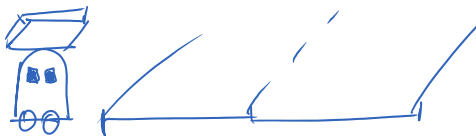


- Have to handle uncertainty:



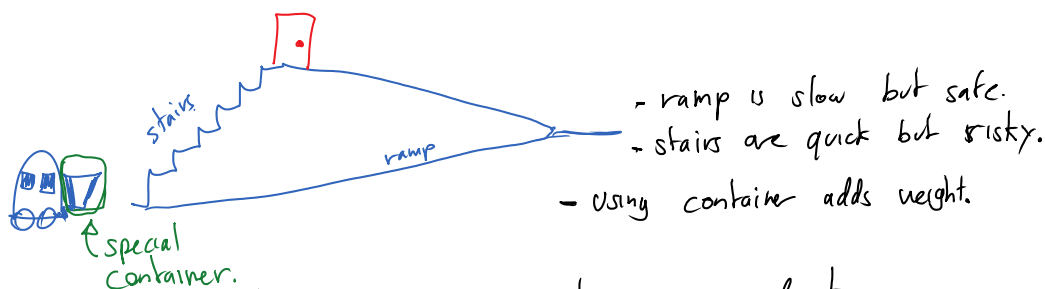
- Act regardless of certainty
 - preference over outcome
 - Act to obtain preferred outcome.

- Our Agent can only know a probability distribution over outcomes.

- Modeling Preference:

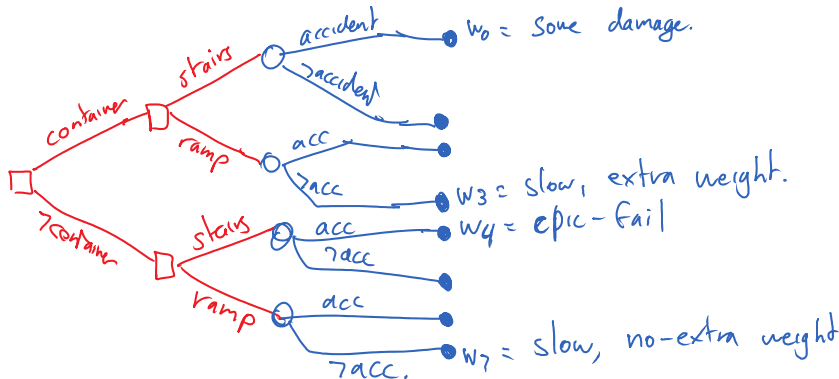
Utility function $u: \text{world} \rightarrow \mathbb{R}$ $[0 \dots 100]$
 $[-100 \dots 100]$

Example:



2 decisions and one random outcome = accident.

decision tree:



$u(w) \Rightarrow [0 \dots 100]$

decision D

def: Expected utility of a decision $D=d_i$

$$E(u | D=d_i) = \sum_{w \in \Omega} P(w | D=d_i) * u(w)$$

weighted average by probability.

Optimal Decision



$$E(u | D=d_{max}) = \max_{d \in \text{Domain}(D)} E(u | D=d_i).$$

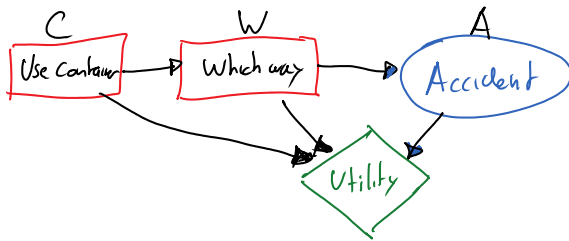
Difficult for Humans - (not intuitive)

- Scratch 

Incorporate to Belief Networks: Decision Network:

A belief network with extra node types.

- Decision Nodes:  Nodes that represent decisions of the agent
- Utility Node:  Nodes that represent utilities, parents of an utility node will be the variables over which the utility depends.



decisions are given a total order

Tables required

- $P(\text{Accident} | \text{Which way})$
- $U(\text{Accident, Container, Which way})$

no tables associated with decision nodes.

$\Rightarrow d_{max}$

P(A W)		
W	A	
- ramp	E	0.01
- ramp	F	0.99
[stairs	E	0.2
stairs	F	0.8

		U()		
		W	C	A
- r	T	T	F	0
- r	T	T	F	75
- r	F	T	F	30
- r	F	T	F	80
- s	T	E	F	35
- s	T	T	F	95
[s	F	E	F	3
[s	F	T	F	100

Optimal decision.

$E(u | w, c)$

W	C	$E(u w, c)$
r	T	74.55 = 0.01 * 0 + 0.99 * 75
r	F	79.2 = 0.01 * 30 + 0.99 * 80
s	T	83.0 = 0.2 * 35 + 0.8 * 95
s	F	80.6 = 0.2 * 3 + 0.8 * 100

Decision \rightarrow Effects \rightarrow Utility

Now: Observe \rightarrow Acts \rightarrow Observe \rightarrow Act.


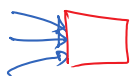
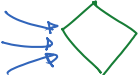
Extend belief networks to accommodate observe then act.

"Sequential Decision Problem"

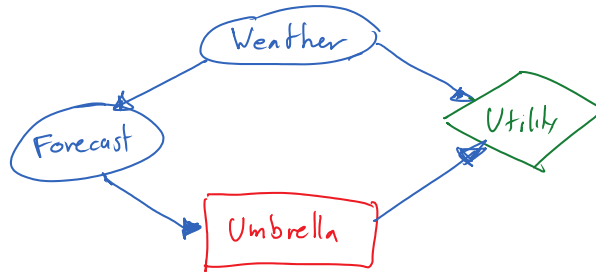
Sequence of Decision variables $D_1, D_2, D_3, \dots, D_n$

each D_i is going to have parents(D_i) "Information Set"

-  Random Variables.

-  Random Variables.
-  Decision Variables.
-  Utility Variables.

Example:



$W = \{\text{rain}, \neg\text{rain}\}$
 $F = \{\text{rain}, \text{cloudy}, \text{sunny}\}$
 $U = \{\text{Yes}, \text{No}\}$

- $P(W)$
- $P(F|W)$
- $U(W, U)$

W	P(W)
r	0.3
$\neg r$	0.7

W	F	P(F W)
$\neg r$	S	0.7
$\neg r$	C	0.2
$\neg r$	r	0.1
r	S	0.15
r	C	0.25
r	r	0.60

W	U	Utility
$\neg r$	Y	20
$\neg r$	N	100
r	Y	70
r	N	0

- Policies:**
- always take umbrella
 - never take umbrella.
 - if forecast is rainy then take umbrella,
 - if forecast is rainy or cloudy take the umbrella decision

Decision Function :- A function that assigns to every D_i a value.

Policy :- A sequence of decision functions π

- How to compare policies?

w.r.t Expected Utility $E(u|\pi) = \sum_{w \text{ that satisfy } \pi} u(w) \cdot P(w)$

Optimal Policy π^* $E(u|\pi^*) > E(u|\pi)$ for any other policy π

How to find such policy?

- compute $P(W, F)$ and check each utility

... 1. ... eliminate random variables that are not needed.

- create factors, eliminate ^{random} variables that are not needed,

$$f_0(W)$$

$$f_2(F,W)$$

$$f_3(W,U)$$

$$f_4(W,F,U) = f_0(W) \cdot f_2(F,W) \cdot f_3(W,U)$$

$$f_5(F,U) = \sum_W f_4(W,F,U)$$

- pick max rows from $f_5(F,U) \rightarrow$ Policy π^*
- \rightarrow Expeded Utility π^*

$$f_0(W)$$

r	0.3
nr	0.7

$$f_3(W,U)$$

r	Y	7.0
r	N	0
nr	Y	2.0
nr	N	10.0

$$f_4(W,F,U)$$

r	S	Y	= 0.3 \cdot 0.7 \cdot 7.0
r	S	N	= 0.3 \cdot 0.7 \cdot 0
r	C	Y	= 0.3 \cdot 0.2 \cdot 7.0
r	C	N	
nr	r	Y	= 0.7 \cdot 0.6 \cdot 2.0
nr	r	N	= 0.7 \cdot 0.6 \cdot 10.0

$$f_5(F,U)$$

S	Y	12.95
S	N	0
C	Y	2.1
C	N	14.0
r	Y	14.0
r	N	7.0

$$f_2(F,W)$$

r	S	0.7
r	C	0.2
nr	r	0.1
nr	S	0.5
nr	C	0.25
nr	r	0.6

Select Max

$$\pi^*$$

S	N	49.00
C	N	14.00
r	Y	14.00

$E(U|\pi^*) = 77.00$

Example:

