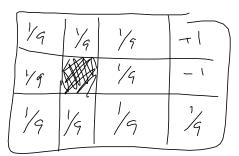
## Partially-Observable MDPs

Monday, November 7, 2016 1:33 PM

## Partially Observable MDPs

- · What if your sensors are unreliable?
- You don't know what state you are in and thus don't know which action to perform,  $\pi(s)$ .
- Belief state: probability distribution over the states
  - b = <1/9, 1/9, 1/9, 1/9, ...>
  - b(s) is the probability of being in state s
- Sensor model: P(e | s)
  - Probability that you receive observation e given you are in state s



- Agent update: b'(s') = ⊕P(e | s')∑sP(s' | s, a)b(s)
   Shorthand: b' = FORWARD(b, a, e)
- · If you had a policy:
  - Given b, execute  $a = \pi(b)$
  - Receive percept e
  - Set b' = FORWARD(b, a, e)
- **Problem:** MDP creates  $\pi(s)$ , but POMDP requires  $\pi(b)$

## Convert POMPD to a MDP

Transition function over states T(s, a, s') = P(s' | s, a)

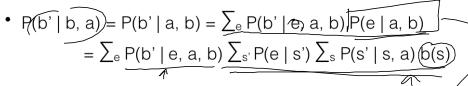
• State reward function: R(s)

1/2 (5)

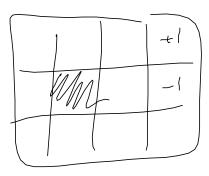
• Belief reward function:  $\rho(b) = \sum_{s} b(s) R(s)$ 



• Belief transition function: T(b, a, b') = P(b' | b, a)



 P(b' | e, a, b) = 1 if b' = FORWARD(b, a, e) or 0 otherwise



9 states

5

Approximation Technique

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