

Some Remarks on Sets of Lexicographic Probabilities and Sets of Desirable Gambles

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- Goal: to examine a few properties of sets of lexicographic probabilities and sets of desirable gambles
- Full conditional probabilities: not really
- Convexity?
- Non-uniqueness (and weakness)
- Independence

Sets of desirable gambles and lexicographic probabilities

- Preference \succ : strict partial order, with admissibility, “independence” axiom: set of desirable gambles \mathcal{D} .
- \succ / \mathcal{D} is equivalent to set of lexicographic probabilities (Seidenfeld et al. 1989, with some additional work):

$$f \succ g \Leftrightarrow \forall [\mathbb{P}_1, \dots, \mathbb{P}_K] : \begin{bmatrix} \mathbb{E}_{\mathbb{P}_1}[f], \\ \dots \\ \mathbb{E}_{\mathbb{P}_K}[f] \end{bmatrix} \succ_L \begin{bmatrix} \mathbb{E}_{\mathbb{P}_1}[g], \\ \dots \\ \mathbb{E}_{\mathbb{P}_K}[g] \end{bmatrix} .$$

- Example:

	H	T
layer 0	α	$(1 - \alpha)$
layer 1	γ	$(1 - \gamma)$

Marginalization and conditioning

- Marginalization: do it by layers; do it by cylindrical extension.
- Conditioning: do it by layers; take preferences multiplied by A .

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- Also, full conditional probabilities can be represented in layers.
 - So, full conditional probabilities are lexicographic probabilities...
 - The former are examples of the latter; the latter can be used to understand the former.

However, admissibility...

- Consider:

Admissibility: $f(\omega) \geq g(\omega)$, and some $f(\omega) > g(\omega)$, then $f \succ g$.

- Lexicographic probabilities satisfy admissibility.
- Full conditional probabilities fail admissibility.
- Why? Marginalization (for full conditional probabilities) “erases” information in deeper layers.

- A set of partial preferences / set of desirable gambles can be represented by a (unique maximal convex) set of lexicographic probabilities.

- But: what does “convexity” mean here?

Convexity?

	ω_1	ω_2	ω_3
$\mathbb{P}_1(\omega_i)$	$(\alpha)_0,$ $(\gamma)_2$	$(1 - \alpha)_0,$ $(1 - \gamma)_2$	1_1

	ω_1	ω_2	ω_3
$\mathbb{P}_2(\omega_i)$	$(1)_0$	$(\beta)_1$	$(1 - \beta)_1$

Their half-half convex combination is:

	ω_1	ω_2	ω_3
$\mathbb{P}_{1/2}(\omega_i)$	$(1 + \alpha/2)_0,$ $(\gamma/2)_2$	$((1 - \alpha)/2)_0,$ $((1 - \gamma)/2)_2$	$(1 - \beta/2)_1$

What to do?

- Use representation as set of *total* orders (cumbersome!).
- Normalize after convex combination (why?).
- Forget normalization from the outset; work with linear utilities all the way.
- ??

Question: is this a problem for sets of desirable gambles?

Non-uniqueness, deep down

- Marginal:

$X = 0$	$X = 1$	$X = 2$
$(1/2)_0$	$(1/2)_0,$ $(1/2)_1$	$(1/2)_1$

- Conditional:

	$Y = 0$	$Y = 1$	$Y = 2$
$X = 0$	$(1/2)_0$	$(1/2)_0,$ $(1/2)_1$	$(1/2)_1$
$X = 1$	$(1/2)_1$	$(1/2)_0,$ $(1/2)_1$	$(1/2)_0$
$X = 2$	$(1/2)_0$	1_1	$(1/2)_0$

- How to combine them?

Combining...

One possibility:

	$Y = 0$	$Y = 1$	$Y = 2$
$X = 0$	$(1/4)_0$	$(1/4)_0, (1/4)_1$	$(1/4)_1$
$X = 1$	$(1/4)_1,$ $(1/4)_3$	$(1/4)_0, (1/4)_1,$ $(1/4)_2, (1/4)_3$	$(1/4)_0,$ $(1/4)_2$
$X = 2$	$(1/4)_2$	$(1/2)_3$	$(1/4)_2$

Another possibility:

	$Y = 0$	$Y = 1$	$Y = 2$
$X = 0$	$(1/4)_{0:1}$	$(1/4)_{0:3}$	$(1/4)_{2:3}$
$X = 1$	$(1/4)_1,$ $(1/4)_3$	$(1/4)_{0:7}$	$(1/4)_0, (1/4)_2,$ $(1/4)_{4:7}$
$X = 2$	$(1/4)_4,$ $(1/4)_6$	$(1/2)_5,$ $(1/2)_7$	$(1/4)_4,$ $(1/4)_6$

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- Message: once we move to lexicographic probabilities, we should move to *sets* of them, from the outset!
- ... but do we really want all this flexibility?
 - Desirable gambles: it does not really matter, so YES.
 - Lexicographic probabilities: ?? Note: marginalization may erase layers, so how to recover the “depth”?

Independence

- No “factorization” here.
- Possible definitions:
 - $[f_1(X) \succ_{\{Y=y_1\}} f_2(X)] \Leftrightarrow [f_1(X) \succ_{\{Y=y_2\}} f_2(X)]$, and vice-versa (Blume et al. 1991).
 - $[f_1(X) \succ_{B(Y)} f_2(X)] \Leftrightarrow [f_1(X) \succ f_2(X)]$, and vice-versa (h-independence).
- The former fails Weak Union, the latter fails Contraction; also, uniqueness is lost completely. But let's not pay too much attention to that.

Food for thought (and discussion)

- Suppose we had:

	$Y = 0$	$Y = 1$
$X = 0$	$(1)_0$	$(1)_2$
$X = 1$	$(1)_1$	$(1)_4$

Should X and Y be independent?

- How to produce this? Does it concern desirable gambles at all?

- 1 Sets of lexicographic probabilities and sets of desirable gambles represent the same objects (not really full conditional probabilities, for sure).
- 2 Convexity requires some thought.
- 3 Non-uniqueness is everywhere (perhaps good, but is it?).
- 4 Independence requires some thought, as well.