Informatics 2D: Reasoning and Agents

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Lecture 29b: Decision Making under Uncertainty Decision Networks

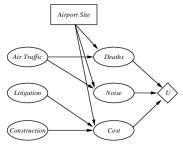
Last time. . .

- Maximise Expected Utility=Rational behaviour
- Axioms of preferences, utility functions
- Today: Decision Networks Combine utility with Bayesian Net representing (uncertain) beliefs

Summary

Decision networks

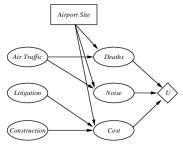
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- **Decision networks (influence diagrams)** combine BNs with additional node types for actions and utilities
- Illustrate with airport siting problem:



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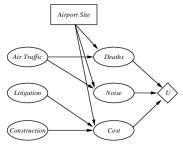
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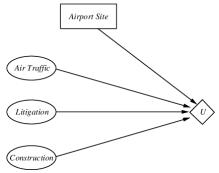


Representing decision problems with DNs

- Chance nodes (ovals) represent random variables with CPTs, parents can be decision nodes
- **Decision nodes** represent decision-making points at which actions are available
- Utility nodes represent utility function connected to all nodes that affect utility directly
- Often nodes describing outcome states are omitted and expected utility associated with actions is expressed (rather than states) action-utility tables

Representing decision problems with DNs

- Simplified version with action-utility tables
- Less flexible but simpler (like pre-compiled version of general case)



Evaluating decision networks

- Evaluation of a DN works by setting decision node to every possible value
- "Algorithm":
 - Set evidence variables for current state
 - Por each value of decision node:
 - Set decision node to that value
 - ② Calculate posterior probabilities for parents of utility node
 - S Calculate resulting (expected) utility for action
 - Seturn action with highest (expected) utility
- Using any algorithm for BN inference, this yields a simple framework for building agents that make single-shot decisions

- Foundations for rational decision making under uncertainty
- Decision networks nicely blend with our BN framework
- Only looked at one-shot decisions so far
- Next time: Markov Decision Processes