

01. Introduction

- **Agent** - Anything that can perceive its environment through sensors and acting upon that env. through actuators
- **Agent Function** - Maps from percept histories to actions
- **Rational Agent** - Chooses an action that is expected to maximize its performance measure, given by percept sequence and built-in knowledge
- **Autonomous Agent** - If behavior is determined by its own experience

Performance Measure of Function

- Motivation: For an agent to do the right thing, need a measure of goodness

Defining the Problem: PEAS

1. Performance measure
2. Environment
3. Actuators
4. Sensors

Characterizing the Environment

1. **Fully observable** - (vs. Partially) Agent's sensors can access complete state of env. all the time
2. **Deterministic** - (vs. Stochastic) Next state of env. is determined by **current state** and **action executed by agent**
 - **Strategic** - If env. is deterministic except for actions of other agents
3. **Episodic** - (vs. Sequential) Agent's experience is divided into atomic **episodes**, where each episode includes perceiving and an action, and **action depends on episode** itself
4. **Static** - (vs. Dynamic) Env. is unchanged while agent is deciding
 - **Semi** - Time does not affect env., but affects performance score
5. **Discrete** - (vs. Continuous) Discrete num. of percepts and actions
6. **Single Agent** - (vs. Multi-agent) Agent operating by itself in an env.

Implementing Agents (in ascending complexity)

1. **Simple Reflex Agents** - Fixed conditional rules
2. **Model-based Reflex Agents** - Stores percept history to make decisions about internal model of world with conditional rules. Eg. Roomba
3. **Goal-based Agents** - Keep in mind a goal and action aims to achieve it
4. **Utility-based Agents** - Find best way to achieve goal
5. **Learning Agents** - Learn from previous experiences

Exploitation vs. Exploration

- **Exploitation** - Maximize expected utility using current knowledge of world
- **Exploration** - Learn more about the world to improve future gains. May not always maximize performance measure.

02. Uninformed Search

- Deterministic, fully observable
- **Tree Search** - Can revisit nodes
- **Graph Search** - Tracks visited (Tree Search + Memoization)
- **Uninformed Search** - Uses only information available in problem definition

Formulating the Problem

1. How to represent state in problem?
2. Initial state
3. Actions: Successor function
4. Goal test
5. Path cost

- **Abstraction Function** - Maps abstracted representation to real world state
- **Representation Invariant** - $I(c) = \text{True} \rightarrow \exists a \text{ s.t. } AF(c) = a$

Breadth-first Search

- Idea: Expand shallowest unexpanded node using **queue**
- Given: b : Branching factor and d : Depth of optimal solution
- Complete: Yes (if tree is finite)
- Time: $O(b^{d+1})$
- Space: $O(b^d)$
- Optimal: Yes (if cost = 1)
- BFS is Uniform-cost Search with same cost

Uniform-cost Search

- Idea: Expand least-cost unexpanded node using **priority queue** (Dijkstra's)
- Given: C^* : Cost of optimal solution
- Complete: Yes (if step cost $\geq \epsilon$ where $\epsilon \geq 0$)
- Time: $O(b^{(C^*/\epsilon)})$ (C^*/ϵ is approx. number of layers)
- Space: $O(b^{(C^*/\epsilon)})$
- Optimal: Yes

Depth-first Search

- Idea: Expand deepest unexpanded node using **stack**
- Given: m : Maximum depth of tree
- Complete: No (fails with infinite depth or loops)
- Time: $O(b^m)$
- Space: $O(bm)$ (better than BFS)
- Optimal: No

Depth-limited Search

- Motivation: How to handle infinite depth for DFS?
- Idea: DFS with depth limit I where nodes at depth I have no children
- Time: $b^0 + b^1 + \dots + b^{(d-1)} + b^d = O(b^d)$

Iterative Deepening Search

- Motivation: How to determine depth limit? We don't.
- Idea: Try different depths for depth-limited search
 - BFS pretending to be DFS to save space
- Complete: Yes
- Time: $(d+1)b^0 + db^1 + \dots + b^d = O(b^d)$ (More overhead than DLS)
- Space: $O(bd)$

Summary

	BFS	Uniform Cost	DFS	DLS	IDS
Complete	Yes	Yes	No	No	Yes
Time	$O(b^d)$	$O(b^{C^*/\epsilon})$	$O(b^m)$	$O(b^l)$	$O(b^d)$
Space	$O(b^d)$	$O(b^{C^*/\epsilon})$	$O(bm)$	$O(bl)$	$O(bd)$
Optimal	Yes	Yes	No	No	No

Bidirectional Search

- Idea: Search both forwards from initial state and backwards from goal state. Stop when searches meet.
- Time: $O(2b^{d/2})$
- Operators must be reversible
- Can have many goal states
- How to check if node intersects with other half?

03. Informed Search

Heuristic

- **Heuristic** - Estimated cost from n to goal
- **Admissible** - $h(n)$ is admissible if, for every node n , $h(n) \leq h^*(n)$ where h^* is the true cost
 - if h is admissible, then A* using tree search is optimal
- **Consistent** - $h(n)$ is consistent if, for every node n and every successor n' of n generated by action a , $h(n) \leq c(n, a, n') + h(n')$
 - Triangle inequality
 - If h is consistent, $f(n)$ is non-decreasing along any path ($f(n') \geq f(n)$)
 - If h is consistent, then h is admissible
 - if h is admissible, then A* using graph search is optimal

Dominance

- If $h_2(n) \geq h_1(n)$ for all n , then h_2 **dominates** h_1
- If h_2 **dominates** h_1 and both are admissible, then h_2 is better for search

How to invent admissible heuristic?

- Set fewer restrictions on actions
- E.g. Number of misplaced tiles, Total manhattan distance

Best-first Search

- Idea: Expand most desirable node using priority queue
- Evaluation Function: $f(n) = h(n)$
- Complete: No. Possible to be stuck in loop
- Time and space: $O(b^m)$
- Optimal: No

A* Search

- Idea: Take note of cost so far and heuristic
- Evaluation Function: $f(n) = g(n) + h(n)$ where $g(n)$ is cost to reach n
- Complete: Yes, unless non-increasing, since cost is factored in
- Time and space: Same as BFS
- Optimal: Yes, depending on the heuristic

Iterative Deepening A* Search (IDA*)

- Motivation: How can we save space?
- Idea: Have a cutoff for *f* and remember the best *f* that exceeds cutoff
 - Similar to IDS. Linear space complexity.
- Optimal and complete

Simplified Memory A* Search (SMA*)

- Motivation: How can we save space?
- Idea: Do normal A*. If memory is full, drop node with worst *f*.
- Lose completeness

Local Search

- Motivation: What if the goal state is the solution? The path is irrelevant.
- Idea: Keep single current state and try improving it
- Formulating the problem:
 1. Initial state
 2. Actions: Successor function
 3. Good heuristic
 4. Goal test

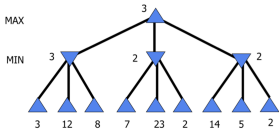
Hill-climbing

- Idea: Generate successors from current and pick the best using heuristic
- What if stuck into local minima?
 - Introduce randomness
 - **Simulated Annealing Search** - Allow some bad moves and gradually decrease frequency
- Why only keep 1 best state?
 - **Beam Search** - Perform *k* hill-climbing searches in parallel
- How to generate successors?
 - **Genetic Algorithms** - Successor is generated by combining 2 parent states

04. Adversarial Search

- Assumption: Opponents reacts rationally
- Formulating the problem:
 - Initial state
 - Successor function
 - Terminal test
 - Utility function: Measures how good the move is for a player

Minimax



- Idea: Choose move that yields highest minimax value using DFS
- Complete: Yes (if tree is finite)
- Time: $O(b^m)$
- Space: $O(bm)$
- Optimal: Yes (against an optimal opponent)

Alpha-Beta Pruning

- Motivation: How to save time for Minimax?
- Idea: By tracking max. and min. values so far, can prune some paths that we would never choose
 1. α contains max. and β contains min.
 2. Initially, $\alpha = -\infty$ and $\beta = \infty$
 3. When going down, copy α and β
 4. Prune if $\alpha \geq \beta$
 5. When going up, depending on MIN/MAX level, update α or β
- With perfect ordering, time complexity: $O(b^{m/2})$. Doubles search depth.

Resource Limits

- In reality, search space for games can be very large. α - β pruning also not fast enough.
- Solution: Limit depth (Only see a finite moves ahead) and determine best move using evaluation function to estimate desirability of position (Heuristic)
- Other hacks:
 - **Transpositions** - Memoize equivalent states
 - Pre-computation of opening/closing moves

05. Introduction to Machine Learning

- A machine learns if it improves performance P on task T based on experience E. Where T must be fixed, P must be measurable, E must exist

Types of Feedback

- **Supervised** - Correct answer given for each example
 - **Regression** - Predict results within continuous output
 - **Classification** - Predict results in discrete output
- **Unsupervised** - No answers given
- **Weakly supervised** - Answer given, but not precise
- **Reinforcement** - Occasional rewards given

Decision Trees

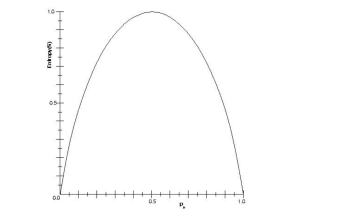
- DT can express any function of input attributes, if data is consistent
- Goal: Make DT **compact**. How?

Information Theory

- Idea: Choose attribute that splits examples into subsets that are ideally 'all positive' or 'all negative'
- **Entropy** - Measure of randomness in set of data

$$I(P(v_1), \dots, P(v_n)) = - \sum_{i=1}^n P(v_i) \log_2 P(v_i)$$

- For data with *p* positive examples and *n* negative examples:



$$I(\frac{p}{p+n}, \frac{n}{p+n}) = -\frac{p}{p+n} \log_2 \frac{p}{p+n} - \frac{n}{p+n} \log_2 \frac{n}{p+n}$$

- **Information Gain** - (IG) Reduction in entropy from attribute test
- Goal: Choose attribute with largest information gain
- Intuition: IG = Entropy of this node - Entropy of children nodes
- Given chosen attribute *A* with *v* distinct values:

$$\text{remainder}(A) = \sum_{i=1}^v \frac{p_i + n_i}{p + n} I(\frac{p_i}{p_i + n_i}, \frac{n_i}{p_i + n_i})$$
$$IG(A) = I(\frac{p}{p+n}, \frac{n}{p+n}) - \text{remainder}(A)$$

- **Decision Tree Learning** - Recursively choose attributes with highest IG
- IG is not the only way. Can use whatever objective function that achieves the criteria we want.

Performance Measurement

- **Correctness** - Correct if $\hat{y} = y$
- **Accuracy** - $\frac{1}{m} \sum_{j=1}^m (\hat{y}_j = y_j)$

- Confusion Matrix:

		Actual Label	
		+ve	-ve
Predicted Label	+ve	TP True Positive	FP False Positive
	-ve	FN False Negative	TN True Negative

- Accuracy = $\frac{TP+TN}{TP+FN+FP+TN}$
- **Precision** - $\frac{TP}{TP+FP}$ How precise are positive predictions?
- **Recall** - $\frac{TP}{TP+FN}$ How many actual positives are predicted?
- **F1 Score** - $\frac{2}{1/P+1/R}$ Harmonic mean of precision and recall

- Type I Error: FP, Type II Error: FN
- FP Rate = $\frac{FP}{FP+TN}$ TP Rate = $\frac{TP}{TP+FN}$

Pruning

- Motivation: DT overfits to training set, but performs poorly on test set
- Occam's Razor: Simple hypothesis preferred
- **Pruning** - Ignores outliers, which reduces overfitting
 - Idea: Go with the majority of T/Fs
 - E.g. Min-sample, Max-depth

06. Linear Regression

Notation

- *m* = Number of training examples
- *n* = Number of features
- $x_j^{(i)}$ = Input feature *j* of *i*th training example
- *y* = Output variables

Hypothesis

$$h_w(x) : w_0 + w_1x$$

Cost Function (Square Error Function)

J(w_0, w_1) = 1/(2m) * sum_{i=1}^m (h_w(x^{(i)}) - y^{(i)})^2

- Goal: Minimize cost function. Thus, hypothesis is close to training samples
- Why squared error? Convenience, since we need to differentiate later

Gradient Descent

- Start at some (w_0, w_1). Pick nearby point that reduces J(w_0, w_1).
- Algorithm: Repeat until convergence:

w_j := w_j - alpha * (dJ(w_0, w_1, ...) / dw_j)

- All updates done at end
- How to do dJ(w_0, w_1) / dw_j? Partial derivative: Hold everything else constant
 - dJ(w_0, w_1) / dw_j = d/dw_j (1/(2m) * sum_{i=1}^m (w_0 + w_1 x^{(i)} - y^{(i)})^2)
 - dJ(w_0, w_1) / dw_0 = 1/m * sum_{i=1}^m (w_0 + w_1 x^{(i)} - y^{(i)}) (Note: Chain rule)
 - dJ(w_0, w_1) / dw_1 = 1/m * sum_{i=1}^m (w_0 + w_1 x^{(i)} - y^{(i)}) x^{(i)}
- Time complexity: O(kmn) where k is number of iterations

Learning Rate

- If alpha too small, then descent is too slow. If alpha too big, then might overshoot.
- Given constant alpha, descent will grow smaller as we approach minimum

Variants of Gradient Descent

- Batch gradient descent: Consider all training examples when updating
- Stochastic gradient descent: Consider 1 random data point at a time (Cheaper and more randomness)
- Mini-batch gradient descent

Using Matrices

Given: w = [w_0; ...; w_n] and x = [x_0; ...; x_n] = [1; ...; x_n]

h_w(x) : w^T x

Feature Scaling

- Motivation: Gradient descent does not work well if features have different scales
- Mean Normalization - x_i <- (x_i - mu_i) / sigma_i

Normal Equation

w = (X^T X)^-1 X^T Y

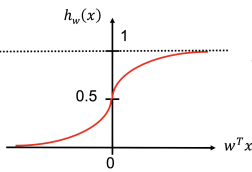
- No need to choose alpha and feature scaling
- X^T X needs to be invertible
- Time complexity: O(n^3). Slow if n is big

07. Logistic Regression

- Motivation: Classification with continuous input values.
- Idea: Come up with a decision boundary to separate data points. h_w(x_1, x_2) = 1, if w_0 + w_1 x_1 + w_2 x_2 > 0, or 0, otherwise

Sigmoid Function

- Motivation: Step function is discontinuous and not differentiable



h_w(x) = g(w^T x)

g(z) = 1 / (1 + e^-z)

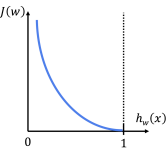
Hypothesis

h_w(x) : 1 / (1 + e^-w^T x)

- Interpretation: Estimated probability that y = 1 given input x

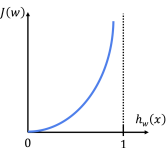
Cost Function

- Problem: Least square error gives non-convex cost function, which is bad for G.D.
- Solution: Use log



- If y = 1, let cost be -log(h_w(x))

- h_w(x) -> 0, J(w) -> infinity
- h_w(x) -> 1, J(w) -> 0



- If y = 0, let cost be -log(1 - h_w(x))

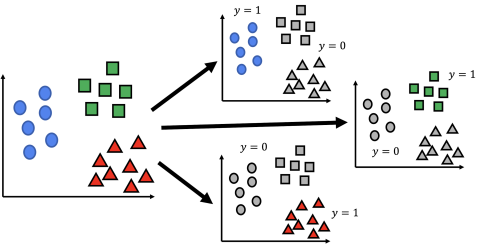
- h_w(x) -> 0, J(w) -> 0
- h_w(x) -> 1, J(w) -> infinity

J(w) = -1/m * sum_{i=1}^m y^{(i)} log h_w(x^{(i)}) + (1 - y^{(i)}) log(1 - h_w(x^{(i)}))

Gradient Descent

- Same algorithm as linear regression
- dJ(w) / dw_j = 1/m * sum_{i=1}^m (h_w(x^{(i)}) - y^{(i)}) x_n^{(i)} (Same as linear regression)

Multi-class Classification



1. Train binary classifier h_w^{(i)}(x) for each class i to predict y = i
2. For each input x, pick class i is greatest (i.e. max_i h_w^{(i)}(x))

08. Model Evaluation and Selection

Linear Regression

J_test(w) = 1/(2m_test) * sum_{i=1}^{m_test} (h_w(x_test^{(i)}) - y_test^{(i)})^2

Logistic Regression

error(h_w(x), y) = { 1 if misclassification, 0 otherwise }

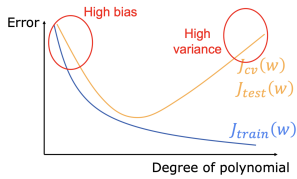
Test Error = 1/m_test * sum_{i=1}^{m_test} error(h_w(x_test^{(i)}), y_test^{(i)})

Model Selection

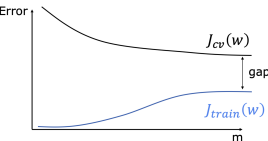
- How to choose model? (i.e. x^2, x^3, etc. for hypothesis)
 1. Split data into 3 sets: Training set, validation set, and test set
 2. Train each model using training set
 3. Compute J_cv(w) for each model and pick model with lowest J_cv(w)
 4. Use J_test(w) to estimate performance on unseen samples

Bias and Variance

- High bias - Underfit, High variance - Overfit
- As degree of polynomial increases:

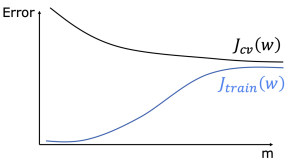


Impact of m: High Variance



- Observation: If overfit, more training samples does not help
- How do we address overfitting?
 - Reduce number of features
 - Regularization - Keep all features, but reduce corresponding weights

Impact of m: High Bias



09. Regularization

- Idea: Include w inside J(w) to minimize weights and get simpler hypothesis
- What if lambda is too large? Weights tend to 0, resulting in straight line
- How to choose lambda? Use validation set
 - Small lambda: J_train(w) low and J_cv(w) high (Overfit)
 - Large lambda: J_train(w) high and J_cv(w) high (Underfit)

Linear Regression with Regularization

J(w) = 1/(2m) * (sum_{i=1}^m (h_w(x^{(i)}) - y^{(i)})^2 + lambda * sum_{i=1}^n w_i^2)

w_n := w_n - (alpha/m) * sum_{i=1}^m ((h_w(x^{(i)}) - y^{(i)}) x_n^{(i)}) - (alpha*lambda/m) * w_n

Logistic Regression with Regularization

$$J(w) = -\frac{1}{m} \sum_{i=1}^m y^{(i)} \log(h_w(x^{(i)})) + (1 - y^{(i)}) \log(1 - h_w(x^{(i)})) + \frac{\lambda}{2m} \sum_{i=1}^n w_i^2$$
$$w_n := w_n - \frac{\alpha}{m} \sum_{i=1}^m ((h_w(x^{(i)}) - y^{(i)}) x_n^{(i)}) - \frac{\alpha \lambda}{m} w_n$$
$$w = (X^T X + \lambda I)^{-1} X^T Y \text{ where } I\text{'s first column is } 0$$

- $X^T X$ can be non-invertible

10. Support Vector Machine

- Idea: Maximize margin between positive and negative samples

Decision Rule

- $w \cdot x \geq c \rightarrow$ Positive; $w \cdot x < c \rightarrow$ Negative
- Dot product: $u \cdot v = u^T v = p||v||$ (By law of cosine)
 - Intuition: Decision boundary \perp Weight vector. $w \cdot x = p||w||$. Sample a is on decision boundary if $w \cdot a = c$
 - Constraints: Let $b = -c$
 - $w \cdot x + b \geq 1$ if $y = 1$
 - $w \cdot x + b < -1$ if $y = 0$
 - Combined: Let $\hat{y}^{(i)} = 1$ or -1 for pos. and neg. samples respectively. $\hat{y}^{(i)}(w \cdot x^{(i)} + b) \geq 1$
 - If x is inside margin, then $w \cdot x + b = 1$ or -1 respectively
 - Why add these constraints? Mathematical convenience for hinge loss

Margin

Margin width = $\frac{2}{||w||}$

- Let x^+ and x^- be closest positive and negative samples
- Margin width = $(x^+ - x^-) \cdot \frac{w}{||w||}$ (i.e. Length of projection of $x^+ - x^-$ on weight vector) = $\frac{1-b+1+b}{||w||}$ (since x^+ and x^- are inside margin) = $\frac{2}{||w||}$

Objective Function for Hard-Margin

$$\min \frac{1}{2} ||w||^2 \text{ s.t. } \hat{y}^{(i)}(w \cdot x + b) \geq 1$$

1. Maximize margin: $\max \frac{2}{||w||} = \min ||w|| = \min \frac{1}{2} ||w||^2$
2. Classify correctly

- **Hard-Margin** - No samples inside margin
- Before, we assume hard margin. What if there exists outliers that causes SVM to overfit?

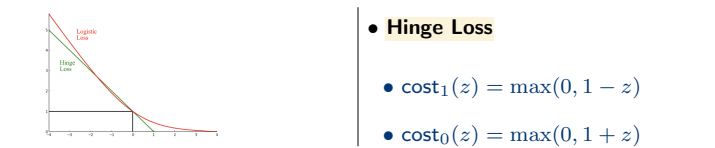
Objective Function for Soft-Margin

$$h_w(x) = \begin{cases} 1 & \text{if } w^T x \geq 0 \\ 0 & \text{otherwise} \end{cases}$$

- **Slack Variable** - (ξ) Loss of misclassified point
- Goal: Maximize margin and allow misclassification by tweaking C
 - i.e. $\min(\frac{1}{2} ||w||^2 + C \sum_i \xi^{(i)})$ s.t. $\forall i, \xi^{(i)} \geq 0$ and $\hat{y}^{(i)}(w \cdot x^{(i)} + b) \geq 1 - \xi^{(i)} \rightarrow J(w) = C \sum_i \max(0, 1 - \hat{y}^{(i)}(w^T x^{(i)})) + \frac{1}{2} \sum_{i=1}^n w_i^2$

- Hard-margin: Must follow constraint. Soft-margin: Constraint is flexible with slack variable, so can define cost function to minimize.

$$J(w) = C \sum_i y^{(i)} \text{cost}_1(w^T x^{(i)}) + (1 - y^{(i)}) \text{cost}_0(w^T x^{(i)}) + \frac{1}{2} \sum_{i=1}^n w_i^2$$



Kernel

- Motivation: What if data is not linearly separable?
- Idea: Map features to higher dimensions
- Similarity function using gaussian can help construct hypothesis for non-linear
- Think of x1, x2, x3 as f1, f2, f3, where fi is some feature mapping