Intelligent Agents

Rationality: achieving maximum utility by some pre-defined metric or set of goals/intentions.
depends on the usefulness of the choice and not on the process that led to that choice
e.g., rational process for playing tic-tac-toe by tabulating game states
has no decision process, but acts rationally
An agent has sensors which take in percepts and actuators which effect actions
a percept is a set of perceptual inputs at a fixed point in time
a percept sequence is composed of percepts
An agent function is $f : P^* \to A$ where P^* is the percept sequence and A the set of actions
the agent program is the specific architecture which implements this function
not all agent functions can be implemented by some agent program
e.g. halting problems, NP-hard problems, "too-large" problems (e.g. chess)
Performance measure: an objective criterion for the success of behavior of an agent
Rational agent: maximizes expected performance measure by its actions
given the prior knowledge and percept sequence available to it
e.g. vacuum world: 2 squares, could be dirty or clean
action function: suck if dirty, move if clean
under the measure of most clean squares/time period, this is rational
if we seek to minimize movements as well, this is irrational
Autonomy: the ability to function beyond the prior knowledge of the designer

The task environment: performance measure, environment, actuators, and sensors
partially vs. fully observable (perceive all aspects relevant to choice of action)
stochastic vs. deterministic (next state a function only of current state, action)
strategic: deterministic but for the actions of other agents
episodic vs. sequential (current decision could affect future decisions)
static vs. dynamic (environment can change while agent deliberates)
semidynamic: environment doesn't change with time but performance score does
semidynamic e.g. chess with a clock
discrete vs. continuous (can apply to state, time, percepts/actions)
single vs. multiagent: e.g. competitive multiagent, cooperative multiagent

Agent structure
the agent program only takes in the current percept
the agent function maps from the entire percept history

A simple reflex agent uses only the current percept in its decision process
responds via condition-action rules
requires full observability to work effectively
A state-based reflex agent maintains internal state using the percept history

needs what is called a model of the environment
knowledge about how it evolves, how actions affect it
also called a model-based reflex agent
A goal-based agent seeks to achieve states which are considered favorable
Unlike reflex agents, makes use of foresight in its decision process
A utility-based agent evaluates future states using a utility function
Seeks to maximize utility of future states
A learning agent can be broken down roughly into four components
A learning element is responsible for improving the agent
A critic evaluates current performance and informs the learning element
(uses a fixed performance standard)
A performance element selects actions
A problem generator suggests exploratory actions
Two of these are reflexive, the next two are planning-based.
Planning agents predict consequences of actions using a transition model.
Agents can vary in the degree to which they deliberate
one extreme: carefully construct a complex plan
another: start with a simple plan and rapidly correct as complications arise

Search Problems

We consider problem-solving agents, which set out to achieve some desirable state
an uninformed search algorithm has no idea of where to look for solutions
relies only upon the problem definition
An agent plan in a search problem will first formulate, then search, then execute
Problem formulation:
simplifies environment, abstracts away unnecessary information
helps organize the behavior of the agent
Components of a well-defined problem:
(1) Initial state
(2) Possible actions: i.e., a successor function $f : \{\text{states}\} \to \{(\text{action, consequent state})\}$
These first two implicitly define a state space, and a state space graph
State space graph has states as nodes and actions as edges
(3) Goal test
(4) Path cost: (e.g. induced by edge costs of a state space graph)
A path is a sequence of actions.
A solution is a path from an initial state to a goal state.
An optimal solution has lowest path cost.
Environments we are considering are static, observable, discrete, and deterministic.

Generalized tree search
envision the search space as a tree (states can be revisited)
nodes have: state, parent-node, action leading to that node, path-cost, and depth

- the root of the search tree corresponds to the initial state of the problem
- uses a fringe, initialized to contain only the root node
- the fringe contains nodes which have been generated but not yet expanded

At each node in the process:
- perform goal test on the node in question, if succeeds, return corresponding solution
- expand node by i.e. applying successor function to generate new nodes
- if no such nodes exists, declare failure
- choose which node to analyze next according to some search strategy

Evaluation of a search strategy.
- Completeness: whether or not it finds a solution, if a solution exists.
- Optimality: if it finds a solution, whether or not such a solution is of lowest cost.
- Complexity: space (nodes stored at any given time) or time (total nodes explored)

Factors often used to evaluate the complexity of a given algorithm.
- Branching factor b: the maximum number of successors of any node.
- Depth d: the minimum depth among goal nodes.
- Maximum path length m: can be infinite.

Types of uninformed (aka blind) search strategies
- contrast: informed search strategies take advantage of heuristics
- cannot solve searches of exponential complexity for all but the smallest problems

Breadth-first search uses a queue (FIFO) as its fringe.
- Satifies completeness (if branching factor finite) but not optimality.
- Identical space and time complexity (holds all nodes in state until goal is found)
- Exponential complexity: $\mathcal{O}(b^{d+1})$
- In practice, spacial complexity too hard: very difficult to accrue enough memory

Uniform-cost search orders its fringe by path cost.
- As long as each step cost $> \epsilon > 0$, satisfies completeness *and* optimality.
- Again, same time and space complexity
- Given ϵ minimum action cost, $C*$ optimal solution cost, complexity is $\mathcal{O}(b^{\lceil C*/\epsilon \rceil})$

Depth-first search uses a stack (LIFO) as its fringe
- Node storage is not exponential, space complexity is $\mathcal{O}(bm)$.
- Backtracking search: nodes store set of successors, search expands only one at a time.
- Backtracking search can reduce the space complexity to $\mathcal{O}(m)$.
- Worst-case time complexity $\mathcal{O}(b^m)$ where potentially $m \gg d$ and even $m = \infty$.
- Complete if $m < \infty$, but not optimal.

Depth-limited search
- specifies a depth limit l, and performs a depth-first search up to that limit
- if $l < d$, will be incomplete, and if $d < l$, can be non-optimal
- has a time complexity of $\mathcal{O}(b^l)$ and a space complexity of $\mathcal{O}(bl)$.
- the diameter of the state space: min number of actions between any two states
- is a great depth limit, but, we don't necessarily know the diameter, a priori

Depth-first search by iterative deepening
- apply depth-limited search with l ranging over $\mathbb{N}$
- like DFS, has good memory (spatial complexity) at $\mathcal{O}(bd)$

like BFS, if b is finite will be complete, and if path cost corresponds to depth, optimal
repeated state generation not costly: most nodes in the bottom level
generated nodes: $d(b) + (d-1)b^2 + \cdots + (1)b^d$ (factor of d is node repetition)
hence the time complexity is $\mathcal{O}(b^d)$
better than BFS ($\mathcal{O}(b^{d+1})$): IDS generates no nodes beyond the solution depth

When search space is large and solution depth unknown, depth-first IDS is generally best.

Bidirectional search run simultaneous searches from initial state and goals
Concludes when the searches meet.
Time and complexity $\mathcal{O}(b^{d/2})$, is reduced.
However, requires effective computation of predecessors: often non-trivial/impossible.

Avoiding repetition of states: Graph Search
adds a closed list to tree search: a list of all nodes which have been expanded
the term open list is sometimes used to refer to the fringe
current nodes which match a node on the closed list are discarded
possibly suboptimal, if search methods can reach nodes at a non-optimal cost first
thus uniform cost graph search is optimal but IDS graph search may not be
the closed list increases space requirements, possibly to unfeasibility
behavior of closed list is such that the memory used is proportional to the runtime

Partial Information Search

Sensorless Problems
know consequences of actions and the possible states
can coerce world into a particular state, with some cleverness
uses a belief state: a set of states currently regarded as possible
a solution is a path to a belief state in which all its members satisfy the goal test
this approach can be analogously applied to nondeterministic problems

Contingency Problems
agent can obtain new information from sensors after performing actions
solution: use an unfixed action sequence, with dependencies on percepts received
the action at each node will depend on all percepts received up to that point
agent can act before finding a guaranteed plan
approach referred to as interleaving search and execution
does not need to account for *all* contingencies, simply the ones that occur

Informed Search and Exploration

Informed search uses problem-specific knowledge beyond the definition of the problem

Approach: select nodes for expansion based on an estimate of distance to goal
Use a priority queue ordered by some evaluation function f
Called best-first search: since we order by nodes which seem best
A heuristic $h : \{\text{nodes}\} \to \mathbb{R}^+$ estimates cost of cheapest path to a goal node

Greedy best-first search uses $f = h$

susceptible to false starts, dead ends
same defects as DFS: not optimal, incomplete, worst-case time/space complexity $\mathcal{O}(b^m)$
m the maximum depth of search space
A* search uses $f = g + h$ where g is the path cost to a node
hence f is the estimated cost of cheapest solution through n
for tree search, if h is admissible (never overestimates), A* will be optimal
for graph search, need to ensure the first generated path is optimal
this shall occur if h is additionally consistent/monotone
consistent h satisfies, for nodes n, n' and action $n \xrightarrow{a} n'$, $h(n) \leq c(a) + h(n')$
satisfies a triangle inequality; i.e., h must be a metric on the state space
key consequence of a consistent h: f is always increasing along a path
note: consistency implies admissibility
A* is optimally efficient for a given h: $\nexists$ an optimal, more efficient algorithm
however, nodes in goal contour search space still increase exponentially,
unless $|h - h^*| \leq \mathcal{O}(log(h^*(n)))$ where $h*$ is the true cost
generally $|h - h^* = \mathcal{O}(h^*(n))$ at best
thus, it's often impractical to insist on finding an optimal solution
A* keeps all generated nodes in memory $\rightarrow$ impractical for large-scale problems

Improvements on A* with respect to space complexity
Can try iterative deepening A* (IDA*) using $f = g + h$ rather than d as the cutoff
but this incurs substantial overhead
Recursive best-first search
tracks the f-value of the current best alternative path
winds back to this alternative path once f considered exceeds that stored f
optimal if h is admissible, with space complexity $\mathcal{O}(bd)$
time complexity can vary, depends on h, frequency of path changes
can potentially explore a state multiple times (typical tree-search problem)
stores only the value of f and $\mathcal{O}(bd)$ nodes
MA* (memory-bounded A*) and SMA* (simplified MA*) make use of all memory
description of SMA*: keep expanding until memory is full
once memory is full, replace the worst (by f) node in memory, breaking ties by age
SMA* is complete if there is enough memory to hold the shortest path to a goal
practically, probably best for a graph state space and non-uniform path costs
if too much switching, problems that A* would solve become intractable for SMA*
time $\leftrightarrow$ space tradeoff
Learning to search better
metalevel learning algorithm analyzes current method, seeks improvements

Admissible heuristic creation
often solutions to relaxed problems, where new actions are available
A heuristic h dominates h' if $h \geq h'$ on the state space
higher admissible heuristics are stronger
trade-off between computation on heuristic efficacy and in searching

taking the maximum over a set of admissible heuristics can be useful

Local Search

In which the path does not matter, only the achievement of the goal state
    also useful to solve pure optimization according to an objective function
state space lanscape: manifold of the objective function on the state space
    seek global extrema: completeness and optimality defined as before

hill-climbing search (greedy local search):
    take any actions that improve the situation
    foiled by local extrema, ridges, plateaux on the manifold
    dealing with shoulders: allow sideways moves, but need to limit, because of plateaus
    random-restart hill climbing guaranteed to eventually find goal state
simulated annealing allows bad moves occasionally via thermodynamic principles
    randomly chooses an action, always goes ahead with improvements
    if a downgrade, accept it with probability dictated by a Boltzmann weighting
    start at high temperature, and slowly lower T
    the algorithm is guaranteed to find a global optimum with probability $\to 1$
local beam search runs k copies of a local search algorithm
    at each step, generate all the successors, and choose the k best successors
    to keep diversity among states high, can use stochastic beam search
    stochastic beam search introduces some randomness, probability $\propto$ value
genetic algorithms: successors are generated as combinations of parent states
    k randomly generated states, use evaluation function as a judge of fitness
    crossovers and mutations generate new states
    works well in some cases, but not others

Uncertain Search

contingency plans to account for nondeterminism, stochasticity
    branch for each possible result following a given action, form a conditional plan
and-or search trees:
    or level on actions (only need 1 to work)
    and level on nondeterminism (need a plan to work for all branches)
    contingent solution cuts down on the tree by selecting actions
    all the leaves need to be goals
    can implement and-or search as corecursion with an and and an or function
cyclic solution
    all leaves are goal states
    every point in the plan has a path to every leaf
belief states to account for partial observability
    new transition model: predict based off of the action, update based off of the percepts

Adversarial Search

Formally define game as a search problem with:
- initial state
- successor function from states to (move, state) pairs
- terminal test
- utility function or objective function (i.e. a score)
- these first two yield a game tree

an strategy is considered optimal relative to an infallible opponent
the minimax value of a node is its utility assuming mutual infallibility
- algorithm computes best decision from current state, using recursion

α-β pruning
- α is the value of the current best for max
- β is the value of the current best for min
- if choosing better node ordering for pruning possible, $\mathcal{O}(b^d) \to \mathcal{O}(b^{d/2})$
- random order for pruning leads to approximately $\mathcal{O}(b^{3d/4})$
- a transposition table is a hash table of previously seen positions

evaluation function: a heuristic for when depth is large
- a weighted linear (or nonlinear) function of features
- quiescent position: unlikely to exchibit wild swings in value in near future
- it is best to expand until you are at quiescent states
- horizon effect: minimax avoids a very good move for the opponent
- even when it must eventually happen
- better algorithms can see if there's a horizon effect present, accept it and move forward
- forward pruning is also possible, but dangerous (could prune best paths)

impact of chance $\to$ chance nodes
- expectiminimax: use expected value over chance nodes
- decisions invariant under positive linear transformations of the evaluation function
- by contrast, any isotone transformation preserves the decisions of minimax

Constraint Satisfaction

constraint satisfaction problems start to upack the black box:
- search and game-playing are highly abstracted atomic representations
- constraint satisfaction problems, propositional logic are factored representations
- even more complex are structured representations such as first-order logic

CSP breaks state down into variables X_i, each of which takes values from a domain D
- Goal test represented by a set of constraints upon allowed values
- expressible implicitly $Val(X) \neq Val(Y)$ or explicitly (enumerate all possibilities)
- explicit expression e.g. $(X, Y) \in \{(1, 2), (2, 3), \cdots\}$

Binary CSP: each constraint relates at most two variables
- any non-binary CSP can be converted to a binary CSP
- can then be represented by a graph, vertices are variables, edges are constraints

Characterizing a finite CSP: n variables, d the maximum domain size
- $\mathcal{O}(d^n)$ complete assignments exist

generally no better than exponential time, in the worst case

Search formulation for solving a CSP
initial state: $\{\}$, action assigns a value to a variable
continue until all variable assigned and all constraints satisfied
prior methods (e.g. BFS, DFS) highly inefficient
backtracking search is a depth-first search with the following alterations:
variable assignment is commutative: apply assignment to variables in a fixed order
reducing branching factor from nd to d
only considers values that do not conflict with previous assignments
improvements to backtracking
smallest domain first: variable ordering by minimum remaining values (MRV)
break ties by degree heuristic: choose variable with most ties
goal: fail as quickly as possible, to eliminate large sections of the tree
least restrictive assignments: value ordering by least constraining value (LCV)
making inferences about the domains, using filtering
forward checking eliminates values of adjacent variables that violate a constraint
better inferences: maintain arc consistency to detect failures earlier
consistent arc (X, Y): $\forall x \in dom(X)$, $\exists y \in dom(Y)$ satisfying constraints
repeatedly check arc consistency to pare down the domains
can apply algorithm separately to connected components, independent
breaking down greatly reduces complexity $\mathcal{O}(d^n) \to \mathcal{O}(\frac{n}{c} d^c) = \mathcal{O}(n)$

Tree-Structured CSPs have graph representations which are trees
Can be solved in $\mathcal{O}(nd^2)$ time, no longer exponential
choose any ordering, pick a root, make a linear chain
apply arc consistency (working backwards)
make assignments (moving forwards)
worst case: check d values against each of the d values, n checks up, n checks down
simplify CSPs down to tree-structured CSPs if possible to reduce runtime
set a value for some variables first if helps to reduce down to a tree-structure
conditioning: instantiate a variable to affect the rest of the CSP favorably
cutset conditioning: instantiate variables such that the remaining graph is a tree
can then compute residual CSPs for each of the possible cutset value assignments
local search for CSPs: min-conflicts algorithm
while not solved, randomly select any conflicted variable
value selection: heuristic by minimum resulting conflicts
extremely good for problems dense in solutions
CPSs are very good at dealing with randomly-generated CSPs
although exists a critical ratio $R = \frac{constraints}{variables}$ at which becomes very very bad

Logic

Built off of a knowledge base: a set of sentences in some formal language

Add sentences to the knowledge base
Apply a process of inference to determine actions
Inference engine independent of the knowledge on which it acts
Inference algorithm/reasoning allows for universality: can act on any knowledge
Reduces to a question of considering the knowledge base
Syntax: rules for allowable sentences
Semantics: possible worlds, truth relation between sentences and worlds
E.g. Propositional Logic: possible worlds are assignments of TF to variables
Semantics: $\alpha \wedge \beta$ is true in a world iff α is true and β is true
E.g. First-order logic
Syntax $\forall x \exists y P(x, y) \wedge \neg Q(Joe, f(x)) \rightarrow f(x) = f(y)$
Possible world:
Objects o_1, o_2, o_3; P holds for $\langle o_1, o_2 \rangle$; Q holds for $\langle o_3 \rangle$; $f(o_1) = o_1$; $Joe = o_3$; etc.
Semantics: $\phi(\sigma)$ is true if $\sigma = o_j$ and ϕ holds for o_j
Entailment: $\alpha \models \beta$, α entails β or β follows from α
the α-worlds are a subset of the β-worlds [models(α) $\subset$ models(β)]
the entailment of β makes it at most as strong as α, and possibly weaker
A proof is a demonstration of entailment
Method 1: check in every possible world, that if α is true then β is true too
Semi-decidable: if cannot be proven in this fashion, has no way of indicating such
Method 2: exhibit a sequence of applications of inference rules taking α to β
Sound inference algorithm: everything that it claims to prove is entailed
Complete inference algorithm: everything that is entailed can be proven

Propositional logic
Have a set of symbols, with distinguished symbols 'True' and 'False'
Sentences are generated by the set of symbols under $\neg, \wedge, \vee, \rightarrow, \leftrightarrow$
Semantics: symbols have truth values, can recurse over syntax to evaluate sentences
Forward chaining: given $X_1 \wedge X_2 \wedge \cdots X_n \rightarrow Y$ and $X_1, X_2, \cdots, X_n$, infer Y
knowledge base only contains definite clauses (of the above form)
therefore, cannot deal with disjunctions; no reasoning by cases
forward chaining algorithm: have table counting number of symbols in each premise
iterate over symbols, decrement count for each clause that has that symbol in premise
allows for $\mathcal{O}(n)$ where n is the size of the knowledge base
sound (since Modus Ponens is sound) and complete for definite-clause KBs

Simple model checking for entailment: recursive enumeration of all worlds
go through all possible worlds (sets of TF assignments) to all symbols
for all worlds where KB is true, make sure that α is true
shows when α is entailed, woefully inefficient ($\mathcal{O}(2^n)$ time, linear space)
A sentence is satisfiable if it is true in at least one world
SAT solvers take a sentence in conjunctive normal form and determines satisfiability
using a SAT (satisfiability) solver to check entailment
if $\alpha \models \beta$, then $\alpha \rightarrow \beta$ in all worlds
hence $\neg(\alpha \rightarrow \beta)$ is false in all worlds

hence $\alpha \wedge \neg\beta$ is false in all worlds
if can show that $\alpha \wedge \neg\beta$ is unsatisfiable then $\alpha \models \beta$
analogous to an proof by contradiction
DPLL SAT solver: backtracking search over models with:
early termination: stop immediately if all clauses are satisfied, any clause is falsified
conj. normal form will be e.g. $(A \vee B) \wedge (A \vee \neg C)$; this has 2 clauses
pure literals: symbol always has same sign in to-go clauses, just assign it the value
e.g. $(A \vee B) \wedge (A \vee \neg C) \wedge (C \vee \neg B)$ then set A to be true
unit clauses: clause left with single literal, set symbol to satisfy clause
DPLL efficient enough to solve up to 100 variables
Tricks to improve efficiency:
order variables and values (just like CSPs)
divide into pieces if you can see that two sections don't depend on each other
cache unsolvable subcases as extra clauses to avoid redoing them
with these improvements, can solve problems with ten million variables

Logical Agents

Knowledge-based agent:
percepts added to knowledge base, after converted to some logical sentences
figures out what its next action shall be, performs action
then it adds to knowledge base the fact that it has performed this action
Initial knowledge possessed by the agent
Sensor model: how the current percept is generated from the current state
transition model: how the next-state determined by action, current state
initial conditions: initial state
domain constraints: certain conditions that are generally satisfied
Set the knowledge, and then the SAT-solver does all the work

Probabilistic Reasoning

Probabilities: statements about limitations on our knowledge of the world
Decision theory is informed by utility theory and probability theory
We seek to maximize expected utility, given the probabilities available to us.
Where $a*$ is the chosen action, $argmax$ is over actions, and s represents states, want:

$$a* = argmax_a \sum_s P(s|a)U(s)$$

Axioms of probability
Ω: the set of possible worlds
A probability model is a function $P : \Omega \to [0,1]$ such that $\sum_{\omega\in\Omega} P(\omega) = 1$
A random variable is a function $X : \Omega \to E$ where E is measurable
A probability distribution assigns probabilities to random variables
Marginalize a distribution = sum over a variable: $P(X = x_1) = \sum_{y'} P(x = x_1, Y = y')$

Definitions of conditional probability: $P(a|b) = \frac{P(a,b)}{P(b)}$
To make a conditional distribution, take the values satisfying b
Then normalize those probabilities so that they sum to 1
Chain Rule: $P(x_1, \cdots, x_n) = \prod_i P(x_i|x_1, \cdots, x_{i-1})$
Bayes' Rule:
derive via chain rule: $P(a|b)P(b) = P(a,b) = P(b|a)P(a)$ therefore
$P(a|b) = \frac{P(b|a)P(a)}{P(b)}$
Independence of variables X and Y (notation $X \coprod Y$); equivalent conditions
$\forall x, y\ P(x,y) = P(x)P(y)$
$\forall x, y\ P(x|y) = P(x)$
$\forall x, y\ P(y|x) = P(y)$
more commonly, conditional independence of X, Y given Z, i.e. $P(x|y,z) = P(x|z)$

Bayes Nets

Visual representation of independence relations
allows for the simplification of joint distribution computations
nodes are random variables, arrows are dependence relations
directed acyclic graph, conditional distributions for each node, given parent variables
CPT is a conditional probability table: a distribution given some parent configuration
Sparse BN, with n variables, maximum domain size d, maximum number of parents k
Full joint distribution is $\mathcal{O}(d^n)$
Bayes net is $\mathcal{O}(n \cdot d^k)$ (local causal structure)
Factorizing a joint distribution given a Bayes net

$$P(X_1, \cdots, X_n) = \prod_i P(X_i|Parents(X_i))$$

results from applications of chain rule, independence assumptions
Every variable is conditionally independent of non-descendants, given parents
Given a node N, may not have $A \coprod B|N$ for parents A, B of N
However, note independence holds in the general case ($A \coprod B$)
Markov blanket of a variable: parents, children, parents of children
Conditional independence from all other variables if Markov blanket given
Probabilistic inference
sum over unknown variables, given evidence (enumeration)
using Bayes nets; can extract constant factors over these sums (variable elimination)
Variable elimination
determine sum over joint distribution; move all summations as far inwards as possible
calculate summations over various factors (e.g. $P(a|B,e)$)
factors are the various joint and conditional probabilities which remain
operations to combine factors include pointwise multiplications, sums over variables
"enumeration with caching"
Computational and space complexity of variable elimination
determined by the largest factor; limiting consideration is space

does not always exist an ordering resulting in small factors
Bayesian inference is NP-hard (expressible as an SAT)
satisfiability the canonical NP-hard problem
in fact, it is #P-hard (number-P hard) which is even worse
Polytree: a directed graph with no undirected cycles
polytrees have variable elimination linear in the network size
eliminate from the leaves to the roots

Approximate Inference

Sample from the distribution to compute an approximation
faster than fully solving the problem
in the limit (number of samples), approximates converge to the actual probabilities
Prior sampling, rejection sampling, likelihood weighting, gibbs sampling

Prior sampling: start from the root, simply move forward
Bayes net as a stochastic machine for generating samples according to its distributions
generates samples with probability $S_{PS}(x_1, \cdots, x_n) = \prod_i P(x_i|parents(X_i)) = P(x_1, \cdots, x_n)$
estimate is $Q_N = N_{PS}/N$ which converges to P as $N \to \infty$
the procedure is consistent (satisfies this convergence requirement)
Rejection sampling: generate many, only keep those corresponding to evidence
also consistent
problem: does not scale well, many samples may not agree with evidence