# Program 2

#### Muaz Alhaider and Zakariya Ahmed

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#### Modules

#### Transitional Probability

```
\begin{split} 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) \end{split}
```

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.

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  $Pos_{from\ behind}$ . Smoothing however, does not require 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<sub>i</sub>, Evidence) = \prod_{dir=W}^{\text{Directions}} Sense(evidence[pos_i dir], actual[pos_i + dir])
```

This is the equation 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 \ \text{is conditional probability of each} point times what the point was previously, and then dividing it by the sum of all points on the grid. This operation is O(n), although more accurately it's O(2n) because there's a minimum of iterating through each value twice.
```

#### Results

The code outputs the following:

```
julia SUBMIT.jl
Initial Location Probabilities
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, 0]
1.62 1.62 1.62 5.2 1.62
1.62 #### #### 5.2 5.2
1.62 #### 0.51 16.63 5.2
1.62 #### 1.62 16.63 5.2
1.62 #### 1.62 16.63 5.2
1.62 1.62 5.2 5.2 1.62

Prediction after Action W
2.76 1.62 4.12 2.7 1.02
1.62 #### #### 10.55 1.02
```

### 2.76 1.62 4.12 2.7 1.02 1.62 #### #### 10.55 1.02 1.62 #### 12.15 5.2 1.56 1.62 #### #### 12.26 1.56 1.62 #### 13.8 5.2 1.02 2.76 4.12 4.66 4.41 1.02

# Filtering after Evidence [1, 1, 0, 1] 3.23 1.9 4.82 0.84 0.1 0.16 #### #### 3.29 0.03 0.16 #### 53.26 0.43 0.04

0.16 #### #### 3.82 0.04

0.16 #### 16.13 0.43 0.03

3.23 4.82 1.45 1.38 0.1

## Prediction after Action ${\tt N}$

3.14 2.54 3.79 3.63 0.23 0.16 #### #### 0.8 0.53

0.16 #### 45.33 10.67 0.1

0.16 #### #### 0.88 0.6

2.31 #### 14.8 3.39 0.14

1.21 4.08 0.93 0.23 0.22

#### Filtering after Evidence [1, 1, 0, 1]

1.55 1.25 1.87 0.48 0.01

0.01 #### #### 0.11 0.01

0.01 #### 83.92 0.37 0.0

0.01 #### #### 0.12 0.01

0.09 #### 7.3 0.12 0.0

```
0.6 2.01 0.12 0.03 0.01
```

```
Last position Smoothing with Evidence [1, 1, 0, 1] and north 1.59 0.94 2.12 0.14 0.01 0.06 ### #### 0.37 0.0 0.01 ### 84.08 0.16 0.0 0.01 ### 6.85 0.07 0.0 0.01 ### 6.85 0.07 0.0 0.57 2.12 0.64 0.07 0.0 0.57 2.12 0.64 0.07 0.0 0.0 0.57 2.12 0.64 0.07 0.0 0.0 0.01 #### #### 0.19 0.13 0.01 #### #### 0.19 0.13 0.01 #### 3.51 80.69 0.11 0.01 #### #### 0.09 0.05 0.06 #### 0.72 5.86 0.05 0.29 0.49 2.36 0.52 0.02
```

## **Screenshots**

```
1.45 | 1.45 | 1.25 | 5.2 | 1.45 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.25 | 1.2
```