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Judgment Aggregation

A Primer

Davide Grossi
Gabriella Pigozzi

*SYNTHESIS LECTURES ON ARTIFICIAL
INTELLIGENCE AND MACHINE LEARNING*

Ronald J. Brachman, William W. Cohen, and Peter Stone, *Series Editors*

Judgment Aggregation A Primer Gabriella Pigozzi

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Judgment Aggregation A Primer Gabriella Pigozzi:

Judgment Aggregation Davide Grossi, Gabriella Pigozzi, 2022-06-01 Judgment aggregation is a mathematical theory of collective decision making It concerns the methods whereby individual opinions about logically interconnected issues of interest can or cannot be aggregated into one collective stance Aggregation problems have traditionally been of interest for disciplines like economics and the political sciences as well as philosophy where judgment aggregation itself originates from but have recently captured the attention of disciplines like computer science artificial intelligence and multi agent systems Judgment aggregation has emerged in the last decade as a unifying paradigm for the formalization and understanding of aggregation problems Still no comprehensive presentation of the theory is available to date This Synthesis Lecture aims at filling this gap presenting the key motivations results abstractions and techniques underpinning it Table of Contents Preface Acknowledgments Logic Meets Social Choice Theory Basic Concepts Impossibility Coping with Impossibility Manipulability Aggregation Rules Deliberation Bibliography Authors Biographies Index *Positive Unlabeled Learning* Kristen Jaskie, Andreas Spanias, 2022-04-20 Machine learning and artificial intelligence AI are powerful tools that create predictive models extract information and help make complex decisions They do this by examining an enormous quantity of labeled training data to find patterns too complex for human observation However in many real world applications well labeled data can be difficult expensive or even impossible to obtain In some cases such as when identifying rare objects like new archeological sites or secret enemy military facilities in satellite images acquiring labels could require months of trained human observers at incredible expense Other times as when attempting to predict disease infection during a pandemic such as COVID 19 reliable true labels may be nearly impossible to obtain early on due to lack of testing equipment or other factors In that scenario identifying even a small amount of truly negative data may be impossible due to the high false negative rate of available tests In such problems it is possible to label a small subset of data as belonging to the class of interest though it is impractical to manually label all data not of interest We are left with a small set of positive labeled data and a large set of unknown and unlabeled data Readers will explore this Positive and Unlabeled learning PU learning problem in depth The book rigorously defines the PU learning problem discusses several common assumptions that are frequently made about the problem and their implications and considers how to evaluate solutions for this problem before describing several of the most popular algorithms to solve this problem It explores several uses for PU learning including applications in biological medical business security and signal processing This book also provides high level summaries of several related learning problems such as one class classification anomaly detection and noisy learning and their relation to PU learning *Applying Reinforcement Learning on Real-World Data with Practical Examples in Python* Philip Osborne, Kajal Singh, Matthew E. Taylor, 2022-05-20 Reinforcement learning is a powerful tool in artificial intelligence in which virtual or physical agents learn to optimize their decision making to achieve long term goals In some cases this machine learning approach can save

programmers time outperform existing controllers reach super human performance and continually adapt to changing conditions It has shown human level performance on a number of tasks REF and the methodology for automation in robotics and self driving cars REF This book argues that these successes show reinforcement learning can be adopted successfully in many different situations including robot control stock trading supply chain optimization and plant control However reinforcement learning has traditionally been limited to applications in virtual environments or simulations in which the setup is already provided Furthermore experimentation may be completed for an almost limitless number of attempts risk free In many real life tasks applying reinforcement learning is not as simple as 1 data is not in the correct form for reinforcement learning 2 data is scarce and 3 automation has limitations in the real world Therefore this book is written to help academics domain specialists and data enthusiast alike to understand the basic principles of applying reinforcement learning to real world problems This is achieved by focusing on the process of taking practical examples and modeling standard data into the correct form required to then apply basic agents To further assist readers gain a deep and grounded understanding of the approaches the book shows hand calculated examples in full and then how this can be achieved in a more automated manner with code For decision makers who are interested in reinforcement learning as a solution but are not proficient the book includes simple non technical examples in the introduction and case studies section These provide context of what reinforcement learning offer but also the challenges and risks associated with applying it in practice Specifically these sections illustrate the differences between reinforcement learning and other machine learning approaches as well as how well known companies have found success using the approach to their problems *Strategic Voting* Reshef Meir, 2022-05-31 Social choice theory deals with aggregating the preferences of multiple individuals regarding several available alternatives a situation colloquially known as voting There are many different voting rules in use and even more in the literature owing to the various considerations such an aggregation method should take into account The analysis of voting scenarios becomes particularly challenging in the presence of strategic voters that is voters that misreport their true preferences in an attempt to obtain a more favorable outcome In a world that is tightly connected by the Internet where multiple groups with complex incentives make frequent joint decisions the interest in strategic voting exceeds the scope of political science and is a focus of research in economics game theory sociology mathematics and computer science The book has two parts The first part asks are there voting rules that are truthful in the sense that all voters have an incentive to report their true preferences The seminal Gibbard Satterthwaite theorem excludes the existence of such voting rules under certain requirements From this starting point we survey both extensions of the theorem and various conditions under which truthful voting is made possible such as restricted preference domains We also explore the connections with other problems of mechanism design such as locating a facility that serves multiple users In the second part we ask what would be the outcome when voters do vote strategically rather than trying to prevent such behavior We overview various game theoretic

models and equilibrium concepts from the literature demonstrate how they apply to voting games and discuss their implications on social welfare We conclude with a brief survey of empirical and experimental findings that could play a key role in future development of game theoretic voting models

Transfer Learning for Multiagent Reinforcement

Learning Systems Felipe Leno da Silva, Anna Helena Reali Costa, 2022-06-01 Learning to solve sequential decision making tasks is difficult Humans take years exploring the environment essentially in a random way until they are able to reason solve difficult tasks and collaborate with other humans towards a common goal Artificial Intelligent agents are like humans in this aspect Reinforcement Learning RL is a well known technique to train autonomous agents through interactions with the environment Unfortunately the learning process has a high sample complexity to infer an effective actuation policy especially when multiple agents are simultaneously actuating in the environment However previous knowledge can be leveraged to accelerate learning and enable solving harder tasks In the same way humans build skills and reuse them by relating different tasks RL agents might reuse knowledge from previously solved tasks and from the exchange of knowledge with other agents in the environment In fact virtually all of the most challenging tasks currently solved by RL rely on embedded knowledge reuse techniques such as Imitation Learning Learning from Demonstration and Curriculum Learning This book surveys the literature on knowledge reuse in multiagent RL The authors define a unifying taxonomy of state of the art solutions for reusing knowledge providing a comprehensive discussion of recent progress in the area In this book readers will find a comprehensive discussion of the many ways in which knowledge can be reused in multiagent sequential decision making tasks as well as in which scenarios each of the approaches is more efficient The authors also provide their view of the current low hanging fruit developments of the area as well as the still open big questions that could result in breakthrough developments Finally the book provides resources to researchers who intend to join this area or leverage those techniques including a list of conferences journals and implementation tools This book will be useful for a wide audience and will hopefully promote new dialogues across communities and novel developments in the area

Introduction to Graph

Neural Networks Zhiyuan Liu, Jie Zhou, 2022-05-31 Graphs are useful data structures in complex real life applications such as modeling physical systems learning molecular fingerprints controlling traffic networks and recommending friends in social networks However these tasks require dealing with non Euclidean graph data that contains rich relational information between elements and cannot be well handled by traditional deep learning models e g convolutional neural networks CNNs or recurrent neural networks RNNs Nodes in graphs usually contain useful feature information that cannot be well addressed in most unsupervised representation learning methods e g network embedding methods Graph neural networks GNNs are proposed to combine the feature information and the graph structure to learn better representations on graphs via feature propagation and aggregation Due to its convincing performance and high interpretability GNN has recently become a widely applied graph analysis tool This book provides a comprehensive introduction to the basic concepts models and applications of

graph neural networks It starts with the introduction of the vanilla GNN model Then several variants of the vanilla model are introduced such as graph convolutional networks graph recurrent networks graph attention networks graph residual networks and several general frameworks Variants for different graph types and advanced training methods are also included As for the applications of GNNs the book categorizes them into structural non structural and other scenarios and then it introduces several typical models on solving these tasks Finally the closing chapters provide GNN open resources and the outlook of several future directions

Game Theory for Data Science Boi Faltings,Goran Radanovic,2022-05-31

Intelligent systems often depend on data provided by information agents for example sensor data or crowdsourced human computation Providing accurate and relevant data requires costly effort that agents may not always be willing to provide Thus it becomes important not only to verify the correctness of data but also to provide incentives so that agents that provide high quality data are rewarded while those that do not are discouraged by low rewards We cover different settings and the assumptions they admit including sensing human computation peer grading reviews and predictions We survey different incentive mechanisms including proper scoring rules prediction markets and peer prediction Bayesian Truth Serum Peer Truth Serum Correlated Agreement and the settings where each of them would be suitable As an alternative we also consider reputation mechanisms We complement the game theoretic analysis with practical examples of applications in prediction platforms community sensing and peer grading

Introduction to Symbolic Plan and Goal Recognition Reuth Mirsky,Sarah Keren,Christopher Geib,2022-05-31 Plan recognition activity recognition and goal recognition all involve making inferences about other actors based on observations of their interactions with the environment and other agents This synergistic area of research combines unites and makes use of techniques and research from a wide range of areas including user modeling machine vision automated planning intelligent user interfaces human computer interaction autonomous and multi agent systems natural language understanding and machine learning It plays a crucial role in a wide variety of applications including assistive technology software assistants computer and network security human robot collaboration natural language processing video games and many more This wide range of applications and disciplines has produced a wealth of ideas models tools and results in the recognition literature However it has also contributed to fragmentation in the field with researchers publishing relevant results in a wide spectrum of journals and conferences This book seeks to address this fragmentation by providing a high level introduction and historical overview of the plan and goal recognition literature It provides a description of the core elements that comprise these recognition problems and practical advice for modeling them In particular we define and distinguish the different recognition tasks We formalize the major approaches to modeling these problems using a single motivating example Finally we describe a number of state of the art systems and their extensions future challenges and some potential applications

Robot Learning from Human Teachers Sonia Chernova,Andrea L.

Thomaz,2022-06-01 Learning from Demonstration LfD explores techniques for learning a task policy from examples provided

by a human teacher The field of LfD has grown into an extensive body of literature over the past 30 years with a wide variety of approaches for encoding human demonstrations and modeling skills and tasks Additionally we have recently seen a focus on gathering data from non expert human teachers i e domain experts but not robotics experts In this book we provide an introduction to the field with a focus on the unique technical challenges associated with designing robots that learn from naive human teachers We begin in the introduction with a unification of the various terminology seen in the literature as well as an outline of the design choices one has in designing an LfD system Chapter 2 gives a brief survey of the psychology literature that provides insights from human social learning that are relevant to designing robotic social learners Chapter 3 walks through an LfD interaction surveying the design choices one makes and state of the art approaches in prior work First is the choice of input how the human teacher interacts with the robot to provide demonstrations Next is the choice of modeling technique Currently there is a dichotomy in the field between approaches that model low level motor skills and those that model high level tasks composed of primitive actions We devote a chapter to each of these Chapter 7 is devoted to interactive and active learning approaches that allow the robot to refine an existing task model And finally Chapter 8 provides best practices for evaluation of LfD systems with a focus on how to approach experiments with human subjects in this domain

Statistical Relational Artificial Intelligence Luc De Raedt, Kristian Kersting, Sriraam Natarajan, David Poole, 2022-05-31 An intelligent agent interacting with the real world will encounter individual people courses test results drugs prescriptions chairs boxes etc and needs to reason about properties of these individuals and relations among them as well as cope with uncertainty Uncertainty has been studied in probability theory and graphical models and relations have been studied in logic in particular in the predicate calculus and its extensions This book examines the foundations of combining logic and probability into what are called relational probabilistic models It introduces representations inference and learning techniques for probability logic and their combinations The book focuses on two representations in detail Markov logic networks a relational extension of undirected graphical models and weighted first order predicate calculus formula and Problog a probabilistic extension of logic programs that can also be viewed as a Turing complete relational extension of Bayesian networks

Representing and Reasoning with Qualitative Preferences Ganesh Ram Santhanam, Samik Basu, Vasant Honavar, 2022-05-31 This book provides a tutorial introduction to modern techniques for representing and reasoning about qualitative preferences with respect to a set of alternatives The syntax and semantics of several languages for representing preference languages including CP nets TCP nets CI nets and CP theories are reviewed Some key problems in reasoning about preferences are introduced including determining whether one alternative is preferred to another or whether they are equivalent with respect to a given set of preferences These tasks can be reduced to model checking in temporal logic Specifically an induced preference graph that represents a given set of preferences can be efficiently encoded using a Kripke Structure for Computational Tree Logic CTL One can translate preference queries with

respect to a set of preferences into an equivalent set of formulae in CTL such that the CTL formula is satisfied whenever the preference query holds This allows us to use a model checker to reason about preferences i e answer preference queries and to obtain a justification as to why a preference query is satisfied or not with respect to a set of preferences This book defines the notions of the equivalence of two sets of preferences including what it means for one set of preferences to subsume another and shows how to answer preferential equivalence and subsumption queries using model checking Furthermore this book demonstrates how to generate alternatives ordered by preference along with providing ways to deal with inconsistent preference specifications A description of CRISNER an open source software implementation of the model checking approach to qualitative preference reasoning in CP nets TCP nets and CP theories is included as well as examples illustrating its use

General Game Playing Michael Genesereth, Michael Thielscher, 2022-06-01 General game players are computer systems able to play strategy games based solely on formal game descriptions supplied at runtime in other words they don't know the rules until the game starts Unlike specialized game players such as Deep Blue general game players cannot rely on algorithms designed in advance for specific games they must discover such algorithms themselves General game playing expertise depends on intelligence on the part of the game player and not just intelligence of the programmer of the game player GGP is an interesting application in its own right It is intellectually engaging and more than a little fun But it is much more than that It provides a theoretical framework for modeling discrete dynamic systems and defining rationality in a way that takes into account problem representation and complexities like incompleteness of information and resource bounds It has practical applications in areas where these features are important e g in business and law More fundamentally it raises questions about the nature of intelligence and serves as a laboratory in which to evaluate competing approaches to artificial intelligence This book is an elementary introduction to General Game Playing GGP 1 It presents the theory of General Game Playing and leading GGP technologies 2 It shows how to create GGP programs capable of competing against other programs and humans 3 It offers a glimpse of some of the real world applications of General Game Playing Learning and

Decision-Making from Rank Data Lirong Xia, 2022-06-01 The ubiquitous challenge of learning and decision making from rank data arises in situations where intelligent systems collect preference and behavior data from humans learn from the data and then use the data to help humans make efficient effective and timely decisions Often such data are represented by rankings This book surveys some recent progress toward addressing the challenge from the considerations of statistics computation and socio economics We will cover classical statistical models for rank data including random utility models distance based models and mixture models We will discuss and compare classical and state of the art algorithms such as algorithms based on Minorize Majorization MM Expectation Maximization EM Generalized Method of Moments GMM rank breaking and tensor decomposition We will also introduce principled Bayesian preference elicitation frameworks for collecting rank data Finally we will examine socio economic aspects of statistically desirable decision making mechanisms such as Bayesian estimators

This book can be useful in three ways 1 for theoreticians in statistics and machine learning to better understand the considerations and caveats of learning from rank data compared to learning from other types of data especially cardinal data 2 for practitioners to apply algorithms covered by the book for sampling learning and aggregation and 3 as a textbook for graduate students or advanced undergraduate students to learn about the field This book requires that the reader has basic knowledge in probability statistics and algorithms Knowledge in social choice would also help but is not required Graph Representation Learning William L. Hamilton, 2022-06-01 Graph structured data is ubiquitous throughout the natural and social sciences from telecommunication networks to quantum chemistry Building relational inductive biases into deep learning architectures is crucial for creating systems that can learn reason and generalize from this kind of data Recent years have seen a surge in research on graph representation learning including techniques for deep graph embeddings generalizations of convolutional neural networks to graph structured data and neural message passing approaches inspired by belief propagation These advances in graph representation learning have led to new state of the art results in numerous domains including chemical synthesis 3D vision recommender systems question answering and social network analysis This book provides a synthesis and overview of graph representation learning It begins with a discussion of the goals of graph representation learning as well as key methodological foundations in graph theory and network analysis Following this the book introduces and reviews methods for learning node embeddings including random walk based methods and applications to knowledge graphs It then provides a technical synthesis and introduction to the highly successful graph neural network GNN formalism which has become a dominant and fast growing paradigm for deep learning with graph data The book concludes with a synthesis of recent advancements in deep generative models for graphs a nascent but quickly growing subset of graph representation learning

Adversarial Machine Learning Yevgeniy Vorobeychik, Murat Kantarcioglu, 2022-05-31 The increasing abundance of large high quality datasets combined with significant technical advances over the last several decades have made machine learning into a major tool employed across a broad array of tasks including vision language finance and security However success has been accompanied with important new challenges many applications of machine learning are adversarial in nature Some are adversarial because they are safety critical such as autonomous driving An adversary in these applications can be a malicious party aimed at causing congestion or accidents or may even model unusual situations that expose vulnerabilities in the prediction engine Other applications are adversarial because their task and or the data they use are For example an important class of problems in security involves detection such as malware spam and intrusion detection The use of machine learning for detecting malicious entities creates an incentive among adversaries to evade detection by changing their behavior or the content of malicious objects they develop The field of adversarial machine learning has emerged to study vulnerabilities of machine learning approaches in adversarial settings and to develop techniques to make learning robust to adversarial manipulation This book provides a technical

overview of this field After reviewing machine learning concepts and approaches as well as common use cases of these in adversarial settings we present a general categorization of attacks on machine learning We then address two major categories of attacks and associated defenses decision time attacks in which an adversary changes the nature of instances seen by a learned model at the time of prediction in order to cause errors and poisoning or training time attacks in which the actual training dataset is maliciously modified In our final chapter devoted to technical content we discuss recent techniques for attacks on deep learning as well as approaches for improving robustness of deep neural networks We conclude with a discussion of several important issues in the area of adversarial learning that in our view warrant further research Given the increasing interest in the area of adversarial machine learning we hope this book provides readers with the tools necessary to successfully engage in research and practice of machine learning in adversarial settings

Explainable Human-AI

Interaction Sarath Sreedharan, Anagha Kulkarni, Subbarao Kambhampati, 2022-01-24 From its inception artificial intelligence AI has had a rather ambivalent relationship with humans swinging between their augmentation and replacement Now as AI technologies enter our everyday lives at an ever increasing pace there is a greater need for AI systems to work synergistically with humans One critical requirement for such synergistic human AI interaction is that the AI systems behavior be explainable to the humans in the loop To do this effectively AI agents need to go beyond planning with their own models of the world and take into account the mental model of the human in the loop At a minimum AI agents need approximations of the human's task and goal models as well as the human's model of the AI agent's task and goal models The former will guide the agent to anticipate and manage the needs desires and attention of the humans in the loop and the latter allow it to act in ways that are interpretable to humans by conforming to their mental models of it and be ready to provide customized explanations when needed The authors draw from several years of research in their lab to discuss how an AI agent can use these mental models to either conform to human expectations or change those expectations through explanatory communication While the focus of the book is on cooperative scenarios it also covers how the same mental models can be used for obfuscation and deception The book also describes several real world application systems for collaborative decision making that are based on the framework and techniques developed here Although primarily driven by the authors own research in these areas every chapter will provide ample connections to relevant research from the wider literature The technical topics covered in the book are self contained and are accessible to readers with a basic background in AI

Lifelong Machine Learning, Second Edition Zhiyuan Chen, Bing Liu, 2022-06-01 Lifelong Machine Learning Second Edition is an introduction to an advanced machine learning paradigm that continuously learns by accumulating past knowledge that it then uses in future learning and problem solving In contrast the current dominant machine learning paradigm learns in isolation given a training dataset it runs a machine learning algorithm on the dataset to produce a model that is then used in its intended application It makes no attempt to retain the learned knowledge and use it in subsequent

learning Unlike this isolated system humans learn effectively with only a few examples precisely because our learning is very knowledge driven the knowledge learned in the past helps us learn new things with little data or effort Lifelong learning aims to emulate this capability because without it an AI system cannot be considered truly intelligent Research in lifelong learning has developed significantly in the relatively short time since the first edition of this book was published The purpose of this second edition is to expand the definition of lifelong learning update the content of several chapters and add a new chapter about continual learning in deep neural networks which has been actively researched over the past two or three years A few chapters have also been reorganized to make each of them more coherent for the reader Moreover the authors want to propose a unified framework for the research area Currently there are several research topics in machine learning that are closely related to lifelong learning most notably multi task learning transfer learning and meta learning because they also employ the idea of knowledge sharing and transfer This book brings all these topics under one roof and discusses their similarities and differences Its goal is to introduce this emerging machine learning paradigm and present a comprehensive survey and review of the important research results and latest ideas in the area This book is thus suitable for students researchers and practitioners who are interested in machine learning data mining natural language processing or pattern recognition Lecturers can readily use the book for courses in any of these related fields

Network Embedding Cheng Yang,Zhiyuan Liu,Cunchao Tu,Chuan Shi,Maosong Sun,2022-05-31 heterogeneous graphs Further the book introduces different applications of NE such as recommendation and information diffusion prediction Finally the book concludes the methods and applications and looks forward to the future directions

Graph-Based Semi-Supervised Learning Amarnag Subramanya,Partha Pratim Talukdar,2022-05-31 While labeled data is expensive to prepare ever increasing amounts of unlabeled data is becoming widely available In order to adapt to this phenomenon several semi supervised learning SSL algorithms which learn from labeled as well as unlabeled data have been developed In a separate line of work researchers have started to realize that graphs provide a natural way to represent data in a variety of domains Graph based SSL algorithms which bring together these two lines of work have been shown to outperform the state of the art in many applications in speech processing computer vision natural language processing and other areas of Artificial Intelligence Recognizing this promising and emerging area of research this synthesis lecture focuses on graph based SSL algorithms e g label propagation methods Our hope is that after reading this book the reader will walk away with the following 1 an in depth knowledge of the current state of the art in graph based SSL algorithms and the ability to implement them 2 the ability to decide on the suitability of graph based SSL methods for a problem and 3 familiarity with different applications where graph based SSL methods have been successfully applied Table of Contents Introduction Graph Construction Learning and Inference Scalability Applications Future Work Bibliography Authors Biographies Index

Lifelong Machine Learning Zhiyuan Chaudhri,Bing Liu,2022-11-10 Lifelong Machine Learning or Lifelong Learning is an advanced machine learning

paradigm that learns continuously accumulates the knowledge learned in previous tasks and uses it to help future learning In the process the learner becomes more and more knowledgeable and effective at learning This learning ability is one of the hallmarks of human intelligence However the current dominant machine learning paradigm learns in isolation given a training dataset it runs a machine learning algorithm on the dataset to produce a model It makes no attempt to retain the learned knowledge and use it in future learning Although this isolated learning paradigm has been very successful it requires a large number of training examples and is only suitable for well defined and narrow tasks In comparison we humans can learn effectively with a few examples because we have accumulated so much knowledge in the past which enables us to learn with little data or effort Lifelong learning aims to achieve this capability As statistical machine learning matures it is time to make a major effort to break the isolated learning tradition and to study lifelong learning to bring machine learning to new heights Applications such as intelligent assistants chatbots and physical robots that interact with humans and systems in real life environments are also calling for such lifelong learning capabilities Without the ability to accumulate the learned knowledge and use it to learn more knowledge incrementally a system will probably never be truly intelligent This book serves as an introductory text and survey to lifelong learning

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Judgment Aggregation A Primer Gabriella Pigozzi Introduction

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