

Decision problem

(Deciding if the answer for a problem is true or false)

(X, Ω, F, D, Π)

$X \rightarrow$ Feasible region, set of all the possible alternatives. It's a description of all the controllable aspect (who makes the decision).

$$X \in \mathbb{R}^n$$

Each alternative X is vector of n real number.

$$X = x_i \in \mathbb{R} \quad \forall i = 1 \dots n$$

$X = X_i$ appartiene a \mathbb{R} per ogni $i = 1 \dots n$.

If we want to control the temperature of this room we can check the thermostat. Is this a way to describe anything? What about the possible solution of the tram way in Como. 3 alternatives considered 3 decision variable (train is 1, tram train is 2, ecc). We can describe path, vehicle and interactions as a number.

You can have a problem where X is finite or in which X is infinite. If infinite it can be discrete (enumerable) and continuous. If finite \rightarrow combinatorial (solutions are too many to be consider one by one) or strictly finite.

$\Omega \subseteq \mathbb{R}^n \Rightarrow$ sample space means the set of all possible outcome. All the uncontrollable events can be described by real numbers.

$F \subseteq \mathbb{R}^p \Rightarrow$ indicator space and it is the set of all impacts. Means that if we consider an impact F that is described by a vector f_1 to f_i .

Indicator can be called objective function (we want to maximize or minimize) but for indicator is not the case.

$$f : X * \Omega \Rightarrow F$$

This impact f that we obtain is function f evaluated by alternative x and scenario w that occurs.

$$f = f(x,w)$$

$D \Rightarrow$ set of decision maker

relation between alternative and decision maker? Decision maker set alternative but how it's work?

- 1) In some problem each decision maker choses a subset $X(d)$ of the vector X .
Ex. X include three variable x_1, x_2, x_3 and x_1, x_2 will be the first the of variable and then X_3 is the second set of variable.
- 2) All agree before choosing X .
Our system can have on X preference F (simple, complex) and Ω (Certain and uncertain) and for z Decision maker (several, one)

$$\Pi : D \rightarrow 2^F$$

Function where we preference function where each decision maker give me something. How can I describe the preference of single (carry before).

F and f' . What do I preferer?

$\langle f, f' \rangle$ this decision maker preferer f to f' . This decision maker also preferer f to f'' and f' to f'' .

$\{ \langle f, f' \rangle \langle f, f'' \rangle \langle f', f'' \rangle \langle f, f \rangle \langle f', f' \rangle \langle f'', f'' \rangle \}$

This is a preference relation, said with any pair with he proposes, and he postpone. It is a set of pairs. FXF are all preference and I consider a subset that is PI. Outside we consider preference not active for out decision maker. How do I write something that is a subset of something else? I used this notation \langle, \rangle

$2^{3^2} \rightarrow 2^9$ subset pair

The idea is that the preference relation provide for each decision maker and then we find out what are the preferences. It's a nice description 😊

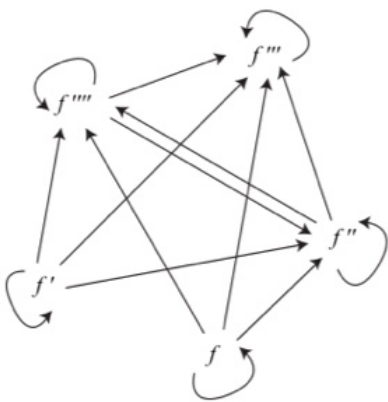
$(f, f') \text{ appartiene PI} \Rightarrow$ decision maker DM prefers f to f'

When I write that f, f' belongs to the preference of decision maker d . I mean that the decision maker D prefers impact f to impact f' . It's a weak preference, so if I'm undecided I will prefer the same object. $f \leq f'$ so I accepted both $\langle f, f' \rangle$ and $\langle f', f \rangle$

Matrice di incidenza

| | f | f' | f'' | f''' | f'''' |
|---------|-----|------|-------|--------|---------|
| f | 1 | 0 | 1 | 1 | 1 |
| f' | 1 | 1 | 1 | 1 | 1 |
| f'' | 0 | 0 | 1 | 1 | 1 |
| f''' | 0 | 0 | 0 | 1 | 0 |
| f'''' | 0 | 0 | 1 | 0 | 1 |

Graph



From a preference relation we can derivate different relations.

Indifference relation

$IND_{pi} = \{ (g, g') \text{ appartenti a FxF } g \text{ is preferred by D and } g' \text{ is preferred} \} = \{ (f, f) (f', f') (f'', f'') \}$

If in the diagonal there's 1 they are indifferent (or self loop in a graph)

$(f, f') \text{ appartenti a } IND_{pi} \rightarrow f \sim f'$

Strict preference = $\{ (g, g') \text{ appartenti FxF such that } (:) g \text{ is preferable to } g' \text{ and } g' \text{ is not preferable to } g \}$
 $= \{ (f, f') (f, f'') (f', f'') \}$

Incompatible preference = $\{ (g, g') \text{ appartiene } F \times F : g \text{ not preferred to } g' \text{ and } g' \text{ is not preferred to } g \} = \emptyset$

(No archi tra due nodi)

Clepsydra (JOIN SYMBOL) is the symbol of incompatibility

Proprieties of preference relations

Reflexibility => if you reflect the same object you get exactly the same.

$$f \preceq f \quad \forall f \in F \quad \Rightarrow \text{tilde al posto del } \leq !!$$

Anti-symmetry

$$f \preceq f' \wedge f' \preceq f \Rightarrow f' = f \quad \forall f, f' \in F$$

So they are identical. If two things are indifferent, they are the same.

Completeness

2.1.2 Proprietà di completezza

Un decisore può sempre concludere una decisione (ipotesi molto forte che talvolta porta a risultati impossibili):

$$f \not\prec f' \Rightarrow f' \preceq f \quad \forall f, f' \in F$$

It means that we don't have incomparability. We are always able to compare two things.

Transitivity

2.1.4 Proprietà Transitiva

Solitamente i decisori non possiedono questa proprietà, anche perché è necessario modellare lo scorrere del tempo, per cui le proprietà valgono potenzialmente solo in un determinato periodo temporale. Viene generalmente considerata verificata.

$$f \preceq f' \wedge f' \preceq f'' \Rightarrow f \preceq f'' \quad \forall f, f', f'' \in F$$

If I prefer f to f' and f to f'' -> I prefer f to f''.

Kinds of preference relation

- 1) Preorder when $PI = \{ \text{reflexive and transitive} \}$
- 2) Partial order when $PI = \{ \text{reflexive, transitive and antisymmetric} \}$ and they are not the same. We have to cancel e -> b arch
- 3) Weak order when $PI = \{ \text{Reflex, trans, completeness} \}$
- 4) Total Order = $\{ \text{riflex, trans, completeness, antisymmetric} \}$

Tabella riassuntiva

| Proprietà | Preordine | Ordine debole | Ordine parziale | Ordine totale |
|---------------|-----------|---------------|-----------------|---------------|
| Riflessività | X | X | X | X |
| Transitività | X | X | X | X |
| Completezza | | X | | X |
| Antisimmetria | | | X | X |

[FOTO SUL TELEFONO] => ma anche appunti

Money pump exist in practise. Are we going to take in account time? We should write every time instant and preferences in time => could be crazy.

Paradosso del surite

No Transitivity in a loop if three nodes have only strict relation.

EXERCISES

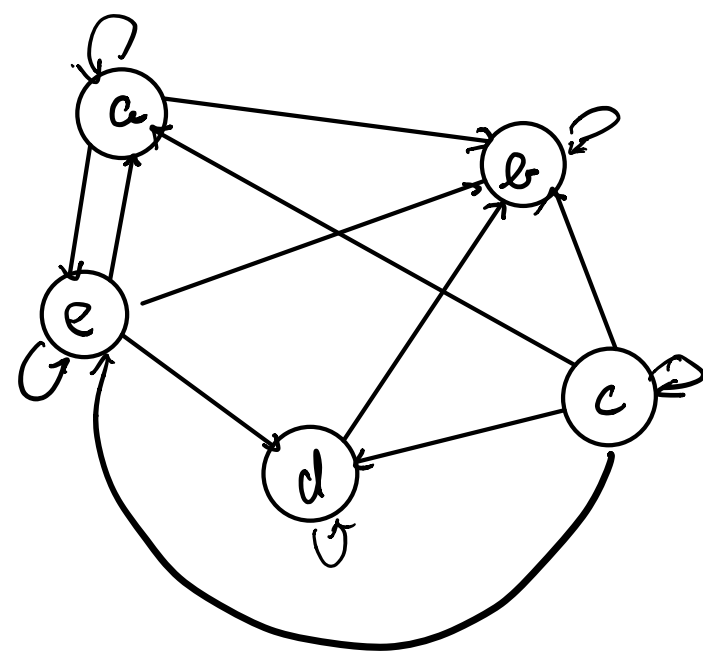
$$F = \{a, b, c, d, e\}$$

$$R = \{(a,a), (a,b), (a,d), (a,e), (b,b), (c,a), (c,b), (c,c), (c,d), (c,e), (d,d), (d,e), (e,a), (e,b), (e,d), (e,e)\}$$

MATRIX

| | a | b | c | d | e |
|---|---|---|---|---|---|
| a | 1 | 1 | 0 | 1 | 1 |
| b | 0 | 1 | 0 | 0 | 0 |
| c | 1 | 1 | 1 | 1 | 1 |
| d | 0 | 1 | 0 | 1 | 0 |
| e | 0 | 1 | 0 | 1 | 1 |

GRAPH



REFLEXIVE? \Rightarrow

YES

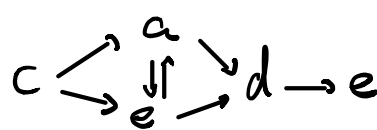
ANTI-SYMMETRIC?

NOPE

COMPLETE? \rightarrow Almeno un arco in ogni relazione tra nodi

YES

TRANSITIVE?



WEAK ORDER $\{R, C, T\}$

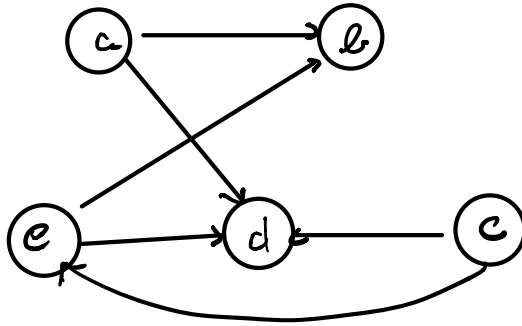
$$INV = \{ (a, a) (b, b) (c, c) (d, d) (e, e) (a, e) (e, a) \}$$

WE COULD DRAW GRAPH CANCELLING EDGES WITHOUT 

$$STR = \{$$



AREAS WITH NO
OPPOSITE



$$INV = \{ ?$$

NO MUTATION \Rightarrow NO! \neq \neq IN MATRIX

