

Q1. HMMs

Consider a process where there are transitions among a finite set of states s_1, \dots, s_k over time steps $i = 1, \dots, N$. Let the random variables X_1, \dots, X_N represent the state of the system at each time step and be generated as follows:

- Sample the initial state s from an initial distribution $P_1(X_1)$, and set $i = 1$
- Repeat the following:
 1. Sample a duration d from a duration distribution P_D over the integers $\{1, \dots, M\}$, where M is the maximum duration.
 2. Remain in the current state s for the next d time steps, i.e., set

$$x_i = x_{i+1} = \dots = x_{i+d-1} = s \tag{1}$$
 3. Sample a successor state s' from a transition distribution $P_T(X_t|X_{t-1} = s)$ over the other states $s' \neq s$ (so there are no self transitions)
 4. Assign $i = i + d$ and $s = s'$.

This process continues indefinitely, but we only observe the first N time steps.

- (a) Assuming that all three states s_1, s_2, s_3 are different, what is the probability of the sample sequence $s_1, s_1, s_2, s_2, s_2, s_3, s_3$? Write an algebraic expression. Assume $M \geq 3$.

At each time step i we observe a noisy version of the state X_i that we denote Y_i and is produced via a conditional distribution $P_E(Y_i|X_i)$.

- (b) Only in this subquestion assume that $N > M$. Let X_1, \dots, X_N and Y_1, \dots, Y_N random variables defined as above. What is the maximum index $i \leq N - 1$ so that $X_1 \perp\!\!\!\perp X_N | X_i, X_{i+1}, \dots, X_{N-1}$ is guaranteed?
- (c) Only in this subquestion, assume the max duration $M = 2$, and P_D uniform over $\{1, 2\}$ and each x_i is in an alphabet $\{a, b\}$. For $(X_1, X_2, X_3, X_4, X_5, Y_1, Y_2, Y_3, Y_4, Y_5)$ draw a Bayes Net over these 10 random variables with the property that removing any of the edges would yield a Bayes net inconsistent with the given distribution.

- (d) In this part we will explore how to write the described process as an HMM with an extended state space. Write the states $z = (s, t)$ where s is a state of the original system and t represents the time elapsed in that state. For example, the state sequence $s_1, s_1, s_1, s_2, s_3, s_3$ would be represented as $(s_1, 1), (s_1, 2), (s_1, 3), (s_2, 1), (s_3, 1), (s_3, 2)$. Answer all of the following in terms of the parameters $P_1(X_1), P_D(d), P_T(X_{j+1}|X_j), P_E(Y_i|X_i), k$ (total number of possible states), N , and M (max duration).

- (i) What is $P(Z_1)$?

$$P(x_1, t_1) =$$

- (ii) What is $P(Z_{i+1}|Z_i)$? Hint: You will need to break this into cases where the transition function will behave differently.

$$P(X_{i+1}, t_{i+1} | X_i, t_i) =$$

- (iii) What is $P(Y_i|Z_i)$?

$$P(Y_i | X_i, t_i) =$$

- (e) In this question we explore how to write an algorithm to compute $P(X_N|y_1, \dots, y_N)$ using the particular structure of this process.

Write $P(X_t|y_1, \dots, y_{t-1})$ in terms of other factors. Construct an answer by checking the correct boxes below:

$$P(X_t|y_1, \dots, y_{t-1}) = \underline{\hspace{1cm} \text{(i)} \hspace{1cm}} \quad \underline{\hspace{1cm} \text{(ii)} \hspace{1cm}} \quad \underline{\hspace{1cm} \text{(iii)} \hspace{1cm}}$$

(i) $\sum_{i=1}^k \sum_{d=1}^M \sum_{d'=1}^M$
 $\sum_{i=1}^k \sum_{d=1}^M$

$\sum_{i=1}^k$
 $\sum_{d=1}^M$

(ii) $P(Z_t = (X_t, d)|Z_{t-1} = (s_i, d))$
 $P(X_t|X_{t-1} = s_i)$

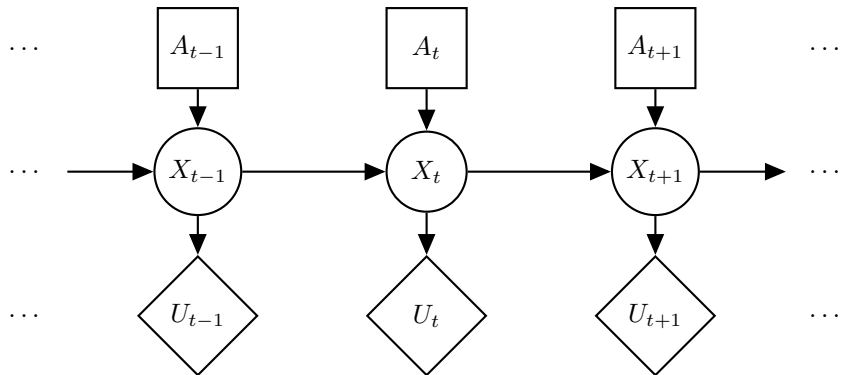
$P(X_t|X_{t-1} = s_d)$
 $P(Z_t = (X_t, d')|Z_{t-1} = (s_i, d))$

(iii) $P(Z_{t-1} = (s_d, i)|y_1, \dots, y_{t-1})$
 $P(X_{t-1} = s_d|y_1, \dots, y_{t-1})$

$P(Z_{t-1} = (s_i, d)|y_1, \dots, y_{t-1})$
 $P(X_{t-1} = s_i|y_1, \dots, y_{t-1})$

Q2. Planning ahead with HMMs

Pacman is tired of using HMMs to estimate the location of ghosts. He wants to use HMMs to plan what actions to take in order to maximize his utility. Pacman uses the HMM (drawn to the right) of length T to model the planning problem. In the HMM, $X_{1:T}$ is the sequence of hidden states of Pacman's world, $A_{1:T}$ are actions Pacman can take, and U_t is the utility Pacman receives at the particular hidden state X_t . Notice that there are no evidence variables, and utilities are not discounted.



- (a) The belief at time t is defined as $B_t(X_t) = p(X_t|a_{1:t})$. The forward algorithm update has the following form:

$$B_t(X_t) = \underline{\hspace{1cm}} \text{ (i) } \underline{\hspace{1cm}} \text{ (ii) } \underline{\hspace{1cm}} B_{t-1}(x_{t-1}).$$

Complete the expression by choosing the option that fills in each blank.

- (i) $\max_{x_{t-1}}$ $\sum_{x_{t-1}}$ \max_{x_t} \sum_{x_t} 1
(ii) $p(X_t|x_{t-1})$ $p(X_t|x_{t-1})p(X_t|a_t)$ $p(X_t)$ $p(X_t|x_{t-1}, a_t)$ 1
 None of the above combinations is correct

- (b) Pacman would like to take actions $A_{1:T}$ that maximizes the expected sum of utilities, which has the following form:

$$\text{MEU}_{1:T} = \underline{\hspace{1cm}} \text{ (i) } \underline{\hspace{1cm}} \text{ (ii) } \underline{\hspace{1cm}} \text{ (iii) } \underline{\hspace{1cm}} \text{ (iv) } \underline{\hspace{1cm}} \text{ (v) }$$

Complete the expression by choosing the option that fills in each blank.

- (i) $\max_{a_{1:T}}$ \max_{a_T} $\sum_{a_{1:T}}$ \sum_{a_T} 1
(ii) \max_t $\prod_{t=1}^T$ $\sum_{t=1}^T$ \min_t 1
(iii) \sum_{x_t, a_t} \sum_{x_t} \sum_{a_t} \sum_{x_T} 1
(iv) $p(x_t|x_{t-1}, a_t)$ $p(x_t)$ $B_t(x_t)$ $B_T(x_T)$ 1
(v) U_T $\frac{1}{U_t}$ $\frac{1}{U_T}$ U_t 1
 None of the above combinations is correct

- (c) A greedy ghost now offers to tell Pacman the values of some of the hidden states. Pacman needs your help to figure out if the ghost's information is useful. Assume that the transition function $p(x_t|x_{t-1}, a_t)$ is not deterministic. **With respect to the utility U_t ,** mark all that can be True:

- $\text{VPI}(X_{t-1}|X_{t-2}) > 0$ $\text{VPI}(X_{t-2}|X_{t-1}) > 0$ $\text{VPI}(X_{t-1}|X_{t-2}) = 0$ $\text{VPI}(X_{t-2}|X_{t-1}) = 0$
 None of the above

- (d) Pacman notices that calculating the beliefs under this model is very slow using exact inference. He therefore decides to try out various particle filter methods to speed up inference. Order the following methods by how accurate their estimate of $B_T(X_T)$ is? If different methods give an equivalently accurate estimate, mark them as the same number.

	Most accurate			Least accurate
Exact inference	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4
Particle filtering with no resampling	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4
Particle filtering with resampling before every time elapse	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4
Particle filtering with resampling before every other time elapse	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4