, advanced backtracking techniques,...)
 - deep analysis of heuristics, automatic heuristic generation, problem space formulation, ...

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What we Didn't Cover

- Planning
 - advanced planning techniques (least-commitment, abstraction, decomposition, conditional, quantified, SATPlan, GraphPlan, approximation, etc...)
- ■Bayes Nets
 - advanced/alternative inference techniques
 - model construction and learning
- Decision Theory
 - more in-depth models (Markov decision processes)
 - approximation techniques
 - preference elicitation

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Other Areas

- ■Computational Vision
- ■Robotics

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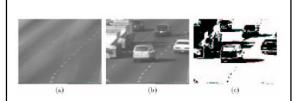
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- ■Computational Linguistics/Speech Recognition
- Machine Learning
- ■Multiagent Systems/Economic Models

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Computational Vision



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Computational Linguistics

Yahoo reports its latest quarter after the close, with analysts calling for a profit of 2 cents a share, up from last year's 1-cent-per-share net income

But despite that modest climb for Yahoo, tracking firm Thomson Financial/First Call is calling for a 9 per cent slide in first-quarter profit. The much-anticipated rebound in earnings isn't expected until next quarter, when a rise of about 9 per cent is seen. For the third quarter, Thomson Financial is calling for a 30 per cent rise in profits.

For now, the problem appears to be uncertainty, according to Chuck Hill, the tracking firm's director of research.

"I hate to say it, but lack of visibility is a big problem right now — even more so than in a typical recovery," he said, appearing on ROBTv Wednesday morning.

That lack of visibility sparked a harsh profit warning from blue chip

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Machine Learning

7177 9197 7777 999 9199 9999

7771 9999 7771 9999 7771 9999

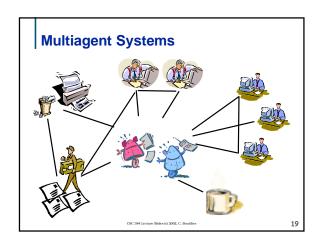
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Machine Learning

- Classification
- Clustering
- Density estimation
- ■Reinforcement Learning
 - scheduling, cell phone channel allocation, backgammon (TD-Gammon), juggling robots
- many and various techniques

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Multiagent Decision Making

- Multiagent decision making presents some unique challenges
 - as in games: the effects and utility of your own actions depends on what other people do
 - we considered a few example games earlier
 recapped in next couple of slides
 - these are games in the formal sense studied in economics and game theory

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Game 1: Battlebots

Red Robot offee ea Blue offee 0 0 8 10 red payoff@blue payoff 10 8 0 0

- ■What should the robots do?
 - both go for coffee?
 - red coffee, blue tea? blue coffee, red tea?
 - what about each choosing coffee of tea randomly?
 e.g., choose coffee with p=5/9, tea with p=4/9

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Game 2: Matching Pennies

	Red [llayer	
	🛘 eads	🛮 ails	
Blue eads	1 🛮 -1	-1 🛭 1	red payoff[]blue payoff
□layer □ails	-1 🛭 1	1 🛘 -1	

- ■What should the players do?
 - if blue plays heads, red wants to play heads
 - if red plays heads, blue wants to play tails
 - if blue plays tails, read wants to play tails
 - if read plays tails, blue wants to play heads...
- ■What about random choice? 50-50?

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Game 3: Prisoner's Dilemma

Red Dayer Dooperate Blue Dlayer Defect Red Dayer Defect Defect 1 0 0 0 1 1 0 1

red payoff[]blue payoff

- ■What should the players do?
 - only "rational" thing to do is for both to defect
 - but both are worse off

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Nash Equilibrium

- In games such as these, "rationality" seems to be a "joint venture"
 - looking for pairs (or sets for multi-player games) of strategies that are "stable"
 - i.e., if I play my part of the strategy profile, you have no reason not to play your part of it---you will be better off to stick with it
- ■This is a Nash equilibrium

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Properties of Equlibria

- •Computing equilibria is much harder than just maximizing expected utility
- ■Difficulties:
 - equilibrium may require randomization (matching pennies)

 - equilibrium may lead to socially undesirable outcomes (prisoner's dilemma)
 multiple equilibria may exist, so how do we choose? (e.g., Battlebots)
 - many computational challenges
- ■Cooperative Solutions
- ■Repeated Games

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Applications of Game Theory

- ■Coordination
- Automated Negotiation
- ■Automated Bidding and Purchasing in Markets
 - design of markets, auctions, bidding rules, etc.
 - e.g., Vickrey (2nd price) auction
- ■Allocation of Resources
 - spectrum rights
 - network bandwidth
 - and on and on and on...

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