

Probabilistic
Graphical
Models



Acting

Decision Making

Value of
Perfect
Information

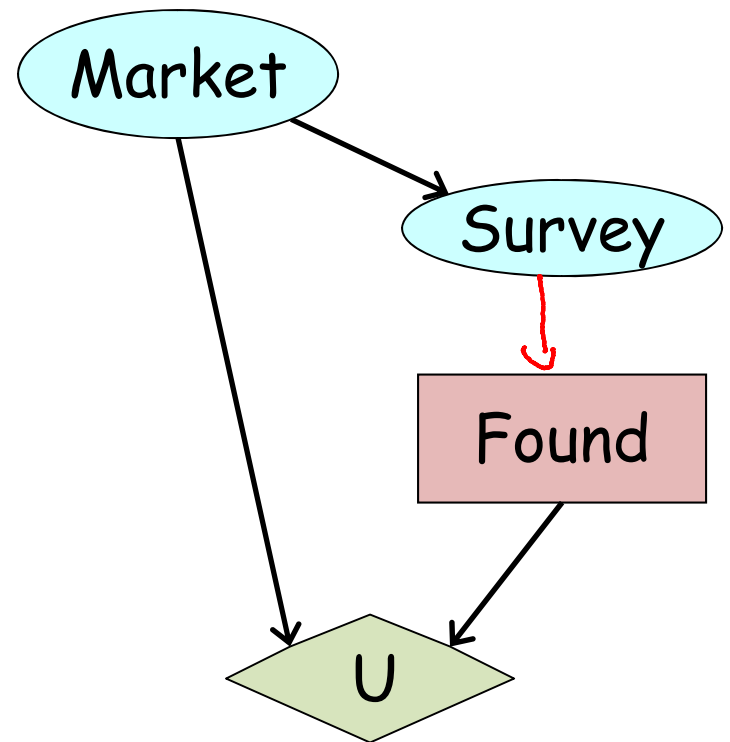
Value of Information

- ^{value of perfect information} VPI(A | X) is the value of observing X before choosing an action at A
- \mathcal{D} = original influence diagram
- $\mathcal{D}_{X \rightarrow A}$ = influence diagram with edge $X \rightarrow A$

$$\text{VPI}(A | X) := \text{MEU}(\mathcal{D}_{X \rightarrow A}) - \text{MEU}(\mathcal{D})$$

Finding MEU Decision Rules

$$\begin{array}{r} \text{MEU}(D_{S \rightarrow F}) - \text{MEU}(D) \\ 3.25 \qquad \qquad 2 \qquad = 1.25 \end{array}$$



Value of Information

$$\text{VPI}(A | X) := \text{MEU}(\mathcal{D}_{X \rightarrow A}) - \text{MEU}(\mathcal{D})$$

- Theorem:

- $\text{VPI}(A | X) \geq 0$

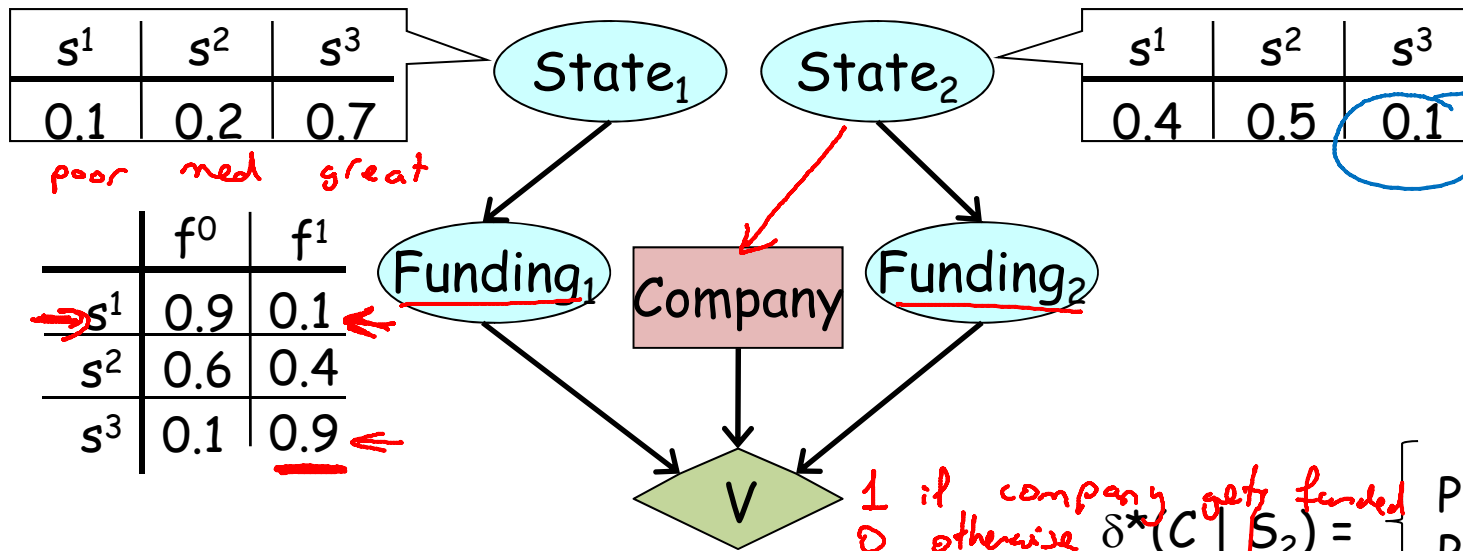
- $\text{VPI}(A | X) = 0$ if and only if the optimal decision rule for \mathcal{D} is still optimal for $\mathcal{D}_{X \rightarrow A}$

Any CPD $\delta(A|\bar{z})$ is also a CPD $\delta(A|\bar{z}, x)$

Clear notion of when information *works*
 \Uparrow
 it changes my decision

optimizing $\delta(A|\bar{z}, x)$ optimizing $\delta(A|\bar{z})$

Value of Information Example

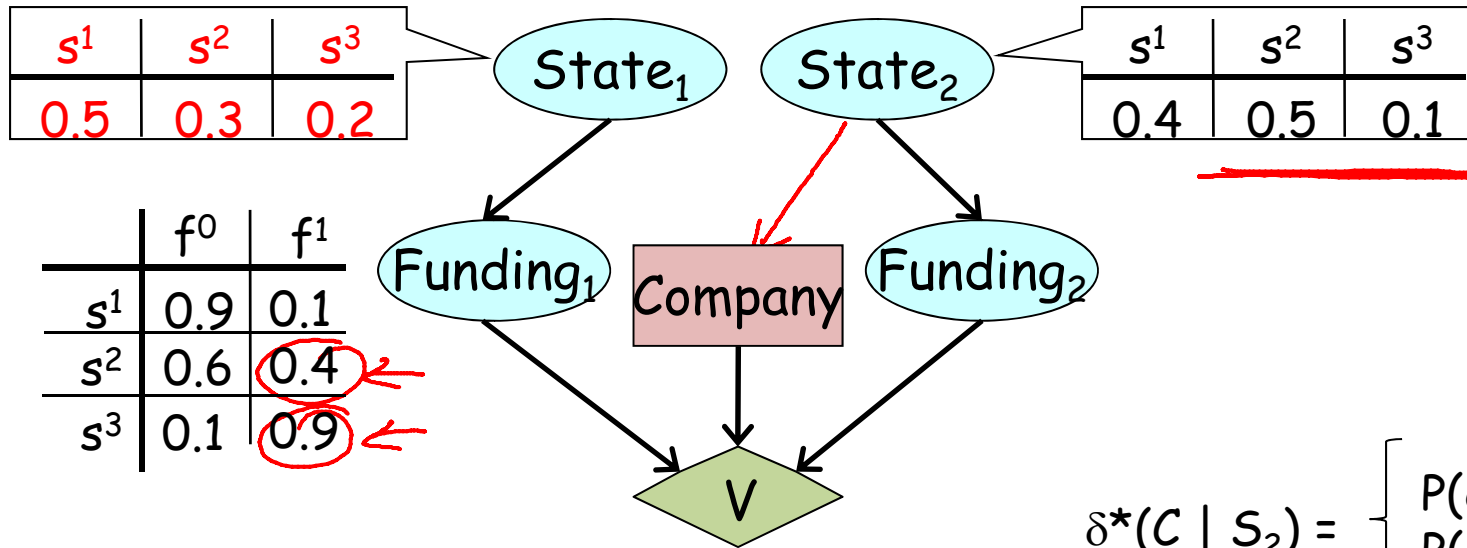


$EU(D[c_1]) = 0.72$

$EU(D[c_2]) = 0.33$

EU if $C=c_2$ $S_2=s^1$ 0.1 \Rightarrow Prefer c_1
 EU if $C=c_2$ $S_2=s^2$ 0.4
 EU if $C=c_2$ $S_2=s^3$ 0.9 \Rightarrow Prefer c_2
 $MEU(D_{S_1 \rightarrow C}) = 0.743$

Value of Information Example



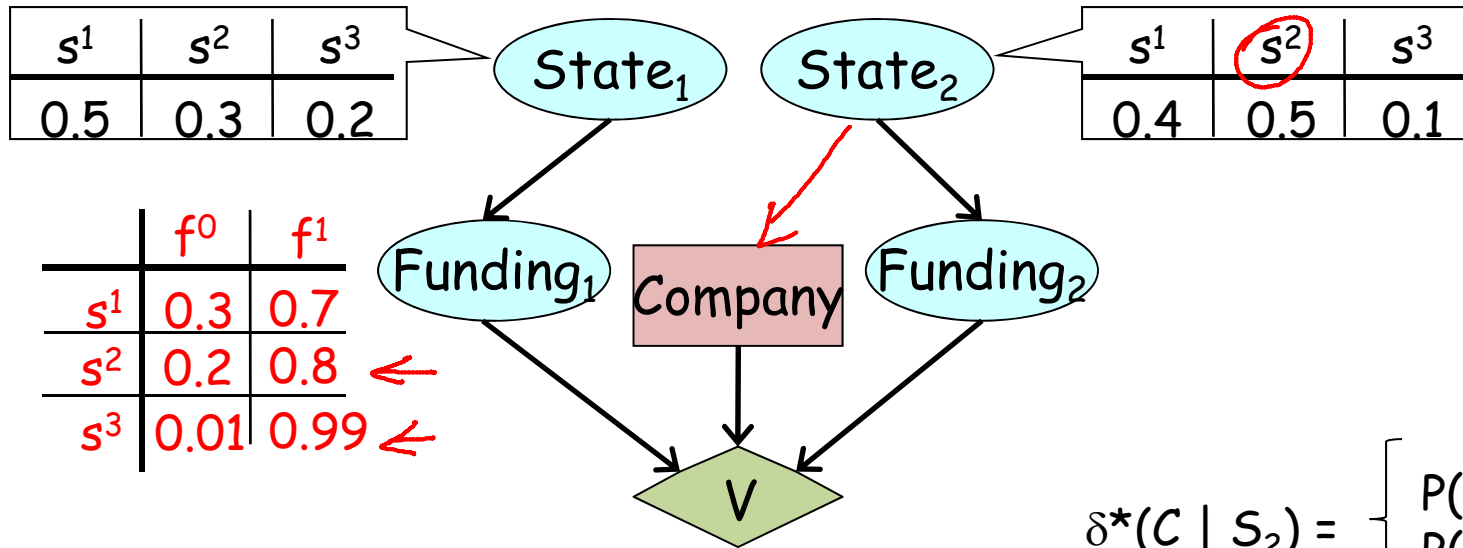
$$\delta^*(C | S_2) = \begin{cases} P(c^2)=1 & \text{if } S_2 = s^2, s^3 \\ P(c^1)=1 & \text{otherwise} \end{cases}$$

$$EU(D[c_1]) = 0.35$$

$$EU(D[c_2]) = 0.33$$

$$MEU(D_{S_2 \rightarrow c}) = \underline{0.43}$$

Value of Information Example



$$\delta^*(C | S_2) = \begin{cases} P(c^2)=1 & \text{if } S_2 = s^2, s^3 \\ P(c^1)=1 & \text{otherwise} \end{cases}$$

$$EU(D[c_1]) = 0.788$$

$$EU(D[c_2]) = 0.779$$

$$MEU(D_{s_1} \rightarrow c) = \underline{0.8142}$$

Summary

- Influence diagrams provide clear and coherent semantics for the value of making an observation
 - Difference between values of two IDs
- Information is valuable if and only if it induces a change in action in at least one context