

# Designing Agents with Task-Specific Minimal Representation

Joshua Hernandez

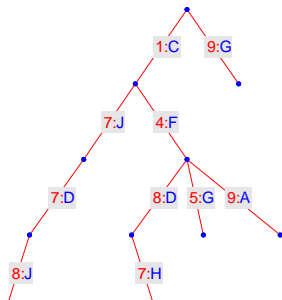
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# Bit-at-a-time (Censi)

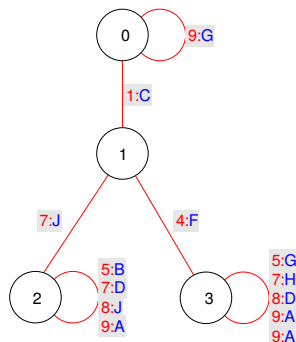
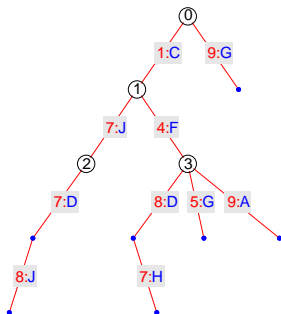
Proposed by Andrea Censi, MIT-LIDS: Greedily separate ambiguous contexts along decision tree.





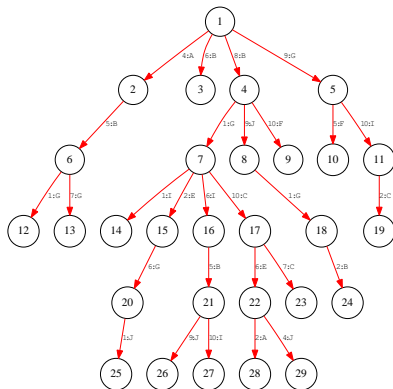
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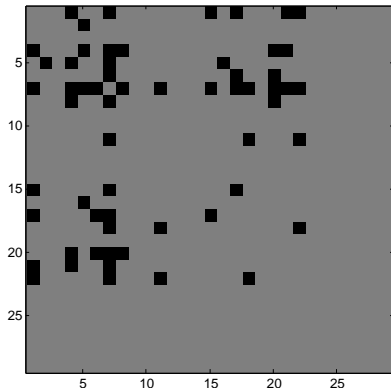


# Greedy Clique Covering

Greedily combine compatible states



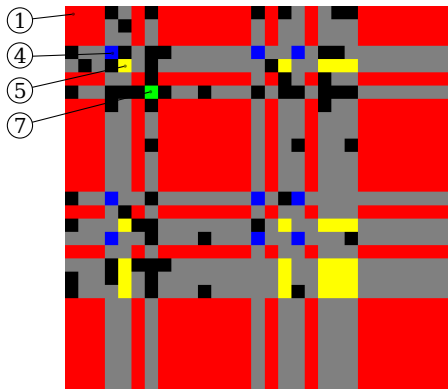
(c) Decision Tree



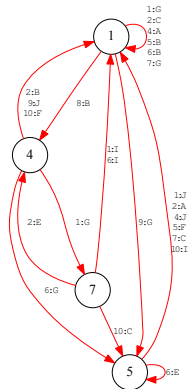
(d) Compatibility Matrix

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Greedily combine compatible states

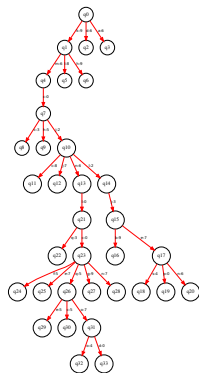


(e) Greedy Clique Covering



(f) Reduced Rep

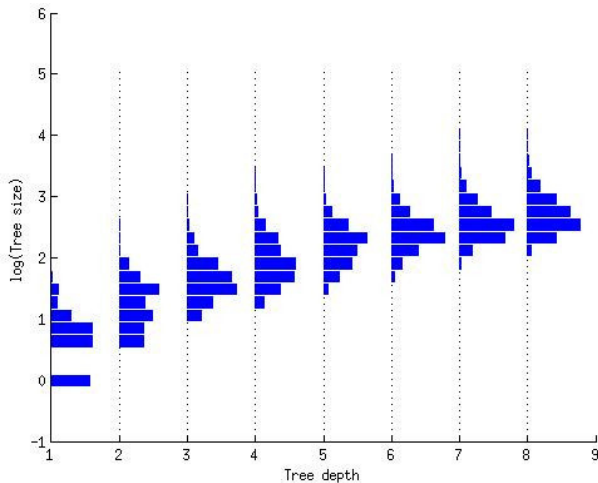
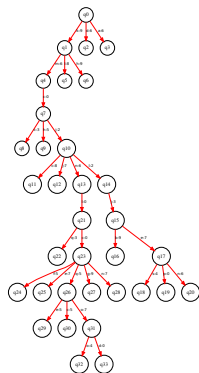
# Poisson Random Tree



Generated by recursively adding  $X \sim \text{Poisson}(\lambda)$  children to each new node. Result is conditioned on process not terminating before depth  $H$ .

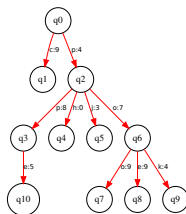
Models a birth/death process where individuals continuously produce offspring at a rate of  $\lambda$  per lifetime.

# Poisson Random Tree

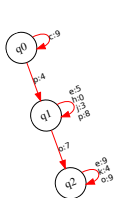




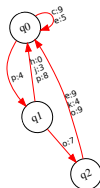
# Reduction Examples



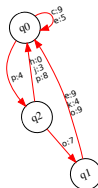
(g) Original



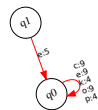
(h) Censi



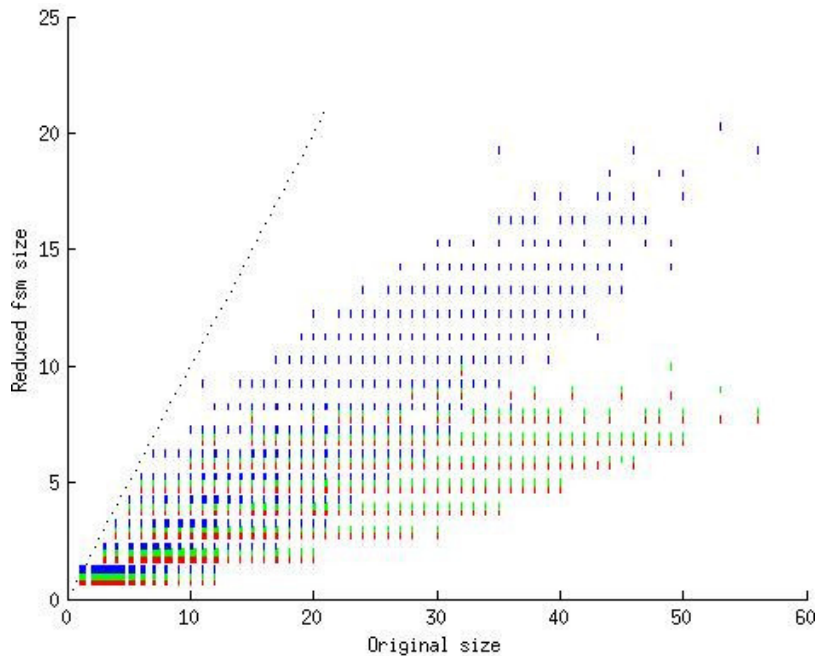
(i) Josh

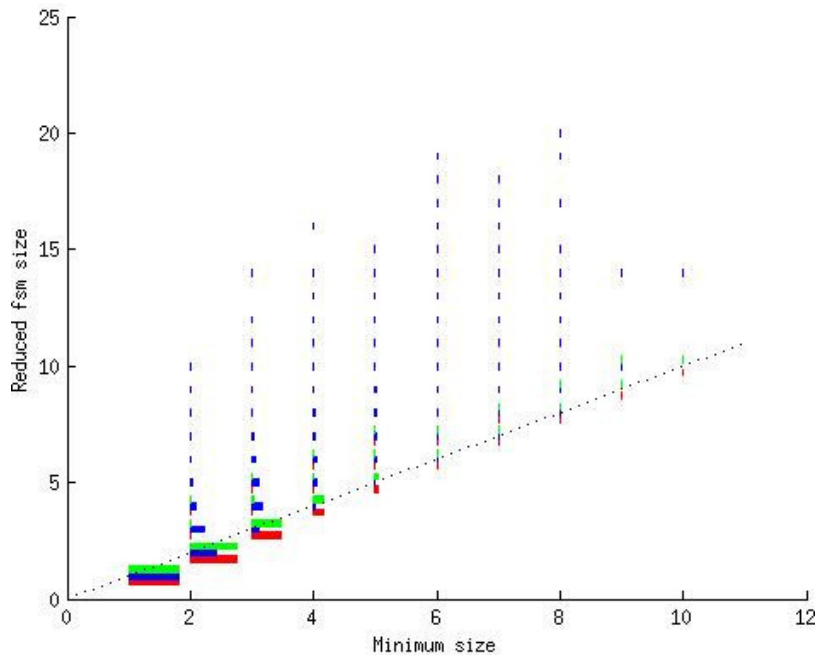


(j) Alberto



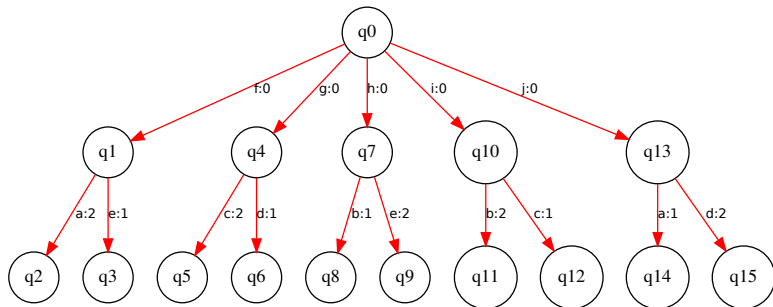
(k) Exact







# Pathological Tree



Each of the states at depth 1 is incompatible with exactly two others. This creates a distinction graph consisting of disjoint rings.

