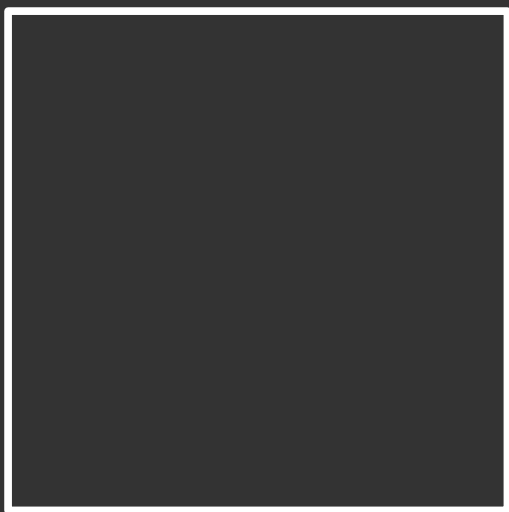


Decisão Binária em Seres Humanos e Agentes de Inteligência Artificial

Aluna: Carolina Feher da Silva

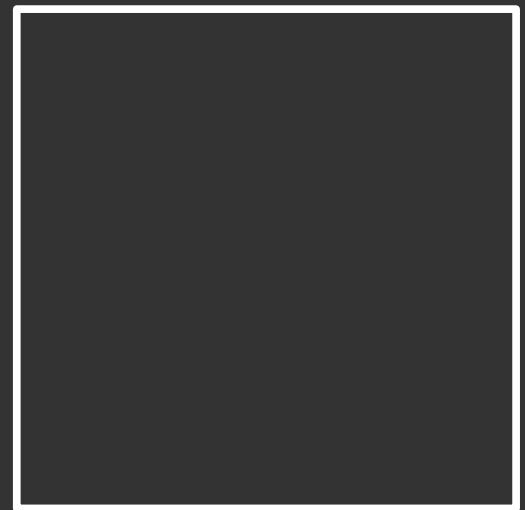
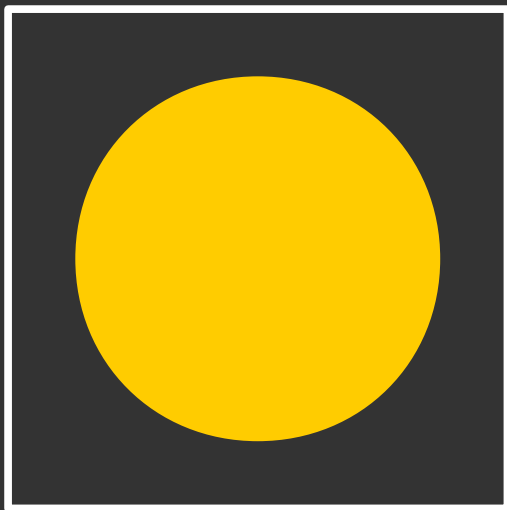
Supervisora: Leliane Nunes de Barros

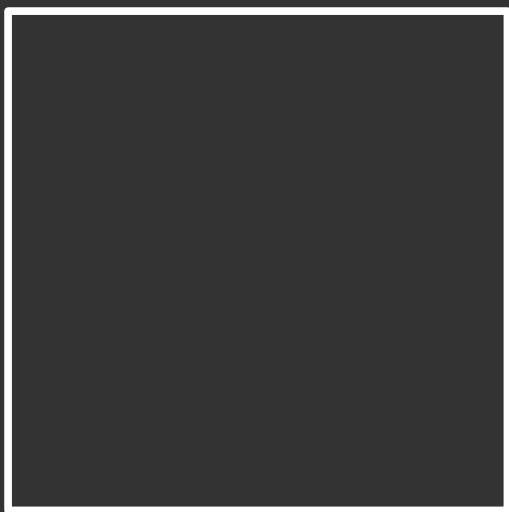




+1

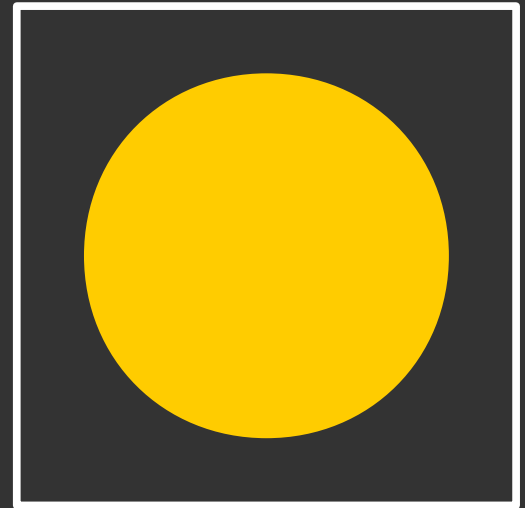
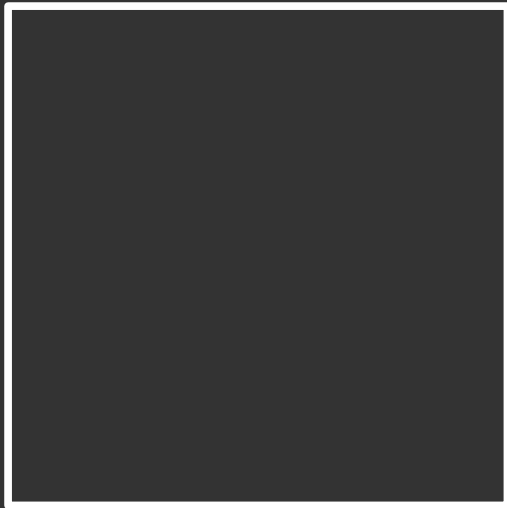
Total: +1

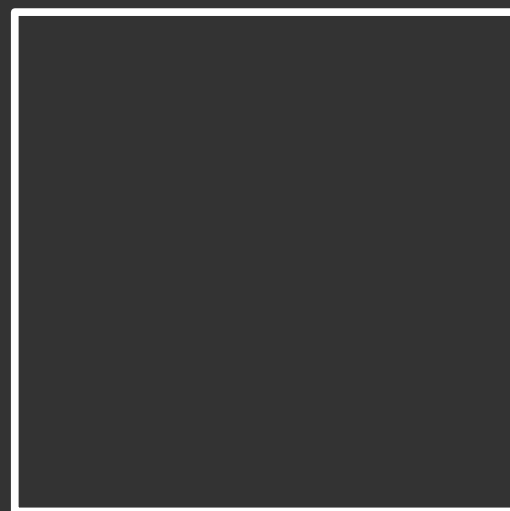
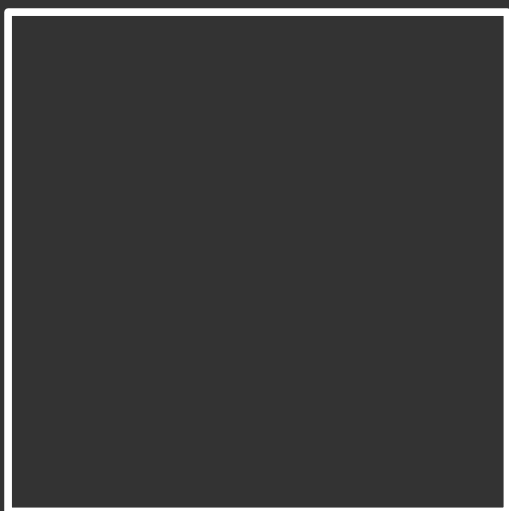




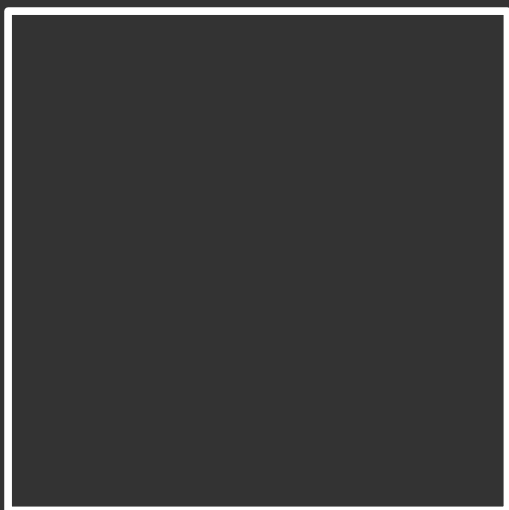
0

Total: +1





p



$1 - p$



Estratégia Ótima

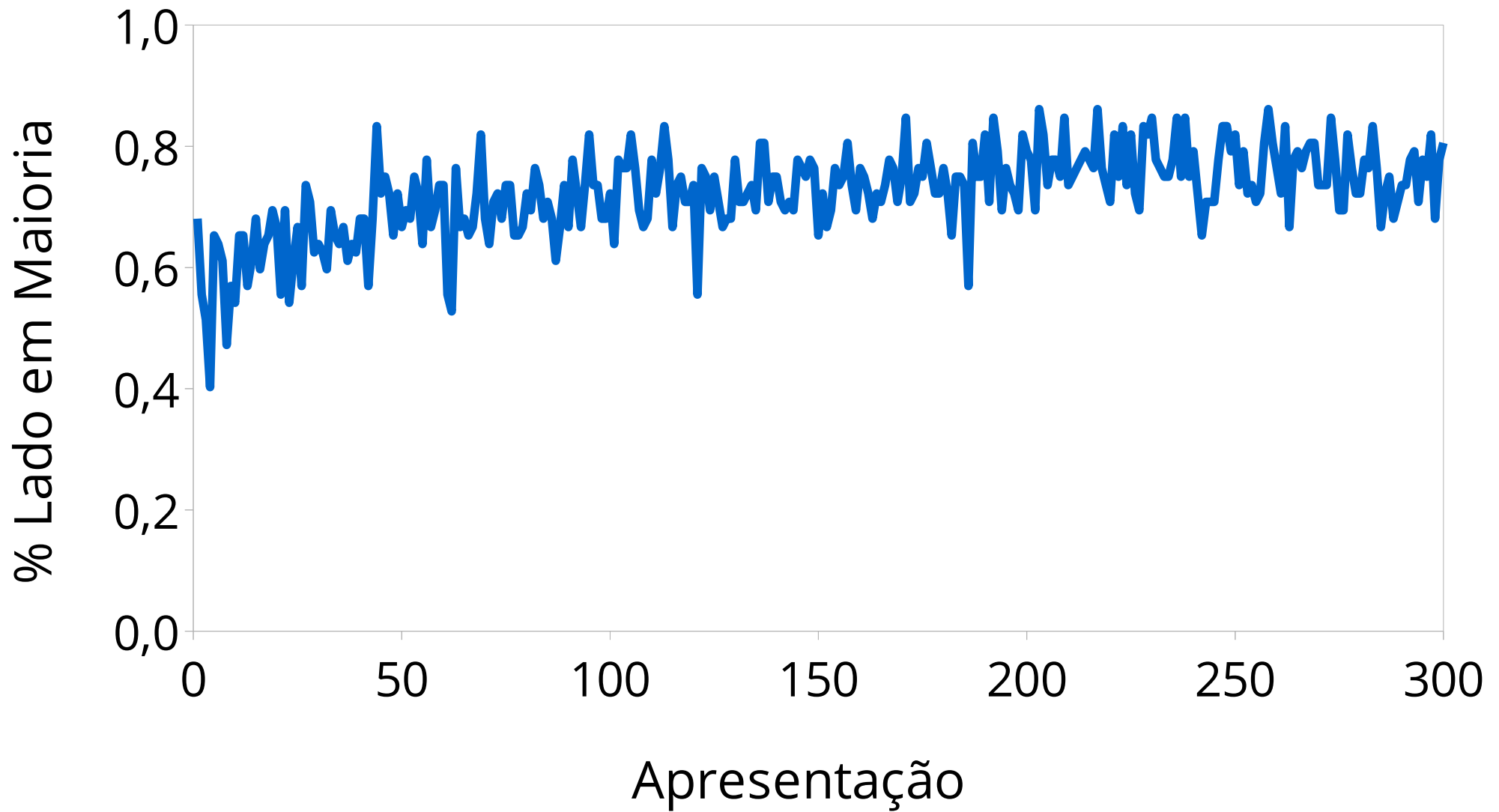
$$p \neq 0,5$$

Estratégia Ótima

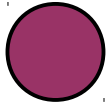
$$p \neq 0,5$$

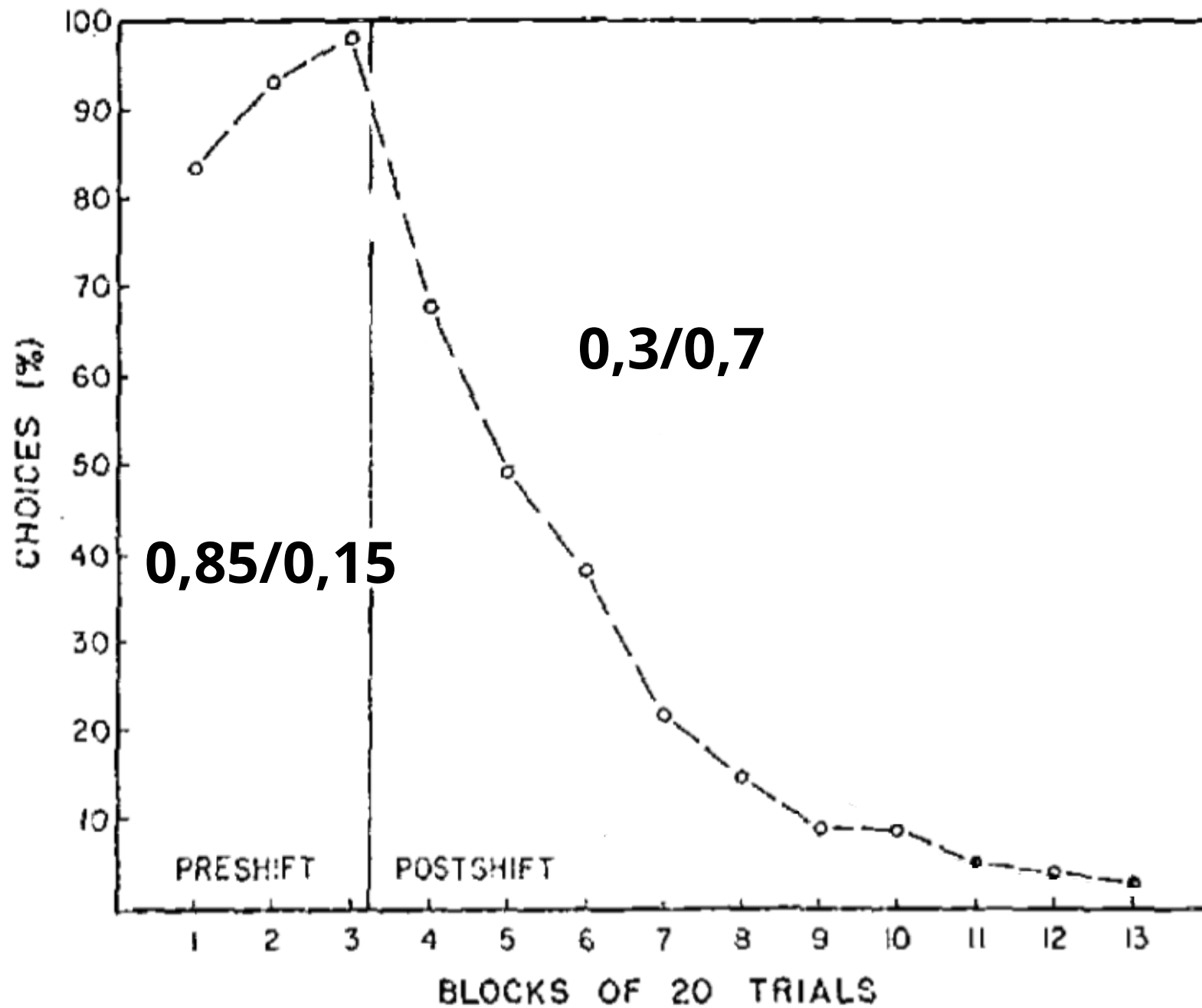
Perseveração

Escolha sempre o *lado em maioria*.



72 alunos de graduação em Odontologia





Busca de Padrões

10110101101011010110

Busca de Padrões

10110101101011010110

Busca de Padrões

10110_

Objetivo

- Explicar este comportamiento através de modelos de aprendizado.

Objetivo

- Explicar este comportamento através de modelos de aprendizado.
- Testar previsões.

Aprendizado por “Tentativa e Erro”

Explore.

Aprendizado por “Tentativa e Erro”

Explore.

Resultado:

- Recompensa?

Torne a ação mais provável.

- Punição?

Torne a ação menos provável.

Busca de Padrões

10110_

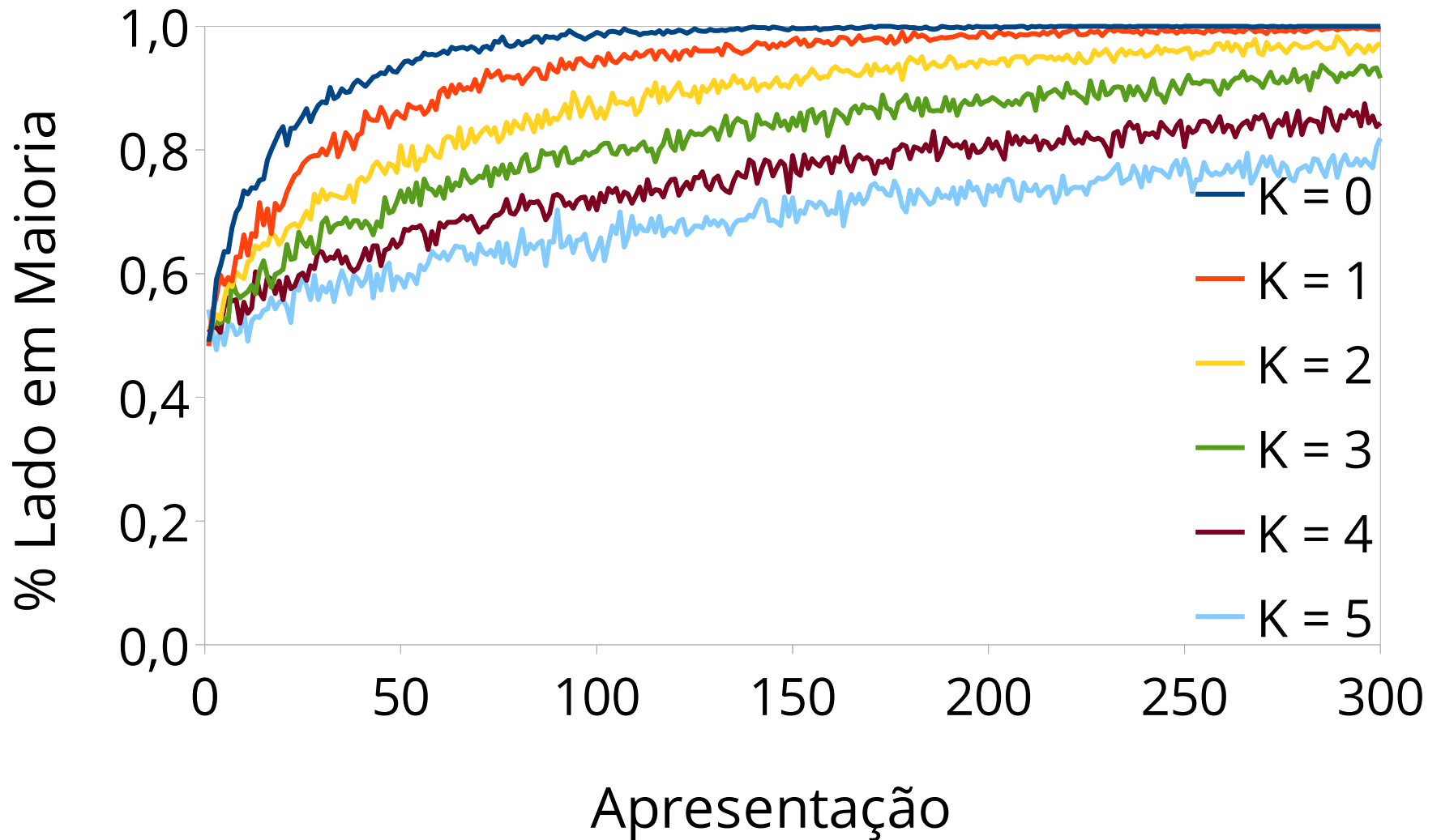
K

Agentes Computacionais

- 1) Q-Learning
- 2) DCB (Bayesiano)

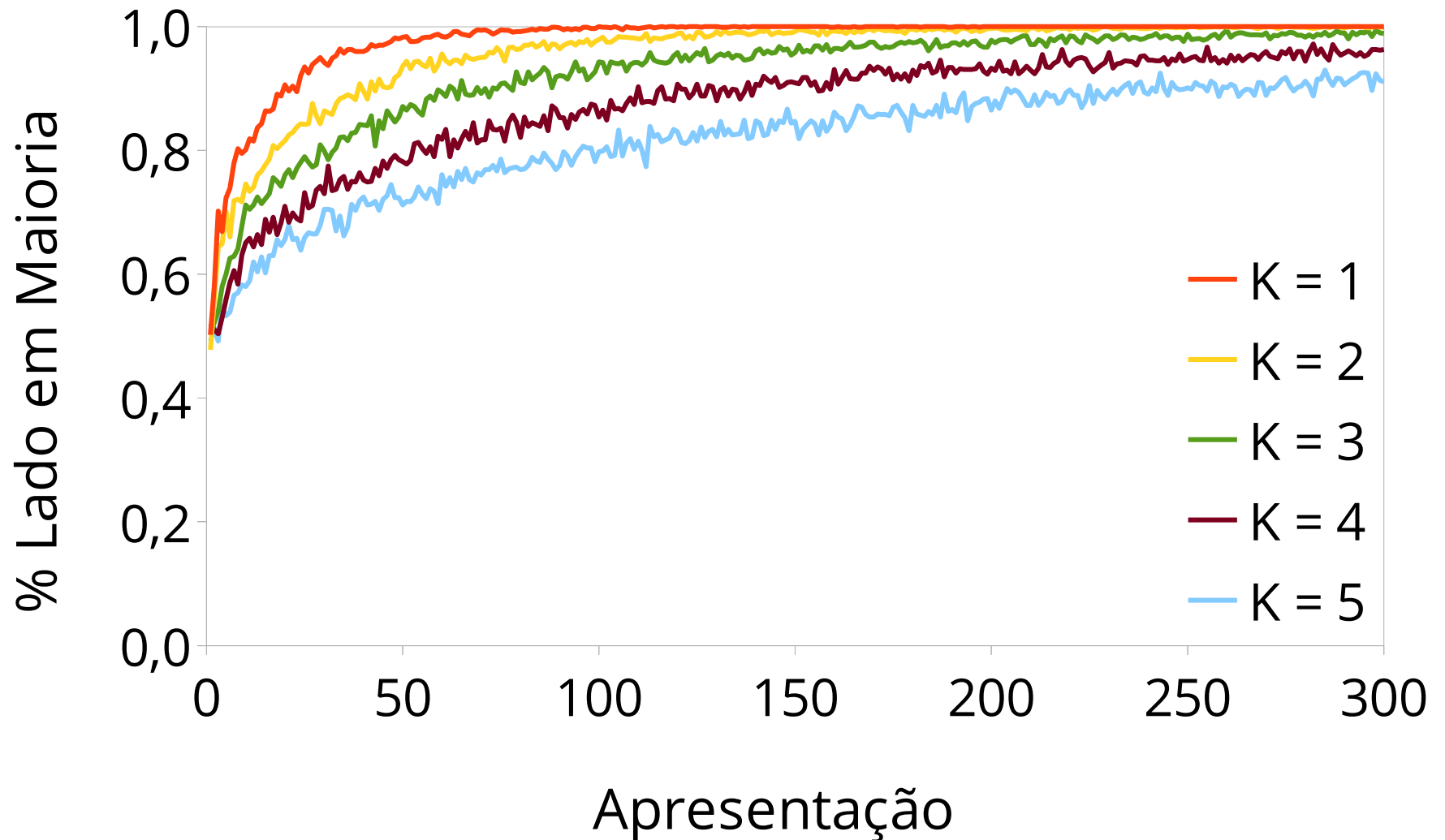
Resultados

Q-Learning

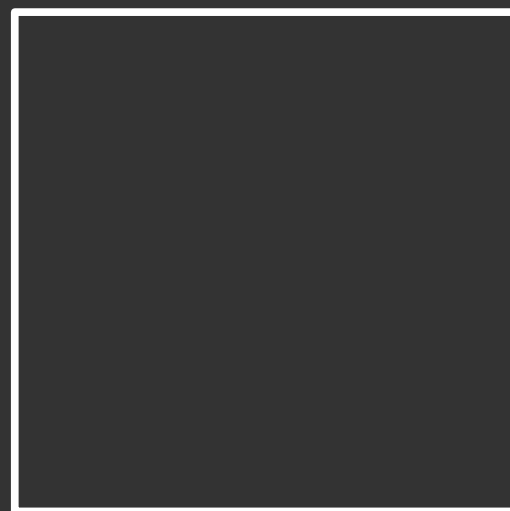
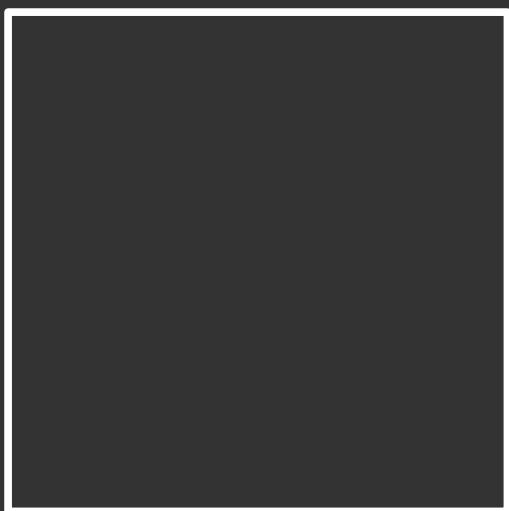


Resultados

DCB

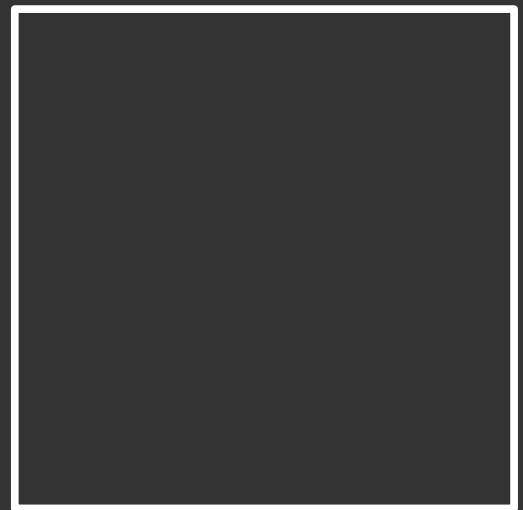
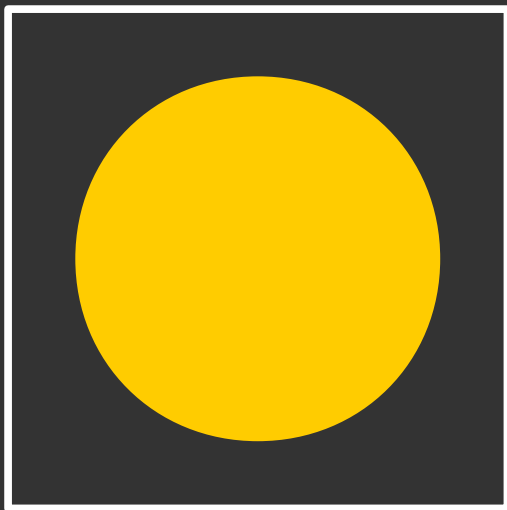


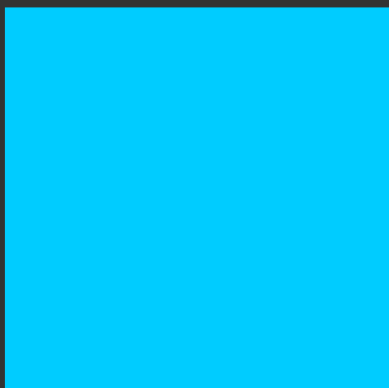
Experimento com Humanos

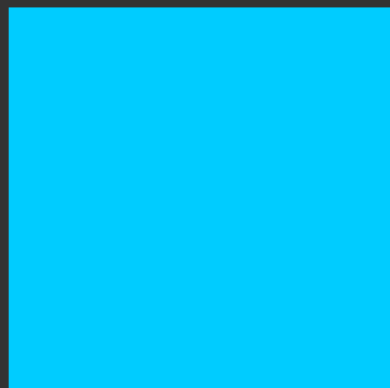


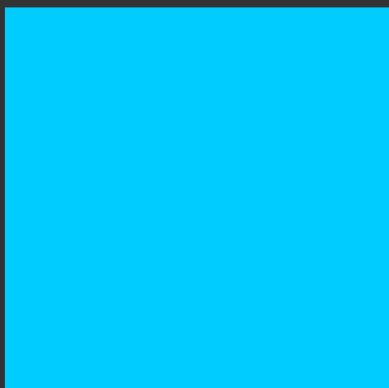
+1

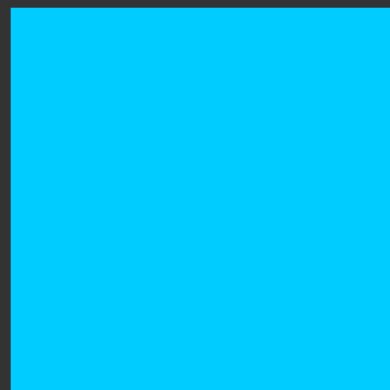
Total: +1











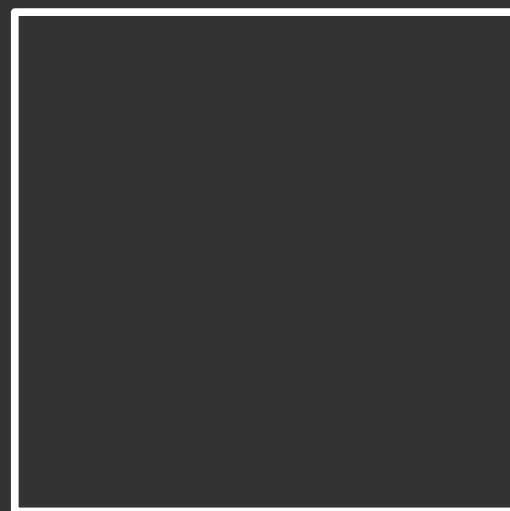
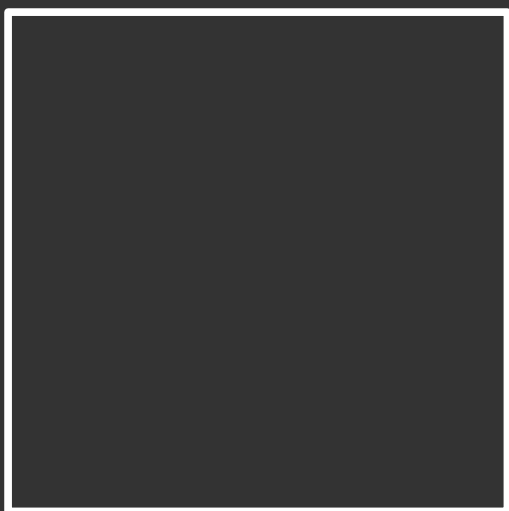
5

7875

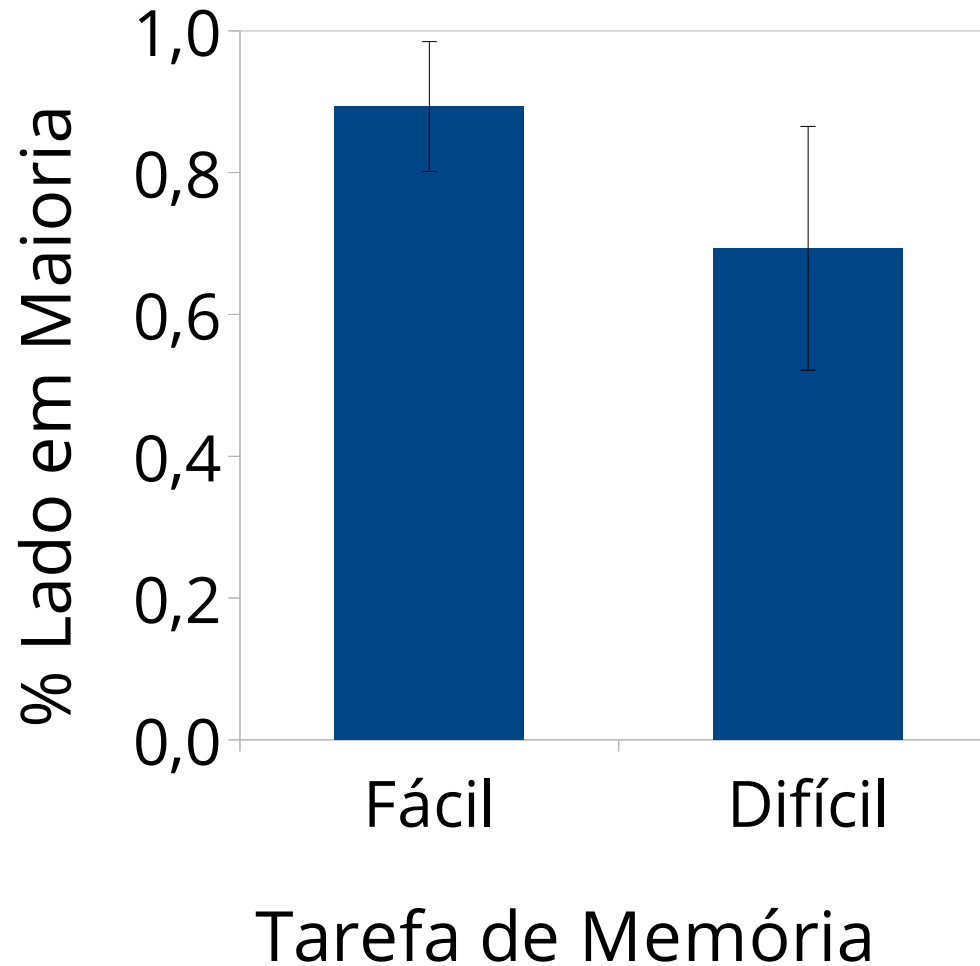
+1

Total: +2

7875



Resultados



12 alunos de graduação,
últimas 50 de 200 apresentações

Conclusões

- K aumenta →
velocidade de aprendizado diminui

Conclusões

- K aumenta →
velocidade de aprendizado diminui
- Experimentos com humanos:
 - 1 segundo para responder?
 - Tarefa “fácil” é difícil.

Conclusões

- K aumenta →
velocidade de aprendizado diminui
- Experimentos com humanos:
 - 1 segundo para responder?
 - Tarefa “fácil” é difícil.
- É necessário fazer mais experimentos.

Obrigada!