CS 188: Artificial Intelligence
Spring 2010

Lecture 13: Probability
3/2/2010

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Many slides adapted from Dan Klein.

Announcements

- Upcoming
  - **new** Tomorrow/Wednesday: probability review session
    - 7:30-9:30pm in 306 Soda
  - P3 due on Thursday (3/4)
  - W4 going out on Thursday, due next week Thursday (3/11)
  - Midterm in evening of 3/18

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Today

- We're almost done with search and planning!
  - MDP's: policy search wrap-up
- Next, we'll start studying how to reason with probabilities
  - Diagnosis
  - Tracking objects
  - Speech recognition
  - Robot mapping
  - … lots more!
- Third part of course: machine learning

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Policy Search

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MDPs recap

- MDP recap: (S, A, T, R, s_0, γ)
  - In small MDPs: can find V(s) and/or Q(s,a)
    - Known T, R: value iteration, policy iteration
    - Unknown T, R: Q learning
  - In large MDPs: cannot enumerate all states

Function Approximation

$$Q(s,a) = w_1 f_1(s,a) + w_2 f_2(s,a) + \ldots + w_n f_n(s,a)$$

- Q-learning with linear q-functions:

$$transition = (s, a, r, s')$$

$$\text{difference} = \left[r + \gamma \max_{a'} Q(s', a')\right] - Q(s,a)$$

$$Q(s,a) \leftarrow Q(s,a) + \alpha\,[\text{difference}]$$ Exact Q's

$$w_i \leftarrow w_i + \alpha\,[\text{difference}]\, f_i(s,a)$$ Approximate Q's

- Intuitive interpretation:
  - Adjust weights of active features
  - E.g. if something unexpectedly bad happens, disprefer all states with that state's features
- Formal justification: online least squares

Policy Search Idea

- Problem: often the feature-based policies that work well aren't the ones that approximate V / Q best
- Solution: learn the policy that maximizes rewards rather than the value that predicts rewards
- This is the idea behind policy search, such as what controlled the upside-down helicopter

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Policy Search

- Simplest policy search:
  - Start with an initial linear value function or Q-function
  - Nudge each feature weight up and down and see if your policy is better than before
- Problems:
  - How do we tell the policy got better?
  - Need to run many sample episodes!
  - If there are a lot of features, this can be impractical

    → Mostly applicable when prior knowledge allows one to choose a representation with a very small number of free parameters to be learned

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Toddler (Tedrake et al.)

Take a Deep Breath…

- We're done with search and planning!
- Next, we'll look at how to reason with probabilities
  - Diagnosis
  - Tracking objects
  - Speech recognition
  - Robot mapping
  - … lots more!
- Third part of course: machine learning

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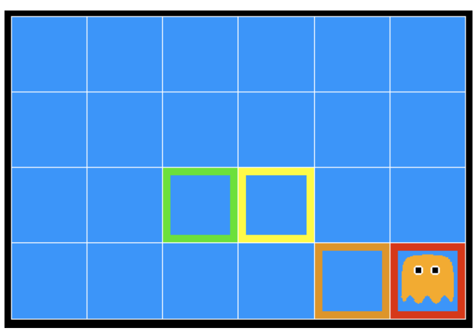
Today

- Probability
  - Random Variables
  - Joint and Marginal Distributions
  - Conditional Distribution
  - Product Rule, Chain Rule, Bayes' Rule
  - Inference
  - Independence
- You'll need all this stuff A LOT for the next few weeks, so make sure you go over it now!
- **Probability review session tomorrow 7:30-9:30pm in 306 Soda --- you will benefit from it for many lectures/assignments/exam questions if any of the material we are about to go over today is not completely trivial!!**

Inference in Ghostbusters

- A ghost is in the grid somewhere
- Sensor readings tell how close a square is to the ghost
  - On the ghost: red
  - 1 or 2 away: orange
  - 3 or 4 away: yellow
  - 5+ away: green

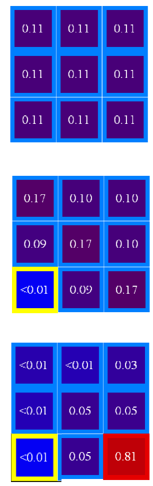


- Sensors are noisy, but we know P(Color | Distance)

P(red | 3)	P(orange | 3)	P(yellow | 3)	P(green | 3)
0.05	0.15	0.5	0.3

Uncertainty

- General situation:
  - **Evidence**: Agent knows certain things about the state of the world (e.g., sensor readings or symptoms)
  - **Hidden variables**: Agent needs to reason about other aspects (e.g. where an object is or what disease is present)
  - **Model**: Agent knows something about how the known variables relate to the unknown variables
- Probabilistic reasoning gives us a framework for managing our beliefs and knowledge



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Random Variables

- A random variable is some aspect of the world about which we (may) have uncertainty
  - R = Is it raining?
  - D = How long will it take to drive to work?
  - L = Where am I?
- We denote random variables with capital letters
- Like variables in a CSP, random variables have domains
  - R in {true, false} (sometimes write as {+r, ¬r})
  - D in [0, ∞)
  - L in possible locations, maybe {(0,0), (0,1), …}

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Probability Distributions

- Unobserved random variables have distributions

$P(T)$

T	P
warm	0.5
cold	0.5

$P(W)$

W	P
sun	0.6
rain	0.1
fog	0.3
meteor	0.0

- A distribution is a TABLE of probabilities of values
- A probability (lower case value) is a single number

$$P(W = rain) = 0.1 \qquad P(rain) = 0.1$$

- Must have: $\forall x\, P(x) \geq 0 \qquad \sum_x P(x) = 1$

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Joint Distributions

- A *joint distribution* over a set of random variables: $X_1, X_2, \ldots X_n$ specifies a real number for each assignment (or *outcome*):

$$P(X_1 = x_1, X_2 = x_2, \ldots X_n = x_n)$$

$$P(x_1, x_2, \ldots x_n)$$

  - Size of distribution if n variables with domain sizes d?
  - Must obey:

$$P(x_1, x_2, \ldots x_n) \geq 0$$

$$\sum_{(x_1, x_2, \ldots x_n)} P(x_1, x_2, \ldots x_n) = 1$$

$P(T, W)$

T	W	P
hot	sun	0.4
hot	rain	0.1
cold	sun	0.2
cold	rain	0.3

- For all but the smallest distributions, impractical to write out

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Probabilistic Models

- A probabilistic model is a joint distribution over a set of random variables
- Probabilistic models:
  - (Random) variables with domains Assignments are called *outcomes*
  - Joint distributions: say whether assignments (outcomes) are likely
  - *Normalized:* sum to 1.0
  - Ideally: only certain variables directly interact
- Constraint satisfaction probs:
  - Variables with domains
  - Constraints: state whether assignments are possible
  - Ideally: only certain variables directly interact

Distribution over T,W

T	W	P
hot	sun	0.4
hot	rain	0.1
cold	sun	0.2
cold	rain	0.3

Constraint over T,W

T	W	P
hot	sun	T
hot	rain	F
cold	sun	F
cold	rain	T

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Events

- An *event* is a set E of outcomes

$$P(E) = \sum_{(x_1 \ldots x_n) \in E} P(x_1 \ldots x_n)$$

- From a joint distribution, we can calculate the probability of any event
  - Probability that it's hot AND sunny?
  - Probability that it's hot?
  - Probability that it's hot OR sunny?
- Typically, the events we care about are *partial assignments*, like P(T=hot)

T	W	P
hot	sun	0.4
hot	rain	0.1
cold	sun	0.2
cold	rain	0.3

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Marginal Distributions

- Marginal distributions are sub-tables which eliminate variables
- Marginalization (summing out): Combine collapsed rows by adding

$P(T, W)$

T	W	P
hot	sun	0.4
hot	rain	0.1
cold	sun	0.2
cold	rain	0.3

$$P(t) = \sum_s P(t, s)$$

$P(T)$

T	P
hot	0.5
cold	0.5

$$P(s) = \sum_t P(t, s)$$

$P(W)$

W	P
sun	0.6
rain	0.4

$$P(X_1 = x_1) = \sum_{x_2} P(X_1 = x_1, X_2 = x_2)$$

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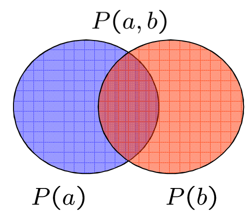
Conditional Probabilities

- A simple relation between joint and conditional probabilities
  - In fact, this is taken as the *definition* of a conditional probability

$$P(a|b) = \frac{P(a, b)}{P(b)}$$



$P(T, W)$

T	W	P
hot	sun	0.4
hot	rain	0.1
cold	sun	0.2
cold	rain	0.3

$$P(W = r|T = c) = ???$$

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Conditional Distributions

- Conditional distributions are probability distributions over some variables given fixed values of others

Conditional Distributions

$P(W|T)$

$P(W|T = hot)$

W	P
sun	0.8
rain	0.2

$P(W|T = cold)$

W	P
sun	0.4
rain	0.6

Joint Distribution

$P(T, W)$

T	W	P
hot	sun	0.4
hot	rain	0.1
cold	sun	0.2
cold	rain	0.3

Normalization Trick

- A trick to get a whole conditional distribution at once:
  - Select the joint probabilities matching the evidence
  - Normalize the selection (make it sum to one)

$P(T, W)$

T	W	P
hot	sun	0.4
hot	rain	0.1
cold	sun	0.2
cold	rain	0.3

→ Select

$P(T, r)$

T	R	P
hot	rain	0.1
cold	rain	0.3

→ Normalize

$P(T|r)$

T	P
hot	0.25
cold	0.75

  - Why does this work? Sum of selection is P(evidence)! (P(r), here)

$$P(x_1|x_2) = \frac{P(x_1, x_2)}{P(x_2)} = \frac{P(x_1, x_2)}{\sum_{x_1} P(x_1, x_2)}$$