

CS343

Artificial Intelligence

Prof: Peter Stone

Department of Computer Science
The University of Texas at Austin

Good Morning, Colleagues

Good Morning, Colleagues

Are there any questions?

Logistics

- Search assignment past due

Logistics

- Search assignment past due
- Multiagent assignment assigned

Logistics

- Search assignment past due
- Multiagent assignment assigned
- Final exam scheduling

Logistics

- Search assignment past due
- Multiagent assignment assigned
- Final exam scheduling
- Next week's readings: MDPs (week 1 activity)

Logistics

- Search assignment past due
- Multiagent assignment assigned
- Final exam scheduling
- Next week's readings: MDPs (week 1 activity)
- FAI

Pending Questions

- “Eventually admissible?”

Pending Questions

- “Eventually admissible?”
- How prune chance nodes?
- Transposition table? (keys/vals)
- Forward pruning - how avoid removing best options?
- Exercise 5.6 - continuous-space
- Evaluation function with no prior experience

Pending Questions

- “Eventually admissible?”
- How prune chance nodes?
- Transposition table? (keys/vals)
- Forward pruning - how avoid removing best options?
- Exercise 5.6 - continuous-space
- Evaluation function with no prior experience
- How does AI deal with irrational utility
- Could you quantify regret?
- Optimizer’s curse
- Why substitutability needed for rationality? (how fooled?)

Bid for a Car

- You asked your mechanic to go check it out
- The number on your piece of paper is what he told you it's worth
- Mechanic is unbiased (equal chance of overestimating and underestimating)

Bid for a Car

- You asked your mechanic to go check it out
- The number on your piece of paper is what he told you it's worth
- Mechanic is unbiased (equal chance of overestimating and underestimating)
- Let's run an auction

Bid for a Car

- You asked your mechanic to go check it out
- The number on your piece of paper is what he told you it's worth
- Mechanic is unbiased (equal chance of overestimating and underestimating)
- Let's run an auction
- Bidding starts at \$1000
- \$10 increments allowed

Bid for a Car

- You asked your mechanic to go check it out
- The number on your piece of paper is what he told you it's worth
- Mechanic is unbiased (equal chance of overestimating and underestimating)
- Let's run an auction
- Bidding starts at \$1000
- \$10 increments allowed
- If you win the car, your utility is the car's true worth minus the amount you bid
- If you don't win the car, your utility is -\$10

How did you do?

- Most of you ended with utility of $-\$10$
- How about the winner of the auction?

How did you do?

- Most of you ended with utility of $-\$10$
- How about the winner of the auction?
- The mechanics were unbiased estimators
- For each of you with a value $\$x$ too high, someone else got a value $\$x$ too low

How did you do?

- Most of you ended with utility of $-\$10$
- How about the winner of the auction?
- The mechanics were unbiased estimators
- For each of you with a value $\$x$ too high, someone else got a value $\$x$ too low
- Numbers were $\$1100, \$1125, \$1150 \dots \1900
- True value:

How did you do?

- Most of you ended with utility of $-\$10$
- How about the winner of the auction?
- The mechanics were unbiased estimators
- For each of you with a value $\$x$ too high, someone else got a value $\$x$ too low
- Numbers were $\$1100, \$1125, \$1150 \dots \1900
- True value: $\$1500$

How did you do?

- Most of you ended with utility of $-\$10$
- How about the winner of the auction?
- The mechanics were unbiased estimators
- For each of you with a value $\$x$ too high, someone else got a value $\$x$ too low
- Numbers were $\$1100, \$1125, \$1150 \dots \1900
- True value: $\$1500$
- Utility of the winner?

How did you do?

- Most of you ended with utility of $-\$10$
- How about the winner of the auction?
- The mechanics were unbiased estimators
- For each of you with a value $\$x$ too high, someone else got a value $\$x$ too low
- Numbers were $\$1100, \$1125, \$1150 \dots \1900
- True value: $\$1500$
- Utility of the winner?

Winner's curse!