

Partially observable systems and Predictive State Representation (PSR)

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CS 598 Statistical RL @ UIUC

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Prev. frame Next frame

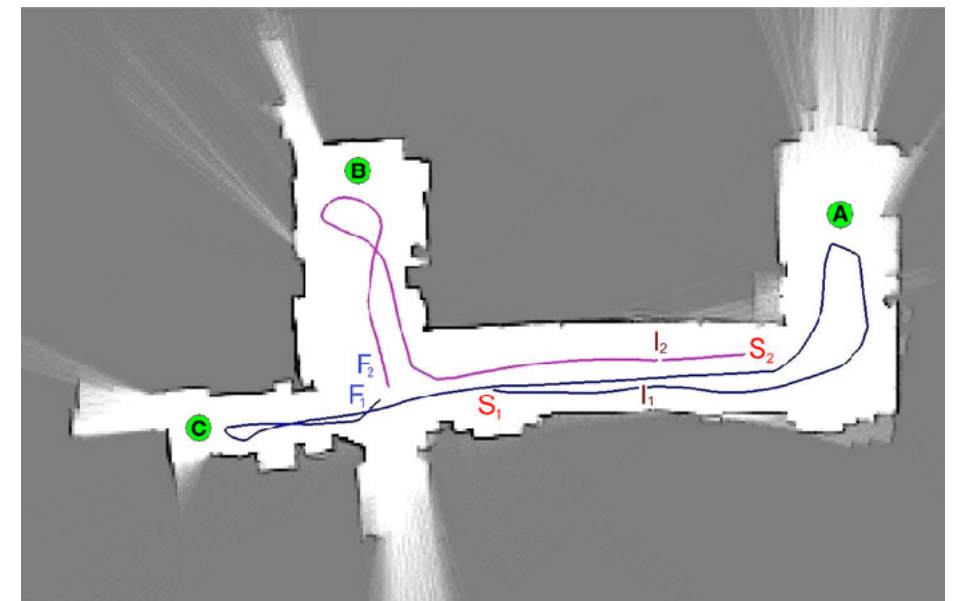
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“perceptual aliasing”



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- How restrictive is Markov assumption?

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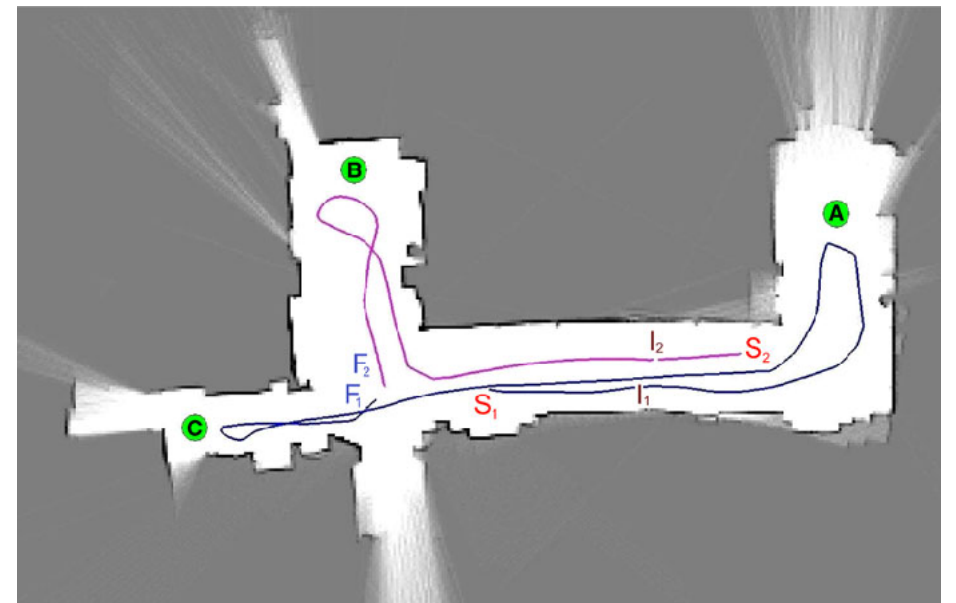
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 - Need structure...

Partially observable systems

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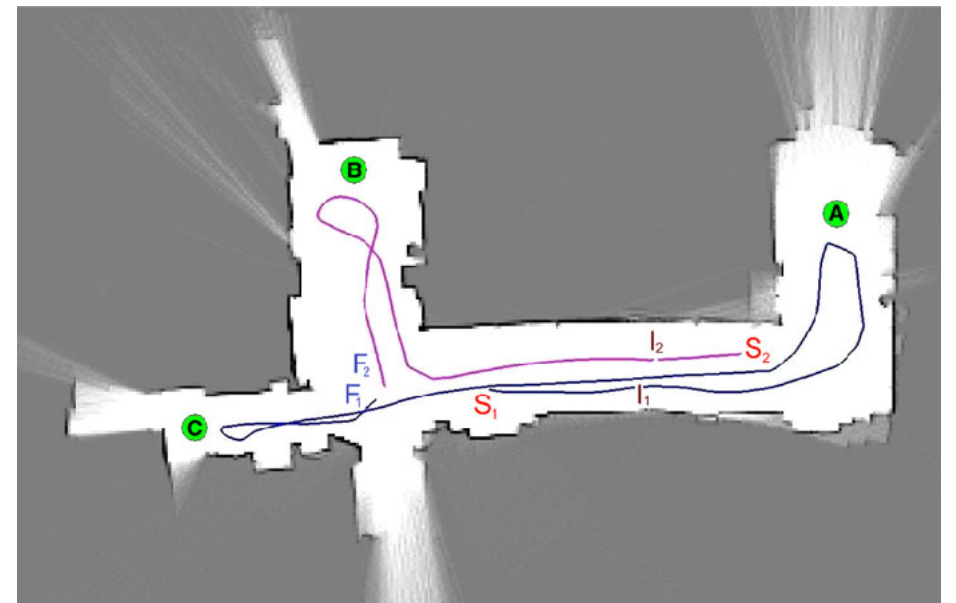
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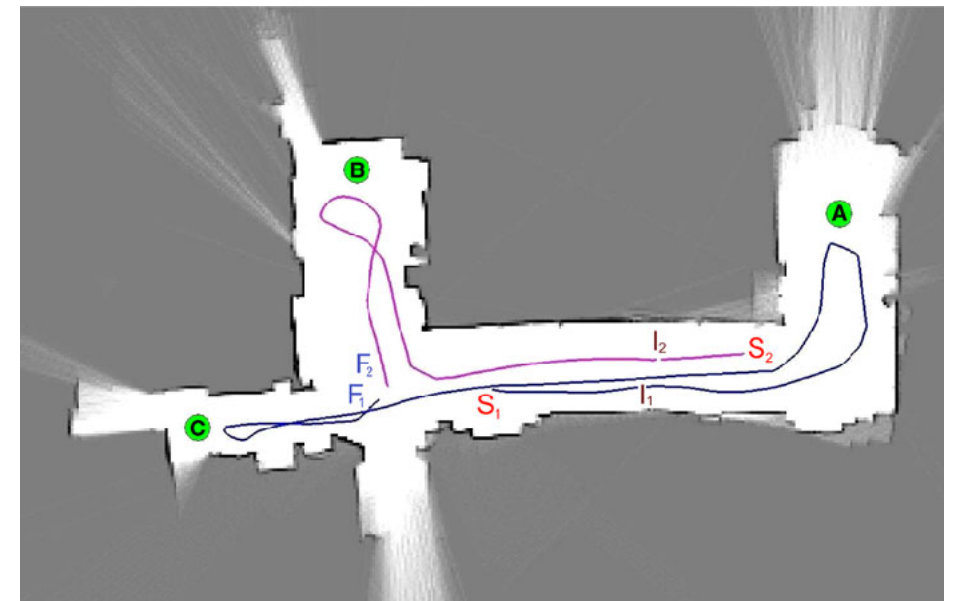
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Partially observable systems

- Example structure: small & finite *latent* state space
- “this place looks familiar; did I return to the same location?”
 - General PO system: you always visit a new location
 - With structural assumptions: the building only has this many different rooms. You will return to one or another.



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- Markov chain is special case: identity emission

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- Wrong: If emission discards all information, the process becomes Markov!

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- Again, one most generic way to specify a PO system is just $\Pr[o' \mid o_{1:\tau}]$, or $\Pr[o' \mid h]$ for short (h for history)

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- What does state mean in the PO setting?

Definition: State is a **function of history**, ϕ , that is a **sufficient statistics for predicting future**. That is, for all $t:=o_{\tau+1:\tau+k}$ and $h:=o_{1:\tau}$,

$$\Pr[t \mid h] = \Pr[t \mid \phi(h)]$$

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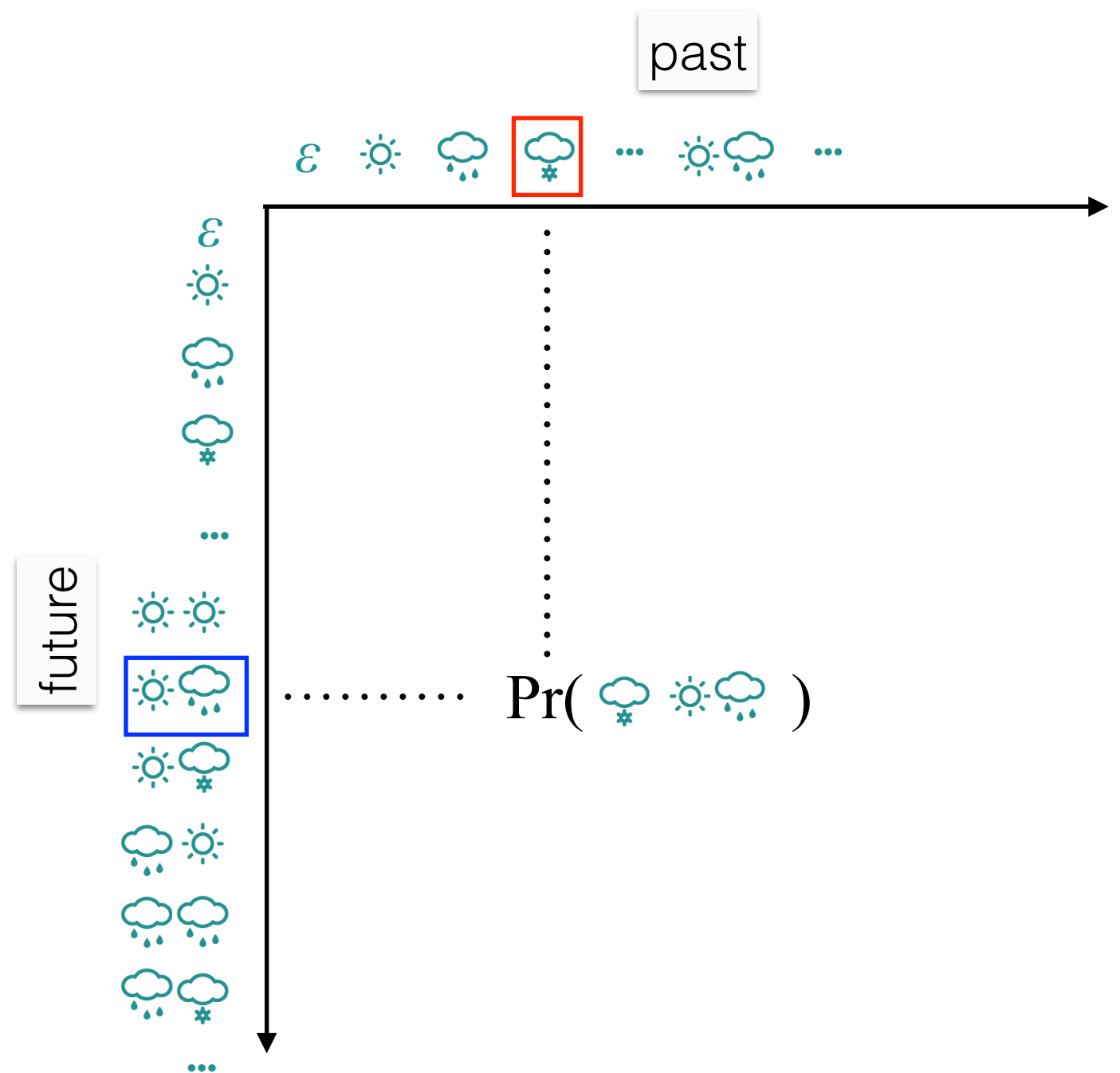
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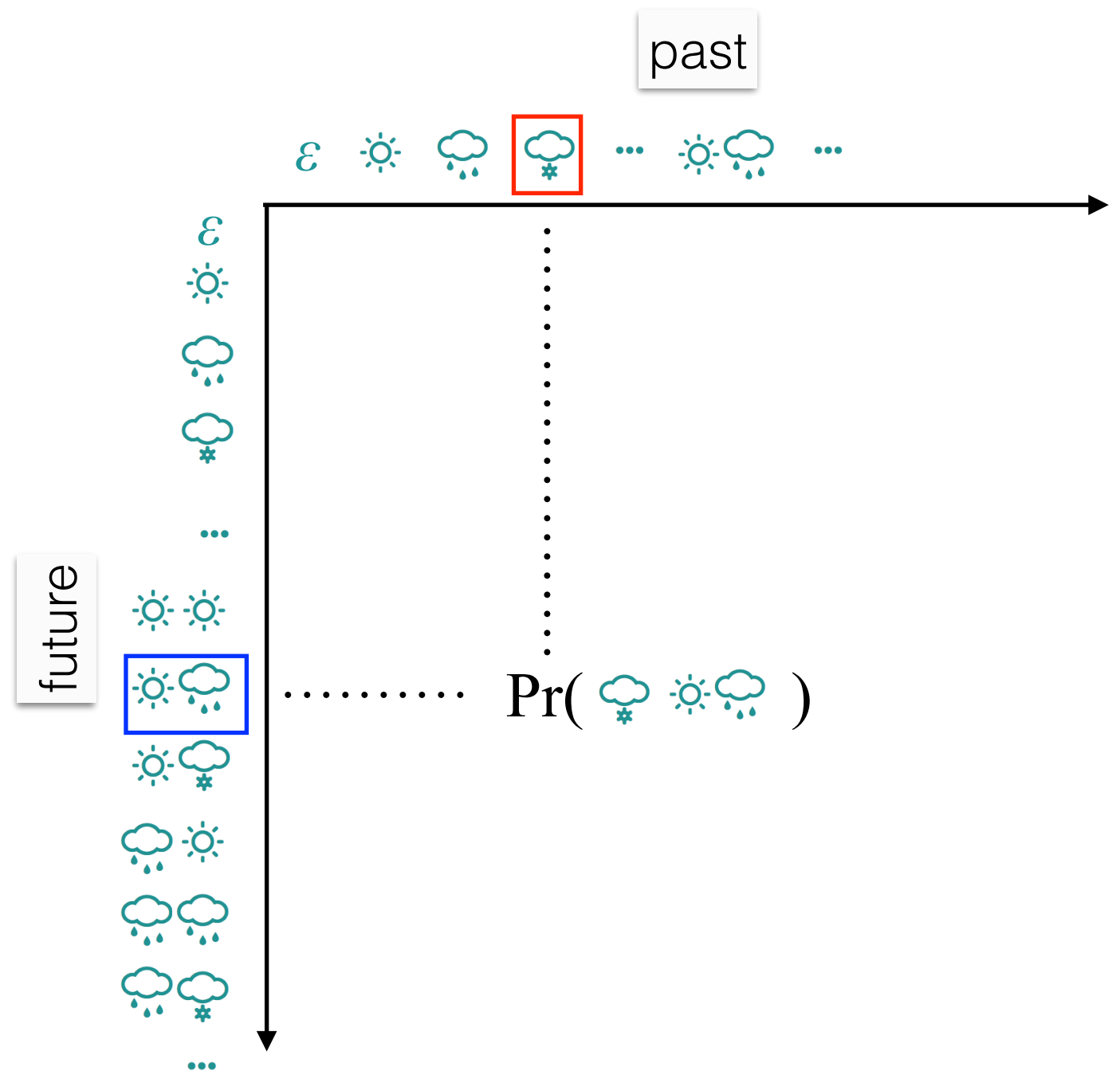
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- But how to inject structure???

The system dynamics matrix M



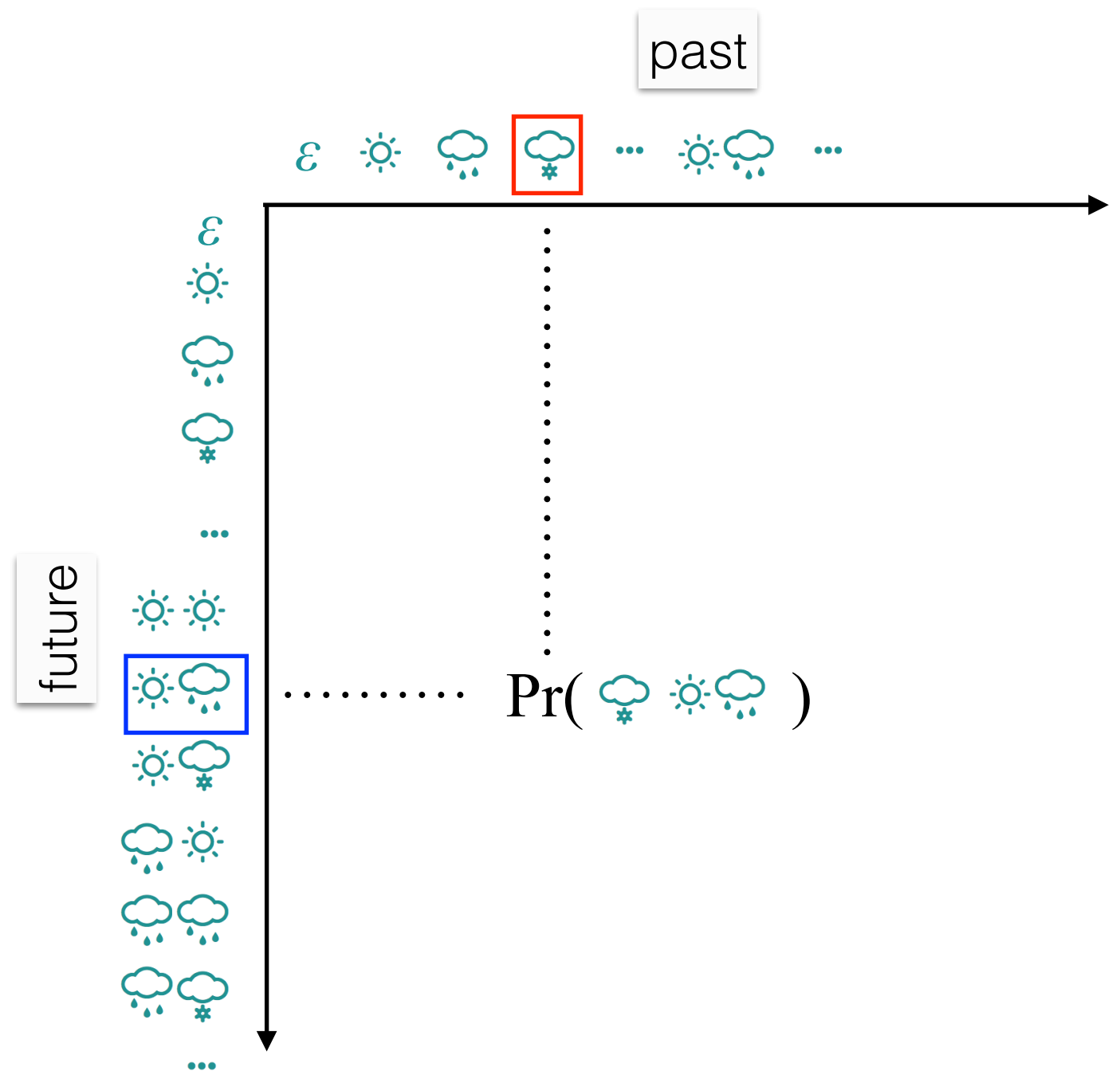
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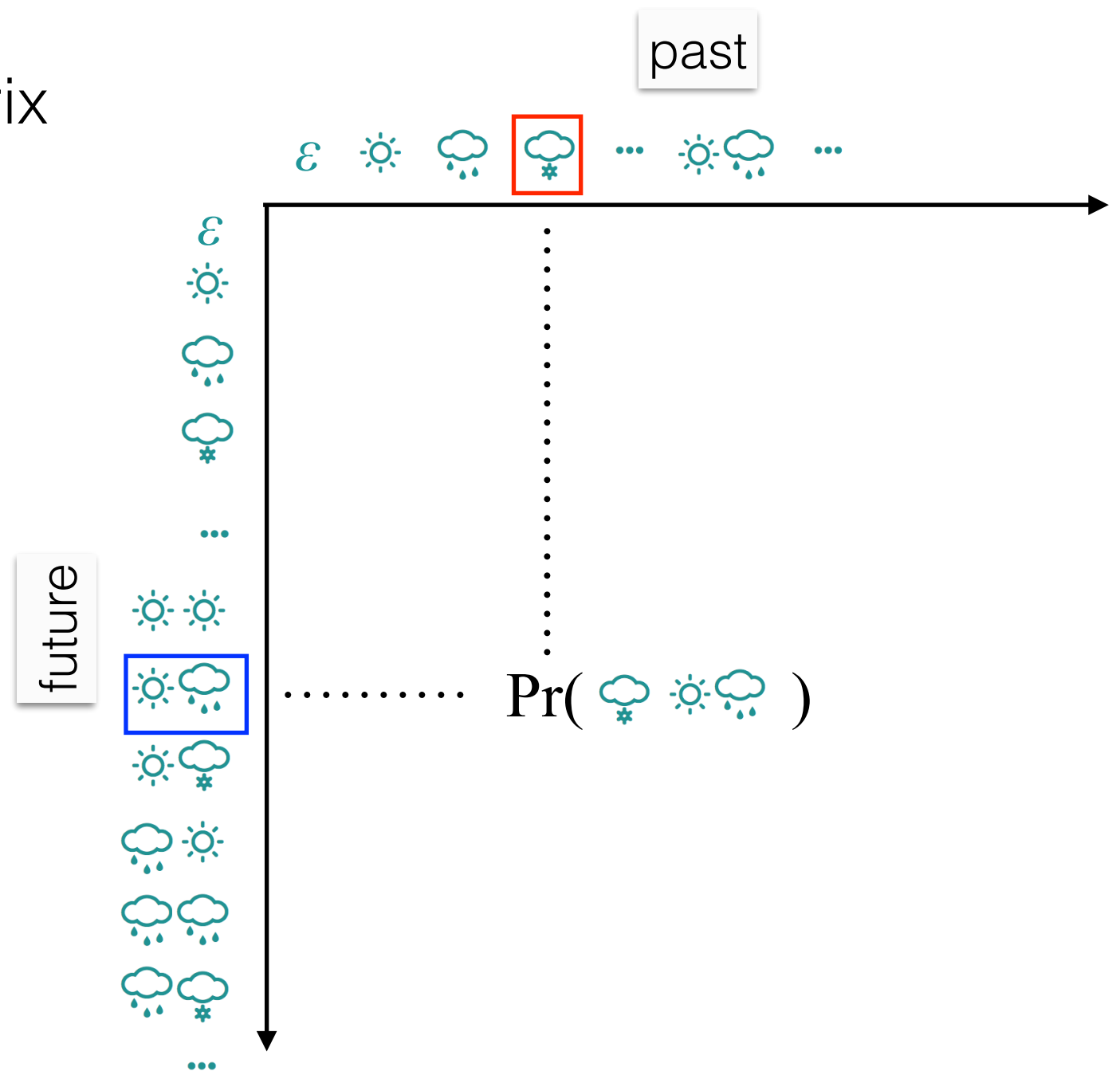
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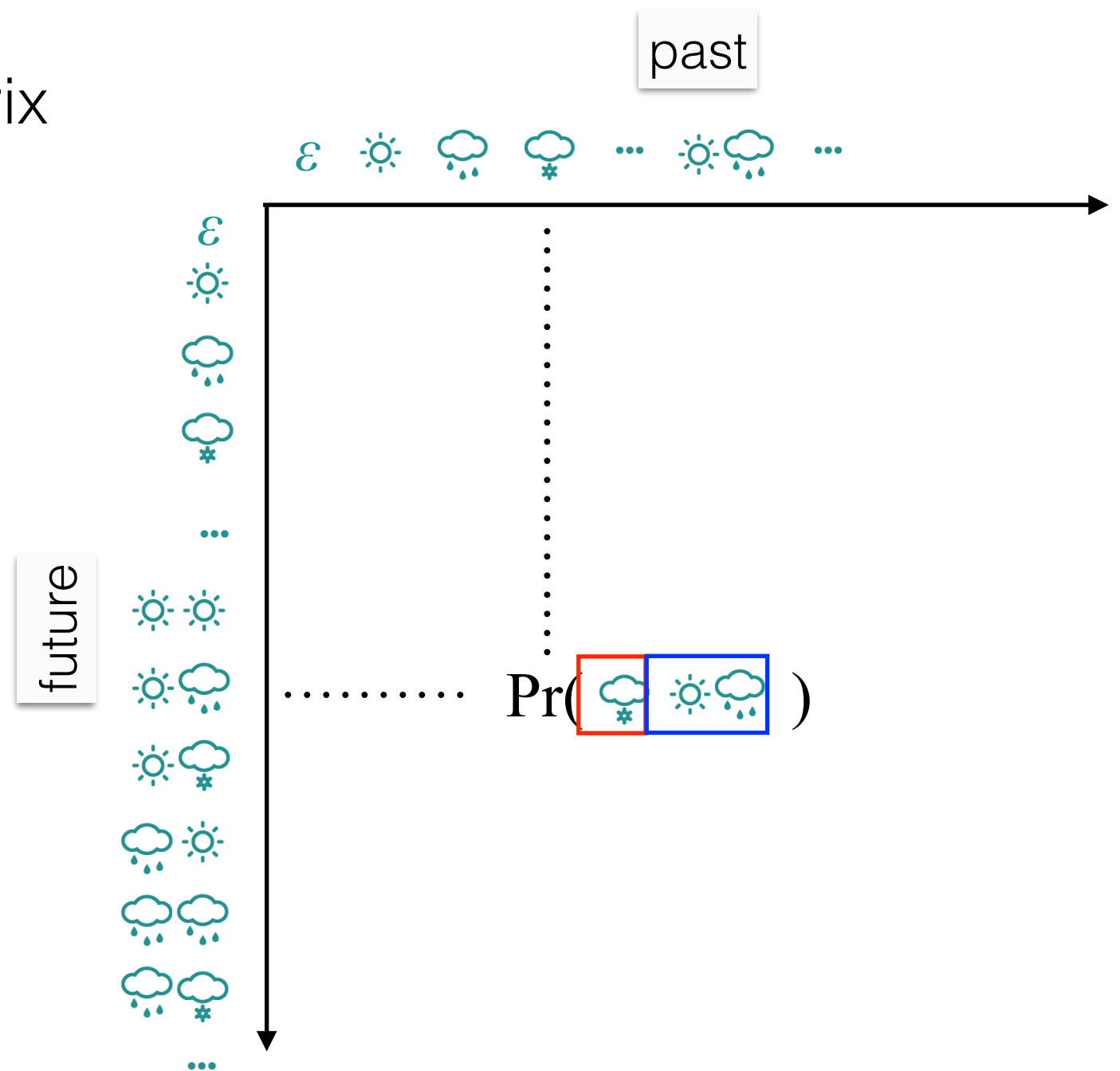
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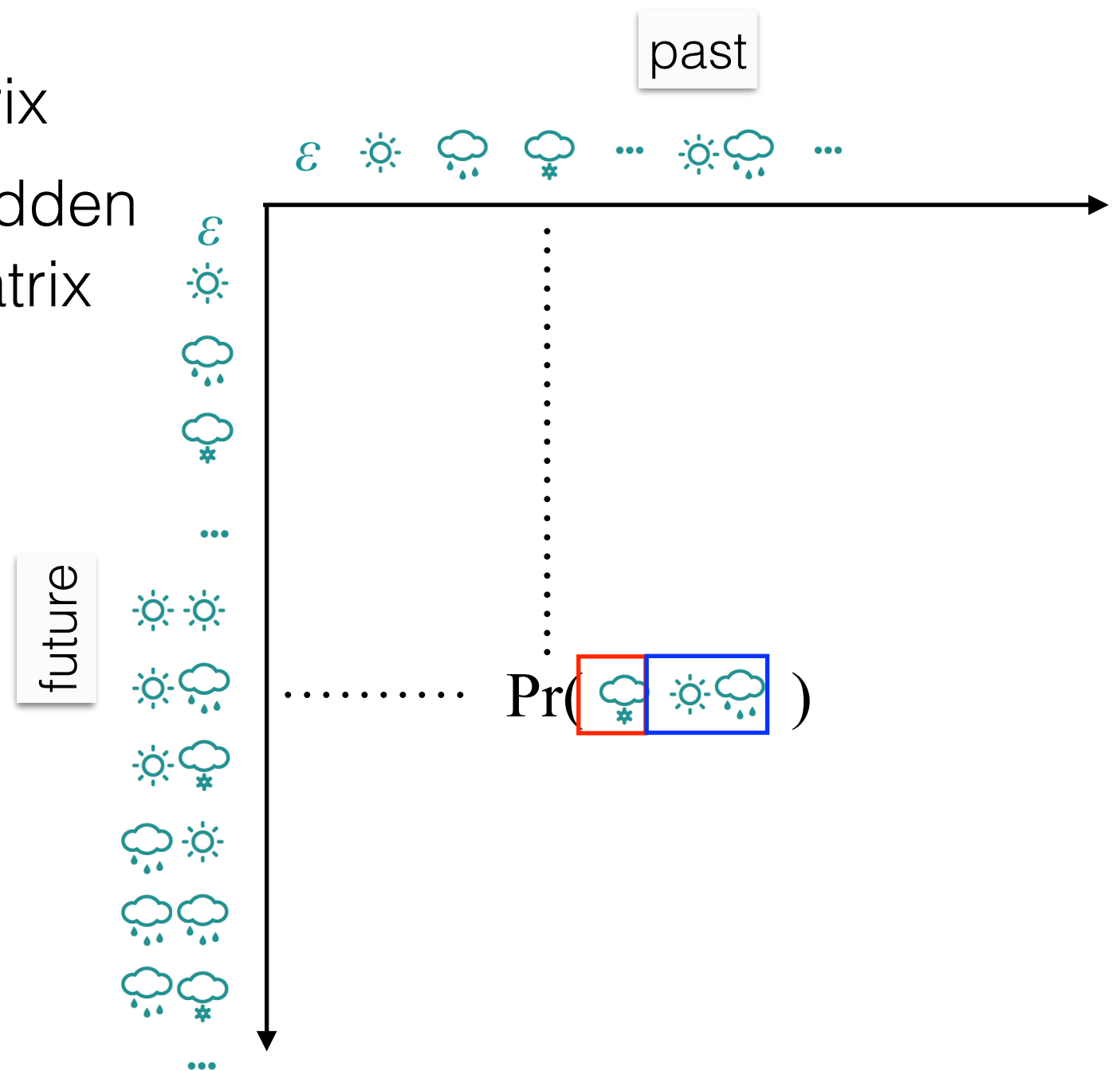
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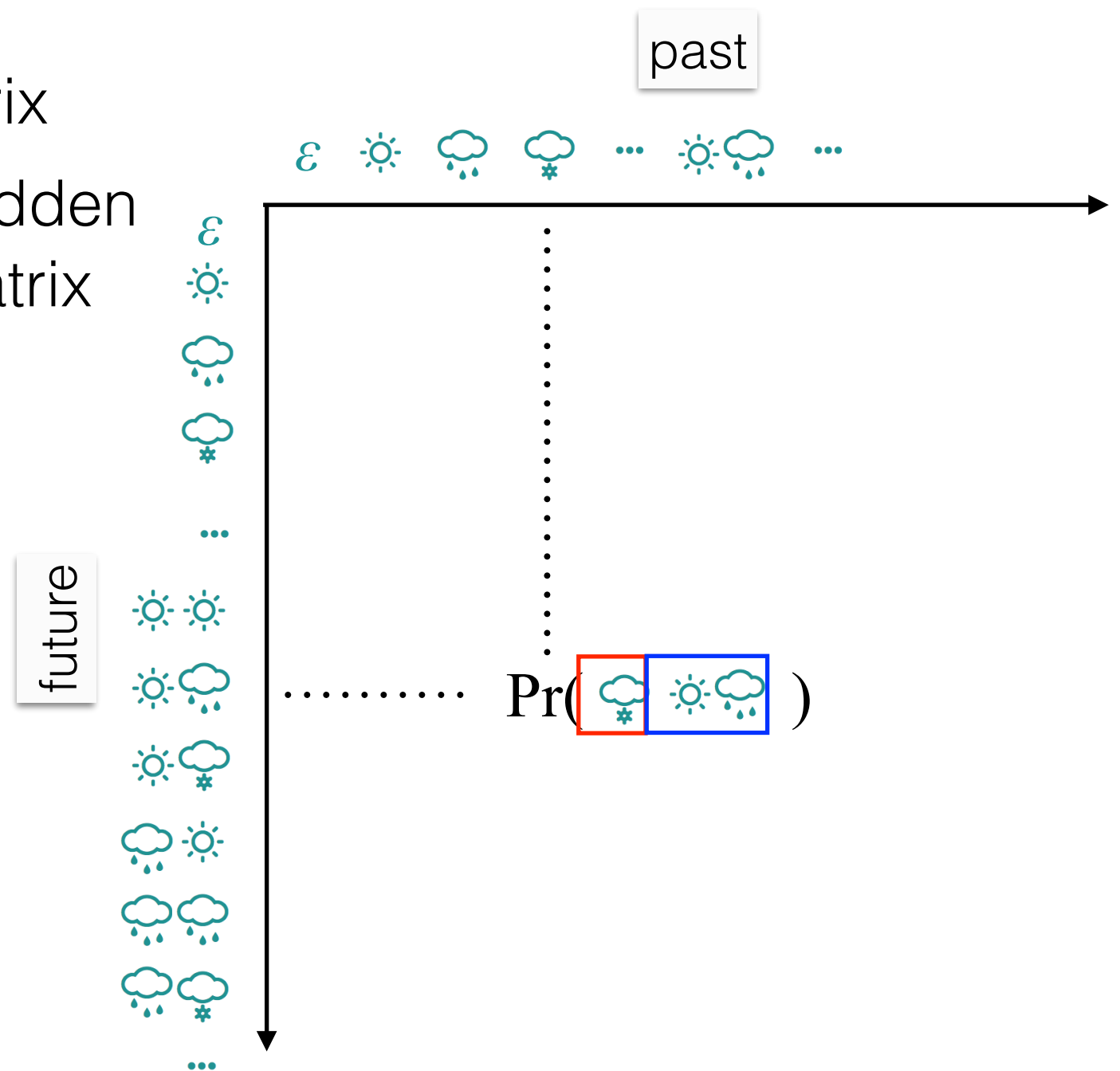
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- Can we directly work with systems whose SDM has low-rank, instead of going through the latent variable route???

past

ε ☀️ ☁️🌧️ ☁️❄️ ... ☀️☁️🌧️ ...



ε
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future

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$\Pr(\text{☁️❄️ ☀️☁️🌧️})$

.....

past

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$\Pr(\text{☁️❄️☀️☁️☔})$

future

ε
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past

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future

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$$\Pr(\text{☁️❄️☀️☔☁️})$$

$$\Pr(\text{☁️❄️☀️☔☁️})$$

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The SDM M is a Hankel matrix

future

ε
☀️
☁️☔
☁️❄️
..
☀️☀️
☀️☁️☔
☀️☁️❄️
☁️☀️
☁️☁️☔
☁️☁️❄️
..
 $\Pr(\text{☁️❄️☀️☔☁️})$

past

ε



...



...

ε



...



...

future

past

ε ☀️ ☁️☔ ☁️❄️ ... ☀️☁️☔ ...

ε

☀️

☁️☔

☁️❄️

...

☀️ ☀️

☀️ ☁️☔

☀️ ☁️❄️

☁️☔ ☀️

☁️☔ ☁️☔

☁️☔ ☁️❄️

...

maximal
rank

future

past

ε ☀️ ☁️☔ ☁️❄️ ... ☀️☁️☔ ...

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☀️
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☁️❄️
...

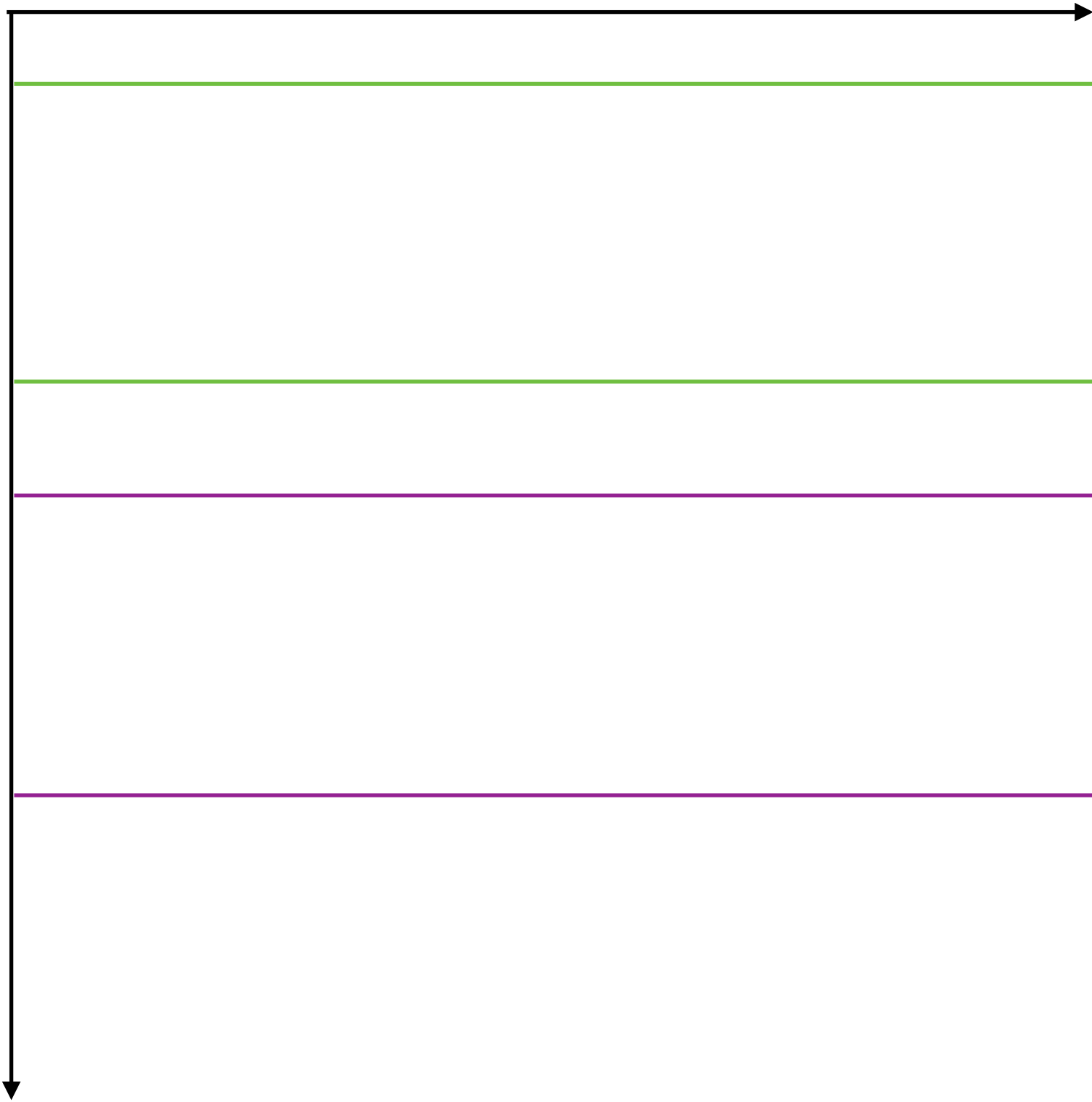
maximal
rank

B ☀️

☀️	☀️
☀️	☁️☔
☀️	☁️❄️

☁️☔ ☀️
☁️☔ ☁️☔
☁️☔ ☁️❄️
...

future



past

ε ☀️ ☁️☔ ☁️❄️ ... ☀️☁️☔ ...

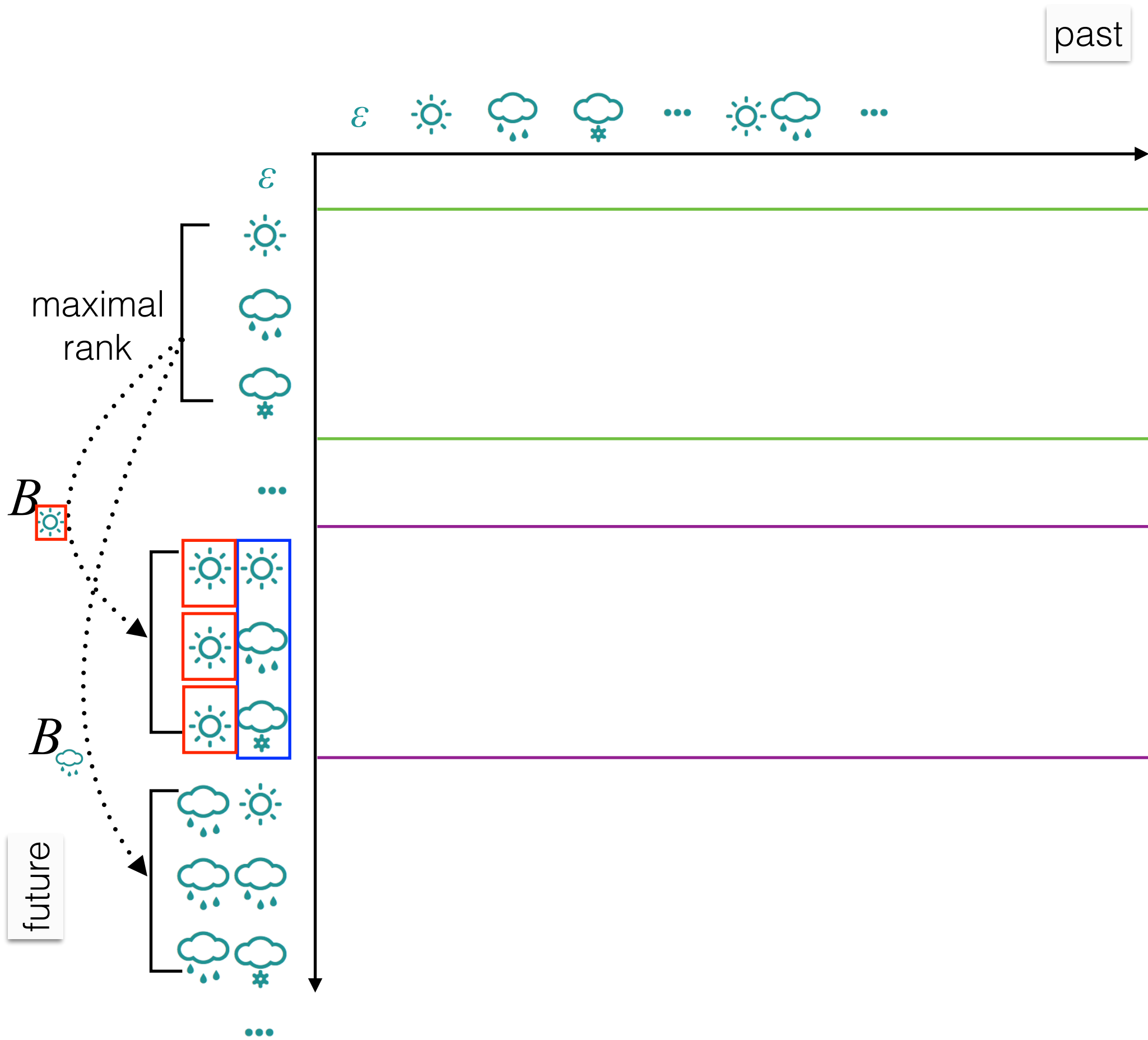
ε
☀️
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☁️❄️
...
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☁️☔☔ ☀️
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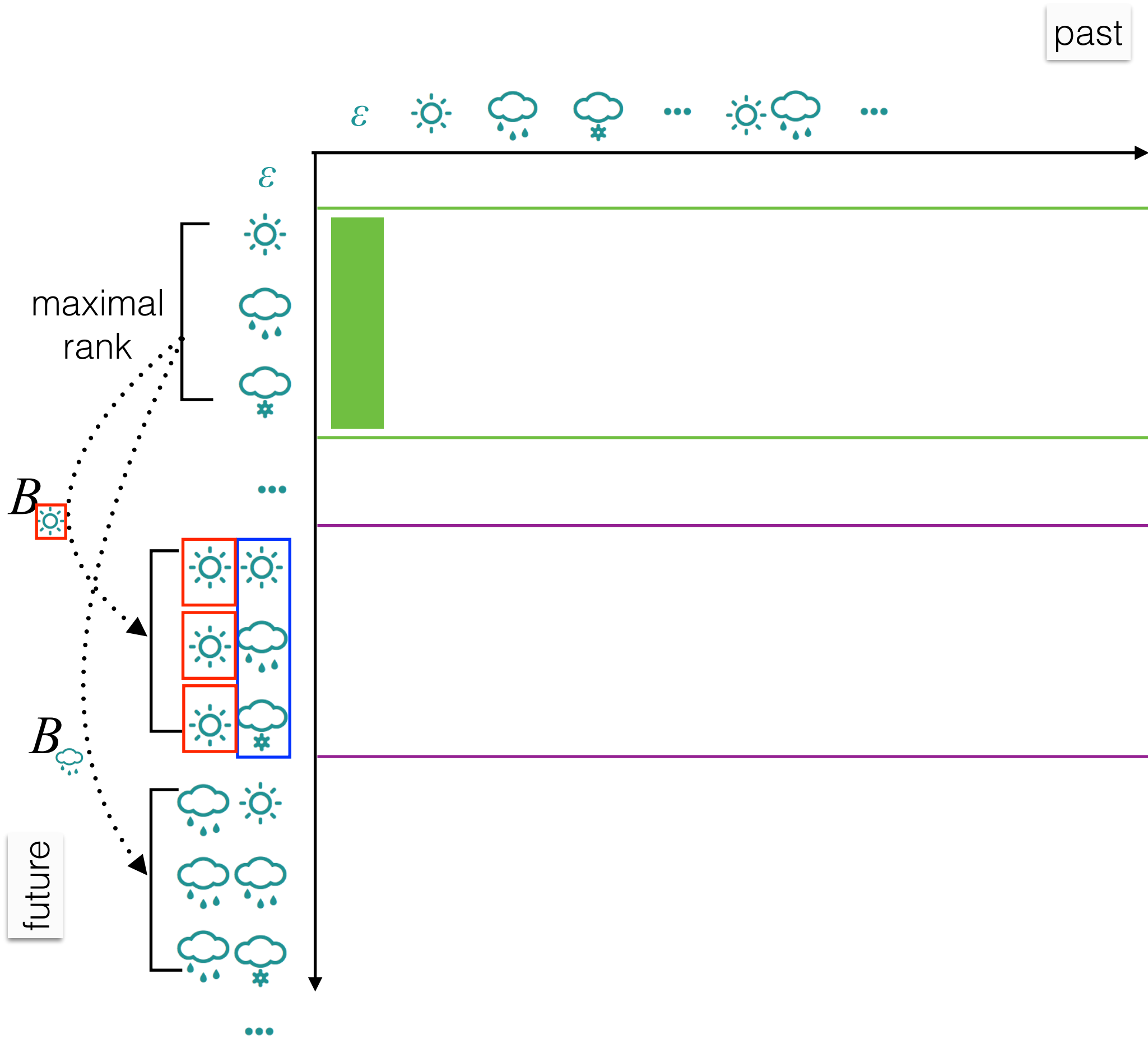
maximal
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B

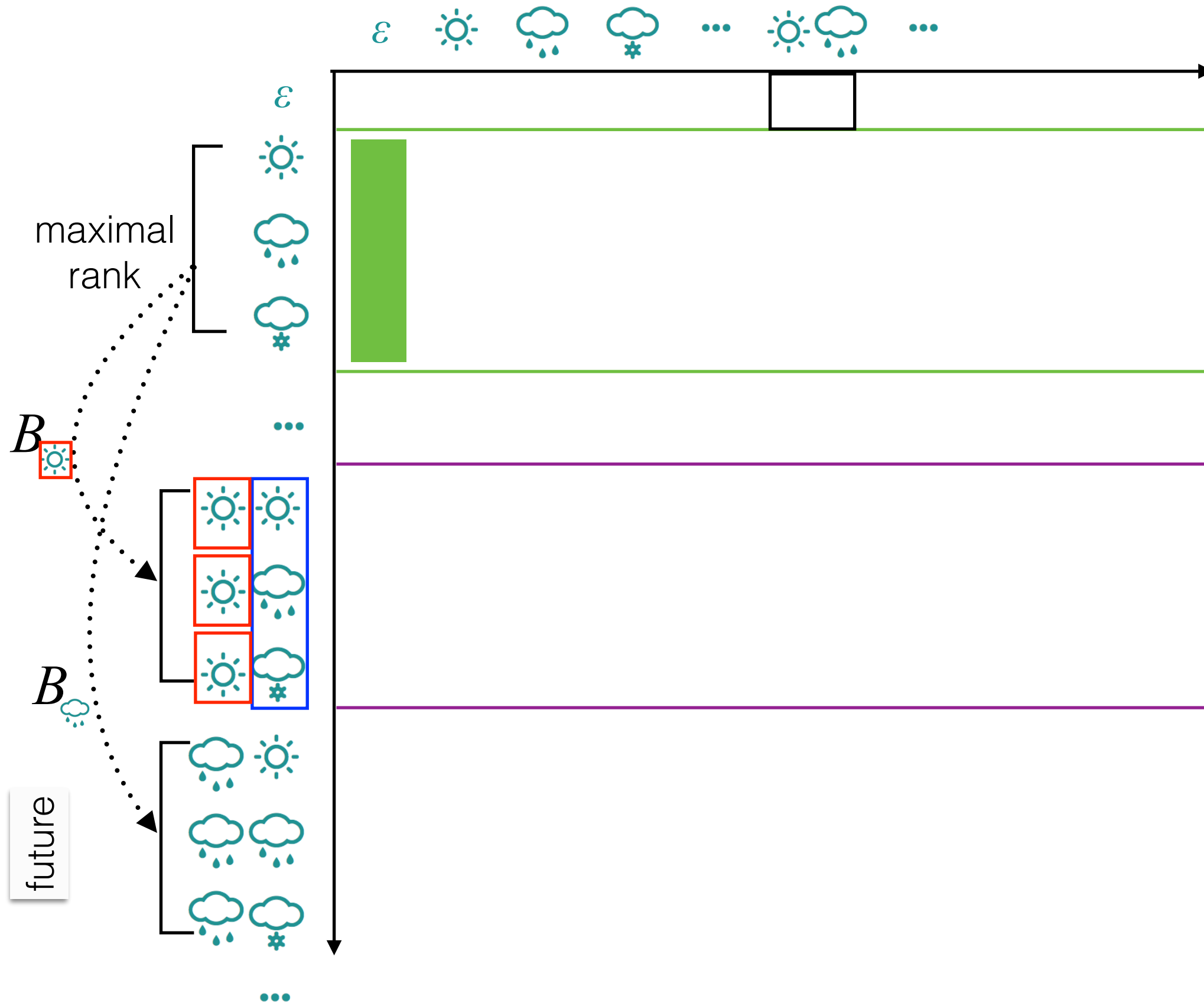


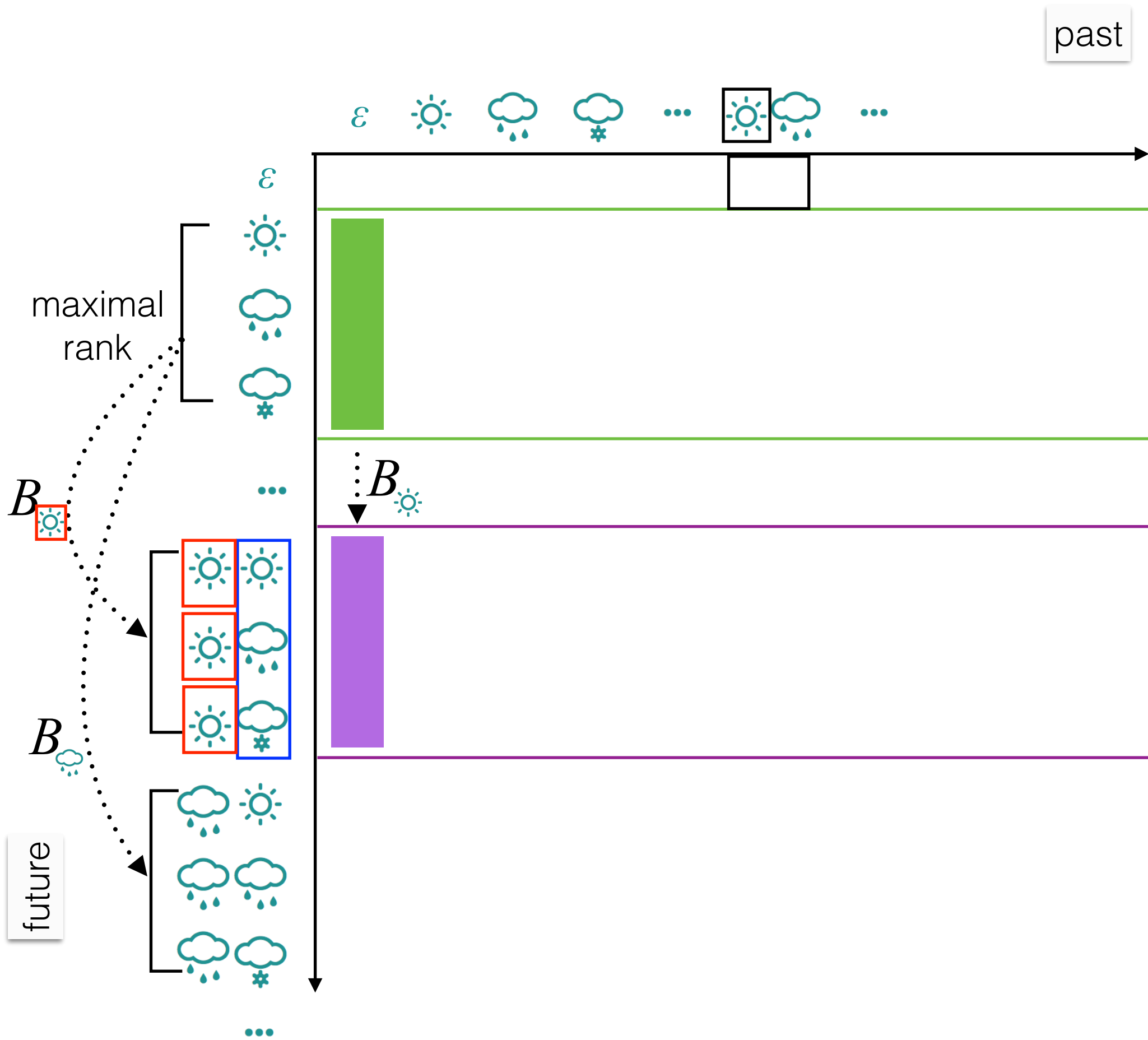
future



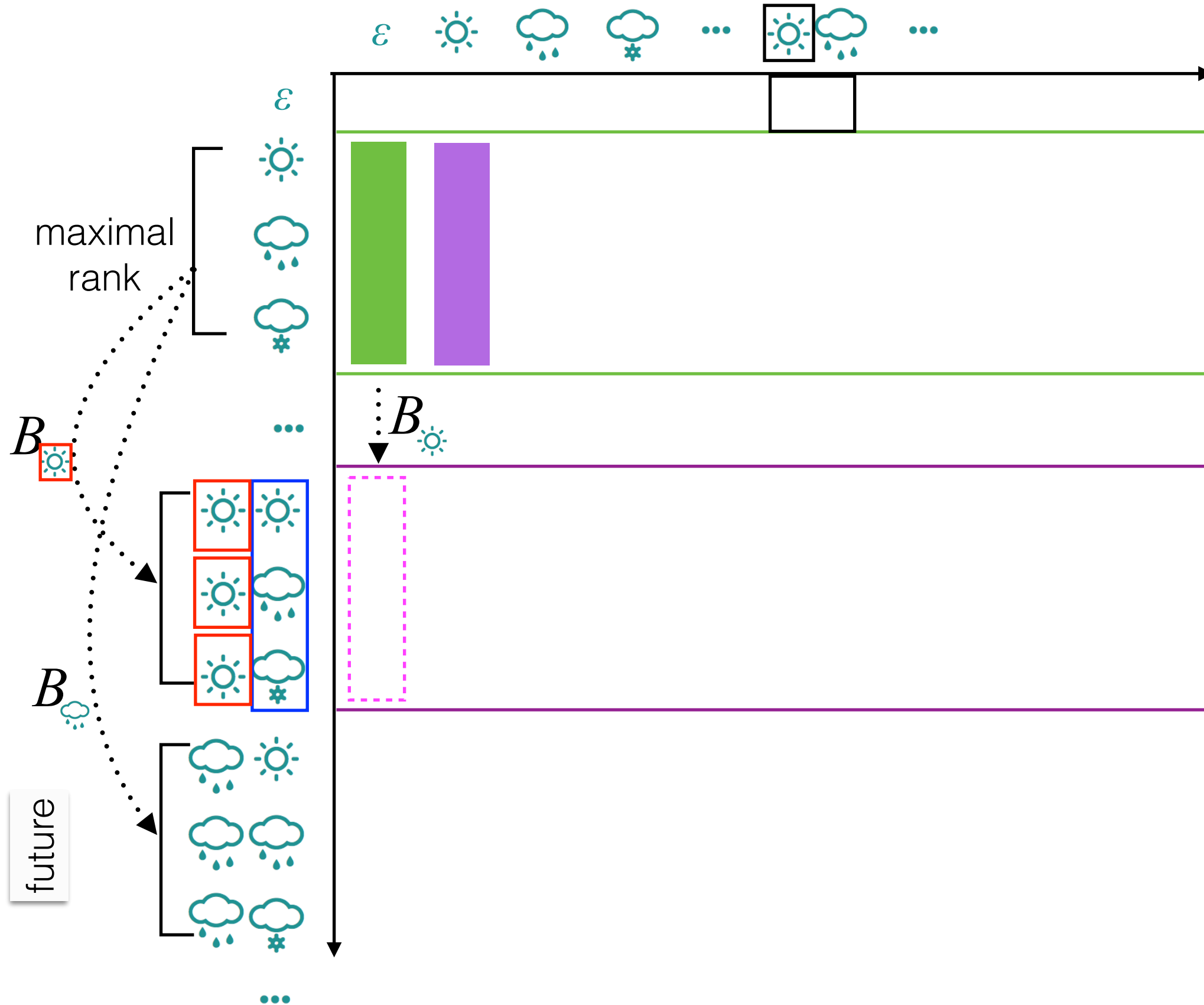


past

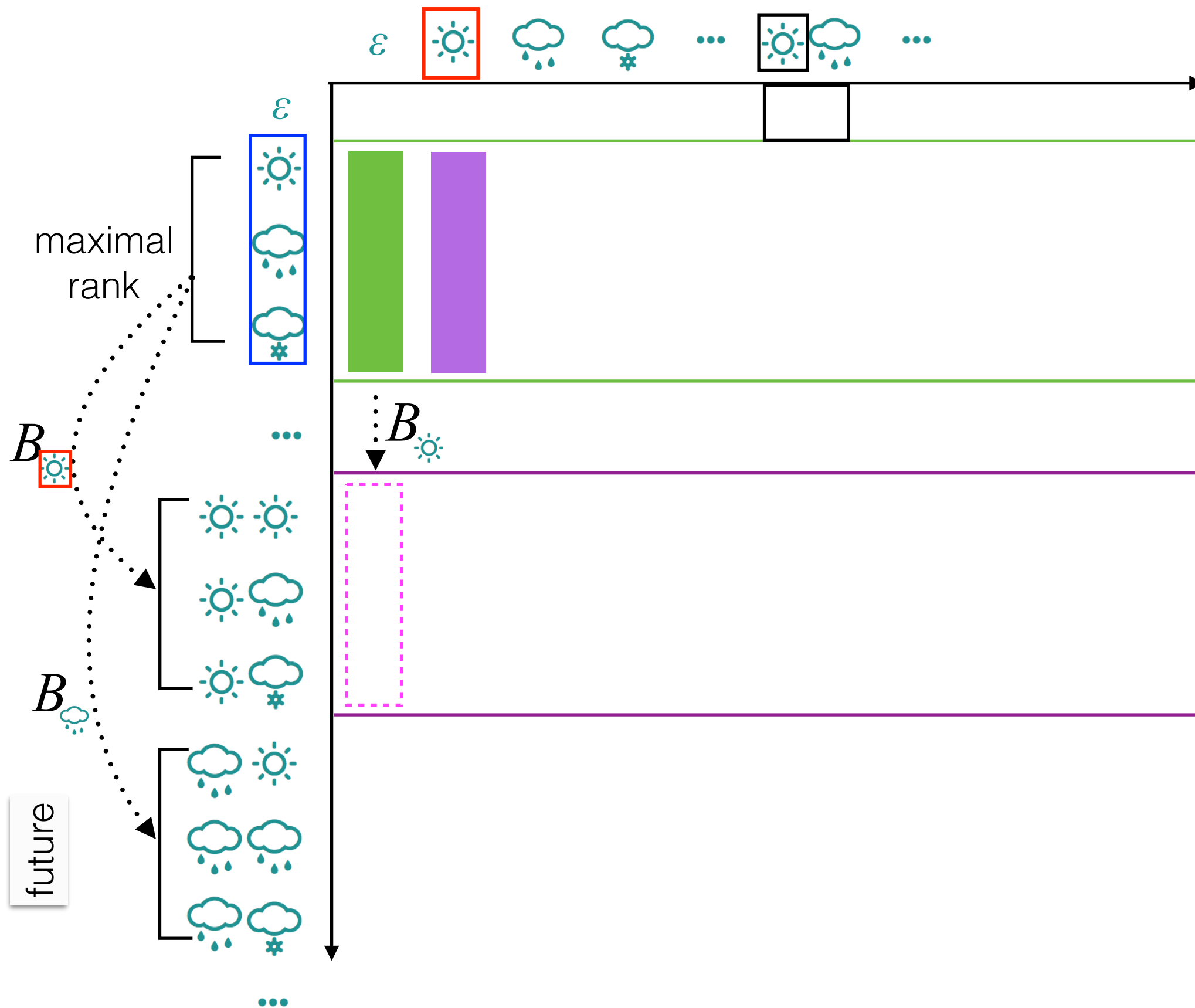


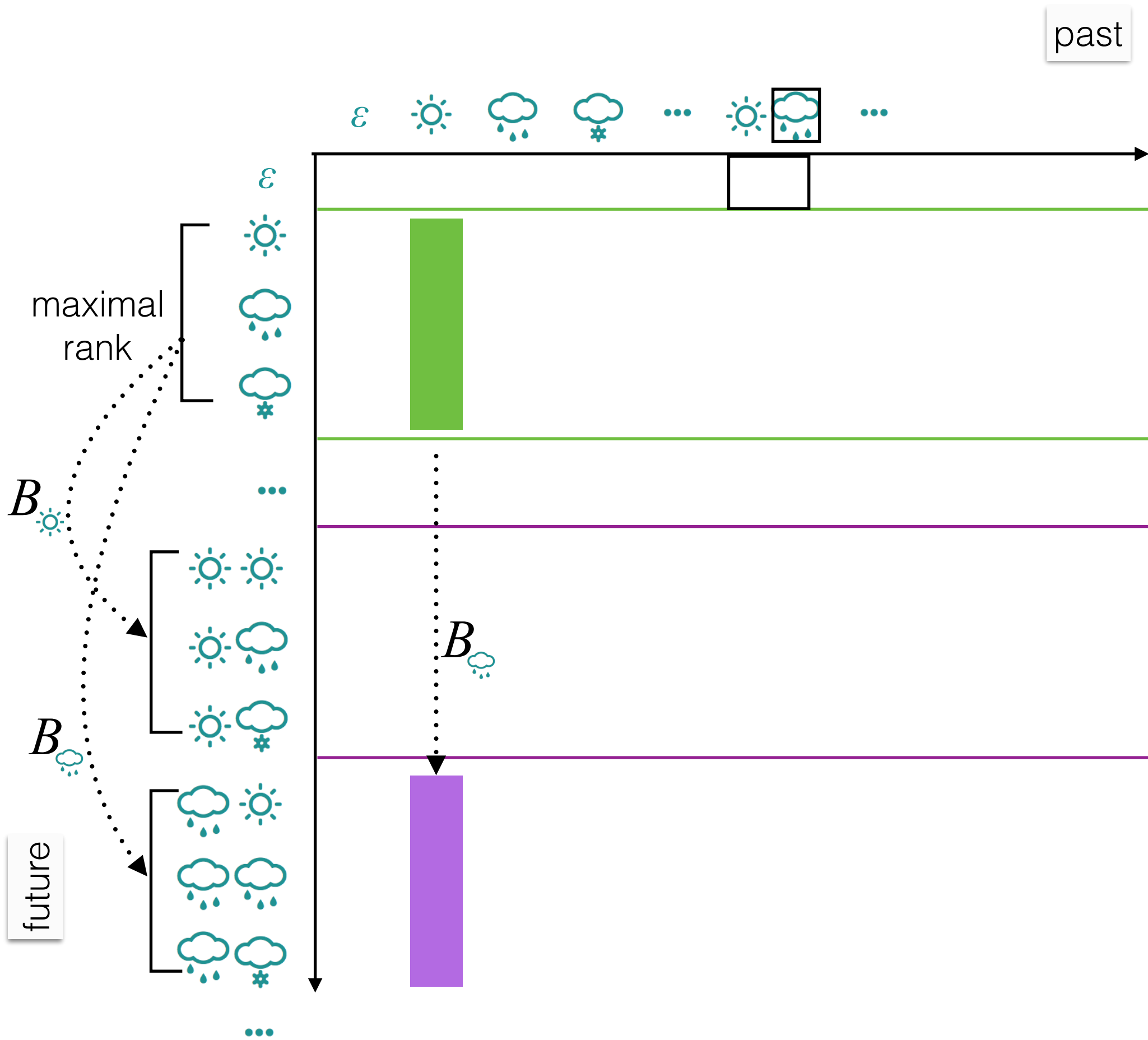


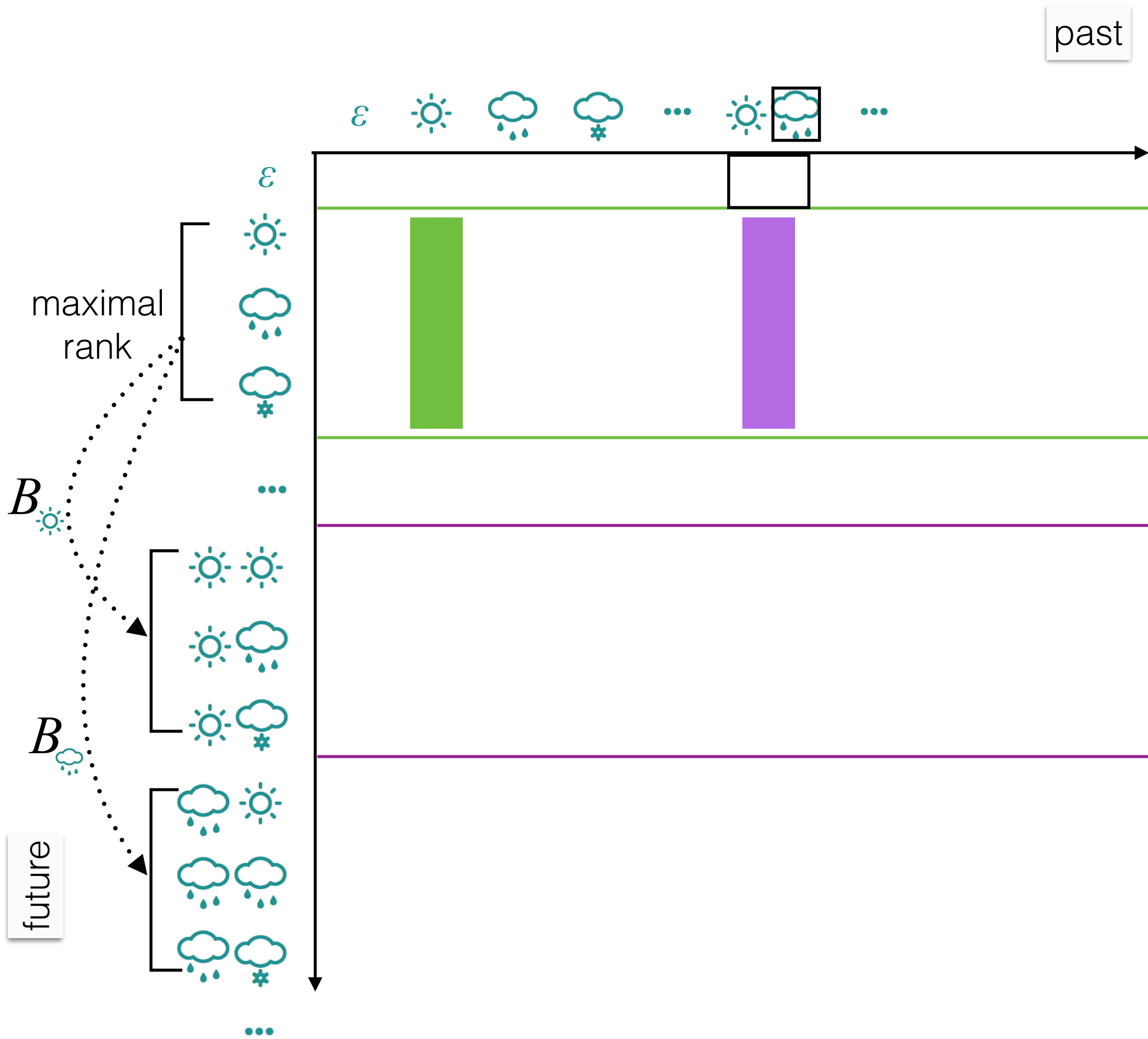
past

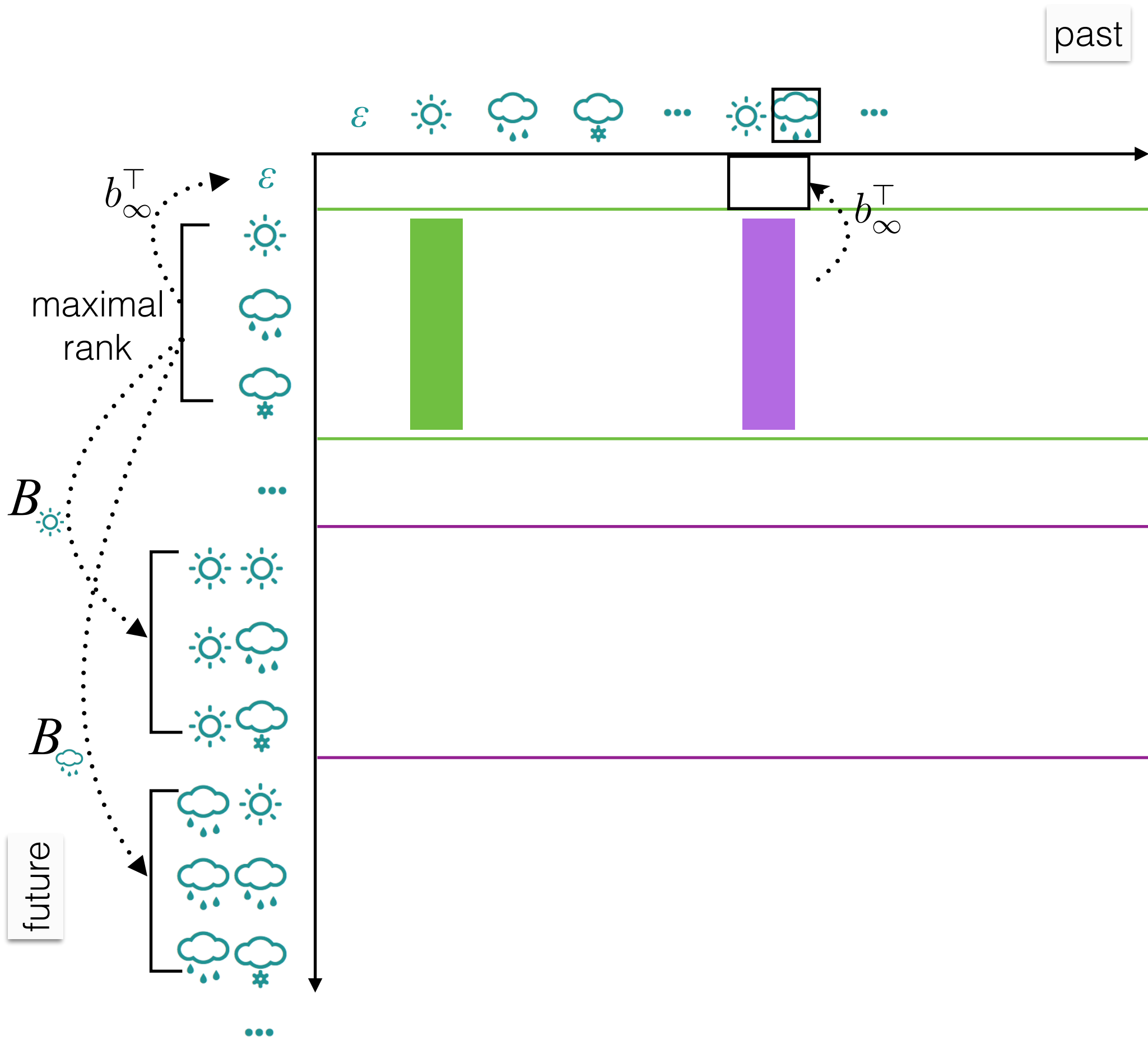


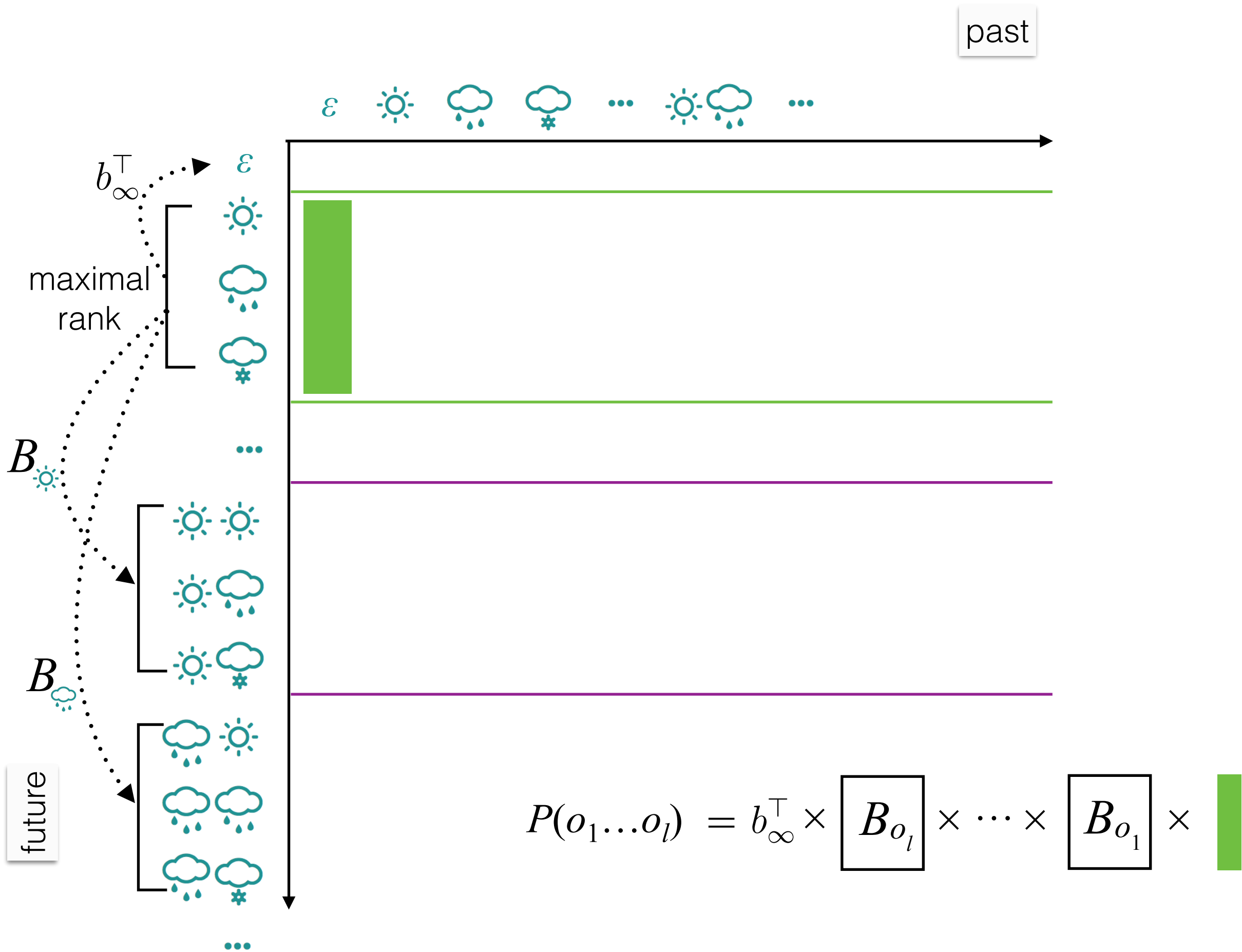
past

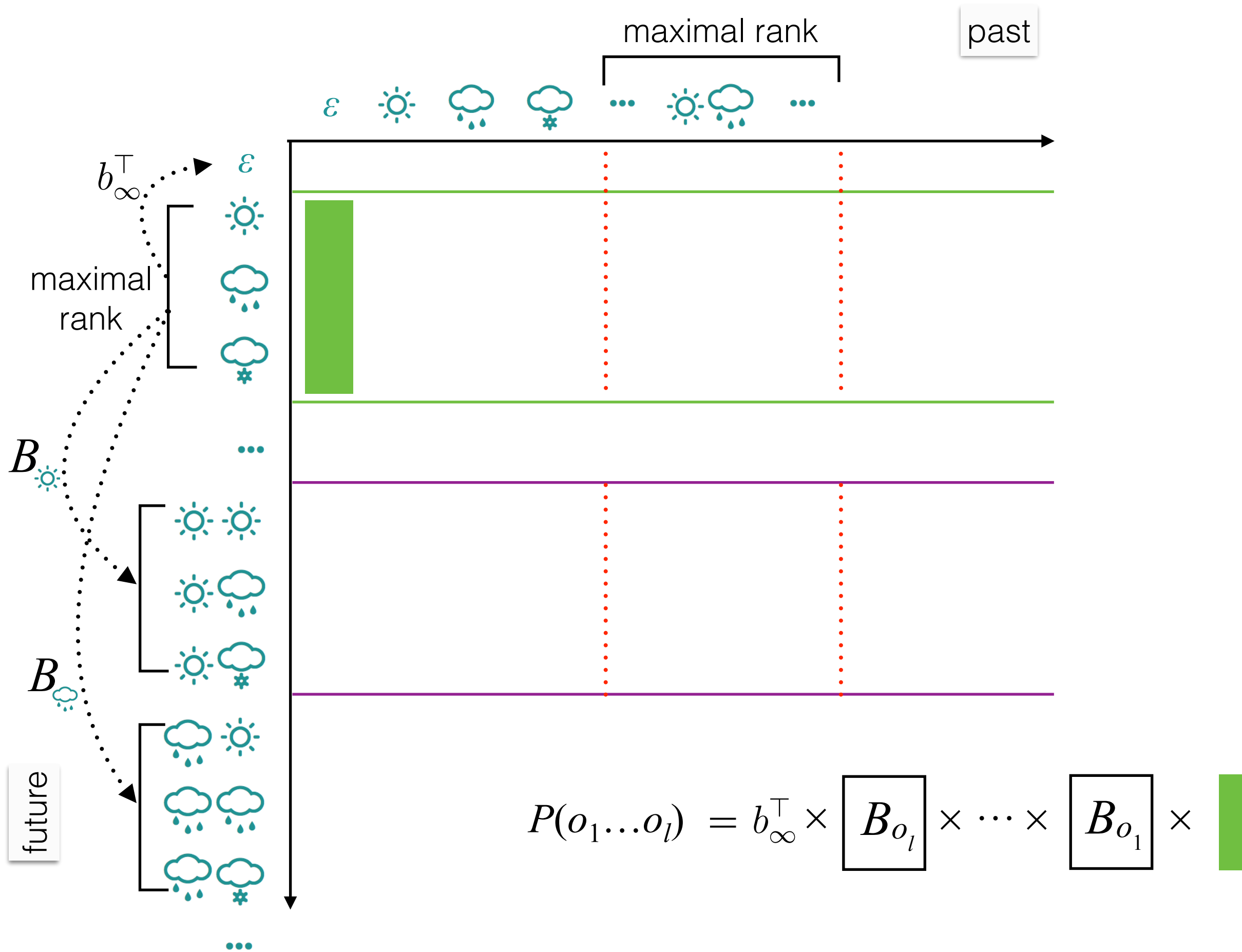


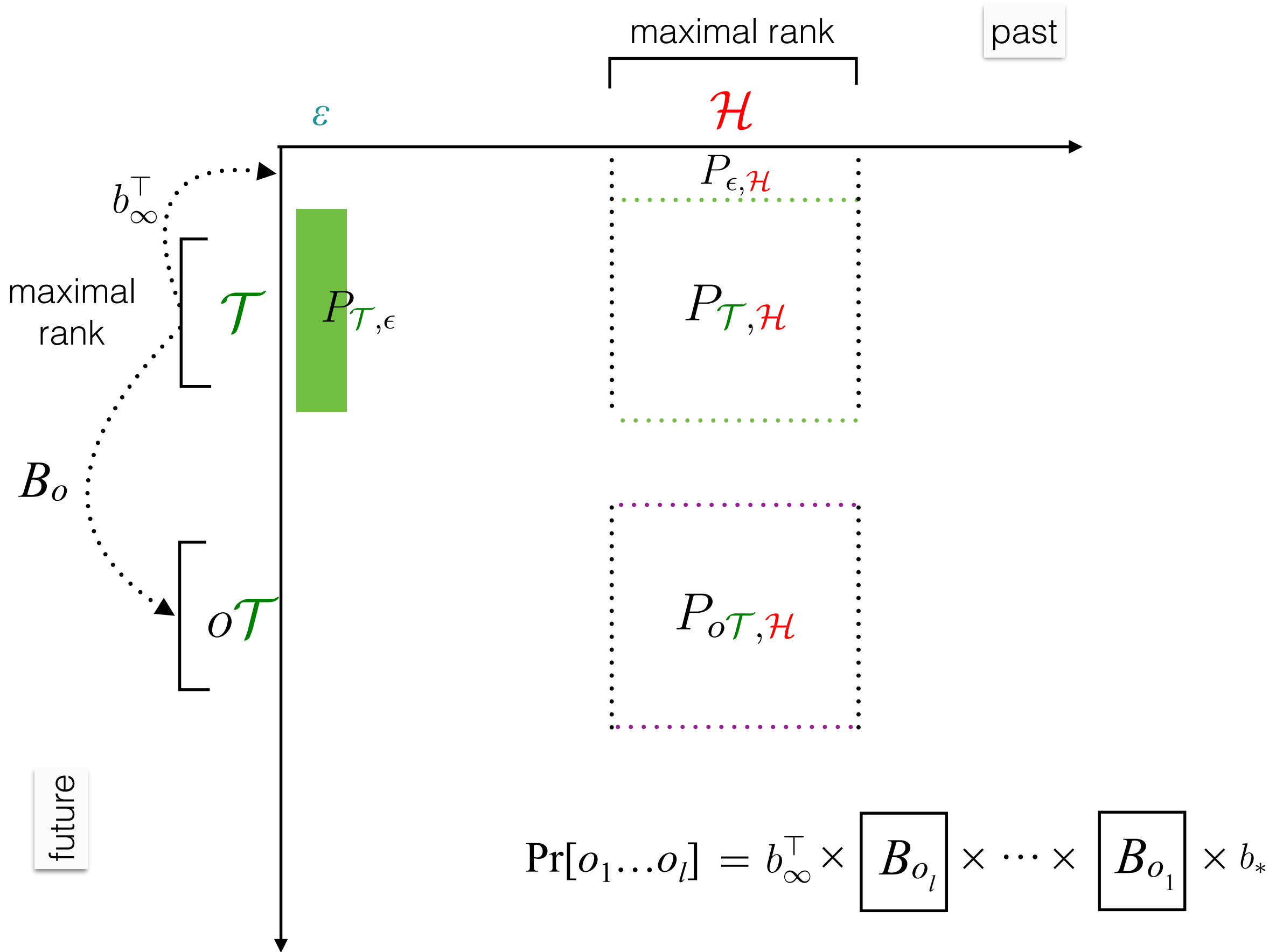


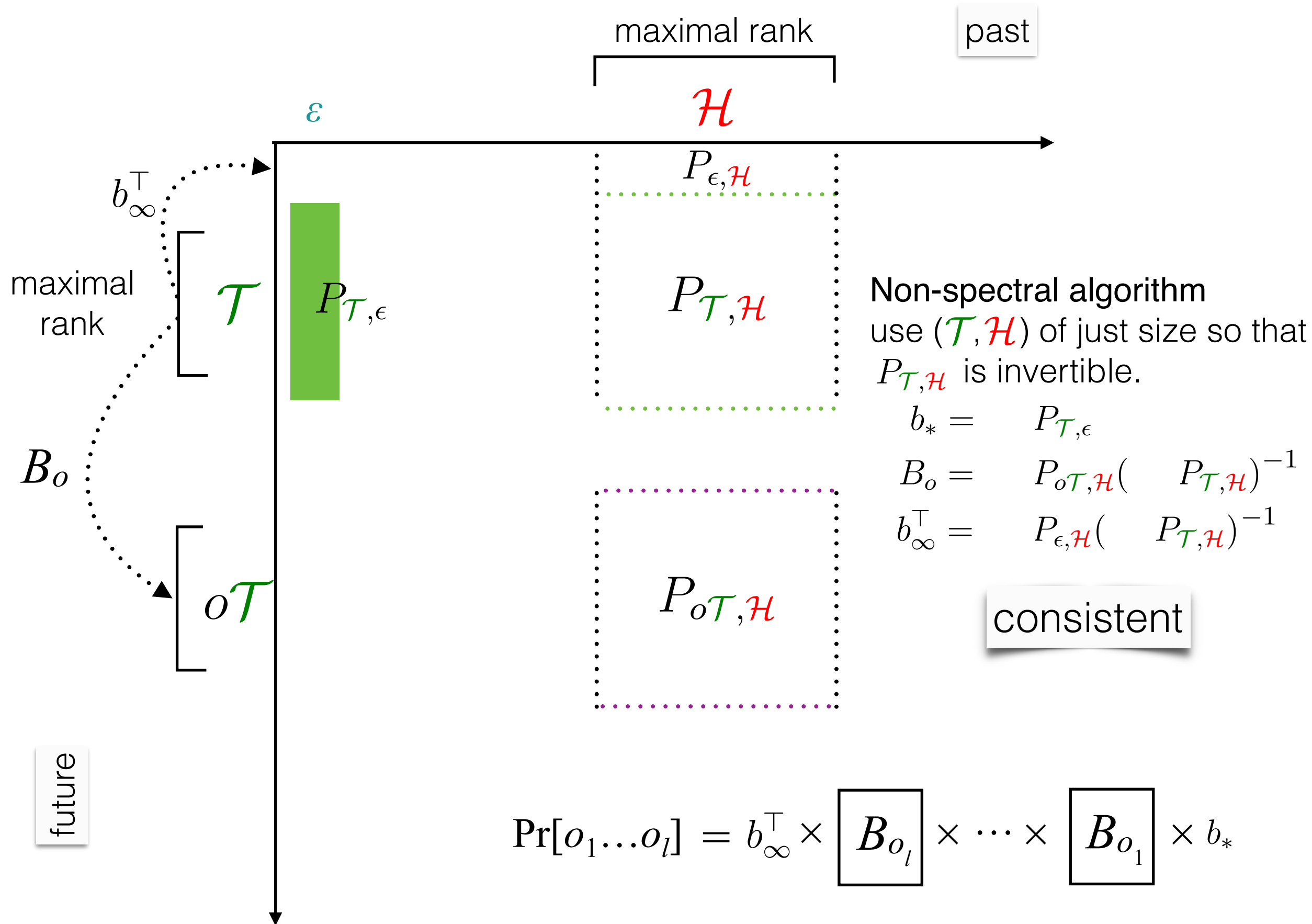


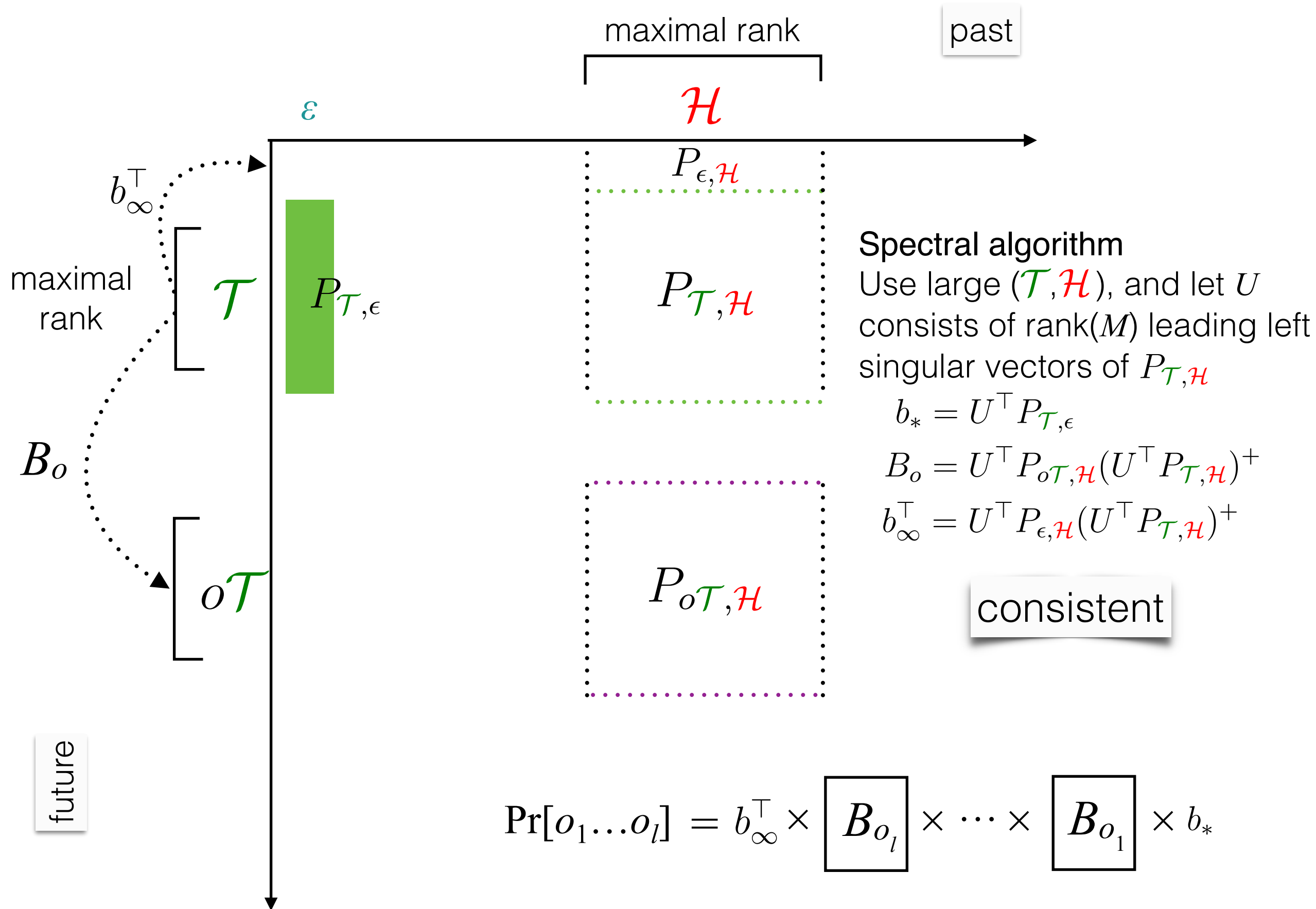












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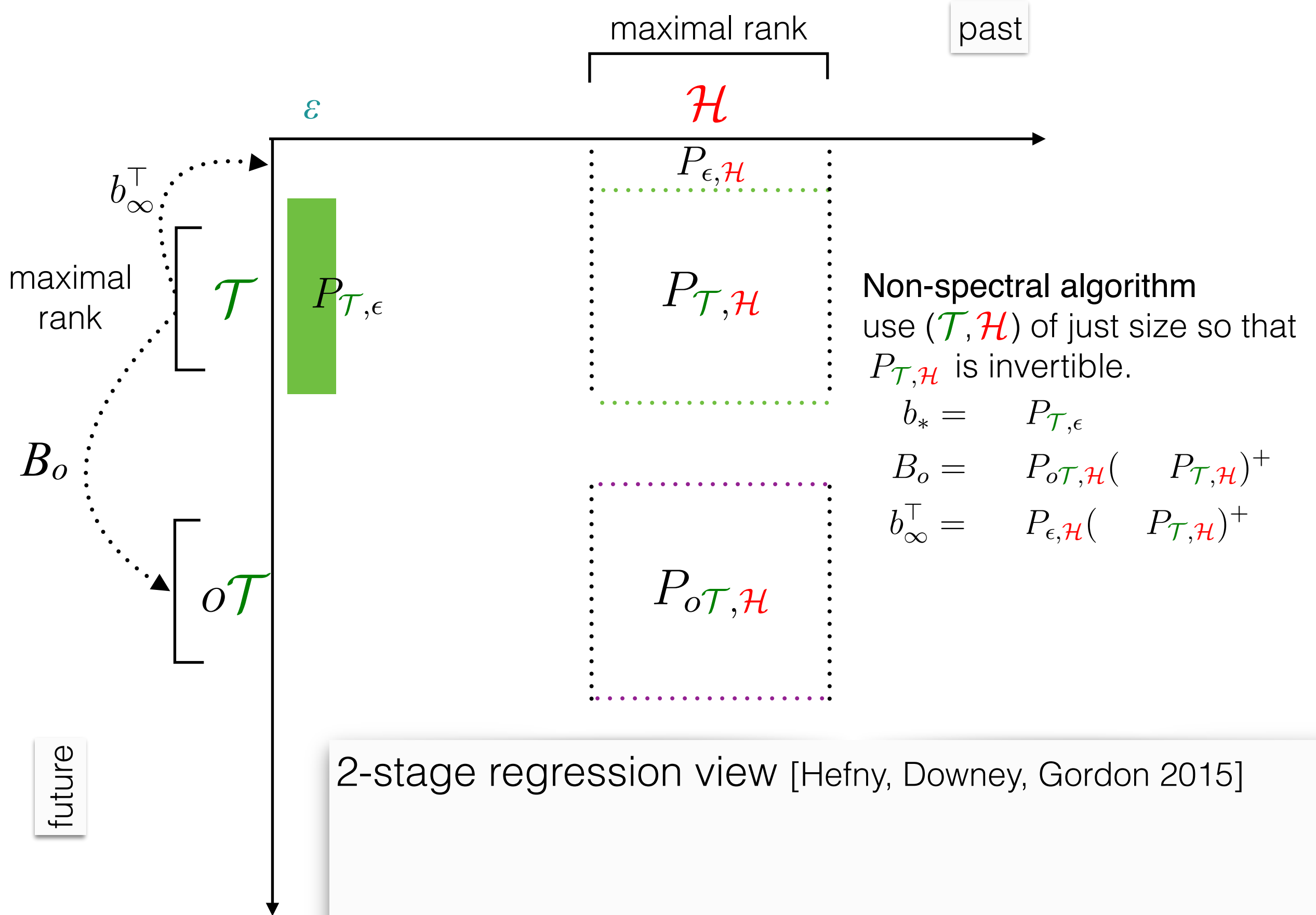
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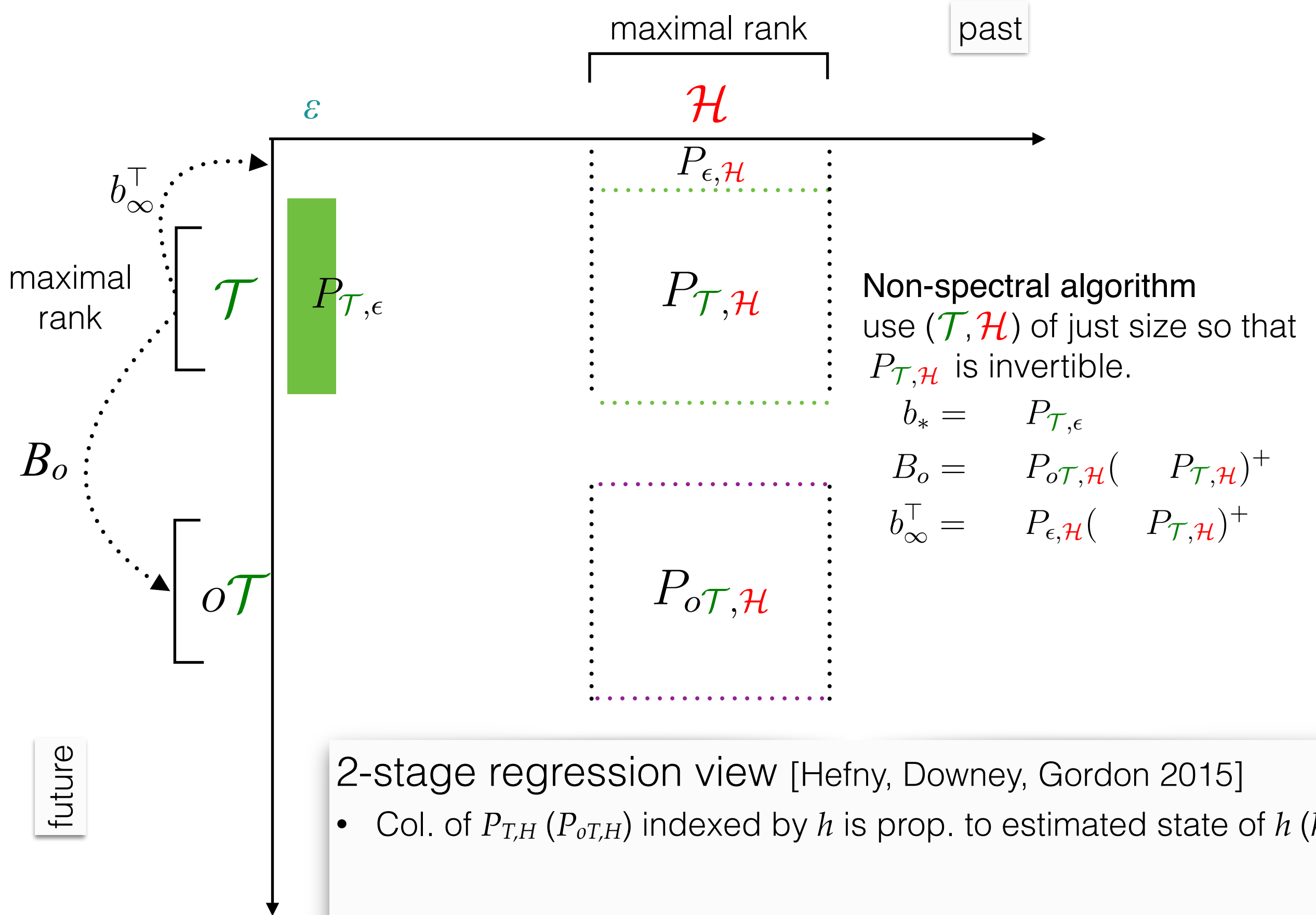
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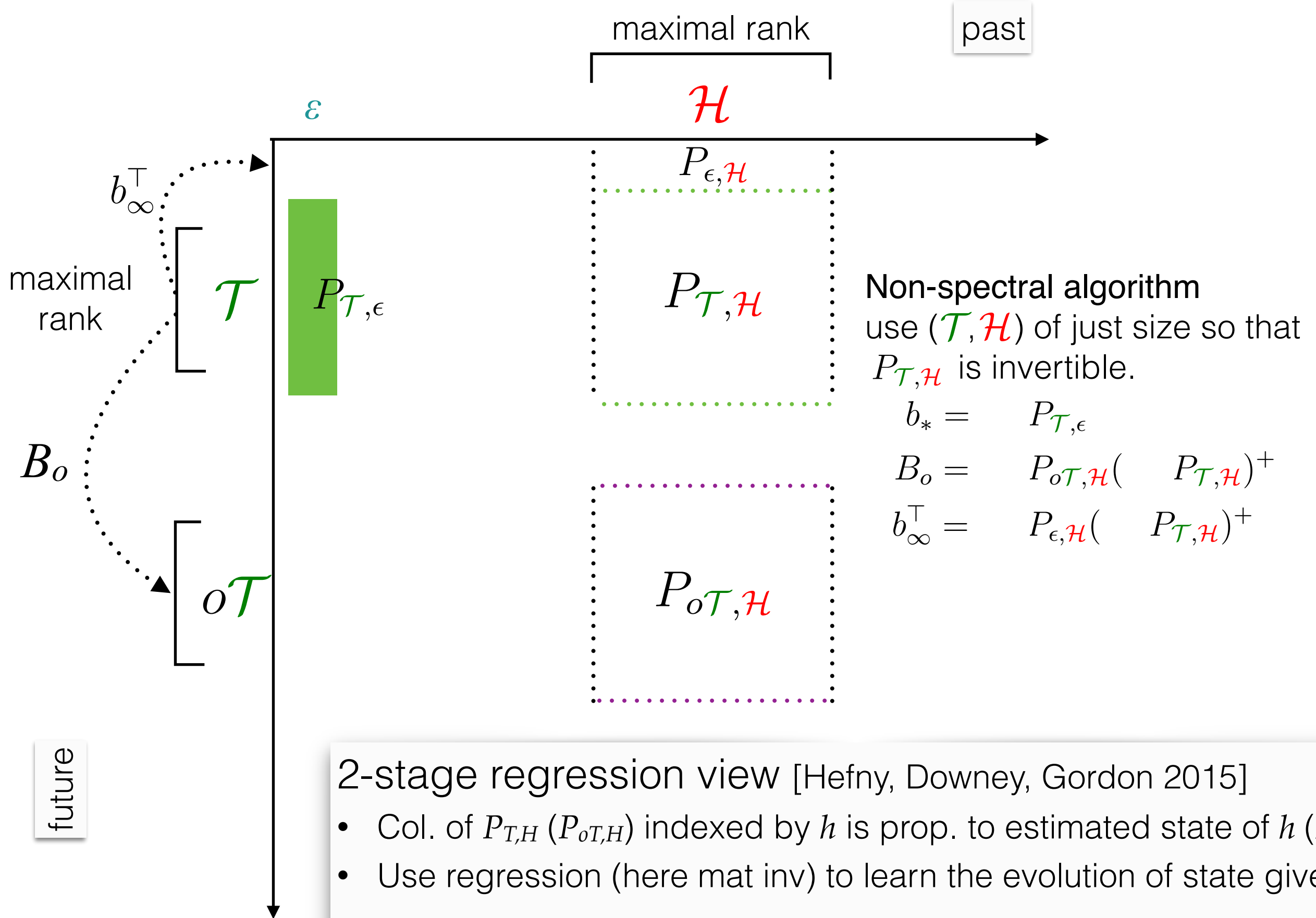
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- PSR: when system has certain low-rank structure, the infinite-dimensional object is uniquely determined by a subset of its coordinates, which is tractable.



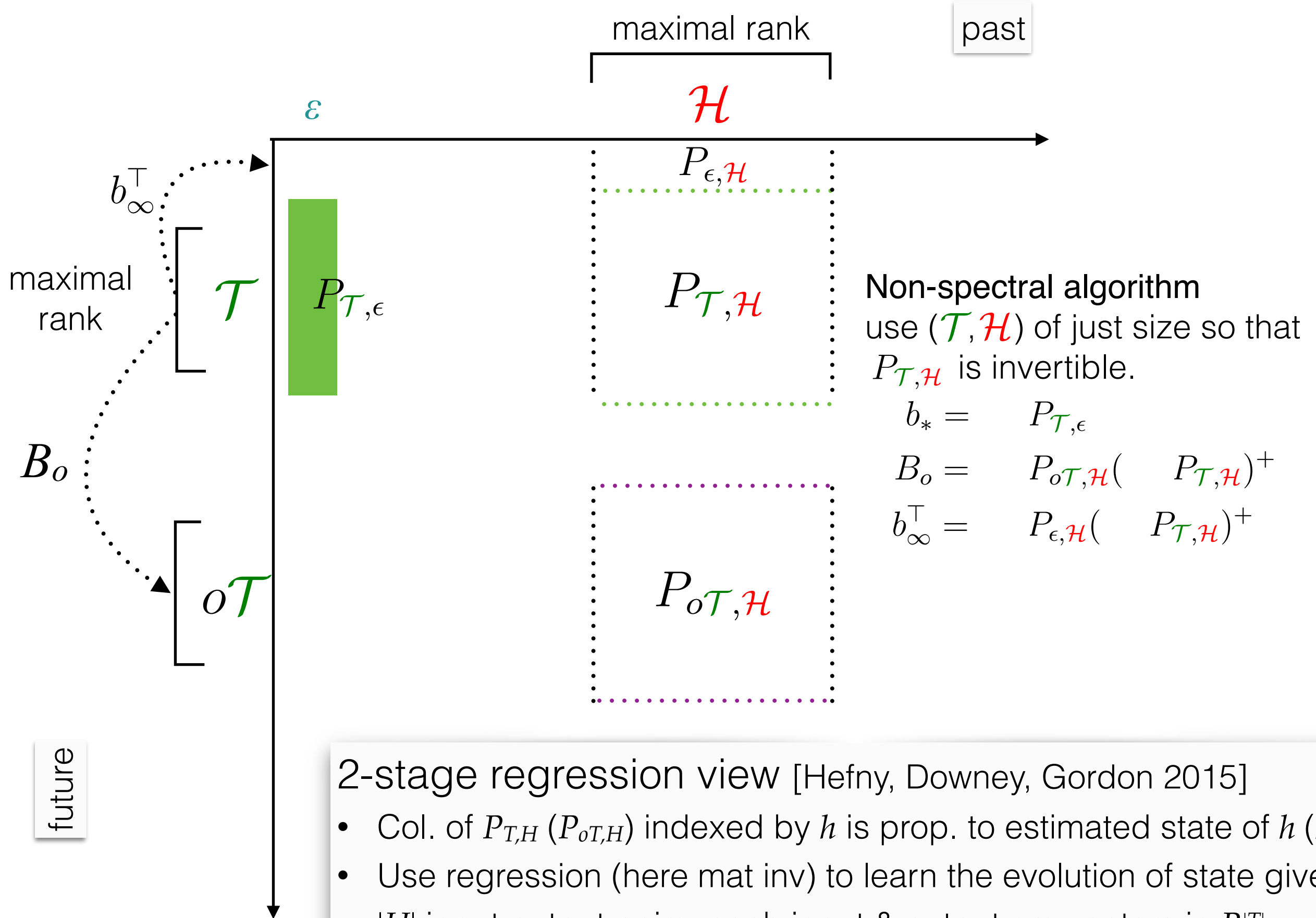
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 - Also known under the name Weighted Finite Automata (WFA)

Example: Markov Chain

Let f be the one-hot encoding of the last observation for an MC. Assume the transition matrix of the MC, T , is invertible. Define \mathcal{T} as the set of length-1 sequences, then .

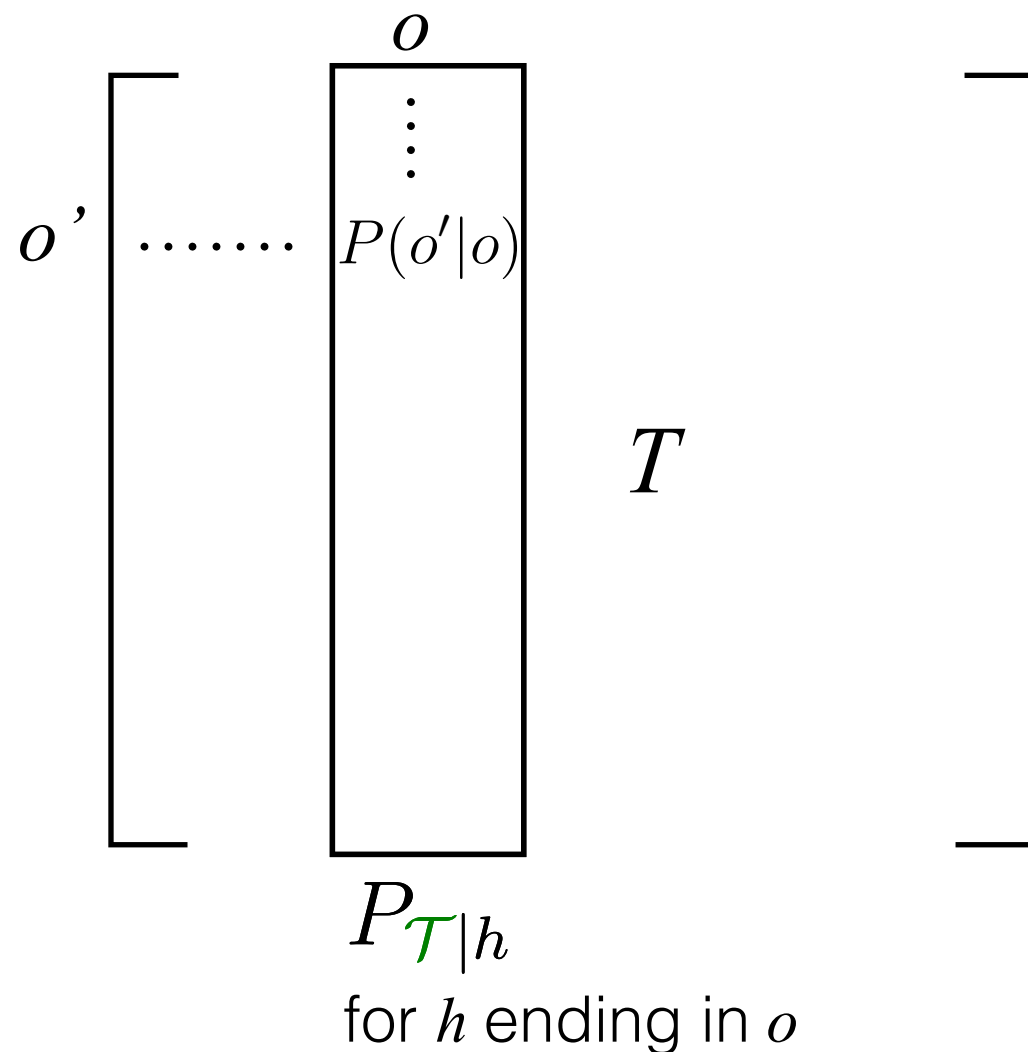
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$$\begin{array}{c}
 \begin{array}{c} o \\ \vdots \\ o' \end{array} \\
 \left[\begin{array}{c} \dots\dots\dots P(o'|o) \end{array} \right] \\
 T
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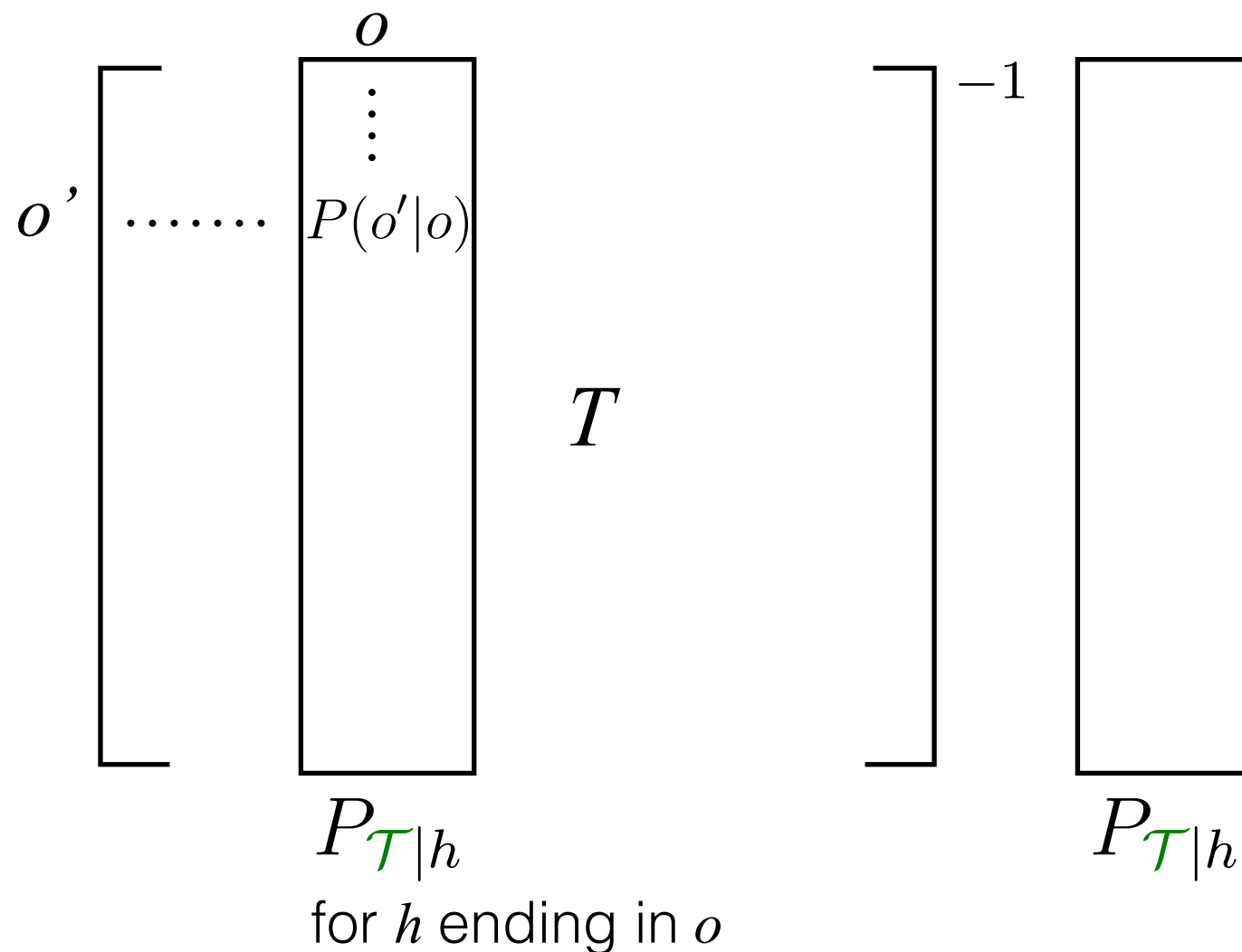
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What systems fall in PSRs \ HMMs?

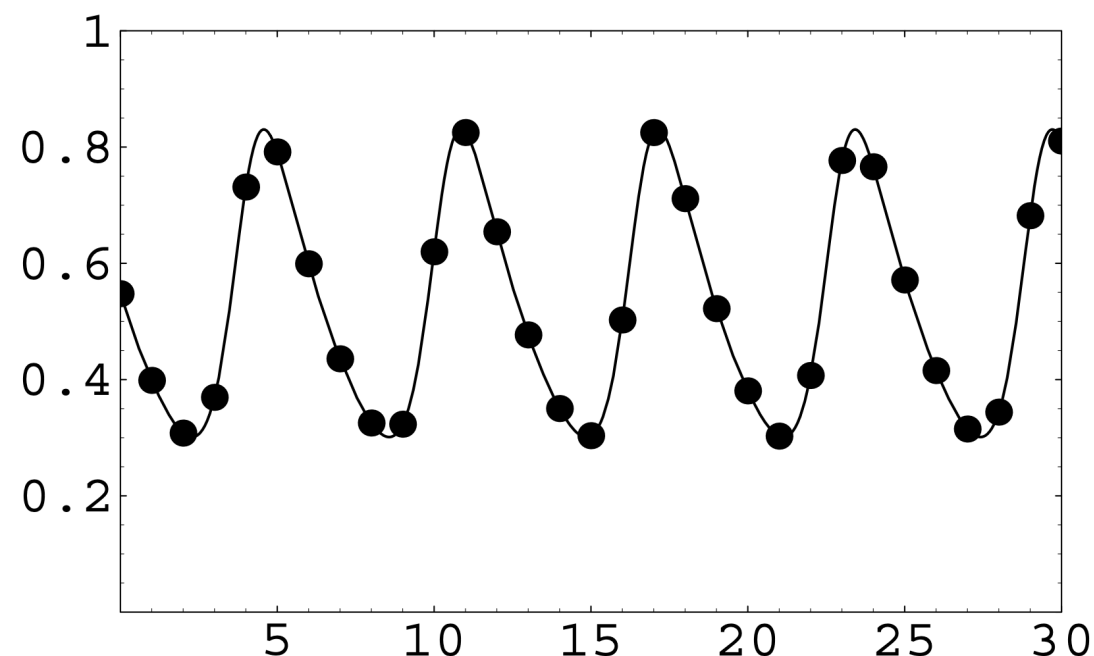
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 - “Probability lock”: 0-1 sequence where the probability of 1 appearing next goes like a sine wave sampled at an interval that is not a rational multiple of the wave’s period; see Jaeger [2000] for details



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 - sensitive to model mismatch
- Rely on linearity
 - some ideas extend to nonlinear but little can be said theoretically
- Cannot handle rich/continuous observations well
 - Aim to learn $\Pr[o_1 \dots o_l]$
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- When combined with planning, the approach is model-based RL (which isn't working quite well yet in the era of deep RL)