

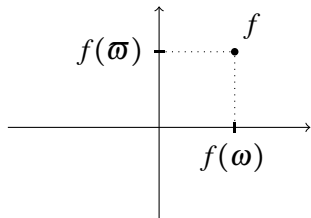
Modeling
Risk & Uncertainty
using
Accept & Reject Statements

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Amsterdam, the Netherlands

The setup

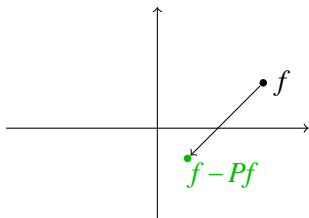
- ▶ Experiment with outcomes in some **possibility space** Ω .
- ▶ **Agent uncertain** about the experiment's outcome.
- ▶ Linear space \mathcal{L} of real-valued **gambles** on Ω .



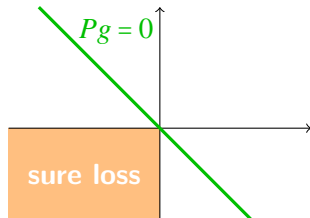
- ▶ Agent expresses uncertainty by making statements about gambles, forming an **assessment**.
- ▶ Agent wishes to rationally **deduce inferences** and **draw conclusions** from this assessment.

The work we build on

- ▶ De Finetti: **previsions** P .

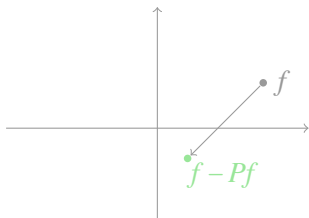


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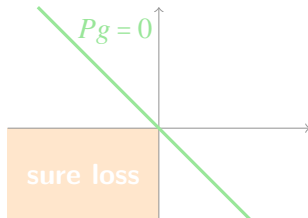


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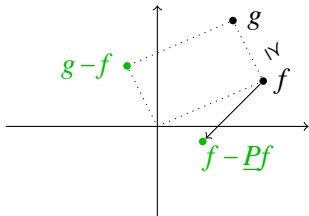


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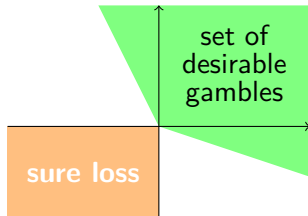


- ▶ Williams, Seidenfeld et al., Walley:

- ▶ **lower previsions** \underline{P} ,
- ▶ sets of **acceptable/favorable/desirable** gambles,
- ▶ **partial preference orders** \succeq .



⇒



Accepting & Rejecting Gambles

Accepting a gamble f implies a commitment to engage in the following **transaction**:

- (i) the experiment's outcome $\omega \in \Omega$ is determined,
- (ii) the agent gets the—possibly negative—payoff $f(\omega)$.

Rejecting a gamble: the agent considers accepting it unreasonable.

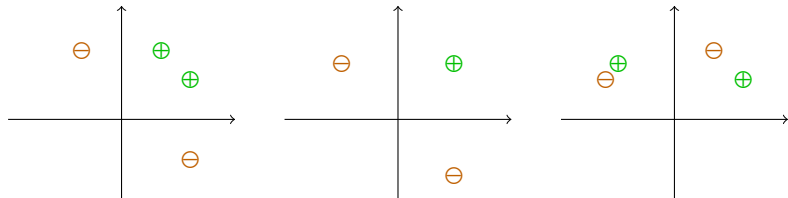
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Assessment A pair $\mathcal{A} := \langle \mathcal{A}_{\geq}; \mathcal{A}_{<} \rangle$ of sets of accepted and rejected gambles.



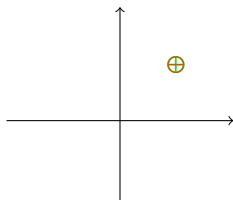
Gamble Categorization

Accepted \mathcal{A}_{\geq} .

Rejected $\mathcal{A}_{<}$.

Unresolved Neither accepted nor rejected; $\mathcal{A}_{\sim} := \mathcal{L} \setminus (\mathcal{A}_{\geq} \cup \mathcal{A}_{<})$.

Confusing Both accepted and rejected; $\mathcal{A}_{\geq, <} := \mathcal{A}_{\geq} \cap \mathcal{A}_{<}$.



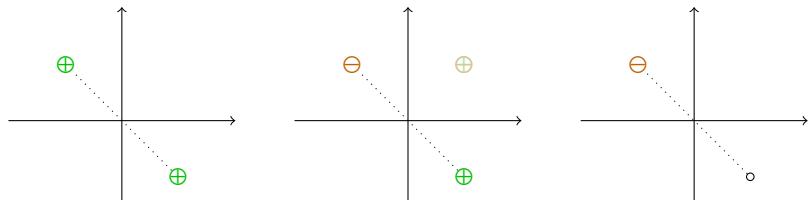
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Indifferent Both it and its negation accepted; $\mathcal{A}_{\sim} := \mathcal{A}_{\geq} \cap -\mathcal{A}_{\geq}$.

Favorable Accepted with a rejected negation; $\mathcal{A}_{\triangleright} := \mathcal{A}_{\geq} \cap -\mathcal{A}_{<}$.

Indeterminate Both it and its negation not acceptable; $(\mathcal{A}_{\parallel} := \mathcal{A}_{\geq} \cup -\mathcal{A}_{\geq})^c$.

Axiom: No Confusion

Because of the interpretation attached to acceptance and rejection statements, we consider **confusion irrational**.

So we require assessments \mathcal{A} to not contain confusion:

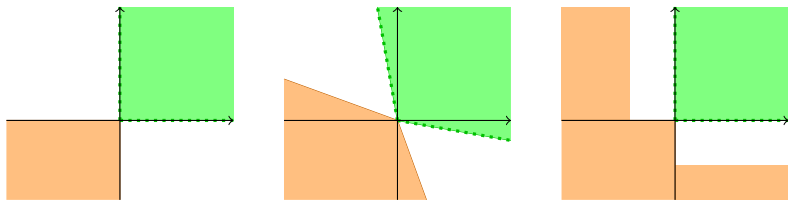
$$\mathcal{A}_{\geq, <} = \mathcal{A}_{\geq} \cap \mathcal{A}_{<} = \emptyset$$

Axiom *template*: **Background Model**

Problem domain specific set of acceptable gambles \mathcal{S}_{\succeq} and set of rejected gambles \mathcal{S}_{\prec} . To be combined with the agent's own assessment.

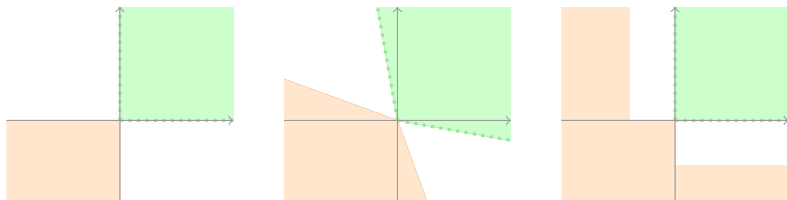
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For convenience, assume **Indifference to Status Quo**: $0 \in \mathcal{S}_{\succeq}$.

Deductive extension

The nature of the gamble payoffs (utility considerations) determines a **deductive extension rule for acceptable gambles**: given a set of acceptable gambles, which other gambles should be acceptable to the agent.

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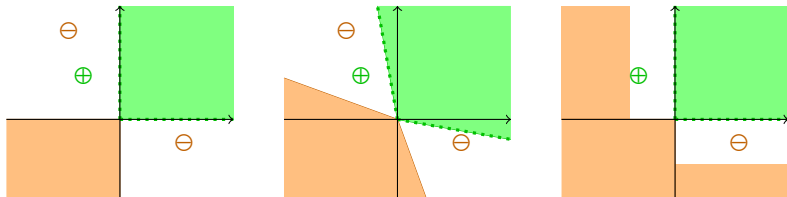
1. **Positive linear combinations** (assumption of linear precise utility):
 - ▶ **sums** of accepted gambles are acceptable.
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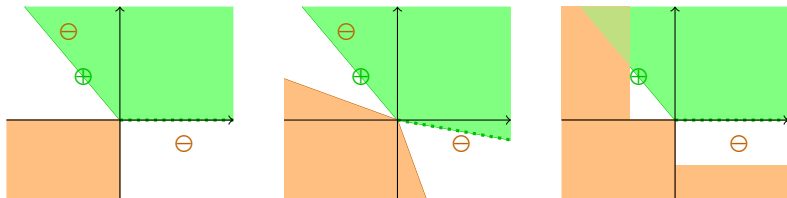


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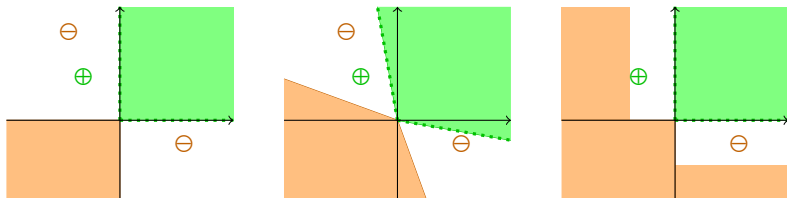
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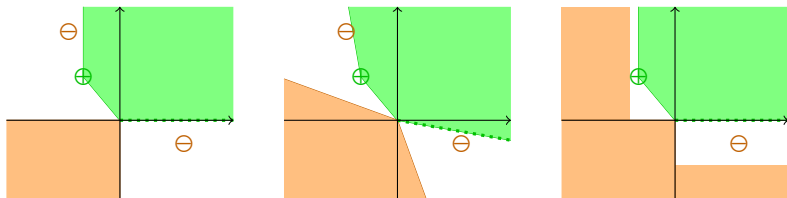


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The convex hull operator co performs the necessary operation; it generates **convex polyhedra**.



Axiom *template*: **Deductive Closure**

An assessment \mathcal{A} can be **deductively extended** to a **deductively closed assessment** \mathcal{D} ;

1. $\mathcal{D} := \langle \text{posi } \mathcal{A}_{\geq}; \mathcal{A}_{<} \rangle$,
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The assumptions underlying the choice of a deductive extension rule lead us to exclusively use **deductively closed assessments** \mathcal{D} for **inference and decision** purposes:

1. **posi** $\mathcal{D}_{\geq} = \mathcal{D}_{\geq}$
2. **co** $\mathcal{D}_{\geq} = \mathcal{D}_{\geq}$

Gambles in limbo & reckoning extension

Deductive Closure interacts with No Confusion:

- ▶ Consider a deductively closed assessment \mathcal{D} .
- ▶ Additionally consider some unresolved gamble f acceptable.
- ▶ Apply deductive extension to $\langle \mathcal{D}_{\geq} \cup \{f\}; \mathcal{D}_{<} \rangle$.
- ▶ For some f , this would lead to an increase in confusion.
- ▶ These have the same effect as gambles in $\mathcal{D}_{<}$, and form the **limbo** of \mathcal{D} .

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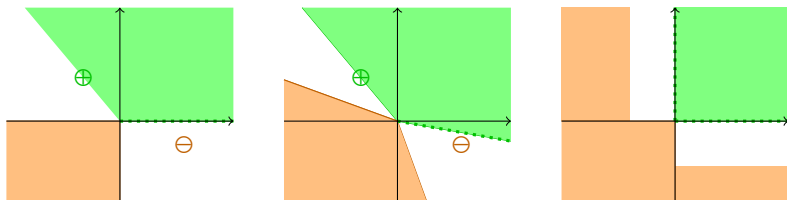
We use **reckoning extension** to reject gambles in limbo and create a **model** \mathcal{M} .

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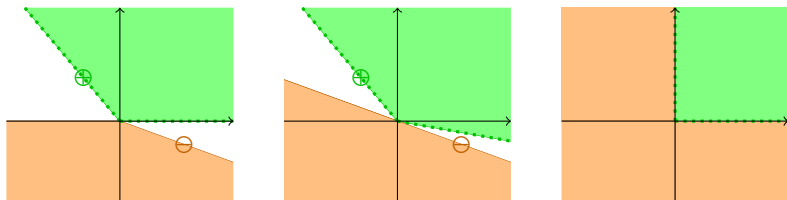


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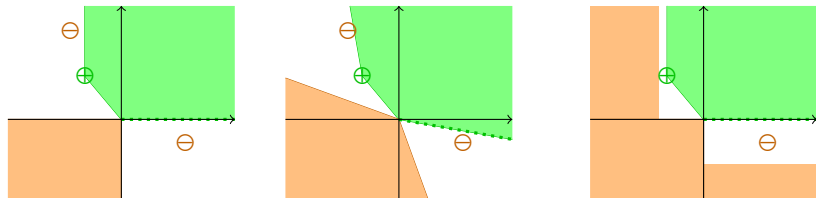
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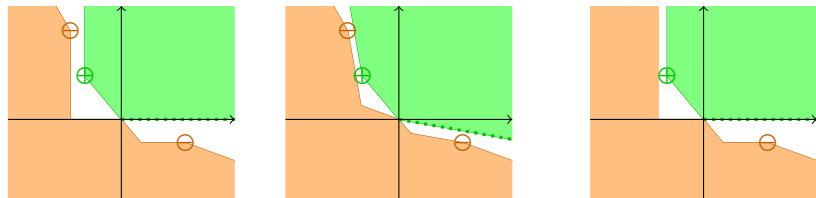


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Axiom: No Limbo

We consider accepting gambles in limbo unreasonable and therefore further restrict attention to models \mathcal{M} for inference and decision purposes:

1. $\{\mu \mathcal{M}_{<} - \mathcal{M}_{\geq} : \mu > 0\} \subseteq \mathcal{M}_{<}$
2. $\{\mu \mathcal{M}_{<} - \frac{\mu-1}{\mu} \mathcal{M}_{\geq} : \mu \geq 1\} \subseteq \mathcal{M}_{<}$

Conclusions

- ▶ Our framework further **generalizes** existing generalizations of probability theory.
- ▶ The generalization is **flexible** and allows for interesting model types.
- ▶ The mathematics do not become much more complex.
- ▶ There is another, as of yet unmentioned interesting aspect: **combination of nonstrict and strict preference orders**.

Want to know more: read the full paper!

