

Acting

**Decision Making** 

Maximum Expected Utility

### Simple Decision Making

A simple decision making situation  $\mathcal{D}$ :

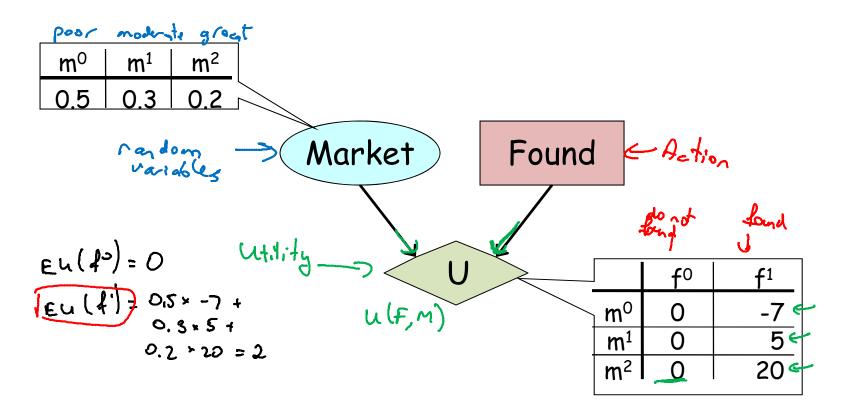
- A set of possible actions Val(A)={a<sup>1</sup>,...,a<sup>K</sup>}
- A set of states  $Val(X) = \{x^1, \dots, x^N\}$
- A distribution P(X | A)
- A utility function U(X, A)

# Expected Utility $EU[\mathcal{D}[a]] = \sum_{x} P(x \mid a) U(x, a)$

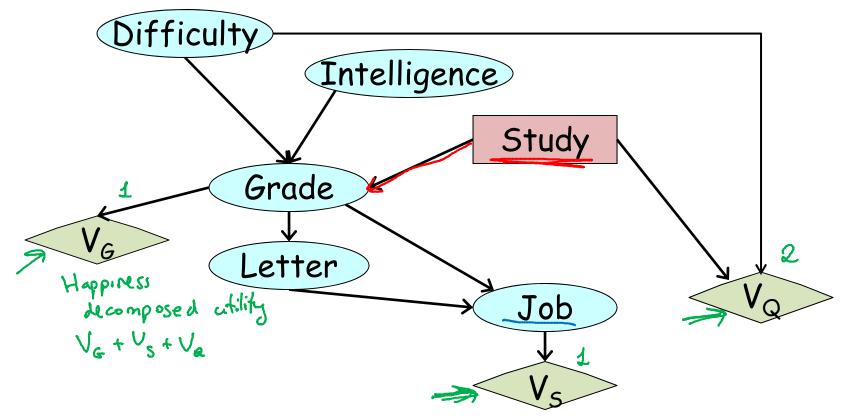
• Want to choose action at that maximizes the expected utility Max. expected utility

$$a^* = \operatorname{argmax}_a \operatorname{EU}[\mathcal{D}[a]]$$

#### Simple Influence Diagram

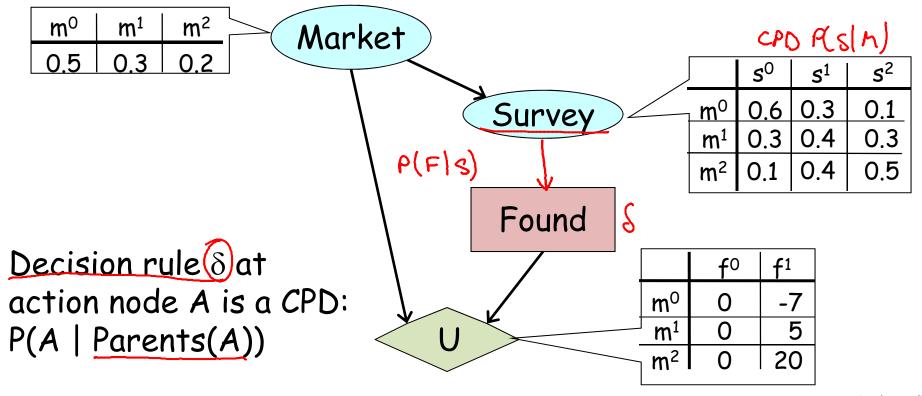


#### More Complex Influence Diagram



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#### Information Edges

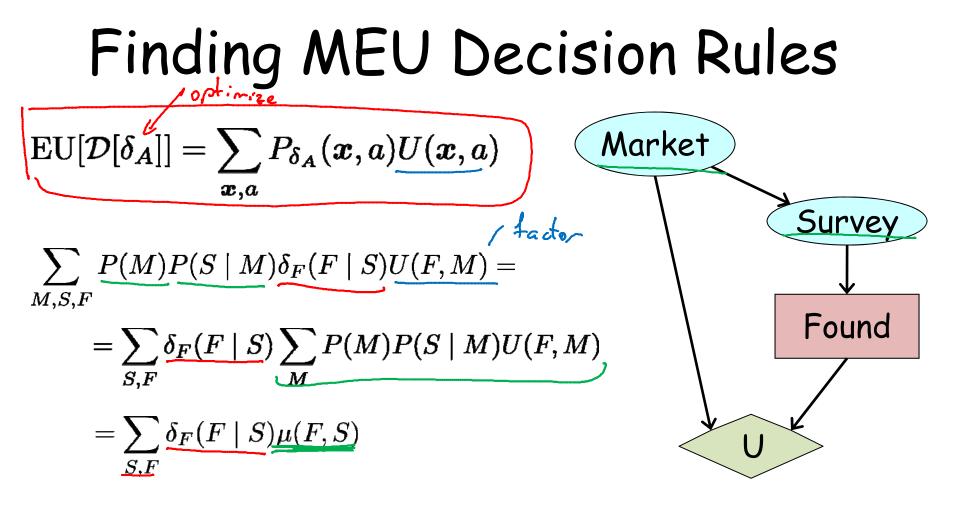


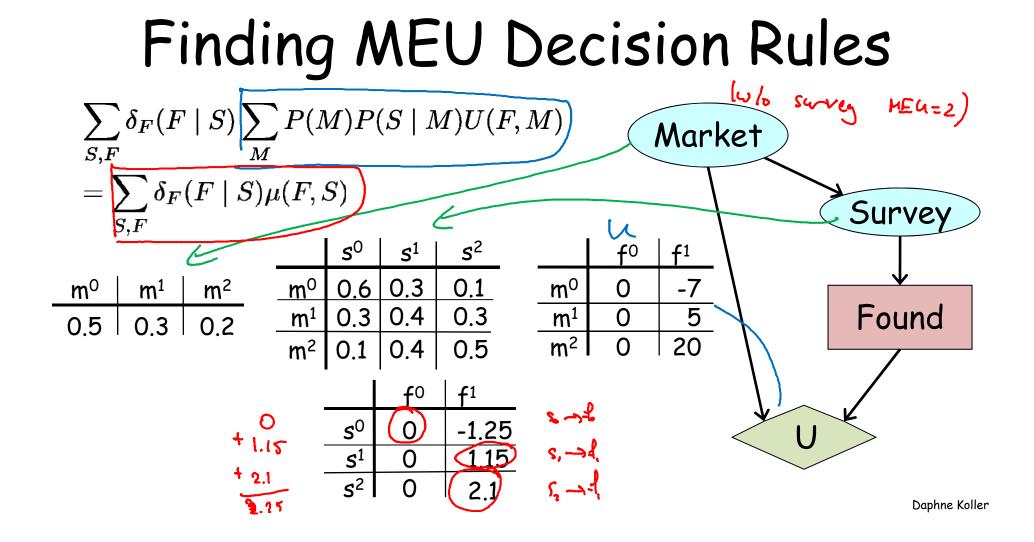
## Expected Utility with Information

$$\mathrm{EU}[\mathcal{D}[\delta_A]] = \sum_{\boldsymbol{x},a} \frac{\mathrm{Joint} \ \mathrm{prh} \ \mathrm{dist} \ \mathrm{over} \ \mathbf{X} \cup [A]}{P_{\delta_A}(\boldsymbol{x},a)} U(\boldsymbol{x},a)$$

• Want to choose the decision rule  $\delta_{A}$  that maximizes the expected utility

 $\operatorname{argmax}_{\delta_{A}} \operatorname{EU}[\mathcal{D}[\delta_{A}]]$  $\operatorname{MEU}(\mathcal{D}) = \max_{\delta_{A}} \operatorname{EU}[\mathcal{D}[\delta_{A}]]$ 





### MEU Algorithm Summary

- To compute MEU & optimize decision at A:
  - Treat A as random variable with arbitrary CPD
  - Introduce utility factor with scope  $\text{Pa}_{\text{U}}$
- Eliminate all variables except A, Z (A's parents) to produce factor  $\mu(A, Z)$ ,
  - For each **z**, set:

$$\delta^*_{oldsymbol{A}}(a \mid oldsymbol{z}) = \left\{egin{array}{cc} 1 & a = \mathrm{argmax}_A \mu(A,oldsymbol{z}) \ 0 & \mathrm{otherwise} \end{array}
ight.$$

#### Decision Making under Uncertainty

- MEU principle provides rigorous foundation
- PGMs provide structured representation for probabilities, actions, and utilities
- PGM inference methods (VE) can be used for
  - Finding the optimal strategy
  - Determining overall value of the decision situation
- Efficient methods also exist for:
  - Multiple utility components
  - Multiple decisions