

INSTRUCTOR	Angela Sun asun@wlu.edu
LECTURE	Tuesdays and Thursdays 1:30pm-3:00pm, Washington Hall 115
OFFICE HOURS	Wednesdays 3:00pm-5:00pm
DESCRIPTION	In this course, students will explore ways that rational decision-making both by individuals and by groups has been modeled in philosophy, political science, economics, and other social sciences. In addition to learning about the formal foundations of decision theory, students will be introduced to contemporary debates among philosophers working in decision theory.
GOALS	By the end of this course, students will have developed the following knowledge and skills: <ul style="list-style-type: none">• An understanding of key concepts in decision theory and game theory.• The ability to use formal methods to solve philosophical problems.• The ability to defend a position with clear, rigorous argumentation.• The ability to engage in philosophical discussion respectfully and productively.
TEXTS	Many readings are drawn from the following open-access textbooks. Other readings are either linked in the schedule below or available in the "Files" section of our Canvas site. <ul style="list-style-type: none">• Brian Weatherson, <i>Lecture Notes on Decision Theory</i>• Jonathan Weisberg, <i>Odds & Ends: Introducing Probability and Decision with a Visual Emphasis</i>
REQUIREMENTS	The requirements for the course are as follows: <ul style="list-style-type: none">• <i>Problem sets</i> (5 x 8% = 40%): Over the course of the semester, submit 5 problem sets. Collaboration is encouraged! Make sure you note who you collaborated with on your problem set.• <i>Take-home midterm</i> (18%): At the end of unit 1, complete a take-home midterm. The exam will be open-book, but collaboration is not allowed.• <i>Final paper outline</i> (2%): Submit an outline of your final paper. Outlines will be graded on the basis of completion.• <i>Final paper discussion</i> (2%): Lead a discussion about your final paper topic.• <i>Paper</i> (20%): Submit a ~1500-word paper.• <i>Take-home final exam</i> (18%); Complete a cumulative take-home final exam. The exam will be open-book, but collaboration is not allowed.

ATTENDANCE	We will cover a lot of material in lecture that is not in the readings. However, I will not take attendance and missing class will not itself affect your grade. You are responsible for catching up on material that you've missed.
ELECTRONICS	Laptops and tablets ok; cellphones not ok; doing things unrelated to class on electronics not ok.
ACCOMMODATION	I will work with every student interested in taking this course to ensure it's possible to. If you have a disability, are struggling with mental or physical health, or if there is anything else that might prevent you from fully participating in this course, let me know as soon as you can, and we will figure something out.
SCHEDULE	<p>UNIT 1: EXPECTED UTILITY THEORY</p> <p><i>Jan. 10:</i> Introduction No reading</p> <p><i>Jan. 12:</i> The belief/desire model of reasons Colin McGinn, "Beliefs, Desires, and Actions" Weisberg, chapter 11 ("Expected Value") Weisberg, chapter 5 ("Calculating Probabilities") Weisberg, chapter 16, ("Beliefs and Betting Rates")</p> <p><i>Jan. 17:</i> No class</p> <p><i>Jan. 19:</i> Expected utility theory Weisberg, chapter 12 ("Utility")</p> <p><i>Jan. 24:</i> Context independence, part 1 No reading</p> <p><i>Jan. 26:</i> Context independence, part 2 PROBLEM SET 1 DUE No reading</p> <p><i>Jan. 31:</i> The sure-thing principle Weatherson, chapter 10 ("Sure Thing Principle")</p> <p><i>Feb. 2:</i> Representation theorem, part 1 No reading</p> <p><i>Feb. 7:</i> Representation theorem, part 2 PROBOEM SET 2 DUE No reading</p> <p><i>Feb. 9:</i> Dutch books Weisberg, chapter 17 ("Dutch Books")</p>

Feb. 14: Evidential and causal decision theory
 Weatherson, chapter 16 ("Newcomb's Problem")
 Weatherson, chapter 17 ("Realistic Newcomb Problems")
 Weatherson, chapter 18 ("Causal Decision Theory")

Feb. 16: No class
 PROBLEM SET 3 DUE

Feb. 21 & 23: No class (Washington Break)

Feb. 28: Good's theorem and temporal discounting
 I.J. Good, "[On the Principle of Total Evidence](#)"

UNIT 2: TOPICS IN DECISION THEORY

Mar. 2: Far future decisions
 Jennifer Morton, "Deliberating for our Far Future Selves" (Canvas files)

Mar. 7: Procrastination
 Sergio Tenenbaum, "The Vice of Procrastination" (Canvas Files)

Mar. 9: Resolutions
 TAKE-HOME MIDTERM DUE
 Angela Sun, "The Normative Power of Resolutions" (Canvas files)

Mar. 14: Rationality under non-ideal conditions
 Jennifer Morton, "Reasoning Under Scarcity" (Canvas files)

UNIT 3: GAME THEORY AND SOCIAL CHOICE THEORY

Mar. 16: Games in strategic form
 Giacomo Bonanno, "Dynamic Games with Perfect Information" (Canvas files)

Mar. 21: Dynamic games
 PAPER OUTLINE DUE
 Giacomo Bonanno, "General Dynamic Games" (Canvas files)

Mar. 23: Group action
 Margaret Gilbert, "Walking Together: A Paradigmatic Social Phenomenon" (Canvas files)

Mar. 28: Group knowledge
 Jennifer Lackey, "[Socially Extended Knowledge](#)"

Mar. 30: Social choice theory
 PROBLEM SET 4 DUE

Weatherson, chapter 24 ("Group Decisions")
Weatherson, chapter 26 ("Voting Systems")
Weatherson, chapter 27 ("More Voting Systems")

Apr. 6: Arrow's impossibility theorem

PAPER DUE

PROBLEM SET 5 DUE

Weatherson, chapter 25, "Arrow's Theorem")

Apr. 12: TAKE-HOME FINAL DUE