

Annie Duke - Thinking in bets

3. Bet to Learn: Fielding the Unfolding Future

The story is about a man named Nick the Greek who had a bad poker strategy but never learned from his bad results.

Learning occurs when you get lots of feedback TIED CLOSELY IN TIME to decisions and actions

And poker should be ideal field because you get IMMEDIATE feedback!

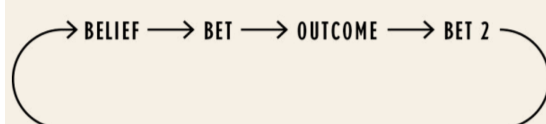
But, only some students listen to their teachers

BETTING ON A FUTURE

BELIEF -> BET -> (SET OF OUTCOMES)

Aldous Huxley: "Experience is not what happens to a man; it is what a man does with what happens to him"

LEARNING LOOP 1



Outcomes are feedback

We should learn on outcomes!

But information is incomplete

Any single outcome can happen for multiple reasons

There are many circumstances unknown to us

Everywhere we have elements of both:

Skill We have control over to
Luck We have no control over it

LEARNING LOOP 2



Luck vs. skill: fielding outcomes

In order to learn we should

focus on experiences that have something to teach us (skill)

and ignore those that don't (luck)

There was a company called SnackWell in the 90s that offered low fat foods as a healthy choice and it was very popular.

Now we know that low fat food is an unhealthy choice

But it's obvious looking back NOW

But in the 90s it wasn't so obvious

Even if you have gained weight

Because outcomes don't tell us what's our fault and what isn't

It is hard to distinguish Luck from Skill

SELF-SERVING BIAS

We often mistakenly think that

our negative outcomes are due to Luck

we miss opportunities to see where we could have done better

our positive outcomes are the result of our superior Skill

we often reinforce decisions that shouldn't be reinforced

Black-and-white thinking (only two options: 100% right or 100% wrong)

supports self-serving bias too

Self-serving bias prevents learning from our experience. But maybe we can learn by observing others (learn from the other people's experience)?

Yes. There is an entire industry devoted to collecting other people's outcomes.

Harvard Business Review or any similar case studies

An important element of medical education is watching doctors perform medical procedures

They watch, then they assist . . . and then, hopefully, they've learned

In poker, 80% of the time, experienced players are just watching!

And it is free (aside from any ante)

And in real life, watching others is usually free. They pay, we don't. There's a lot of free information out there.

Unfortunately, learning from watching others is just as fraught with bias

Inverted self-serving bias

We think that

bad outcomes are clearly their fault

good outcomes are because they got lucky

Other people's outcomes reflect on us

If something is good for someone, then it is bad for us, and vice versa

In poker or other zero-sum games it is obvious

It's not so obvious in real life and in other games, but it's in our genes.

Our happiness depends on how we're doing COMPARATIVELY

Be a truthseeker, strive toward accuracy and objectivity

Give others credit when it's due

Admit when our decisions could have been better

Acknowledge that almost nothing is black and white

A story about Phil Ivey, a poker player, who after winning a tournament

instead of talking about how great he played

was discussing with a fellow pro where he might have made better decisions

Habits operate in a neurological loop consisting of three parts:

- 1. the cue
- 2. the routine
- 3. the reward

To change a habit, you must keep the old cue, and deliver the old reward

but insert a new routine!

TODO: set the bar higher

Be a better credit-giver than your peers

Be more willing than others to admit mistakes

Be more willing to explore possible reasons for an outcome with an open mind

even, and especially, if that might cast you in a bad light or shine a good light on someone else

That will change the routine but keep the reward

You will feel exceptional!

Identifying learning opportunities that other players were missing made me feel good about myself, reinforcing my routine change

"Wanna bet?" redux

Treat outcome as a bet

Imagine someone else's outcome as your own

To remove inverted self-serving bias

"What if that had happened to me?"

Imagine your outcome as someone else's

To remove self-serving bias