

Lecture 5 Propositional Logic

1. Inferencing Methods

1.1 Model Checking

Exhaustive truth table enumeration (brute-force)

1.2 Proof by Deduction

- a. Modus Ponens (top right corner 1)
- b. AND-Elimination rules (trc2)
- c. Inferencing rules (right)

1.3 Proof by Contradiction

Resolution Theorem
Converts inferencing problem into SAT problem with clauses as constraints.
Relies on two tools: Refutation and Resolution

a. Resolution

Given either X or Y are true.

If we know not X is true, then we can resolve Y as true.

Formally

$\{X \vee Y, \neg X\} \models Y$

or

$\{(X \vee Y) \wedge (\neg X)\} \models Y$

b. Refutation (Proof by contradiction)

$KB \models \alpha$ if and only if $KB \wedge \neg \alpha$ is a contradiction

or

$KB \models \alpha$ if and only if $KB \wedge \neg \alpha \models false$

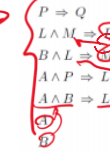
$\frac{\alpha \rightarrow \beta, \alpha}{\beta}$
 $\frac{\alpha \wedge \beta}{\alpha}$

$\frac{\alpha \leftrightarrow \beta}{(\alpha \rightarrow \beta) \wedge (\beta \rightarrow \alpha)}$

$\frac{(\alpha \rightarrow \beta) \wedge (\beta \rightarrow \alpha)}{\alpha \leftrightarrow \beta}$

Forward Chaining

KB: Backward



Query: Q

d. If at least one of the antecedents can not be proved to be true, return False

6.2 Which method to choose?

- (a) Forward Chaining: Known facts are available. Goal-independent reasoning. Exhaustively derive conclusions.
- (b) Backward Chaining: Specific goal or query is given. Goal-oriented reasoning. Efficiency gained by pruning the search space.
- (c) If the KB contains NON-definite clauses (like $A \leftrightarrow B \vee E$), we can't use forward/backward chaining. We should use resolution-refutation instead.

Lecture 6 Probabilistic Reasoning

1. Independent Events

If variables X and Y are independent, i.e. if X is perpendicular to Y

Math Preliminary: Bayes' Rule

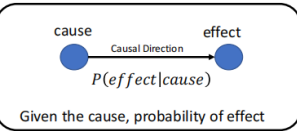
$P(B|A) = \frac{P(A \cap B) \cdot P(B)}{P(A)}$
 $P(X|Y) = P(X)$
 $P(Y|X) = P(Y)$
 $P(X, Y) = P(X)P(Y)$

If X and Y are conditionally independent given a variable Z then

$P(X, Y, Z) = P(X|Z)P(Y|Z)P(Z)$
 $P(X|Y, Z) = P(X|Z)$
 $P(Y|X, Z) = P(Y|Z)$
 $P(X, Y|Z) = P(X|Z)P(Y|Z)$

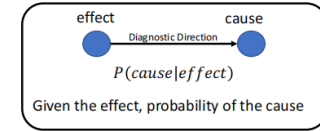
2. Evidential Reasoning and Causal Reasoning

Causal Direction: $P(\text{symptoms}|\text{disease})$
Causal Reasoning



Causal knowledge

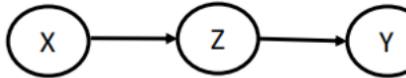
Diagnostic Direction: $P(\text{disease}|\text{symptoms})$
Evidential Reasoning



Diagnostic knowledge

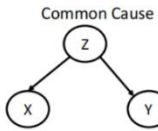
3. Components of Bayesian Networks

3.1 Casual Chain

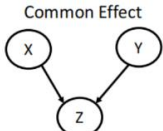


$P(X, Y, Z) = P(X)P(Z|X)P(Y|Z)$

3.2 Common Cause and Common Effect

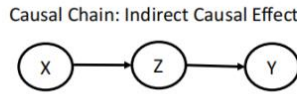


$P(X, Y, Z) = P(Z)P(X|Z)P(Y|Z)$



$P(X, Y, Z) = P(X)P(Y)P(Z|X, Y)$

4. Dependencies in Causal Chains



$P(X, Y, Z) = P(X)P(Z|X)P(Y|Z)$

5.1 d-Separation in Causal Chains



$P(X, Y, Z) = P(X)P(Z|X)P(Y|Z)$

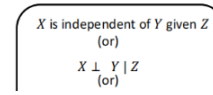
Assume evidence on Z, i.e. Z is known

$P(Y|X, Z) = \frac{P(X, Y, Z)}{P(X, Z)} = \frac{P(X)P(Z|X)P(Y|Z)}{P(Z|X)P(X)} = P(Y|Z)$

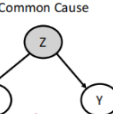
5.2 d-Separation in Common Cause

Assumption: Z is known

$P(X, Y|Z) = \frac{P(X, Y, Z)}{P(Z)} = \frac{P(X|Z)P(Y|Z)P(Z)}{P(Z)} = P(X|Z)P(Y|Z)$



Marginally Independent

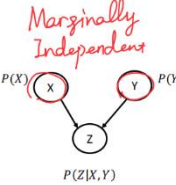


5.3 d-Separation in Common Effect

Z is unknown

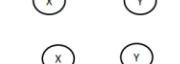
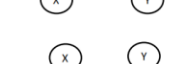
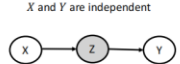
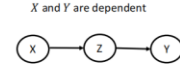
$P(X, Y) = \sum P(X)P(Y)P(Z|X, Y)$
 $= P(X)P(Y) \sum P(Z|X, Y)$
 $= P(X)P(Y)$

If Z is unknown, we are not sure about the events X and Y
Knowledge about one event does not reduce uncertainty about other event



If Z is known, then knowledge of X reduces the uncertainty about Y

5.4 d-Separation summary



Z is known (given)
Z is unknown

5.5 Identifying d-separation

- Given a set of nodes Z, are the set of nodes X conditionally independent of set of nodes Y?
- 1. Consider the ancestral subgraph consisting of X, Y, and Z
- 2. Construct Moral Graph, i.e., add links between any unlinked pair of nodes that share a common child
- 3. Replace directed links by undirected links
- 4. If Z blocks all paths between X and Y in the resulting graph, then Z d-separates X and Y

known facts

"Query"

2. Grammar for CNF

Disjunction of (conjunction of literals)

3. Propositional Definite Clauses

Must contain exactly 1 positive literal
Definite clauses can be written as implications because

$X \rightarrow Y \equiv (\neg X \vee Y)$

Example:

$(\neg X \vee \neg Y \vee Z) \equiv X \wedge Y \rightarrow Z$

4. Horn Clauses: Allows at most 1 positive literal

- Closed under resolution
- Resolvent of two Horn clauses is a Horn clause

Example:
 $((\neg X \vee \neg Y \vee \neg Z) \wedge (\neg X \vee \neg Y \vee Z)) \models (\neg X \vee \neg Y)$

5. Fact and Goal Clauses (right)

6. Forward & Backward Chaining

6.1 Backward Chaining

a. Start with query alpha

- b. Find the implications whose conclusion is alpha
- c. Recursively prove the antecedents of each implication

5. d-Separation

Lecture 7 Hidden Markov Models

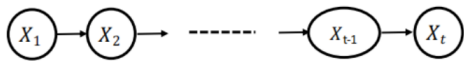
1. Markov Property

$P(X_t|X_{t-1}, \cancel{X_{t-2}, \dots, E_{t-1}, E_{t-2}, \dots}) = P(X_t|X_{t-1})$

Irrelevant

2. Joint distribution

▼ Markov Models: Joint Distribution



Joint distribution of the first n variables:

$P(X_1, X_2, X_3, \dots, X_t) = P(X_1) \prod_{i=2}^n P(X_i|X_{i-1})$

3. Transition in Markov Chains

3.1 Transition model representations

1. $P(\text{high}) = 1.0$

V_{t-1}	V_t	$P(V_t V_{t-1})$
high	high	0.9
high	low	0.1
low	high	0.3
low	low	0.7

2. State Diagram

3. Trellis

4. $n=H$, $n=L$

3.2 Transition matrix

Same previous state -> same row in matrix

$T = \begin{bmatrix} P(V_2 = \text{high}|V_1 = \text{high}) & P(V_2 = \text{low}|V_1 = \text{high}) \\ P(V_2 = \text{high}|V_1 = \text{low}) & P(V_2 = \text{low}|V_1 = \text{low}) \end{bmatrix}$

3.3 Calculating the probability distribution of the next state

a. Next state

$P(V_2) = T^T P(V_1)$

$\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}^T = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$

b. Next n states

$P(X_{n+1}) = T^T P(X_n) = (T^T)^n P(X_1)$

3.4 Stationary Distribution properties

Stationary distribution is independent of the initial distribution.
Properties of stationary distribution:

$P_\infty(X) = P_{\infty+1}(X)$
 $P(X_\infty) = T^T P(X_\infty)$
 $P_\infty(X) = \sum_x P(X|x) P_\infty(x)$
 $\sum_x P_\infty(X) = 1$

In practice, we usually use these equations:

4. Hidden Markov Models

4.1 Observation property

Current observation is independent of everything else given the current state

$P(E_t|E_1, \dots, E_{t-1}, E_{t+1}, \dots, E_n, X_{0:n+1}) = P(E_t|X_t)$

4.2 Joint probability distribution

$P(E_1, \dots, E_n, X_0, X_1, \dots, X_n, X_{n+1}) = \underbrace{P(X_0)}_{\text{Initial Probability}} \prod_{i=1}^{n+1} \underbrace{P(X_i|X_{i-1})}_{\text{Transition Distribution}} \prod_{i=1}^n \underbrace{P(E_i|X_i)}_{\text{Emission Distribution}}$

4.3 Bayesian Recursive Filtering

• Objective: Calculation of $B(X_{t+1}) = P(X_{t+1}|e_{1:t+1}) \forall t$

• Solution: Recursive Filtering

$f_{1:t+1} = \alpha O^T f_{1:t}$

$f_{1:t+1} = \begin{bmatrix} B(X_{t+1} = 1) \\ B(X_{t+1} = |S|) \end{bmatrix}$ Probability distribution of states at time $t+1$

$f_{1:t} = \begin{bmatrix} B(X_t = 1) \\ B(X_t = |S|) \end{bmatrix}$ Probability distribution of states at time t

$O = \text{diag}(P(e_{t+1}|X_{t+1}=1), \dots, P(e_{t+1}|X_{t+1}=|S|))$ Observation matrix

$T = \begin{bmatrix} T_{11} & \dots & T_{1|S|} \\ \vdots & \ddots & \vdots \\ T_{|S|1} & \dots & T_{|S||S|} \end{bmatrix}, T_{ij} = P(X_{t+1}=i|X_t=j)$ Transition Matrix

Hint: for $P(X_1|E_1)$ try converting to joint p. First, then break it down

Lecture 8 Markov Decision Process

1. Bellman's Update Equation for Utility

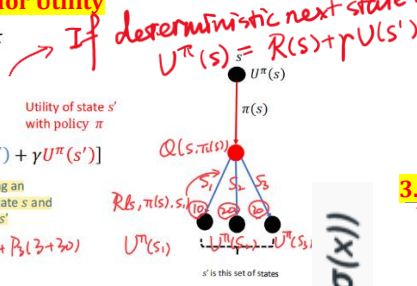
• Expected utility of state s with a policy π

$U^\pi(s) = \sum_{s'} P(s'|\pi(s), s) [R(s, \pi(s), s') + \gamma U^\pi(s')]$

Probability of moving to state s' with action $\pi(s)$ at state s

Utility of state s' with policy π

Reward for taking an action $\pi(s)$ at state s and moving to state s'



Utility of a state is expressed in terms of utility of neighbors

$Q(s,a)$: expected value of action a at state s

$Q(s,a) = \sum_{s'} P(s'|a,s) [R(s,a,s') + \gamma U(s')]$

$U(s) = \max_{a \in A(s)} Q(s,a)$

2. Policy Iteration

- a) Start with a random policy π_i
- b) Policy evaluation: calculate utility values for the policy π_i

- c) Policy improvement: Create new policy π_{i+1} based on utility values
- d) Repeat the above steps until no change in policy

3. Value Iteration

▼ Value Iteration (VI)

- Start with $U_i(s) = 0$ for all s
- Calculate Q values and update Utility values
- Once utility values converge to optimal values, select the corresponding policy

Lecture 9&10 Introduction to Learning, PLA

1. Linear Regression

X usually needs to be augmented with a column of 1 at left!

1.1 Choosing cost functions

Outliers are due to human errors - MAE
Outlier detection is critical - MSE

- 1.2 What can be done to the value of the learning rate to enable better convergence: Start from large steps to reach the optimal value faster, as optimal value is reached, reduce step size to allow for more gradual convergence
- 1.3 Gradient Descent

$w = w - \alpha \nabla J(w)$

where, α is learning rate, $\nabla J(w)$ is gradient

Objective: Find w s.t. $J(w)$ is minimized

$w = \begin{bmatrix} w_0 \\ w_1 \end{bmatrix}$

$\nabla J(w) = \begin{bmatrix} \frac{\partial J(w)}{\partial w_0} \\ \frac{\partial J(w)}{\partial w_1} \end{bmatrix}$

2. Logistic Regression (binary classification)

2.1 One hypothesis for each class

$z_1^{(i)} = w_{cat} \cdot x^{(i)}$ and so on so forth

2.2 Output of the classifier

$Q = \begin{bmatrix} P(\hat{y}^{(i)} = 1) \\ P(\hat{y}^{(i)} = 2) \\ P(\hat{y}^{(i)} = 3) \end{bmatrix} = \begin{bmatrix} \hat{y}_1^{(i)} \\ \hat{y}_2^{(i)} \\ \hat{y}_3^{(i)} \end{bmatrix} = \text{Softmax} \left(\begin{bmatrix} z_1^{(i)} \\ z_2^{(i)} \\ z_3^{(i)} \end{bmatrix} \right) = \begin{bmatrix} \text{softmax}(z_1^{(i)}) \\ \text{softmax}(z_2^{(i)}) \\ \text{softmax}(z_3^{(i)}) \end{bmatrix}$

$\text{softmax}(z_j^{(i)}) = \frac{e^{z_j^{(i)}}}{\sum_j e^{z_j^{(i)}}}$

$z = W \cdot X^T = w_1 \begin{bmatrix} 1 \\ x_1 \end{bmatrix} + w_2 \begin{bmatrix} 1 \\ x_2 \end{bmatrix} + w_3 \begin{bmatrix} 1 \\ x_3 \end{bmatrix}$

3. Perceptron Learning Algorithm

Difference between PLA & Gradient Descent? Can put the learning rate η in front of the update rule.
Perceptron Learning Algorithm (PLA)
Frank Rosenblatt (1943)

- 1. Initialize weights w_i
 - Could be all zero, or random small values
- 2. For each instance i with features $x^{(i)}$
 - Classify $\hat{y}^{(i)} = \text{sgn}(w^T x^{(i)})$
- 3. Select one misclassified instance
 - Update weights: $w \leftarrow w + \Delta w$ - How do we update w ?
- 4. Iterate steps 2 to 3 until
 - Convergence (classification error < threshold), or
 - Maximum number of iterations

$w \leftarrow w + \eta (y - \hat{y}) x$

new weight, old weight, learning rate, Expected output, actual output, learning error

$\sigma'(x) = \sigma(x)/(1 - \sigma(x))$