
 chalcid




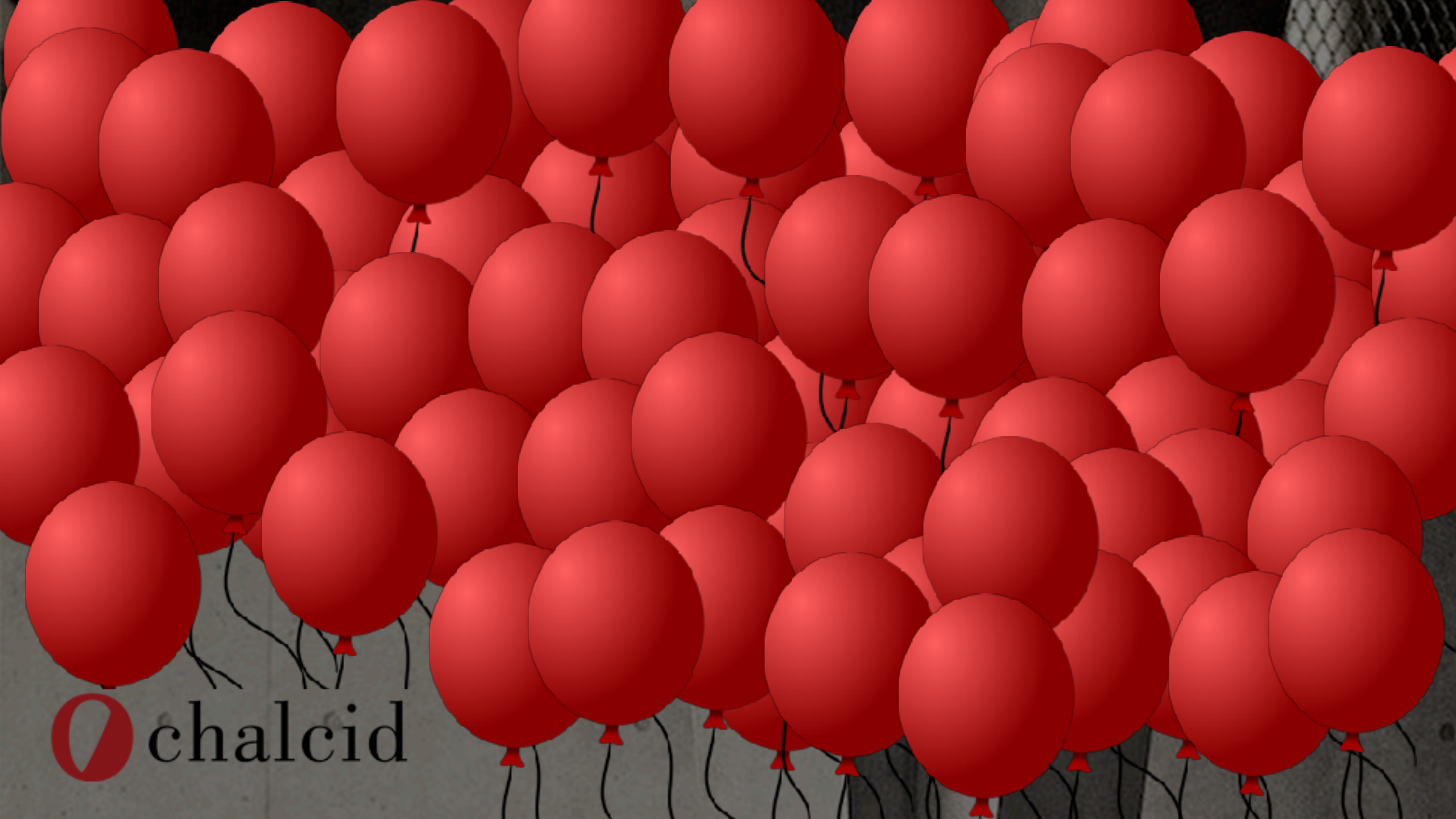



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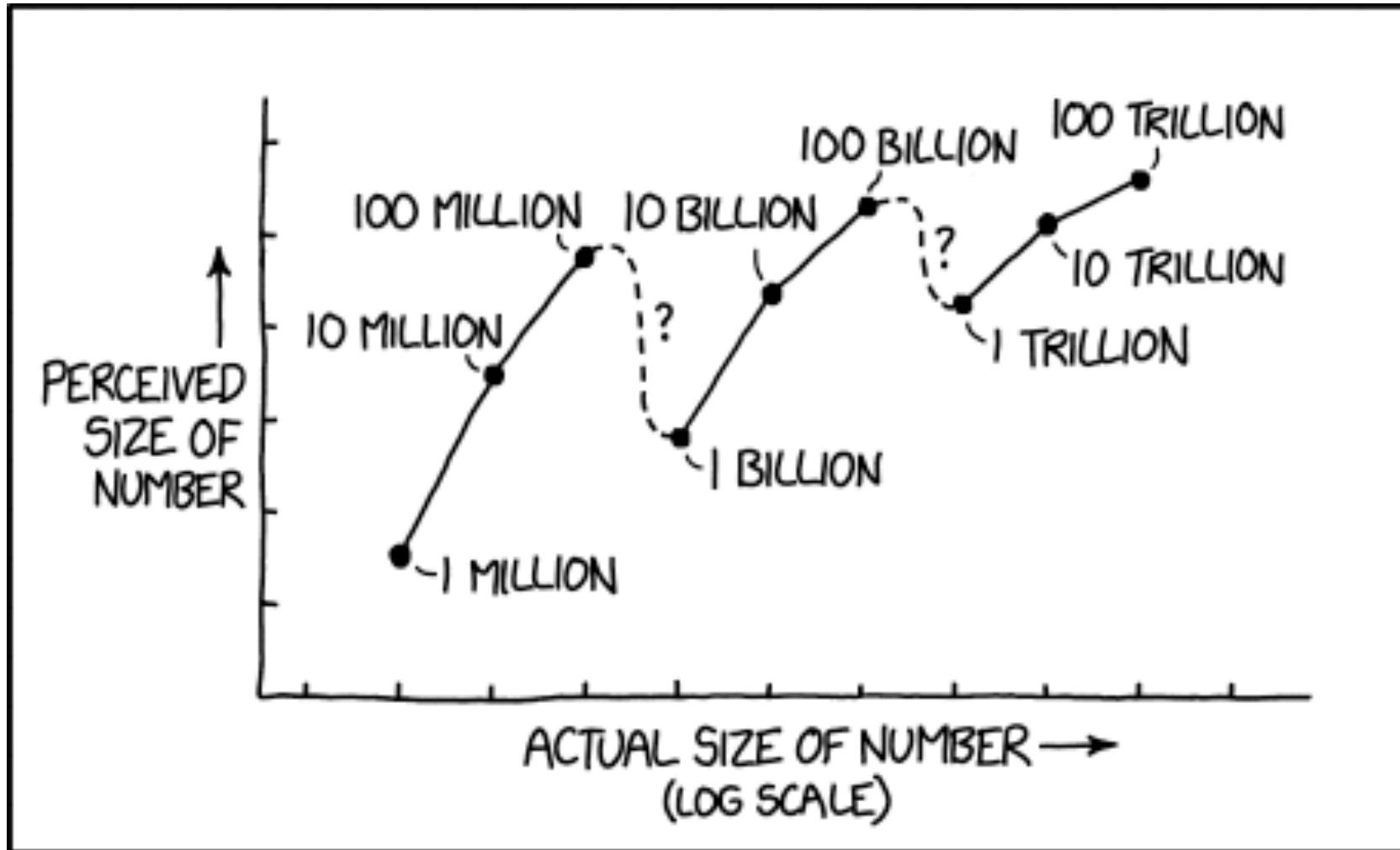


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TALKING ABOUT LARGE NUMBERS IS HARD



# Thinking in Terms of Distance

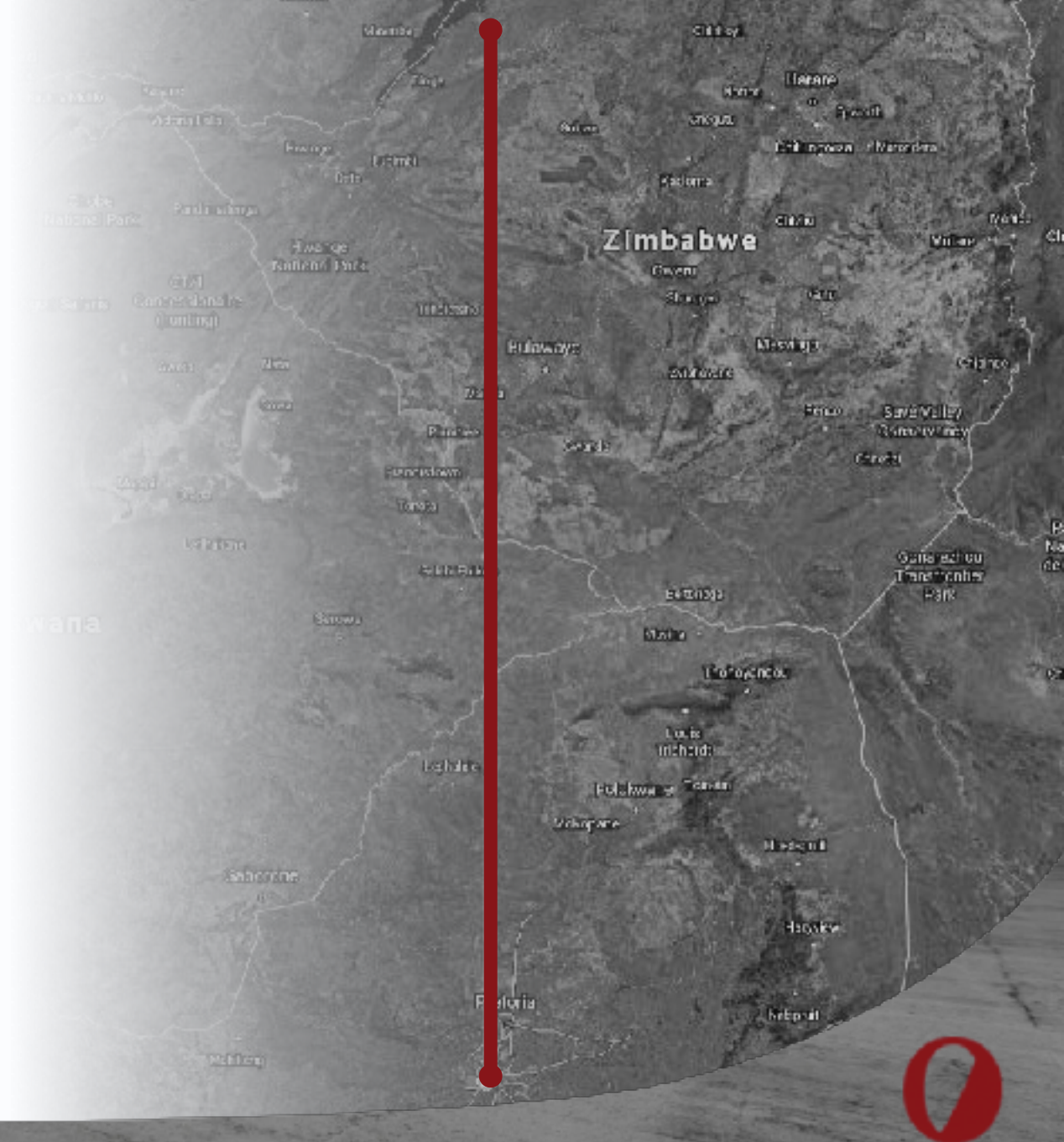
$$10^6 \text{ mm} = 1 \text{ km}$$





# Thinking in Terms of Distance

$$10^6 \text{ m} = 1000 \text{ km}$$



# Thinking in Terms of Time

$$2^{32} = 4,294,967,295$$

49 days & 17 hours



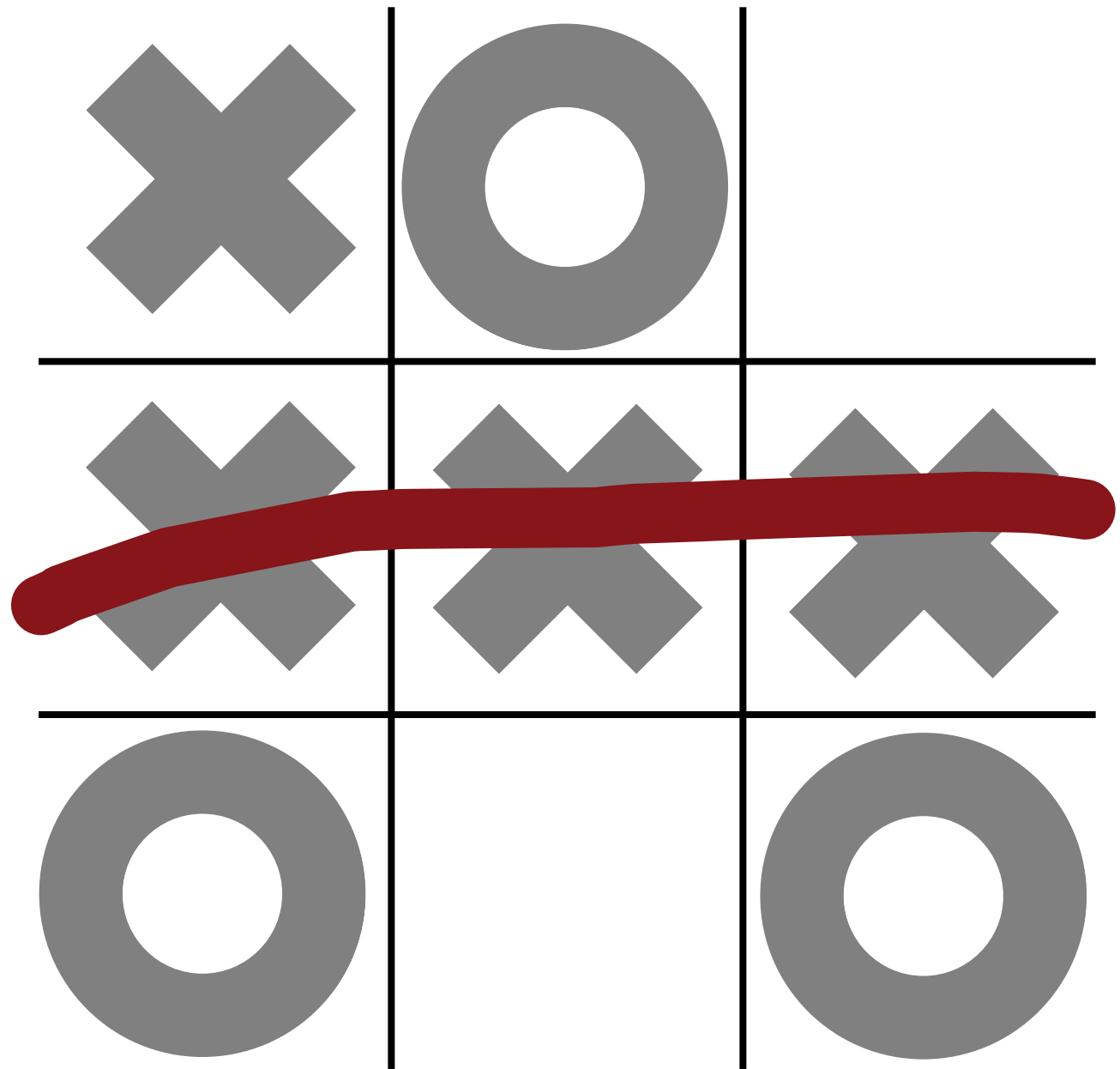


# Thinking in Terms of Time

$2^{64}$

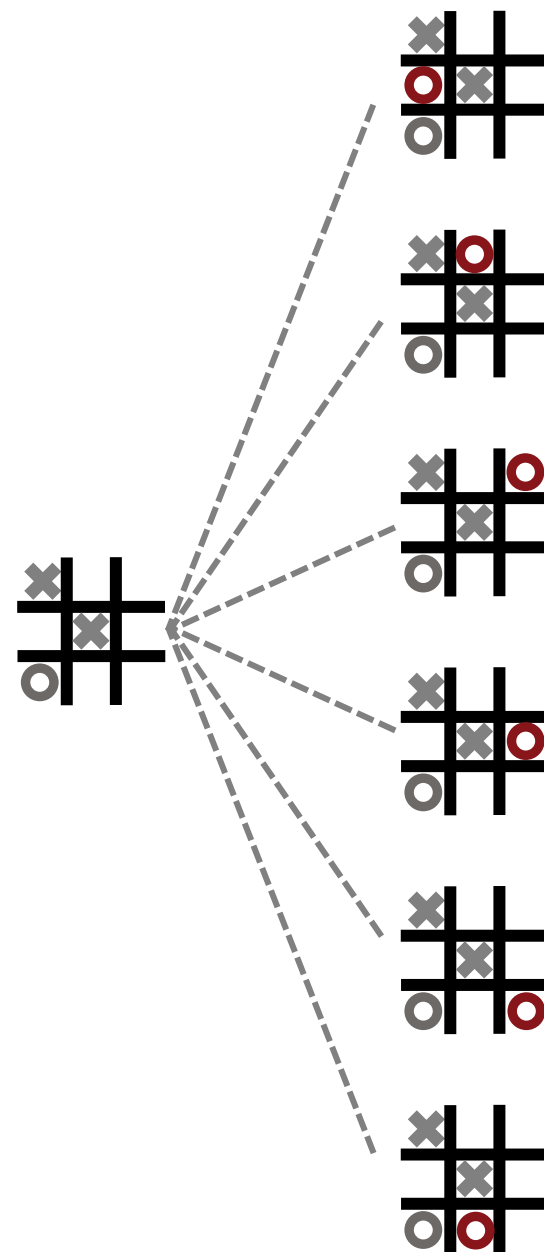
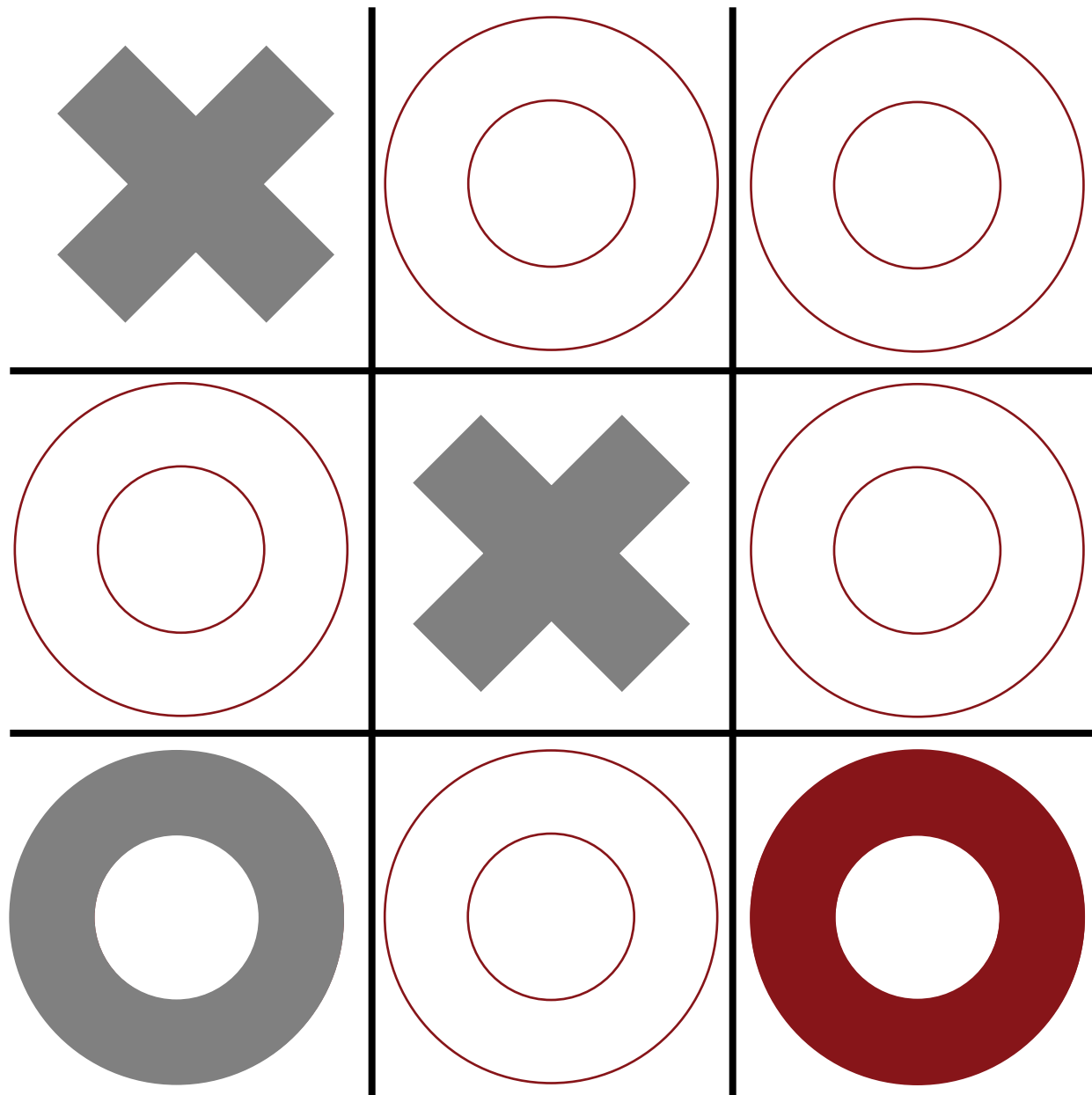
580 million years



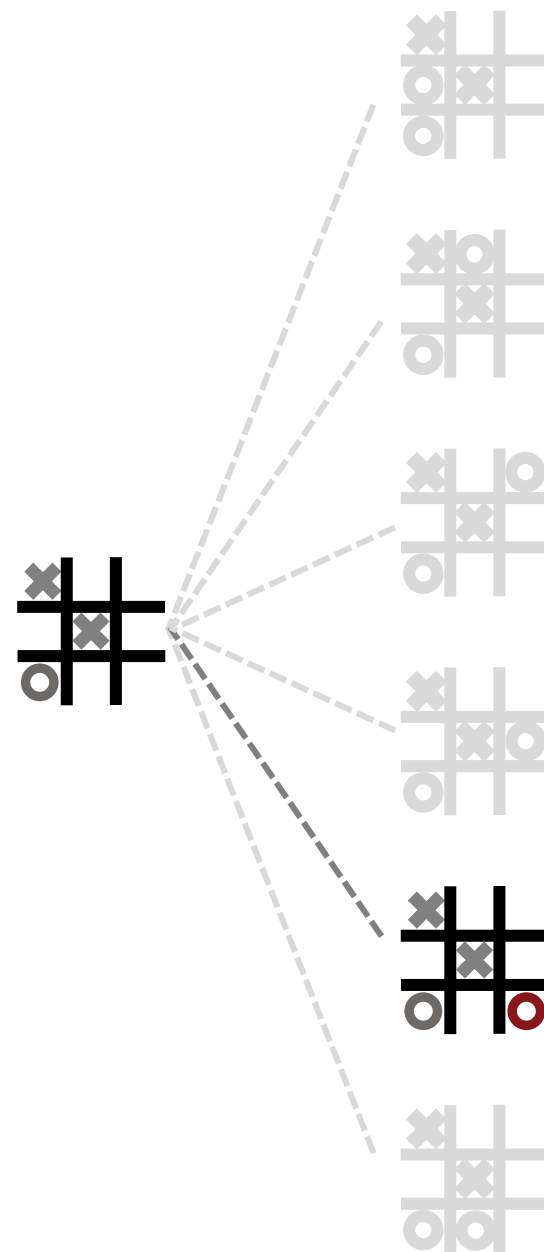
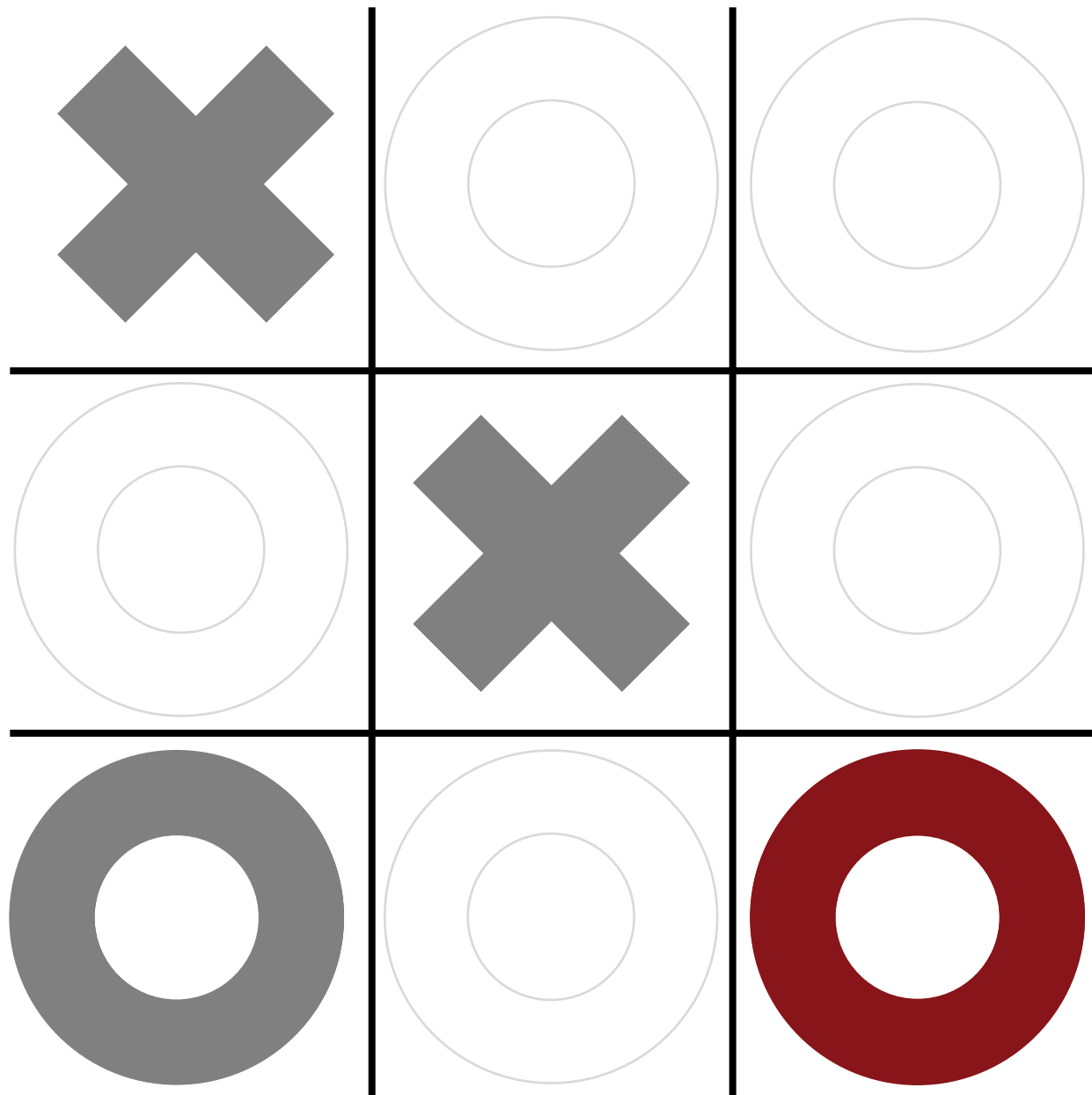


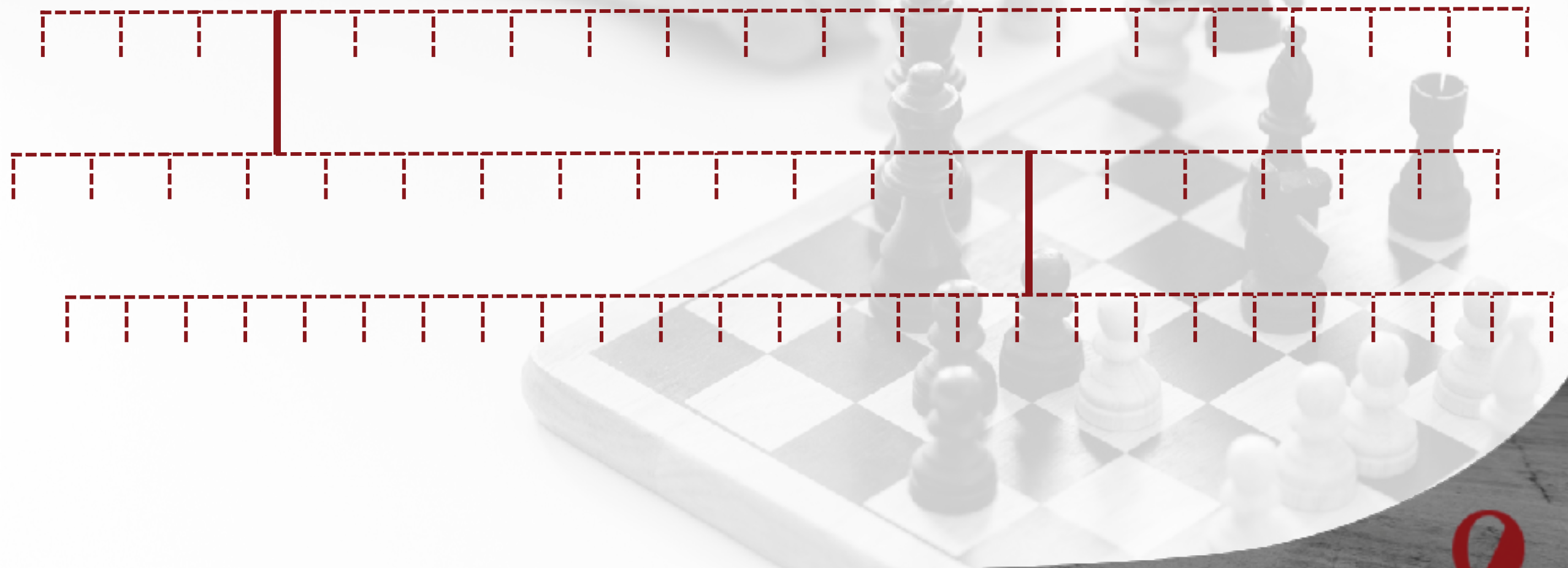
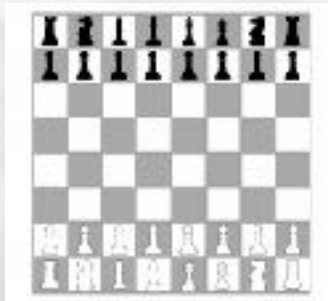










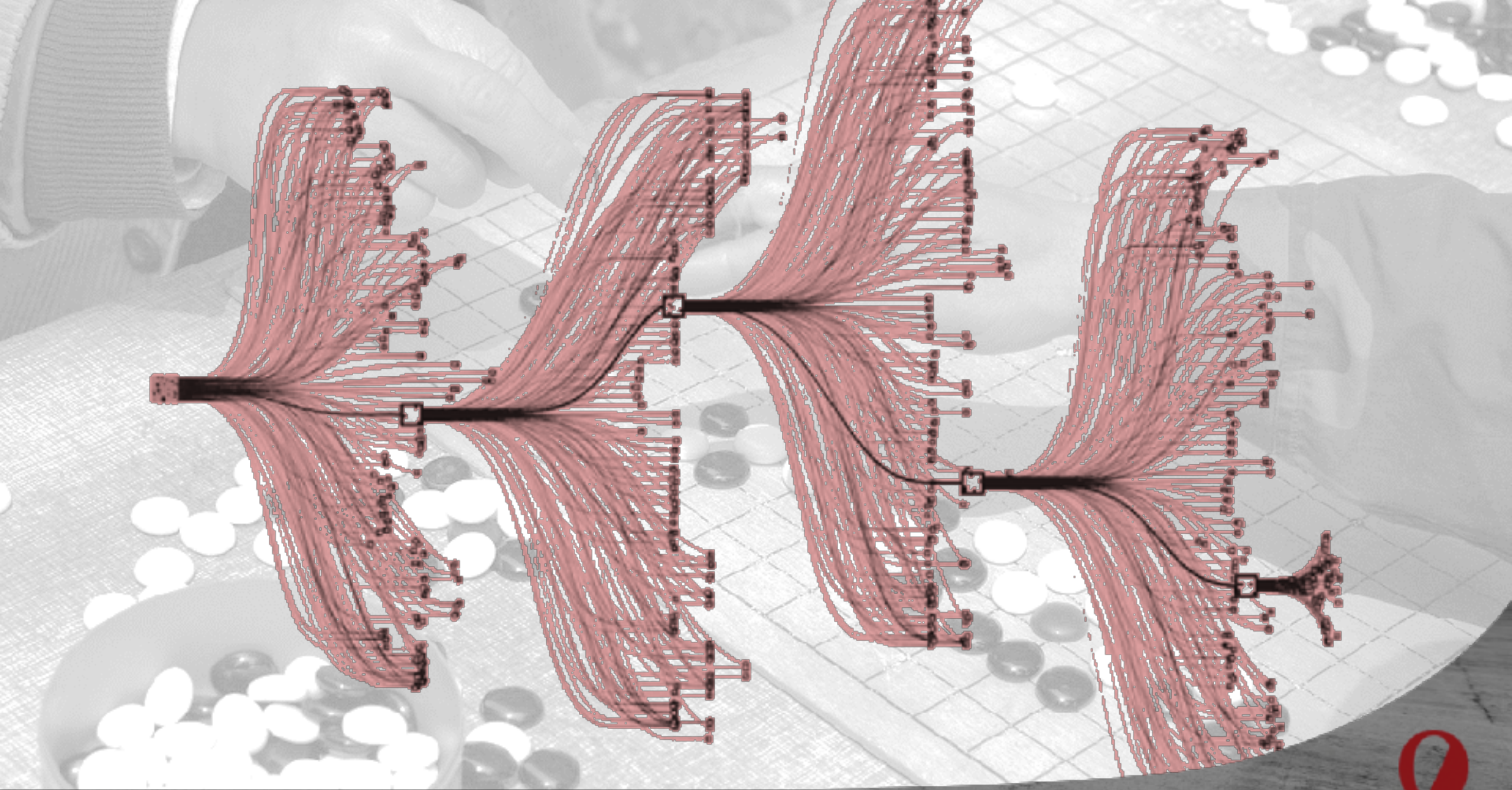




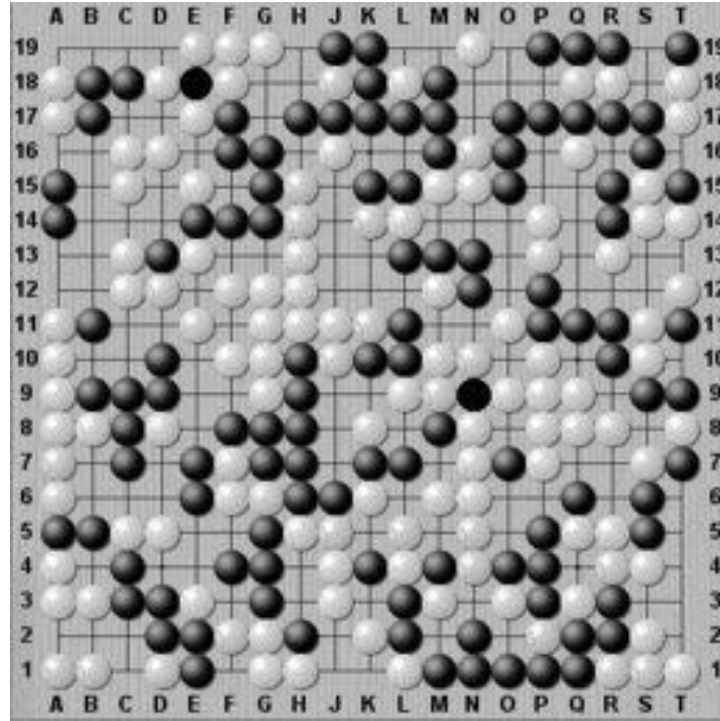
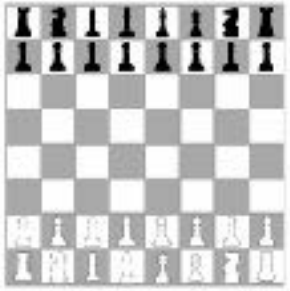
# Beyond $10^{120}$

THE DIFFICULTY OF MAKING DECISIONS









Deep Blue  
Kasparov

4:1 AlphaGo  
Lee Sodol

60:0 AlphaMaster  
Go Professionals

89:11 AlphaGo Zero  
AlphaMaster

60:40 Alpha Zero  
AlphaMaster

1997

2016

Jan  
2017

Oct  
2017

Dec  
2017



Deep Blue  
Kasparov

4:1 AlphaGo  
Lee Sodol

60:0 AlphaMaster  
Go Professionals

89:11 AlphaGo Zero  
AlphaMaster

60:40 AlphaGo Zero  
AlphaMaster

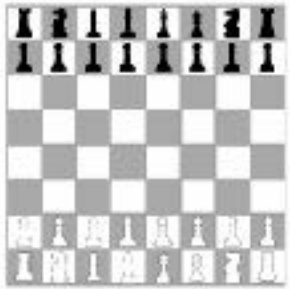
1997

2016

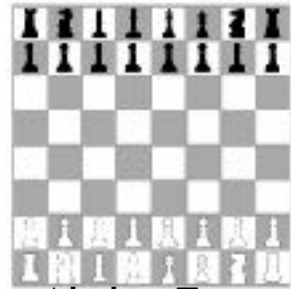
Jan  
2017

Oct  
2017

Dec  
2017



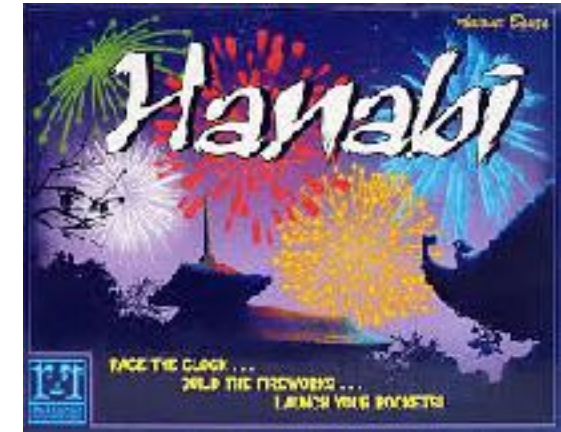
Alpha Zero  
Stockfish 8



Alpha Zero  
StockFish 9  
155 - 839 - 15



5:0 AlphaStar  
MaNa



Hanabi

Dec  
2017

2018

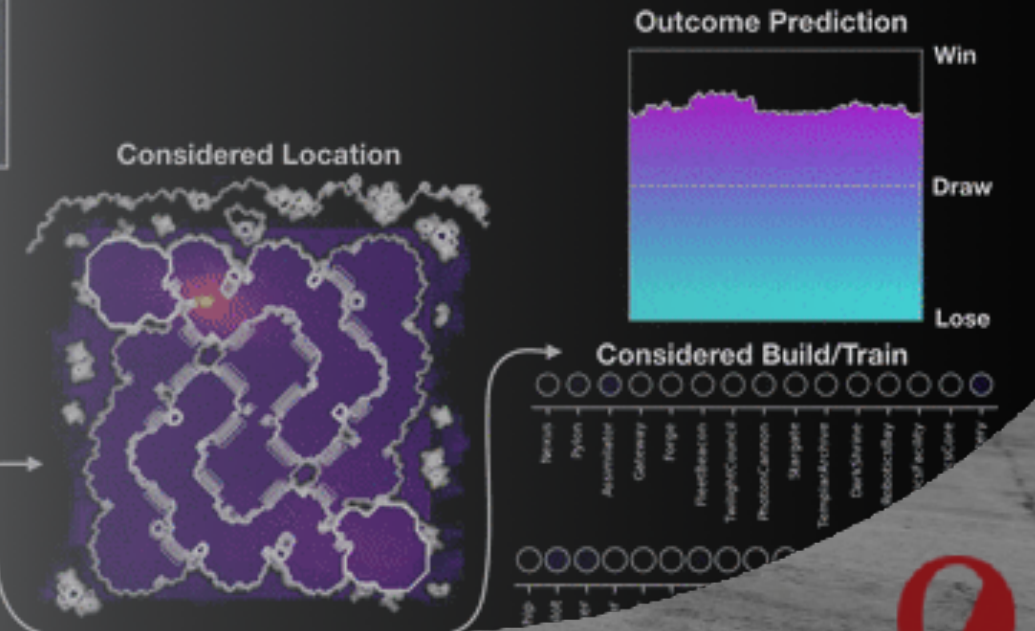
Dec  
2018

???



# StarCraft

- Imperfect Information
- Real-Time
- Long-term Planning
- $10^{26}$  Actions at each time step



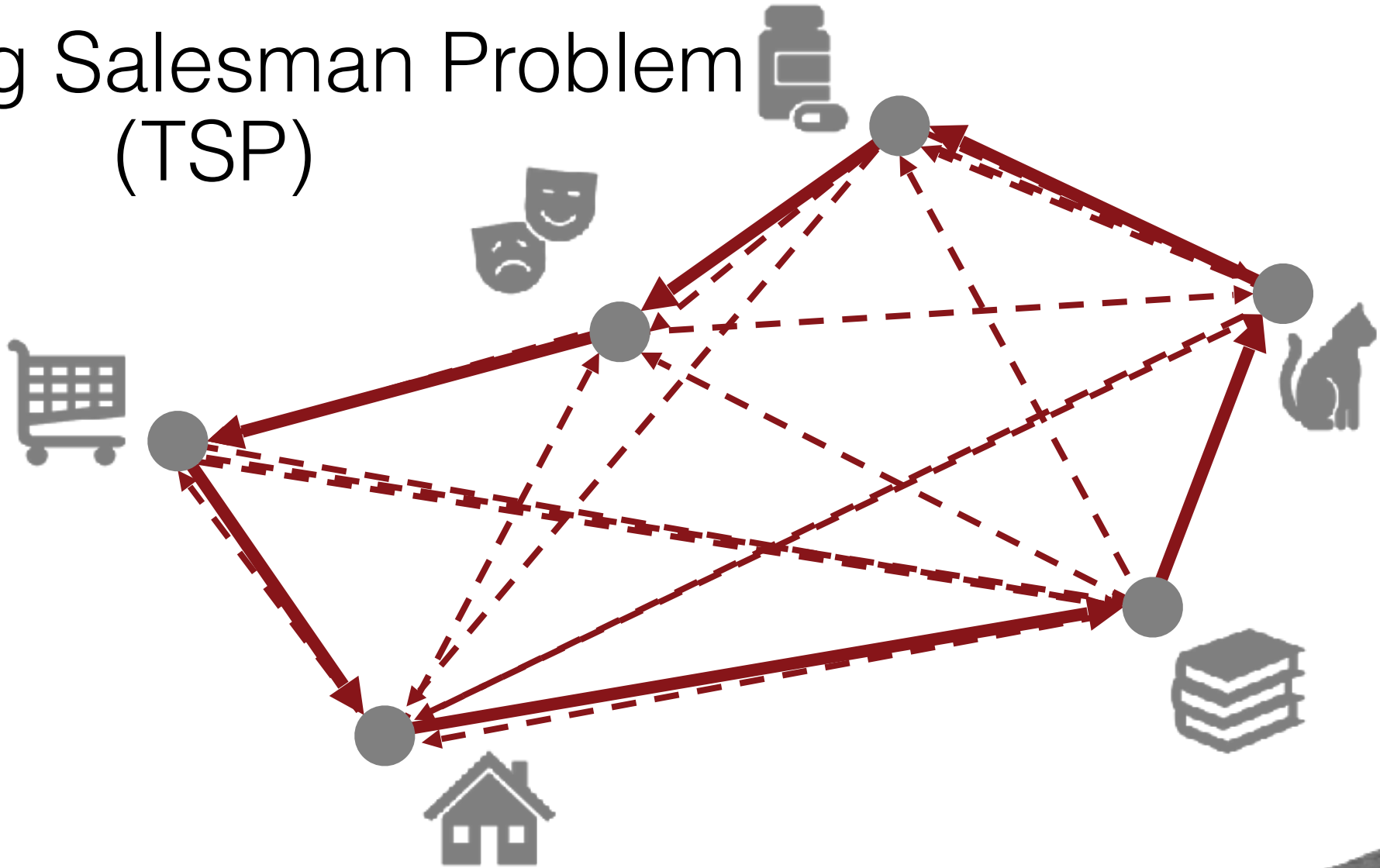


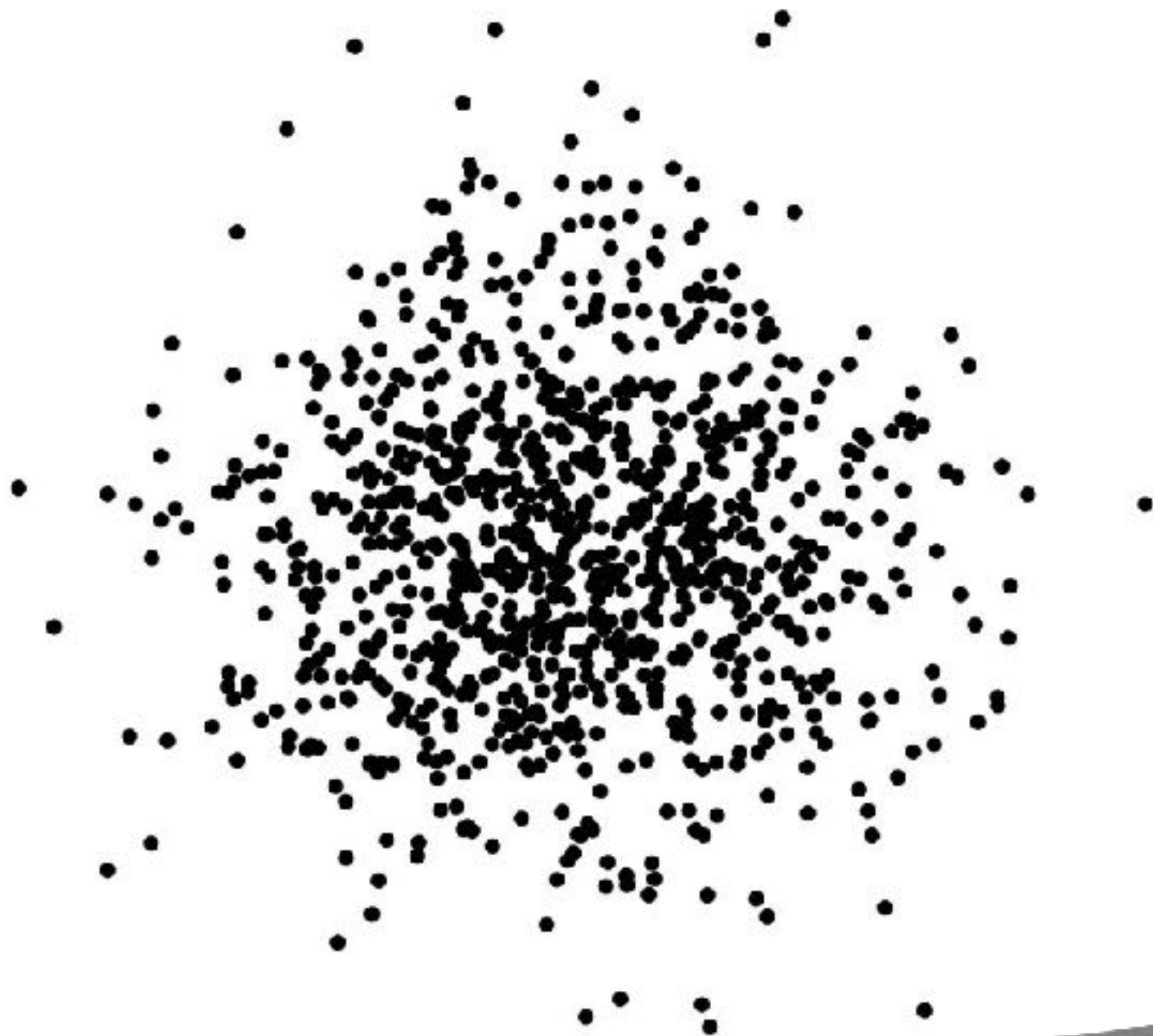
# Hanabi

- Imperfect Information
- Co-operative Game Play
- Communication Protocol
- Reasoning about Intent
- Collaboration without Prior Co-ordination

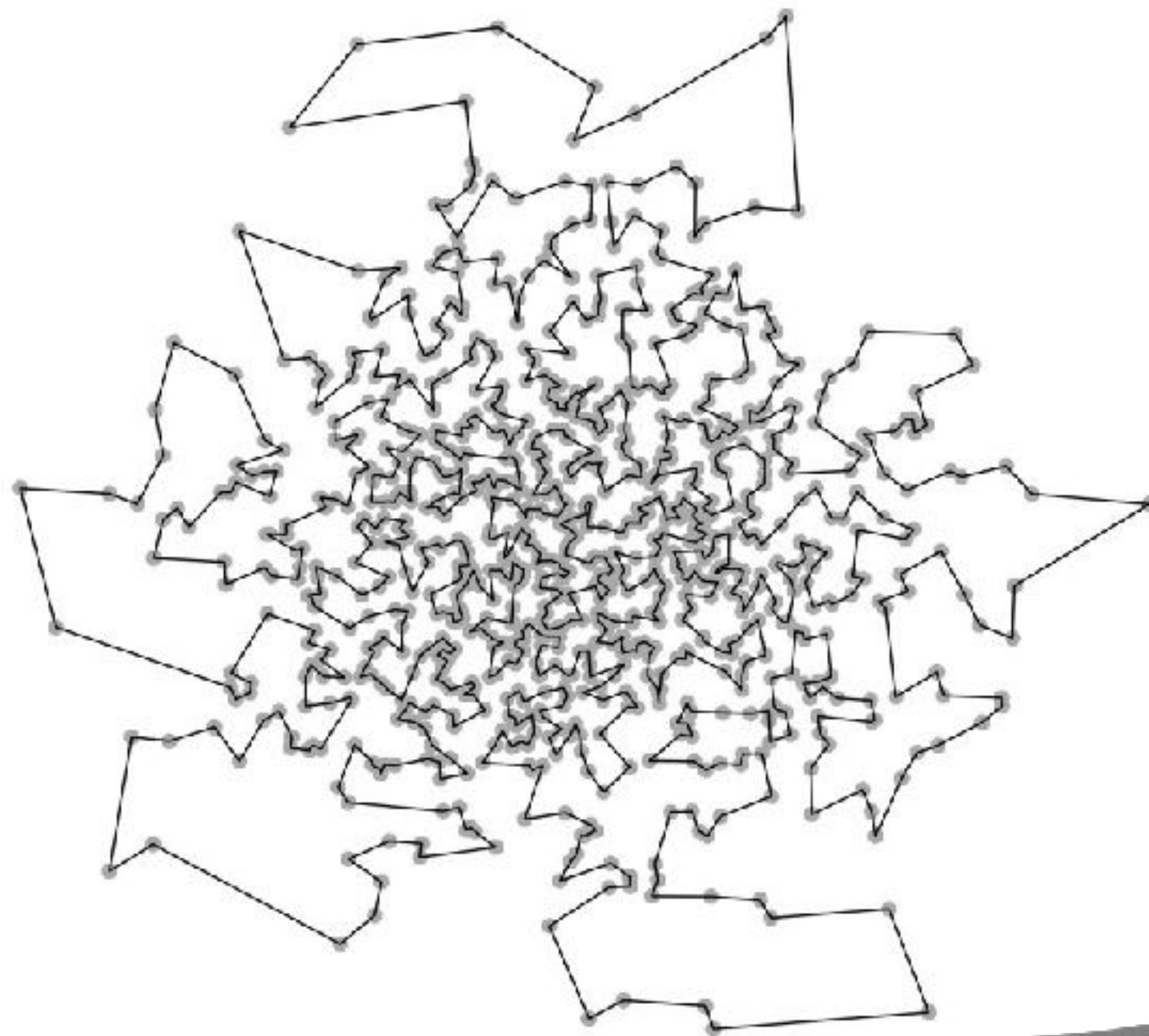


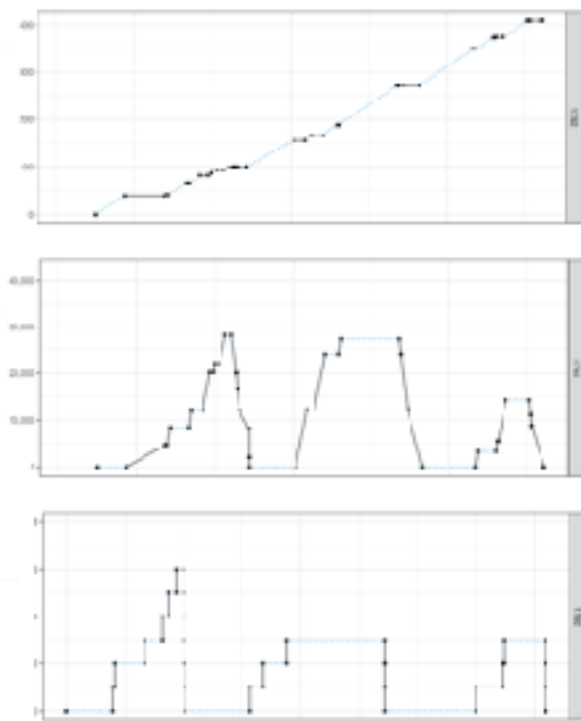
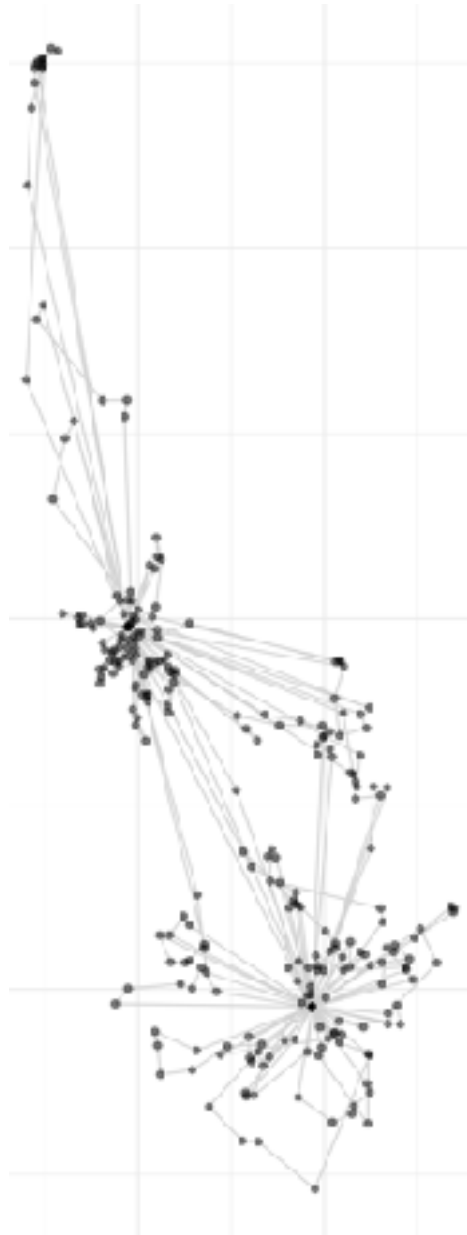
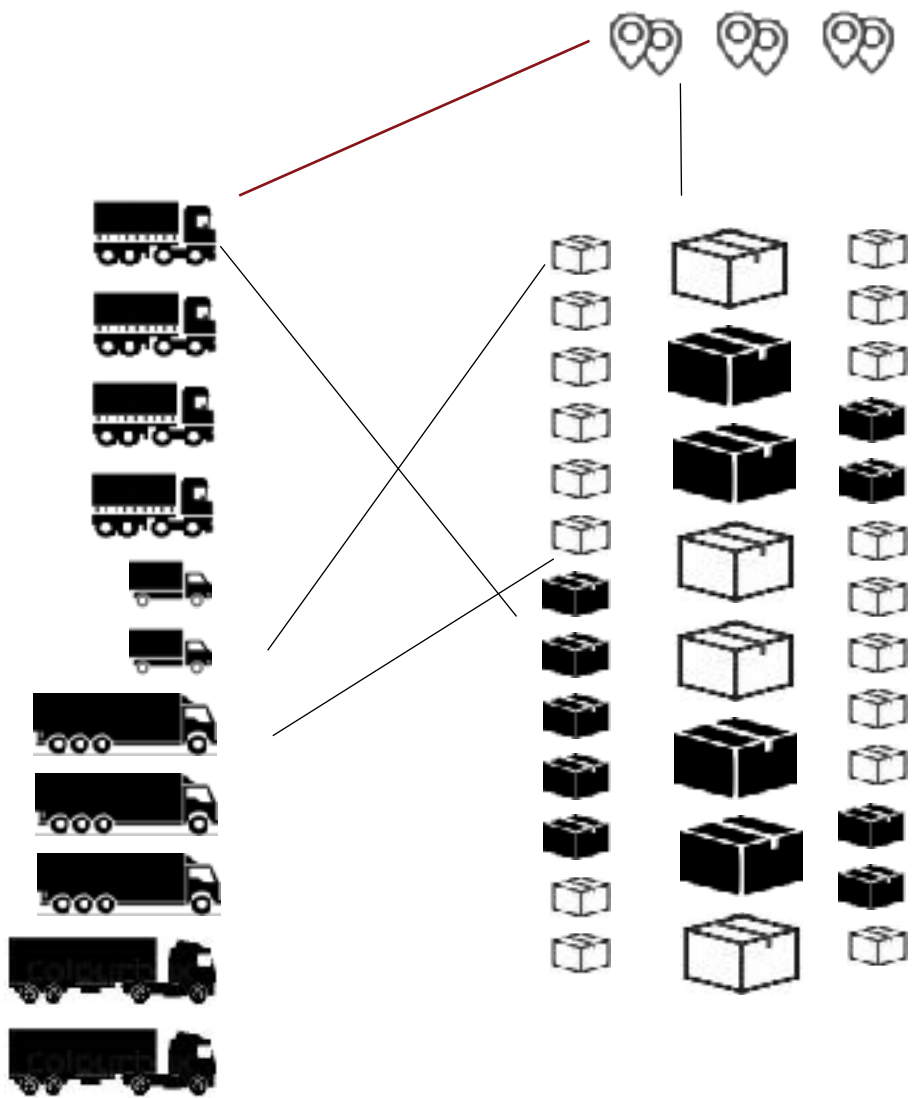
# Travelling Salesman Problem (TSP)



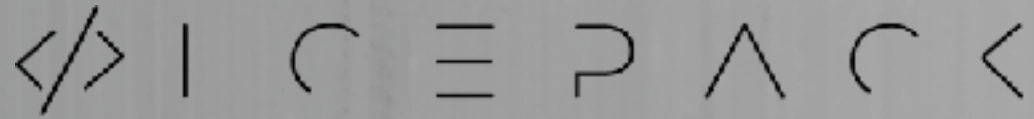








# But why logistics



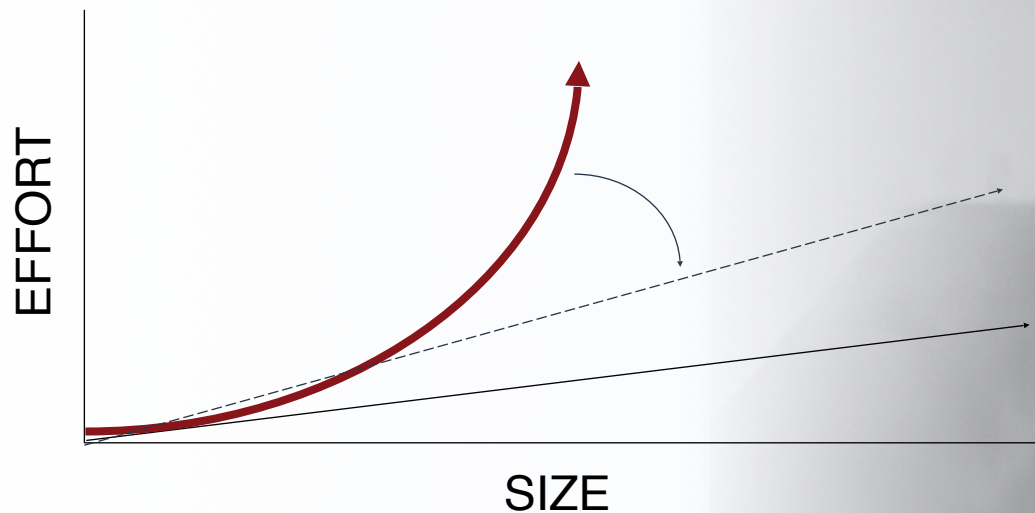
- We like discrete combinatorial optimisation problems
- A lot of graph theory can be thrown at problem
- Localisation and cutting plane methods
- Powerful heuristic search strategies
- ML for searching and tuning hyperparameters
- Much easier to manager compute resources needed





# Why are hard problems hard?

- Understand the problem
- Describe it to a computer
- Let the computer solve it
  - Hopefully automatically
  - Some problems are intractable



# Relevance to Insurance

- Logistics problems - rep and broker planning
- New tools open up new product options
  - Reducing operational risk of fleets
  - Delivery risk profiles
- Allow us to view problems in a new light



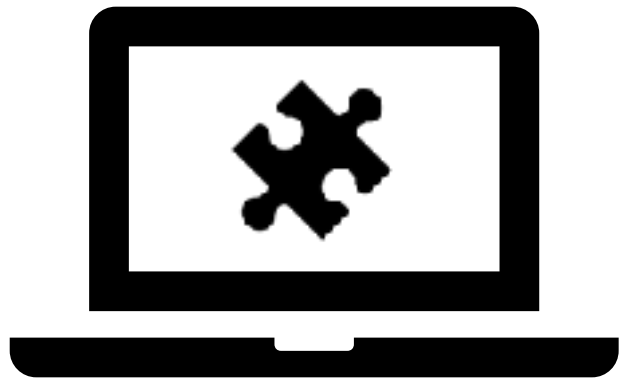


# Accessibility

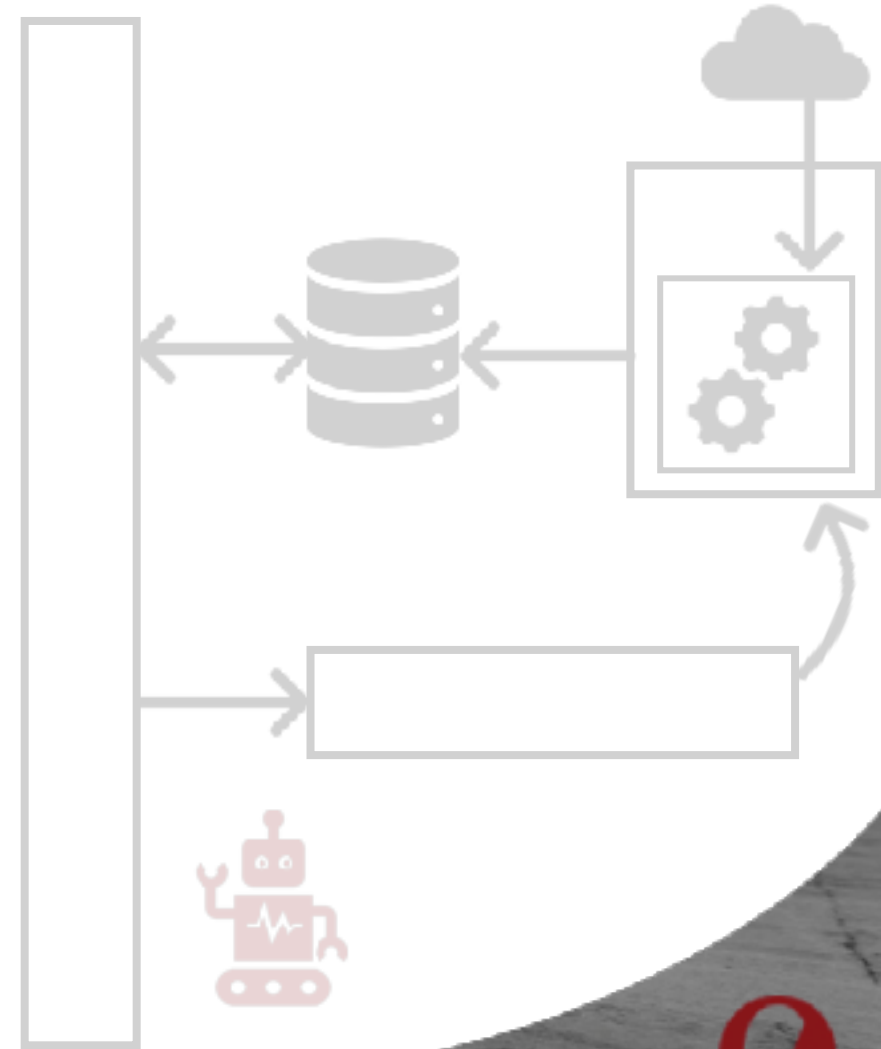
- Studies
- One Off Problems
- Curious
- Build it into your own Tools
- Operationalism



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→  
<model>  
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# Broader Vision

- Insight into systems that
  - Have many **features**
  - Have many **decision points**
  - Have many **constraints**
  - Require high **speed**
- Guide to **focus** future effort
- Scalable
  - **better** decisions in more places
  - **learn** from combined history of decision makers
- Save time, space, energy, and money



Many things we call innovations  
are little more than the skillful  
accumulation of many little  
optimisations.

**GARY KASPAROV**



# Beyond $10^{120}$

DAVID CLARK  
GEMMA DAWSON