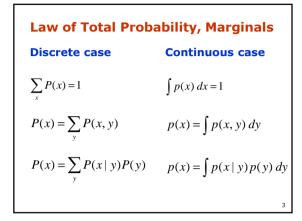
(Very) Brief Review to Probabilistic Theory

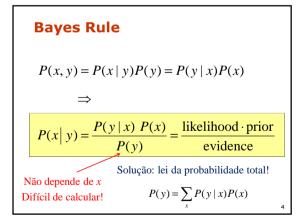
Joint and Conditional Probability

- P(X=x and Y=y) = P(x,y)
- If X and Y are independent then P(x,y) = P(x) P(y)
 P(x | y) is the probability of x given y P(x,y) = P(x | y) P(y)
 - $P(x \mid y) = P(x,y) / P(y)$

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• If X and Y are independent then $P(x \mid y) = P(x)$





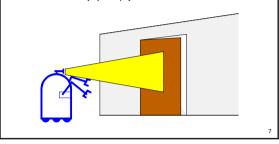
Bayes Rule	
$P(x \mid y) = \frac{P(y \mid x) P(x)}{P(y)} = \frac{\text{likelihood} \cdot \text{prior}}{\text{evidence}}$	
$P(x \mid y) = \frac{P(y \mid x) P(x)}{\sum_{x} P(y \mid x) P(x)} = \eta P(y \mid x) P(x)$	

Bayes Rule with Background Knowledge	
$P(x y, z) = \frac{P(y x, z) P(x z)}{P(y z)}$	
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Simple Example of State Estimation

• Suppose a robot obtains measurement *z*

• What is *P(open|z)*?

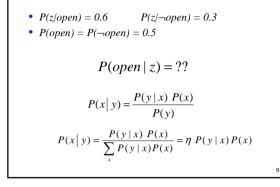


Causal vs. Diagnostic Reasoning

- *P*(*open*|*z*) is diagnostic.
- P(z|open) is causal.
- Often causal knowledge is easier to obtain.
 count frequencies!
- Bayes rule allows us to use causal knowledge:

$$P(open \mid z) = \frac{P(z \mid open)P(open \mid z)}{P(z)}$$

Example



Example



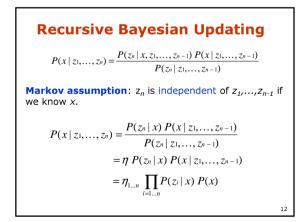
• $P(open) = P(\neg open) = 0.5$

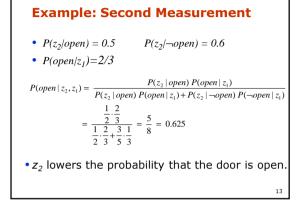
$$P(open | z) = \frac{P(z | open)P(open)}{P(z | open)p(open) + P(z | \neg open)p(\neg open)}$$
$$P(open | z) = \frac{0.6 \cdot 0.5}{0.6 \cdot 0.5 + 0.3 \cdot 0.5} = \frac{2}{3} = 0.67$$
• *z* raises the probability that the door is open.

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Combining Evidence

- Suppose our robot obtains another observation *z*₂.
- How can we integrate this new information?
- More generally, how can we estimate *P*(*x*/*z*₁...*z*_n)?





Actions

- Often the world is dynamic since
 actions carried out by the robot,
- actions carried out by other agents,
- or just the **time** passing by changes the world.

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 How can we incorporate such actions?

Typical Actions

- The robot turns its wheels to move
- The robot **uses its manipulator** to grasp an object
- Plants grow over time...
- Actions are never carried out with absolute certainty.
- In contrast to measurements, actions generally increase the uncertainty.

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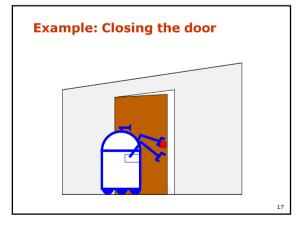
Modeling Actions

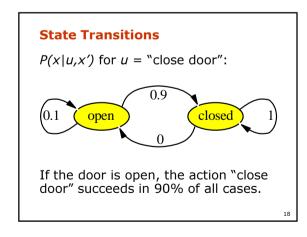
• To incorporate the outcome of an action *u* into the current "belief", we use the conditional pdf

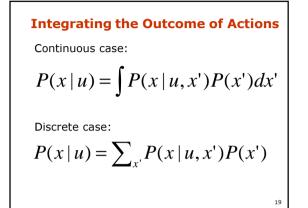
P(x|u,x')

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• This term specifies the pdf that executing *u* changes the state from *x' to x*.





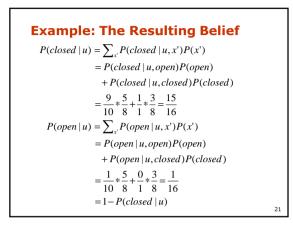


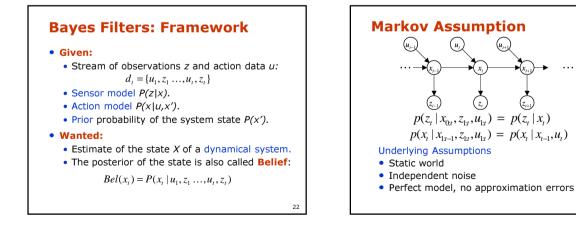
Example: The Resulting Belief

 $P(closed \mid u) = \sum_{x'} P(closed \mid u, x') P(x')$

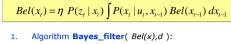
 $P(open | u) = \sum_{x'} P(open | u, x') P(x')$

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Ba	yes Filters	z = observation u = action x = state
$Bel(x_t)$	$P = P(x_t u_1, z_1, u_t, z_t)$	
Bayes	$= \eta P(z_t x_t, u_1, z_1,, u_t) P(x_t u_1, z_1,, u_t)$	(u_t)
Markov	$= \eta P(z_t x_t) P(x_t u_1, z_1,, u_t)$	
Total prob.	$= \eta P(z_t \mid x_t) \int P(x_t \mid u_1, z_1, \dots, u_t, x_{t-1})$	
	$P(x_{t-1} u_1, z_1,, u_t) dx_{t-1}$	
Markov	$= \eta P(z_t \mid x_t) \int P(x_t \mid u_t, x_{t-1}) P(x_{t-1} \mid u_1, z_1)$	$(\ldots, u_t) dx_{t-1}$
Markov	$= \eta P(z_t \mid x_t) \int P(x_t \mid u_t, x_{t-1}) P(x_{t-1} \mid u_1, z_1)$	$,,z_{t-1}) dx_{t-1}$
	$= \eta P(z_t \mid x_t) \int P(x_t \mid u_t, x_{t-1}) Bel(x_{t-1}) dx$	r-1 24



- **2**. η=0
- 3. If *d* is a perceptual data item *z* then
- 4. For all x do
- 5. $Bel(x) = P(z \mid x)Bel'(x)$
- $\theta = \eta + Bel(x)$
- 7. For all x do
- 8. $Bel(x) = \eta^{-1}Bel(x)$
- 9. Else if *d* is an action data item *u* then
- 10. For all x do
- 11. $Bel(x) = \int P(x | u, x') Bel(x') dx'$
- 12. Return Bel(x)

Bayes Filters are Familiar!

$Bel(x_{t}) = \eta P(z_{t} | x_{t}) \int P(x_{t} | u_{t}, x_{t-1}) Bel(x_{t-1}) dx_{t-1}$

- Kalman filters
- Particle filters

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- Hidden Markov models
- Dynamic Bayesian networks
- Partially Observable Markov Decision Processes (POMDPs)

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Summary

- Bayes rule allows us to compute probabilities that are hard to assess otherwise.
- Under the Markov assumption, recursive Bayesian updating can be used to efficiently combine evidence.
- Bayes filters are a probabilistic tool for estimating the state of dynamic systems.