Spectral learning for structured partially observable environments

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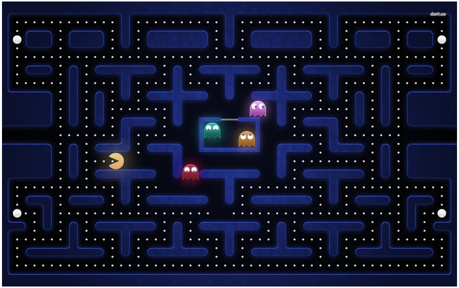
Overview

1. Predictive state representation (PSR)
2. The Base System
3. Experimental results
4. Learning the Base System

Structure partially observable environments

Structured Environments

1. Goal: Predictions
2. Plan: Exploit structure
3. Example: Pacman



PSR: The Timing Case

- Model environment with a Predictive state representation
- For timing we have a one observation symbol σ
- PSR defined by: $< \alpha_0, \{A_\sigma\}, \alpha_\infty >$

  α_0: Initial weighting on states $1xn$

  A_σ Transition matrix nxn

  α_∞: Normalizer $nx1$
- PSRs compute probabilities of observations

  Notation: σ: one time unit, σ^k: k time units

  $f(\sigma^k) = \alpha_0 * A_\sigma^k * \alpha_\infty$
- Examples of a PSRs: HMMs, POMDPs

Overview of Learning

- Spectral algorithms can learn PSRs
- Flavour of learning algorithm:

  Step 1: Represent data as a matrix

  Step 2: Singular value decomposition

  Step 3: Pick number of states for PSR

  Step 4: Learn the PSR with matrix computations

The Base System

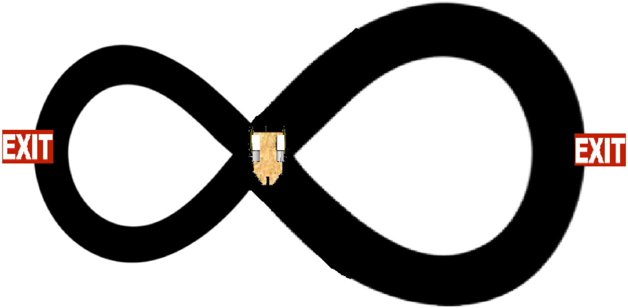
- Idea: include $\{A_a, A_{a^2}, A_{a^4}, ...A_{a^N}\}$ as additional operators
- Timing queries $f(a^{11}) = \alpha_0 * A_{a^8} * A_{a^2} * A_{a^1} * \alpha_\infty$
- Motivation:

  1) Express transitions directly to avoid error build up

  2) Faster queries

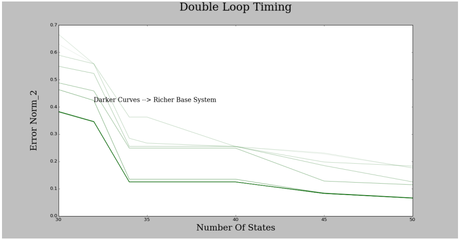
Timing with the Base

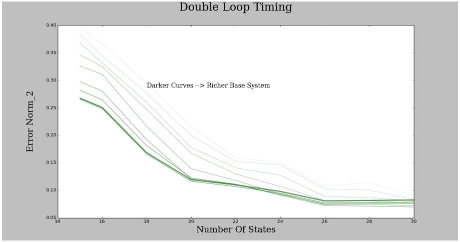
Agent goes through loops until leaving through an exit state. Exit states have transition probabilities of 0.4 and 0.6. Loop lengths are 64 and 16.



Varying noise in loops

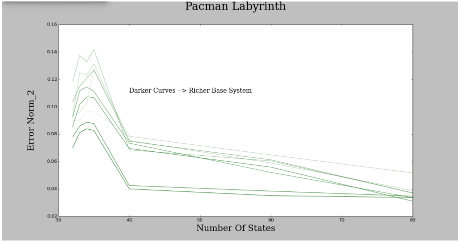
- Left Figure: No noise in durations
- Right Figure: Noise in loops

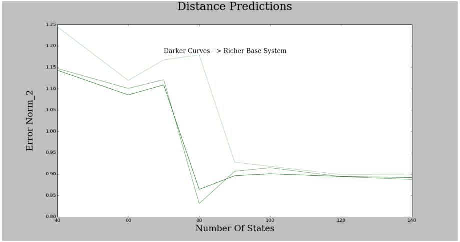




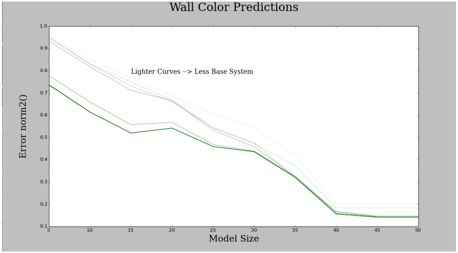
- Noise allows for smaller models
- $||f - \hat{f}|| = \sqrt{\sum_{x \in observations} (f(x) - f(\hat{x}))^2}$

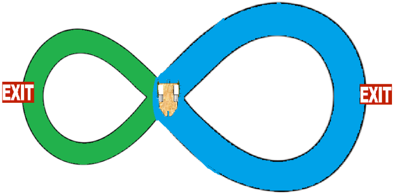
- Left figure: Timing predictions
- Right figure: Distance predictions





We paint the first loop green and the second loop blue.





Picking the Base System

- How do we pick transition operators?

  Observations: $\{"a^{30}":10, "a^{60}":5, "b^{18}":15\}$

  Desired Base System: $A_{a^{30}}$, $A_{b^{18}}$, A_a, A_b
- Substring properties: **long**, **frequent**, **diverse**
- Solution: iterative greedy heuristic

Computing with the Base System

- Using the Base System well involves requires good **string partitions**
  Query string: "abcacb", Base System $= \{A_{ab}, A_{bca}, A_{cb}, A_a, A_b\}$
  Desired partition: "a—bca—cb""
- Goal: minimize matrices used
- Solution: dynamic programming

Conclusion and Future Work

- What's left for the Base System?

  1) Theoretical analysis

  2) Test heuristics on labyrinths

  3) Further optimize heuristics

Questions? Comments?