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)
 - $\blacktriangleright \ \pi: \mathcal{S} \to \mathcal{A}$
 - Policy (Strategy): knowing what to do for all possible states.
- Now: uncertainty associated with states
 - Different states may have different prior probabilities.
 - The states $s \in S$ are not directly observable.
 - They need to be inferred from features $x \in \mathcal{X}$
 - Single (repeated) decision $\delta : \mathcal{X} \to \mathcal{S} \ (\delta : \mathcal{X} \to \mathcal{D});$
 - Strategy: knowing how to decide for all possible measurements.
- Decision example, crossing street:
 - $\blacktriangleright x =$ camera image; \mathcal{X} is the space of all possible images
 - $S = \{$ car, bus, bicycle, truck $\}$ approaching
 - I decide to: $\mathcal{D} = \{go, wait\}$

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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?

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

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```

What is the probability the man is infected?

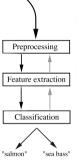
A: $\frac{1}{1000}$ B: $\frac{999}{1000}$

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 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 $s_j \in S$ (e.g., salmon, sea bass)

Features $x_i \in \mathcal{X}$ or feature vectors $(\vec{x_i})$ (also called attributes)

Optimal classification of x:

 $\delta^*(\vec{x}) = \arg\max_i P(s_i | \vec{x})$

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

$$P(s_j|ec{x}) = rac{P(ec{x}|s_j)P(s_j)}{P(ec{x})}$$

Can we do (classify) better?

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Can we do (classify) better?

- 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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Introducing decision loss: Coin recognition



Návod k obsluze 1. Vhazujte mince 1. 2, 5, 10, 20 a 50 Kč 2. Výši vhozené částky kontrolujte na displeji 3. Automat sám rozměňuje a vrací 4. Je-li mince vadná nebo propadává, použijte jinou

 Svolte nápoj (zvolíte-li předvolbu, mějte už vybraný nápoj a ihned ho zvolte)
 Po zaznění signálu je nápoj hotov

Vrácené mince

- ▶ $s \in \{1, 2, 5, 10, 20, 50\}$ state the true value
- ▶ $x \in \{0.0, 0.1, \cdots, 9.9\}[g]$ 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
- C 600
- D 6¹⁰⁰



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

A s B s, d C s, x, d D d

Strategy $d = \delta(?)$ a function of: A x B s C s. x

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How many strategies?:

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- $B \ 100^{6}$
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What is the best strategy?



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- $D 6^{100}$

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- ▶ 3 dishes (decisions) in his repertoire:
 - ▶ nothing ... don't bother cooking ⇒ no work but makes wife upset
 - \blacktriangleright pizza ... microwave a frozen pizza \Rightarrow not much work but won't impress
 - \blacktriangleright g.T.c. ... general Tso's chicken \Rightarrow will make her day, but very laborious

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- "Hassle" incurred by the individual options depends on wife's mood.
- For each of the 9 possible situations (3 possible decisions × 3 possible states), the cost is quantified by a loss function ℓ(d, s):

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

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

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- 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).

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P(x,s)	x = mild	<i>x</i> = <i>irritated</i>	x = upset	x = alarming
s = good	0.35	0.28	0.07	0.00
s = average	0.04	0.10	0.04	0.02
s = bad	0.00	0.02	0.05	0.03

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:

- 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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$\delta_1(x) =$	nothing	nothing	pizza	g.T.c.
$\delta_2(x) =$	nothing	pizza	g.T.c.	g.T.c.
$\delta_3(x) =$	g.T.c.	g.T.c.	g.Т.с.	<i>g.</i> Т.с.
$\delta_4(x) =$	nothing	nothing	nothing	nothing
How many strategies?				

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$$r(\delta) = \sum_{x} \sum_{s} \ell(s, \delta(x)) P(x, s)$$

Calculating	$r(\delta) = \Sigma$	$\sum_{x}\sum_{s}\ell(s)$	$s, \delta(x))P(x)$	x, s)	
$\ell(s,d)$	d = noth	ing d = pi	izza d=g.	Т.с.	
s = good	0	2	4		
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Do we need to evaluate all possible strategies? P(x, s) = P(s|x)P(x)

Calculating $r(\delta) = \sum_{x} \sum_{s} \ell(s, \delta(x)) P(x, s)$					
$\ell(s,d)$	d = nothis	ng d = pizz	a d = g.7	Г.с.	
s = good	0	2	4		
s = average	5	3	5		
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P(x, s)	x = mild	x =irritated	x = upse	t x = a larming	
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$\delta(x) \mid x =$					

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$\ell(s,d)$	d = nothi	ng d = pizz	a d = g.7	Г.с.	
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$\delta(\mathbf{x}) \mid \mathbf{x} =$	= mild x =	= irritated x	= upset	x = alarming	
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$\delta_2(x) = n \alpha$	othing	pizza	g.T.c.	g.T.c.	
$\delta_3(x) = $ g	<u>с.</u> Т.с.	g.T.c.	g.T.c.	g.T.c.	
:	÷	÷	÷	÷	

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$\delta_3(x) = 0$	g.T.c.	g.T.c.	g.T.c.	g.T.c.	
:	÷	÷	÷	÷	

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

$$r(\delta) = \sum_{x} \sum_{s} \ell(s, \delta(x)) P(x, s) = \sum_{s} \sum_{x} \ell(s, \delta(x)) P(s|x) P(x)$$
$$= \sum_{x} P(x) \underbrace{\sum_{s} \ell(s, \delta(x)) P(s|x)}_{\text{Conditional risk}}$$

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

Statistical decision making: wrapping up

Given:

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

Define:

- Strategy : function $\delta : \mathcal{X} \to \mathcal{D}$
- Risk of strategy δ : $r(\delta) = \sum_{x} \sum_{s} \ell(s, \delta(x)) P(x, s)$

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)

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

Loss function:

 $\ell(s,d) = \left\{egin{array}{cc} 0, & d=s \ 1, & d
eq s \end{array}
ight.$

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

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

$$P(d|ec{x}) + \sum_{s
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- Bayesian classification is a special case of statistical decision theory:
 - Attribute vector $\vec{x} = (x_1, x_2, \dots)$: pixels 1, 2,
 - State set S = decision set $D = \{0, 1, \dots 9\}$.
 - State = actual class, Decision = recognized class

Loss function:

$$\ell(s,d) = \left\{egin{array}{cc} 0, & d=s \ 1, & d
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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]).

[1] People vs. Collins.

https://law.justia.com/cases/california/supreme-court/2d/68/319.html.

[2] Christopher M. Bishop.

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[3] Richard O. Duda, Peter E. Hart, and David G. Stork. *Pattern Classification*.

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[4] Zdeněk Kotek, Petr Vysoký, and Zdeněk Zdráhal.
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The Drunkard's Walk. How Randomness Rules Our Lives. Vintage Books, 2008.

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[7] Stuart Russell and Peter Norvig.
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 http://aima.cs.berkeley.edu/.

[8] Stuart Russell and Peter Norvig.
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 http://aima.cs.berkeley.edu/.

Additional material for thinking

- 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.

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

 $P(\text{man with moustache}) = 1/4$
 $P(\text{black man with beard}) = 1/10$
 $P(\text{woman with pony tail}) = 1/10$
 $P(\text{woman blond hair}) = 1/3$
 $P(\text{mix race pair in a car}) = 1/1000$

Assume (wrong!) mutual indepedence:

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

What probability?

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

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

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- C Some other.

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

Judge needs:

P(a pair matching characteristics is guilty) =?

 $\begin{aligned} &P(\text{randomly selected pair does not match}) = 1 - P_r \\ &\text{possible/existing pairs in California ... } N \\ &P(\text{pair will never appear in } N) = P(NA) = (1 - P_r)^N \\ &P(\text{pair will appear at least once in } N) = P(ALO) = 1 - P(NA) = 1 - (1 - P_r)^N \\ &P(\text{pair will appear exactly once in } N) = P(EO) = NP_r(1 - P_r)^{N-1} \\ &P(\text{pair will appear more than once in } N) = P(MTO) = P(ALO) - P(EO) \\ &P(MTO|ALO) = \frac{P(MTO,ALO)}{P(ALO)} = \frac{P(MTO)}{P(ALO)} \end{aligned}$

$$P(MTO|ALO) = \frac{1 - (1 - P_r)^N - NP_r(1 - P_r)^{N-1}}{1 - (1 - P_r)^N}$$

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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

