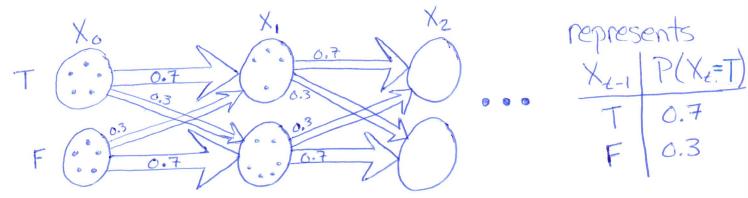
APPROXIMATE INFERENCE (PARTICLE FILTERING)

Don't calculate the distribution of every combination of hidden RV over time.

Just take samples.

Transition model:

-as if pools connected by streams
-stream width is proportional to transition probability



Drop a quantity of particles in the pools at t=0 and see where they end up.

Example: drop 10 particles (5 in Xo=T, 5 in Xo=F)

- each has a 0.7 chance to flow in same lane (T/F) and 0.3 to cross over

- check particles at t=1, perhaps 4 are in T, 6 in F
(3 T->T, 2 T->F, 1 F->T, 4 F->F by random chance)

Sensor Model:

-if I flow the particles from t=1 to t=2 now, I am ignoring my observations

- after each step of transition flow, weight particles by likelihood of generating current evidence

- normalize weights to probability distribution of selecting each particle (sum to 1)

- resample same total number of particles with replacement (new samples unweighted)

- now flow new samples through transition model again

PARTICLE FICTERING Z
Sensor example: -if particles from previous example are at X, (4=T, 6=F)
- and sensor model is $\frac{\Lambda_{\epsilon} \Gamma(E_{\epsilon} = 1)}{T = 0.9}$
- and we observe e,= 1:
Then particles in X,=T have weight 0.9 and particles in X,=F have weight 0.2.
After normalizing there is a
10 select a particle in $N_1 - 1_2$ and $\frac{610.27}{4(0.9)+6(0.2)} = 0.25$ chance
10 scient a pay field in 101 v.
Now generate (sample) 10 new, unweighted particles from that distribution: < 0.75, 0.25>.
Particle Filterine accounts for all information in DBN:
- P(Xo) controls initial distribution of particles
-P(X, 1X) controls "flow" of particles
-P(Ex Xx) controls weight of particles during resampling
Algorithm: 1. Create N particles at t=0 by sampling from prior 2. Propagate: "Flow" samples forward in time using transition model
2. Propagate: "Flow" samples forward in time using transition model
3. Resample: Weight samples based on sensor model, normalize, and sample N new, unweighted particles 4. Repeat from 2 (particle distribution at t is P(XELE) estimate)
4. Repeat from 2 (particle distribution at t is PCXelex) estimate,
Benefits: Benefits: P(X+lex)
- Approximates P(Xelex) using discrete particles that are
- Never carculates - Never carculates - Approximates P(Xelee) using discrete particles that are each always in a single, exact state By increasing N, approximation becomes arbitrarily accurate (at cost of computation time)