Informatics 2D: Reasoning and Agents

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Lecture 27: Time and Uncertainty II

Where are we?

Last time ...

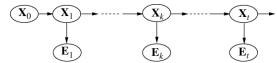
- Time in reasoning about uncertainty
- Markov assumption, stationarity
- Algorithms for reasoning about temporal processes
- Filtering and prediction

Today ...

• Time and uncertainty II

Smoothing

 Smoothing is computation of distribution of past states given current evidence, i.e. P(X_k|e_{1:t}), 1 ≤ k < t



• Easiest to view as 2-step process (up to k, then k+1 to t)

$$\begin{split} \mathsf{P}(\mathsf{X}_{k}|\mathsf{e}_{1:t}) &= \mathsf{P}(\mathsf{X}_{k}|\mathsf{e}_{1:k},\mathsf{e}_{k+1:t}) & (\text{split notation}) \\ &= \alpha \mathsf{P}(\mathsf{X}_{k}|\mathsf{e}_{1:k})\mathsf{P}(\mathsf{e}_{k+1:t}|\mathsf{X}_{k},\mathsf{e}_{1:k}) & (\mathsf{Bayes}) \\ &= \alpha \mathsf{P}(\mathsf{X}_{k}|\mathsf{e}_{1:k})\mathsf{P}(\mathsf{e}_{k+1:t}|\mathsf{X}_{k}) & (\text{conditional independence}) \\ &= \alpha \mathsf{f}_{1:k}\mathsf{b}_{k+1:t} \end{split}$$

 Here "backward" message is b_{k+1:t} = P(e_{k+1:t}|X_k) analogous to forward message

Smoothing

• Formula for backward message:

$$\mathsf{P}(\mathsf{e}_{k+1:t}|\mathsf{X}_{k}) = \sum_{\mathsf{x}_{k+1}} P(\mathsf{e}_{k+1}|\mathsf{x}_{k+1}) P(\mathsf{e}_{k+2:t}|\mathsf{x}_{k+1}) \mathsf{P}(\mathsf{x}_{k+1}|\mathsf{X}_{k})$$

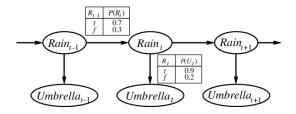
(I'll show this is true shortly)

- First term is sensor model; third term is transition model; second is 'recursive call'
- Define $b_{k+1:t} = \text{Backward}(b_{k+2:t}, e_{k+1:t})$
- The backward phase has to be initialised with $b_{t+1:t} = P(e_{t+1:t}|X_t) = 1$ (a vector of 1s) because probability of observing empty sequence is 1
- As before, all this is quite abstract, back to our example

Smoothing

Finding the most likely sequence Hidden Markov Models Summary

Umbrella World: Compute $P(R_1|u_1, u_2)$



We have $P(R_1|u_1, u_2) = \alpha P(R_1|u_1)P(u_2|R_1)$ So we'll need to remind ourselves of $P(R_1|u_1)$ from last lecture:

- $P(R_1) = \sum_{r_0} P(R_1|r_0)P(r_0) = \langle 0.7, 0.3 \rangle \times 0.5 + \langle 0.3, 0.7 \rangle \times 0.5 = \langle 0.5, 0.5 \rangle$
- Update with evidence $U_1 = true$ yields:

 $\mathsf{P}(R_1|u_1) = \alpha \mathsf{P}(u_1|R_1)\mathsf{P}(R_1) = \alpha \langle 0.9, 0.2 \rangle \langle 0.5, 0.5 \rangle \approx \langle 0.818, 0.182 \rangle$

Smoothing Example Continued

 $P(R_1|u_1, u_2) = \alpha P(R_1|u_1)P(u_2|R_1)$

- \bullet Forward filtering process yielded $\langle 0.818, 0.182 \rangle$ for first term
- The second term can be obtained through backward recursion:

$$P(u_2|R_1) = \sum_{r_2} P(u_2|r_2) P(|r_2) P(r_2|R_1)$$

= (0.9 × 1 × (0.7, 0.3)) + (0.2 × 1 × (0.3, 0.7)) = (0.69, 0.41)

• Plugged into the above equation this yields

 $\mathsf{P}(\mathit{R}_1|\mathit{u}_1,\mathit{u}_2) = \alpha \langle 0.818, 0.182 \rangle \times \langle 0.69, 0.41 \rangle \approx \langle 0.883, 0.117 \rangle$

- So our confidence that it rained on Day 1 increases when we see the umbrella on the second day as well as the first.
- A simple improved version of this that stores results runs in linear time (forward-backward algorithm)

Deriving the backward message

$$\mathsf{P}(\mathsf{e}_{k+1:t}|\mathsf{X}_k) = \sum_{\mathsf{x}_{k+1}} \mathsf{P}(\mathsf{e}_{k+1}|\mathsf{x}_{k+1}) \mathsf{P}(\mathsf{e}_{k+2:t}|\mathsf{x}_{k+1}) \mathsf{P}(\mathsf{x}_{k+1}|\mathsf{X}_k)$$

$$P(e_{k+1:t}|X_{k}) = \sum_{x_{k+1}} P(e_{k+1:t}, x_{k+1}|X_{k})$$
(marginalisation)

$$= \sum_{x_{k+1}} P(e_{k+1}, e_{k+2:t}, x_{k+1}|X_{k})$$
(split notation)

$$= \sum_{x_{k+1}} P(e_{k+1}|e_{k+2:t}, x_{k+1}, X_{k}) P(e_{k+2:t}, x_{k+1}|X_{k})$$
(Bayes)

$$= \sum_{x_{k+1}} P(e_{k+1}|x_{k+1}) P(e_{k+2:t}, x_{k+1}|X_{k})$$
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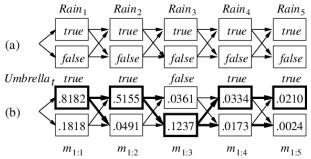
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(Bayes)

Finding the most likely sequence

- Suppose [*true*, *true*, *false*, *true*, *true*] is the umbrella sequence for first five days, what is the most likely weather sequence that caused it?
- Could we use smoothing procedure to find posterior distribution for weather at each step and then use most likely weather at each step to construct sequence?
- NO! Smoothing considers distributions over individual time steps, but we must consider joint probabilities over all time steps
- Actual algorithm is based on viewing each sequence as path through a graph (nodes=states at each time step)

Finding the most likely sequence

• In umbrella example:



• Look at states with $Rain_5 = true$ (part (a)), Markov property

- most likely path to this state consists of most likely path to state at time 4 followed by transition to *Rain*₅ = *true*
- state at time 4 that will become part of the path is whichever maximises likelihood of the path

Finding the most likely sequence

• There is a recursive relationship between most likely paths to x_{t+1} and most likely paths to each state x_t

$$\begin{aligned} \max_{\mathsf{x}_1...\mathsf{x}_t} \mathsf{P}(\mathsf{x}_1,...,\mathsf{x}_t,\mathsf{X}_{t+1}|\mathsf{e}_{1:t+1}) \\ &= \alpha \mathsf{P}(\mathsf{e}_{t+1}|\mathsf{X}_{t+1}) \max_{\mathsf{x}_t} (\mathsf{P}(\mathsf{X}_{t+1}|\mathsf{x}_t) \max_{\mathsf{x}_1...\mathsf{x}_{t-1}} \mathsf{P}(\mathsf{x}_1,...,\mathsf{x}_{t-1},\mathsf{x}_t|\mathsf{e}_{1:t})) \end{aligned}$$

• This is like filtering only that the forward message is replaced by

$$m_{1:t} = \max_{x_1...x_{t-1}} P(x_1, ..., x_{t-1}, X_t | e_{1:t})$$

• And summing (marginalisation) is now replaced by maximisation

Finding the most likely sequence

- This algorithm (Viterbi algorithm) is similar to filtering
- Runs forward along sequence computing m message in each step
- Progress in example shown in part (b) of diagram above
- In the end it has probability for most likely sequence for reaching each final state
 Easy to determine overall most likely sequence
- Has to keep pointers from each state back to the best state that leads to it

Hidden Markov Models

- So far, we have seen a general model for temporal probabilistic reasoning (independent of transition/sensor models)
- In this and the following lecture we are going to look at more concrete models and applications
- Hidden Markov Models (HMMs): temporal probabilistic model in which state of the process is described by a single variable
- Like our umbrella example (single variable *Rain_t*)
- More than one variable can be accommodated, but only by combining them into a single "mega-variable"
- Structure of HMMs allows for a very simple and elegant matrix implementation of basic algorithms

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Summary

- The forward-backward algorithm
- Finding the most likely sequence (Viterbi algorithm)
- Talked about HMMs
- HMMs: single state variable, simplifies algorithms (see other courses for these)
- Huge significance, for example in speech recognition:

 $P(words|signal) = \alpha P(signal|words)P(words)$

- Vast array of applications, but also limits.
- Next time: Dynamic Bayesian Networks