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Abstract

We present a very general quantum-like model of lottery selection based on representation of beliefs of an agent by pure quantum states. Subjective probabilities are mathematically realized in the framework of quantum probability (QP). Utility functions are borrowed from the classical decision theory. But in the model they are represented not only by their values. Heuristically one can say that each value $u_i = u(x_i)$ is surrounded by a cloud of information related to the event (A, x_i) . An agent processes this information by using the rules of quantum information and QP. This process is very complex; it combines counterfactual reasoning for comparison between preferences for different outcomes of lotteries which are in general compelementary. These comparisons induce interference type effects (constructive or destructive). The decision process is mathematically represented by the comparison operator and the outcome of this process is determined by the sign of the value of corresponding quadratic form on the belief state. This operational process can be decomposed into a Download English Version:

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