## Bayesian Theory

Chapters 2.5-2.8

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## Outline

> Actions and Utilities
$\rightarrow$ Bounds in Decision Problems
>Sequential Decision Problems
$\rightarrow$ Complex Decision Problems
$>$ Inference and Information
$\rightarrow$ Reporting beliefs in Decision Problems
$\rightarrow$ Information Theory

### 2.5 Actions and Utilities

$>$ Utilities assign a numerical value for consequences through utility function
>Bounds or no bounds?
$>$ Conditional expected utility
$\rightarrow$ Degrees of belief for events and utilities
$\rightarrow$ Decision criterion
$>$ General Utility function (Def. 2.17)

### 2.6 Sequential Decision Problems

$>$ Complex decision queues broken down to simpler ones
>Backward Induction
$\rightarrow$ Optimal stopping problem
>Marriage problem
$>$ Secretary problem
> Optimal solution close to Golden Ratio
$\rightarrow$ Needed in many real life problems

### 2.6.3 Design of Experiments

> Null experiment (standard experiment)
> Optimal experiment
$\rightarrow$ Maximizing the Unconditional Expected Utility given the data
$\rightarrow$ "If experiment not optimal, no experiment"
$>$ Value of information (Def. 2.18)
>Perfect Information (Def. 2.19)

### 2.7 Inference and Information

> Individual "knows" something, but reports (possibly) something else
$>$ Score function (utility function)
$\rightarrow$ Proper (Def. 2.21), honesty
$\rightarrow$ Quadratic (Def. 2.22), simplest
$\rightarrow$ Local (Def. 2.23), weighting of mistakes
$\rightarrow$ Logarithmic (Def. 2.24), KL

### 2.7 Information Theory

$>$ KL Distance (Def. 2.30)
$\rightarrow$ Loss in approximation of "true beliefs"
$\rightarrow$ Derived from logarithmic score function
$>$ Information from data (Def. 2.26)
>Expected info from Experiment (Def. 2.27)
$\rightarrow$ Shannon's Expected Information

### 2.8 Discussion

$>$ Crossing to other territories
$\rightarrow$ Information Theory
$\rightarrow$ Probability Theory
>Questions
$\rightarrow$ Can all problems be viewed as inference problems?
$\rightarrow$ Is there a possibility for cyclic inference problems? Can it be solved with Bayesian?

## Exercises from last week

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>Blackjack
$\rightarrow$ Actions?
$\rightarrow$ Events?
$\rightarrow$ Consequences?
$\rightarrow$ Preference relation to actions?
$>$ What it means?

