

# Program 2

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## Modules

### Transitional Probability

*Transitional Probability*( $Pos_i, Dir$ ) =  
( $Pos_{from\ left} : Drift(Left), Pos_{from\ straight} : Drift(Straight), Pos_{from\ right} : Drift(Right)$ ) : (For smoothing)

*Transitional Probability*( $Pos_i, Dir$ ) =  
( $Pos_{from\ left} : Drift(Left), Pos_{from\ straight} : Drift(Straight), Pos_{from\ right} : Drift(Right), Pos_{from\ behind} : Drift(Straight)$ ) : (For prediction)

*Left*, *Right*, and *Straight* are all positions defined in relation to what *Dir* is: if *Dir* is EAST, then *Left* is SOUTH, *Right* is NORTH, and *Straight* is EAST for example.

Here, transitional probability has two forms: one which is all paths that converge to a point, and another where they diverge from a point. Prediction (as the name implies) wants all the possible paths to a point, which is why we include *Pos<sub>from behind</sub>*. Smoothing however, does not use that, which is why it's not included.

### Prediction

$$Prediction(Grid, Direction) = \left\{ pos_i \in Grid \mid \sum_{(Pos_j, DriftProb)}^{Transition\ Probability(pos_i, direction)} DriftProb \cdot P(Pos_j) \right\}$$

*Prediction*(*Grid*, *Direction*) (as the name implies) attempts to predict where the agent will be given previous information. It does this by transform-

ing the grid by the expression  $\sum_{(Pos_j, DriftProb)}^{Transition\ Probability(pos_i, direction)} DriftProb \cdot P(Pos_j)$ . This gets the probability of an agent drifting (or if direction is straight, accurately going to) a point, and what is the probability the agent would be at the point  $Pos_j$ .

## Evidence Conditional Probability

$$Evidence\ Conditional\ Probability(Pos_i, Evidence) = \prod_{dir=W}^{Directions} Sense(evidence[pos_i dir], actual[pos_i + dir])$$

This is the expression we use to get the evidence conditional probability: it's the product of each the evidence's value at a direction times what's actually in the value of the direction. So if *Left* has opened, but evidence says it's closed, it's 0.2. Taking the product of all direction's sensed value and actual value, it will result in the Evidence Conditional Probability at  $Pos_i$  given *Evidence*

## Filtering

$$Filtering(Grid, Evidence) = \{pos_i \in Grid \mid \frac{P(pos_i) \cdot Evidence\ Conditional\ Probability(pos_i, Evidence)}{\sum_{pos}^{all\ positions} P(pos_i) \cdot Evidence\ Conditional\ Probability(pos_i, evidence)}\}$$

Filtering is a transformation upon the grid: each value gets transformed by the expression  $\frac{P(pos_i) \cdot Evidence\ Conditional\ Probability(pos_i, Evidence)}{\sum_{pos}^{all\ positions} P(pos_i) \cdot Evidence\ Conditional\ Probability(pos_i, evidence)}$ , which for purposes of making it easier to talk about, will be expressed as  $Filter\ Step(pos_i, Evidence)$ . *Filter Step* is conditional probability of each point times what probability of the point previously, and then dividing it by the sum of all points on the grid.

## Results

The code outputs the following:

```
julia SUBMIT.jl
```

## Screenshots

```
Initial Location Probabilities
4.17 4.17 4.17 4.17 4.17
1.52 ##### 4.17 4.17
4.17 ##### 4.17 4.17 4.17
4.17 ##### 4.17 4.17
4.17 ##### 4.17 4.17
4.17 ##### 4.17 4.17
4.17 ##### 4.17 4.17
4.17 ##### 4.17 4.17

Filtering after Evidence [0, 0, 0]
1.62 ##### 5.2 5.2
1.62 ##### 5.2 5.2
1.62 ##### 0.55 16.03 5.2
1.62 ##### 5.2 5.2
1.62 ##### 1.62 16.03 5.2
1.62 ##### 5.2 5.2 1.62

Prediction after Action W
2.76 1.62 4.12 2.7 1.82
1.62 ##### 18.55 1.82
1.62 ##### 12.55 5.2 1.56
1.62 ##### 12.26 1.56
1.62 ##### 13.8 5.2 1.82
2.76 4.12 4.66 4.41 1.82

Filtering after Evidence [1, 1, 1]
1.22 1.5 4.62 0.36 0.1
0.16 ##### 3.29 0.81
0.16 ##### 13.26 0.43 0.84
0.16 ##### 3.82 0.84
0.16 ##### 16.13 0.43 0.81
1.22 4.82 1.45 1.38 0.1

Prediction after Action W
1.14 2.54 3.79 3.63 0.23
0.16 ##### 0.8 0.53
0.16 ##### 45.33 18.67 0.1
0.16 ##### 0.88 0.6
2.31 ##### 14.8 3.39 0.14
1.21 4.08 0.93 0.22 0.22

Filtering after Evidence [1, 1, 1]
1.55 1.25 1.87 0.48 0.81
0.01 ##### 0.11 0.81
0.01 ##### 33.52 0.37 0.8
0.01 ##### 0.12 0.81
0.09 ##### 7.3 0.12 0.8
0.6 2.81 0.12 0.83 0.81

Last position Smoothing with Evidence [1, 1, 0, 1] and north
1.59 0.54 2.12 0.14 0.81
0.01 ##### 0.27 0.8
0.01 ##### 64.08 0.16 0.8
0.01 ##### 0.18 0.8
0.01 ##### 6.53 0.87 0.8
0.57 2.12 0.64 0.87 0.8

[00] 0:zakariya 1:Zaki the Ahmad 2:Muaz Alhaidar- "Zaki@khaman" 13:51 11-Nov-20

1.62 1.62 1.62 5.2 1.62
1.62 ##### 5.2 5.2
1.62 ##### 0.55 16.03 5.2
1.62 ##### 5.2 5.2
1.62 ##### 1.62 16.03 5.2
1.62 1.62 5.2 5.2 1.62

Prediction after Action W
2.76 1.62 4.12 2.7 1.82
1.62 ##### 18.55 1.82
1.62 ##### 12.55 5.2 1.56
1.62 ##### 12.26 1.56
1.62 ##### 13.8 5.2 1.82
2.76 4.12 4.66 4.41 1.82

Filtering after Evidence [1, 1, 0, 1]
1.22 1.5 4.62 0.36 0.1
0.16 ##### 3.29 0.81
0.16 ##### 13.26 0.43 0.84
0.16 ##### 3.82 0.84
0.16 ##### 16.13 0.43 0.81
1.22 4.82 1.45 1.38 0.1

Prediction after Action W
1.14 2.54 3.79 3.63 0.23
0.16 ##### 0.8 0.53
0.16 ##### 45.33 18.67 0.1
0.16 ##### 0.88 0.6
2.31 ##### 14.8 3.39 0.14
1.21 4.08 0.93 0.22 0.22

Filtering after Evidence [1, 1, 0, 1]
1.55 1.25 1.87 0.48 0.81
0.01 ##### 0.11 0.81
0.01 ##### 33.52 0.37 0.8
0.01 ##### 0.12 0.81
0.09 ##### 7.3 0.12 0.8
0.6 2.81 0.12 0.83 0.81

Last position Smoothing with Evidence [1, 1, 0, 1] And west
1.59 0.54 2.12 0.14 0.81
0.01 ##### 0.27 0.8
0.01 ##### 64.08 0.16 0.8
0.01 ##### 0.18 0.8
0.01 ##### 6.53 0.87 0.8
0.57 2.12 0.64 0.87 0.8

Second Last position smoothing with Evidence [1, 1, 0, 1] And west
0.81 0.54 0.51 1.54 0.96
0.18 ##### 0.19 0.13
0.01 ##### 1.53 08.09 0.11
0.01 ##### 0.49 0.45
0.86 ##### 0.72 1.86 0.45
0.29 0.49 2.36 0.52 0.82

[00] 0:zakariya 1:Zaki the Ahmad 2:Muaz Alhaidar- "Zaki@khaman" 13:51 11-Nov-20
```

## Who did what

### Zakariya

- Transitional probability/prediction algorithm, code and report.

### Muaz

- Conditional Evidence probability, filtering and smoothing algorithm and code.