

Probabilistic decisions

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(Re-)introduction uncertainty/probability

- ▶ Markov Decision Processes (MDP)/RL – uncertainty about outcome of **actions**
 - ▶ *Sequential* decisions (robot/agent goes from s_0 to s_G)
 - ▶ $\pi : \mathcal{S} \rightarrow \mathcal{A}$
 - ▶ ***Policy (Strategy):* knowing what to do for all possible states.**
- ▶ Now: uncertainty associated with states
 - ▶ Different states may have different prior probabilities.
 - ▶ The states $s \in \mathcal{S}$ are not directly observable.
 - ▶ They need to be inferred from features $x \in \mathcal{X}$.
 - ▶ *Single (repeated) decision* $\delta : \mathcal{X} \rightarrow \mathcal{S}$ ($\delta : \mathcal{X} \rightarrow \mathcal{D}$);
 - ▶ *Strategy:* knowing how to decide for all possible measurements.
- ▶ Decision example, crossing street:
 - ▶ x = camera image; \mathcal{X} is the space of all possible images
 - ▶ $\mathcal{S} = \{\text{car, bus, bicycle, truck}\}$ approaching
 - ▶ I decide to: $\mathcal{D} = \{\text{go, wait}\}$

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Decision example: Insure or not? (from late 1980s) [5]

Known about HIV testing: HIV test falsely positive only in 1 case out of 1000.

A doctor calls: “Your HIV test is positive, 999/1000 you will die in 10 years. I’m sorry ...”.

Insurance company does not want to insure a married couple.

▶ Was the doctor right?

▶ Was the insurance company rational?

$\mathcal{S} = \{\text{healthy}, \text{infected}\}$, $\mathcal{X} = \{\text{positive_test}, \text{negative_test}\}$

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What is the probability the man is infected?

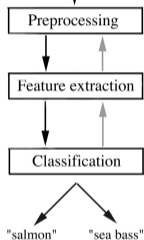
A: $\frac{1}{1000}$

B: $\frac{999}{1000}$

C: Don't know yet, more info needed, but less than $\frac{1}{2}$

D: Don't know yet, more info needed, but more than $\frac{1}{2}$

Classification example: What's the fish?



- ▶ Factory for fish processing
- ▶ 2 classes $s_{1,2}$:
 - ▶ salmon
 - ▶ sea bass
- ▶ Features \vec{x} : length, width, lightness etc. from a camera

Fish – classification using probability

$$\textit{posterior} = \frac{\textit{likelihood} \times \textit{prior}}{\textit{evidence}}$$

- ▶ Notation for classification problem
 - ▶ Classes $s_j \in \mathcal{S}$ (e.g., salmon, sea bass)
 - ▶ Features $x_i \in \mathcal{X}$ or feature vectors (\vec{x}_i) (also called attributes)

- ▶ Optimal classification of \vec{x} :

$$\delta^*(\vec{x}) = \arg \max_j P(s_j | \vec{x})$$

- ▶ We thus choose the most probable class for a given feature vector.
- ▶ Both likelihood and prior are taken into account – recall Bayes rule:

$$P(s_j | \vec{x}) = \frac{P(\vec{x} | s_j) P(s_j)}{P(\vec{x})}$$

- ▶ Can we do (classify) better?

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Decision making under uncertainty

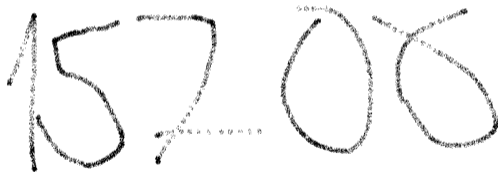
- ▶ An important feature of intelligent systems
 - ▶ make the best possible decision
 - ▶ in uncertain conditions
- ▶ Example: Take a tram OR subway from *A* to *B*?
 - ▶ Tram: timetables imply a quicker route, but adherence uncertain.
 - ▶ Subway: longer route, but adherence almost certain.
- ▶ Example: where to route a letter with this ZIP?
 - ▶ 15700? 15706? 15200? 15206?
- ▶ What is the optimal decision ?
- ▶ What is the cost of the decision? What is the associated loss ?
- ▶ What is the relation between loss and utility ?

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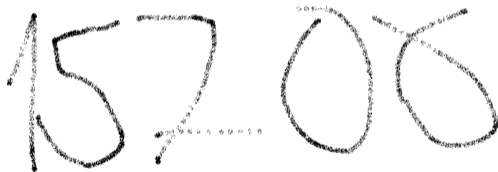
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A handwritten ZIP code '15700' is shown in a dotted, pixelated font. The digits are somewhat irregular and blurry, illustrating the uncertainty in interpreting the code.

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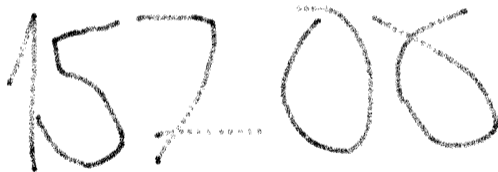
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A handwritten ZIP code '15700' rendered in a noisy, point-based font. The digits are somewhat irregular and the overall appearance is that of a scanned or generated noisy image.

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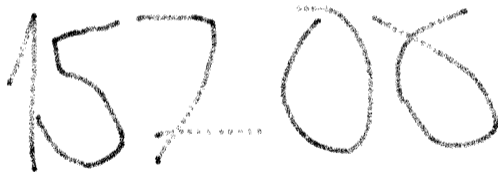
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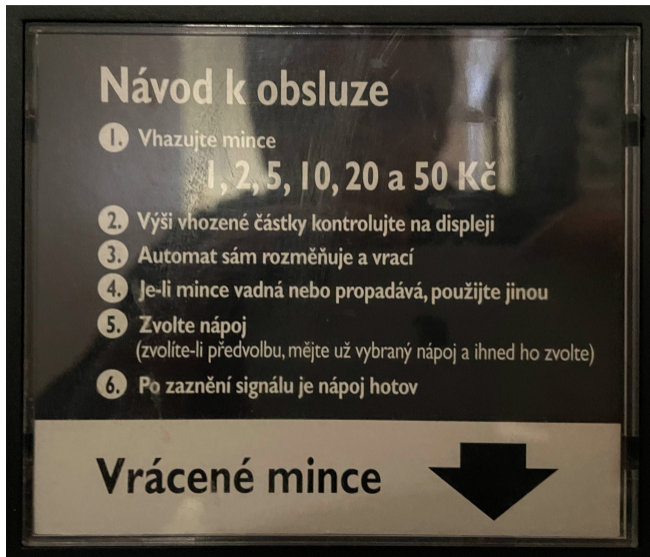
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Introducing decision loss: Coin recognition



Recognizing/classifying coins: components

- ▶ $s \in \{1, 2, 5, 10, 20, 50\}$ – state - the true value
- ▶ $x \in \{0.0, 0.1, \dots, 9.9\}[g]$ – measurement, observation
- ▶ $P(s, x)$ joint probability
- ▶ $d \in \{1, 2, 5, 10, 20, 50\}$ – decision, result of the algorithm

How many strategies?:

- A 100
- B 100^6
- C 600
- D 6^{100}



Loss function $\ell(?)$
is a function of:

A s

B s, d

C s, x, d

D d

Strategy $d = \delta(?)$
is a function of:

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Introducing decision loss: What to cook for dinner [4]

- ▶ *Wife is coming back from work. Husband: what to cook for dinner?*
- ▶ 3 dishes (decisions) in his repertoire:
 - ▶ *nothing ... don't bother cooking* \Rightarrow no work but makes wife upset
 - ▶ *pizza ... microwave a frozen pizza* \Rightarrow not much work but won't impress
 - ▶ *g.T.c. ... general Tso's chicken* \Rightarrow will make her day, but very laborious
- ▶ "Hassle" incurred by the individual options depends on wife's mood.
- ▶ For each of the 9 possible situations (3 possible decisions \times 3 possible states), the cost is quantified by a loss function $\ell(d, s)$:

$\ell(s, d)$	$d = \textit{nothing}$	$d = \textit{pizza}$	$d = \textit{g.T.c.}$
$s = \textit{good}$	0	2	4
$s = \textit{average}$	5	3	5
$s = \textit{bad}$	10	9	6

The wife's state of mind is an uncertain state.

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Example (cont'd), State uncertain, symptoms, ...

- ▶ Husband's experiment. He tells her he accidentally overtaped their wedding video and observes her reaction.
- ▶ Anticipates 4 possible reactions:
 - ▶ *mild* ... all right, we keep our memories.
 - ▶ *irritated* ... how many times do I have to tell you...
 - ▶ *upset* ... Why did I marry this guy?
 - ▶ *alarming* ... silence
- ▶ The reaction is a measurable attribute/symptom ("feature") of the mind state.
- ▶ From experience, the husband knows how probable individual reactions are in each state of mind; this is captured by the joint distribution $P(x, s)$.

$P(x, s)$	$x = mild$	$x = irritated$	$x = upset$	$x = alarming$
$s = good$	0.35	0.28	0.07	0.00
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Decision strategy

- ▶ **Decision strategy** : a rule selecting a decision for *any given value* of the measured attribute(s).
- ▶ i.e. function $d = \delta(x)$.
- ▶ Example of husband's possible strategies:

$\delta(x)$	$x = \text{mild}$	$x = \text{irritated}$	$x = \text{upset}$	$x = \text{alarming}$
$\delta_1(x) =$	<i>nothing</i>	<i>nothing</i>	<i>pizza</i>	<i>g.T.c.</i>
$\delta_2(x) =$	<i>nothing</i>	<i>pizza</i>	<i>g.T.c.</i>	<i>g.T.c.</i>
$\delta_3(x) =$	<i>g.T.c.</i>	<i>g.T.c.</i>	<i>g.T.c.</i>	<i>g.T.c.</i>
$\delta_4(x) =$	<i>nothing</i>	<i>nothing</i>	<i>nothing</i>	<i>nothing</i>

- ▶ How many strategies?
- ▶ How to define which strategy is the best? How to sort them by quality?
- ▶ Define the *risk* of a strategy as a mean (expected) loss value .

$$r(\delta) = \sum_x \sum_s \ell(s, \delta(x)) P(x, s)$$

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$$r(\delta) = \sum_x \sum_s \ell(s, \delta(x)) P(x, s)$$

Decision strategy

- ▶ **Decision strategy** : a rule selecting a decision for *any given value* of the measured attribute(s).
- ▶ i.e. function $d = \delta(x)$.
- ▶ Example of husband's possible strategies:

$\delta(x)$	$x = \text{mild}$	$x = \text{irritated}$	$x = \text{upset}$	$x = \text{alarming}$
$\delta_1(x) =$	<i>nothing</i>	<i>nothing</i>	<i>pizza</i>	<i>g.T.c.</i>
$\delta_2(x) =$	<i>nothing</i>	<i>pizza</i>	<i>g.T.c.</i>	<i>g.T.c.</i>
$\delta_3(x) =$	<i>g.T.c.</i>	<i>g.T.c.</i>	<i>g.T.c.</i>	<i>g.T.c.</i>
$\delta_4(x) =$	<i>nothing</i>	<i>nothing</i>	<i>nothing</i>	<i>nothing</i>

- ▶ How many strategies?
- ▶ How to define which strategy is the best? How to sort them by quality?
- ▶ Define the **risk of a strategy** as a **mean (expected) loss value** .

$$r(\delta) = \sum_x \sum_s \ell(s, \delta(x)) P(x, s)$$

Calculating $r(\delta) = \sum_x \sum_s \ell(s, \delta(x))P(x, s)$

$\ell(s, d)$	$d = \textit{nothing}$	$d = \textit{pizza}$	$d = \textit{g.T.c.}$	
$s = \textit{good}$	0	2	4	
$s = \textit{average}$	5	3	5	
$s = \textit{bad}$	10	9	6	

$P(x, s)$	$x = \textit{mild}$	$x = \textit{irritated}$	$x = \textit{upset}$	$x = \textit{alarming}$
$s = \textit{good}$	0.35	0.28	0.07	0.00
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$\delta(x)$	$x = \textit{mild}$	$x = \textit{irritated}$	$x = \textit{upset}$	$x = \textit{alarming}$
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\vdots	\vdots	\vdots	\vdots	\vdots

Do we need to evaluate all possible strategies? $P(x, s) = P(s|x)P(x)$

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\vdots	\vdots	\vdots	\vdots	\vdots

Do we need to evaluate all possible strategies? $P(x, s) = P(s|x)P(x)$

Bayes optimal strategy

- ▶ The **Bayes optimal strategy** : one minimizing mean risk.

$$\delta^* = \arg \min_{\delta} r(\delta)$$

- ▶ From $P(x, s) = P(s|x)P(x)$ (Bayes rule), we have

$$\begin{aligned} r(\delta) &= \sum_x \sum_s \ell(s, \delta(x)) P(x, s) = \sum_s \sum_x \ell(s, \delta(x)) P(s|x) P(x) \\ &= \sum_x P(x) \underbrace{\sum_s \ell(s, \delta(x)) P(s|x)}_{\text{Conditional risk}} \end{aligned}$$

- ▶ The optimal strategy is obtained by minimizing the conditional risk *separately* for each x :

$$\delta^*(x) = \arg \min_d \sum_s \ell(s, d) P(s|x)$$

Optimal strategy: $\delta^*(x) = \arg \min_d \sum_s \ell(s, d)P(s|x)$

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$\delta(x)$	$x = \textit{mild}$	$x = \textit{irritated}$	$x = \textit{upset}$	$x = \textit{alarming}$
$\delta^*(x) =$??	??	??	??

Statistical decision making: wrapping up

▶ Given:

- ▶ A set of possible **states** : \mathcal{S}
- ▶ A set of possible **decisions** : \mathcal{D}
- ▶ A **loss function** $\ell : \mathcal{D} \times \mathcal{S} \rightarrow \mathfrak{R}$
- ▶ The range \mathcal{X} of the **attribute**
- ▶ Distribution $P(x, s)$, $x \in \mathcal{X}, s \in \mathcal{S}$.

▶ Define:

- ▶ **Strategy** : function $\delta : \mathcal{X} \rightarrow \mathcal{D}$
- ▶ **Risk of strategy** $\delta : r(\delta) = \sum_x \sum_s \ell(s, \delta(x))P(x, s)$

▶ Bayes problem:

- ▶ Goal: find the optimal strategy $\delta^* = \arg \min_{\delta} r(\delta)$
- ▶ Solution: $\delta^*(x) = \arg \min_d \sum_s \ell(s, d)P(s|x)$ (for each x)

A special case - Bayesian *classification*

- ▶ Bayesian classification is a special case of statistical decision theory:
 - ▶ Attribute vector $\vec{x} = (x_1, x_2, \dots)$: pixels 1, 2, ...
 - ▶ **State set $\mathcal{S} =$ decision set $\mathcal{D} = \{0, 1, \dots, 9\}$.**
 - ▶ **State = actual class, Decision = recognized class**
 - ▶ Loss function:

$$\ell(s, d) = \begin{cases} 0, & d = s \\ 1, & d \neq s \end{cases}$$

$$\delta^*(\vec{x}) = \arg \min_d \sum_s \underbrace{\ell(s, d)}_{0 \text{ if } d=s} P(s|\vec{x}) = \arg \min_d \sum_{s \neq d} P(s|\vec{x})$$

Obviously $\sum_s P(s|\vec{x}) = 1$, then:

$$P(d|\vec{x}) + \sum_{s \neq d} P(s|\vec{x}) = 1$$

Inserting into above:

$$\delta^*(\vec{x}) = \arg \min_d [1 - P(d|\vec{x})] = \arg \max_d P(d|\vec{x})$$

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References I

Further reading: Chapter 13 and 14 of [7] (Chapters 12 and 13 in [8]). Books [2] (for this lecture, read Chapter 1) and [3] are classical textbooks in the field of pattern recognition and machine learning. Interesting insights into how people think and interact with probabilities are presented in [5] (in Czech as [6]).

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Additional material for thinking

Decision: guilty or not? (people of CA vs Collins, 1968) [5]

- ▶ Robbery, LA 1964, fuzzy evidence of the offenders:
 - ▶ female, around 65 kg
 - ▶ wearing something dark
 - ▶ hair of light color, between light and dark blond, in a ponytail
- ▶ At the same time, additional evidence close to the crime scene:
 - ▶ loud scream, yelling, looking at the this direction
 - ...
 - ▶ a woman sitting into a yellow car
 - ▶ car starts immediately and passes close to the additional witness
 - ▶ a black man with beard and moustache was driving
- ▶ No more evidence
- ▶ Testimony of both the victim and the witness not unambiguous (didn't recognize suspects)
- ▶ Still, the suspects were sentenced to jail.

Decision: guilty or not? (people of CA vs Collins, 1968) [5]

$$P(\text{yellow car}) = 1/10$$

$$P(\text{man with moustache}) = 1/4$$

$$P(\text{black man with beard}) = 1/10$$

$$P(\text{woman with pony tail}) = 1/10$$

$$P(\text{woman blond hair}) = 1/3$$

$$P(\text{mix race pair in a car}) = 1/1000$$

Assume (wrong!) mutual independence:

$$P(?) = \frac{1}{12,000,000}$$

What probability?

- A Convicted pair not guilty.
- B A randomly selected pair matches characteristics.
- C Some other.

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people of CA vs Collins, 1968, [1]

Computed (wrongly):

$$P_r = P(\text{randomly selected pair matches discussed characteristics}) = \frac{1}{12,000,000}$$

Judge needs:

$$P(\text{a pair matching characteristics is guilty}) = ?$$

$$P(\text{randomly selected pair does not match}) = 1 - P_r$$

possible/existing pairs in California ... N

$$P(\text{pair will never appear in } N) = P(NA) = (1 - P_r)^N$$

$$P(\text{pair will appear at least once in } N) = P(ALO) = 1 - P(NA) = 1 - (1 - P_r)^N$$

$$P(\text{pair will appear exactly once in } N) = P(EO) = NP_r(1 - P_r)^{N-1}$$

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$$P(MTO|ALO) = \frac{P(MTO, ALO)}{P(ALO)} = \frac{P(MTO)}{P(ALO)}$$

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$P(MTO|ALO) = f(N)$; people of CA vs Collins, 1968

$P(MTO|ALO)$; Probability of more matching pairs if one exists

