Bayes Filter

Computer Vision (CS0029)

Monty Hall Problem

- Not change: 33.3%
- Change:
 - Your first choice is car (33.3%), but you change the choice: 0%
 - Your first choice is goat (66.6%), but you change the choice: 100%
 - 33.3%*0%+66.6+100% = 66.6% to get the car



Bayes' Theorem

•
$$P(A|B) = \frac{P(B|A)P(A)}{P(B)}$$

- P(A) prior
- P(B|A) evidence event B occurring given that A is true
- P(A|B) posterior event A occurring given that B is true
- P(B) normalization

Example

•
$$P(A|B) = \frac{P(B|A)P(A)}{P(B)}$$

- A test for using particular drug 99% accuracy (this is, the test will produce 99% true positive result for drug users and 99% true negative result for non-drug users). We also know that our country has 0.5% people use the drug.
- If we randomly select a person and run this test, and the result is positive, how much chance the person actually use the drug?

•
$$P(User|+) = \frac{P(+|User)P(User)}{P(+)} = \frac{P(+|User)P(User)}{P(+|User)P(User)+P(+|Non-user)P(non-user)} = \frac{0.99*0.005}{0.99*0.005+0.01*0.995} = 33.2\%$$

Bayes' Theorem (Generalized)

•
$$P(A|B,C) = \frac{P(B|A,C)P(A|C)}{P(B|C)}$$

- X_i: you select door i
- H_j : door j is opened
- C_k : door k has the car
- A: C_2 ; B: H_3 ; C: X_1
- $P(H_3|C_2,X_1):1$
- $P(C_2|X_1):\frac{1}{3}$
- $P(H_3|X_1): \frac{1}{2}$
- $P(C_2|H_3, X_1) = \frac{P(H_3|C_2, X_1)P(C_2|X_1)}{P(H_3|X_1)} = \frac{\left(1 * \frac{1}{3}\right)}{\frac{1}{2}} = \frac{2}{3}$

Practice

•
$$P(A|B) = \frac{P(B|A)P(A)}{P(B)}$$

- A factory has three machine A, B, C. The three machines account for 20%(A), 30%(B) and 50%(C) of the factory output.
- The fraction of defective items produced is 5% for A, 3% for B and 1% for C
- If a randomly select item is defective, what is the probability that is was produce by machine A?

Tracking with Dynamics

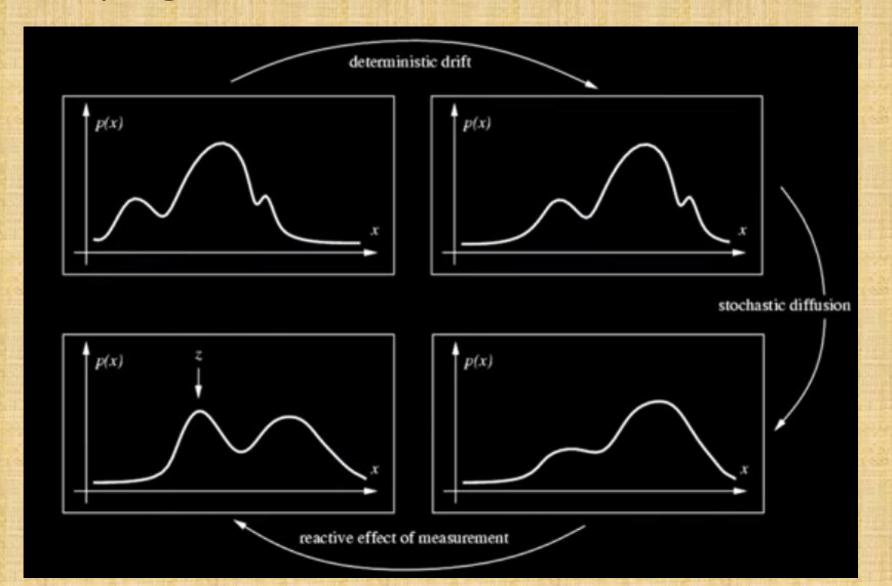
 Idea: given a model of expected motion, predict where objects will occur in next frame, even before seeing the image

- Goal
 - Do less work looking for the object, restrict the search
 - Get improved estimates since measurement noise is tempered by smoothness, dynamics priors
- https://www.youtube.com/watch?v=M76tXEO_yGQ

Assumptions

- Continuous (modeled) motion patterns
 - Object do not disappear and reappear in different places in the scene
 - Camera is not moving instantly to new viewpoint
 - Gradual change in pose between camera and scene
- Everything is "uncertain"

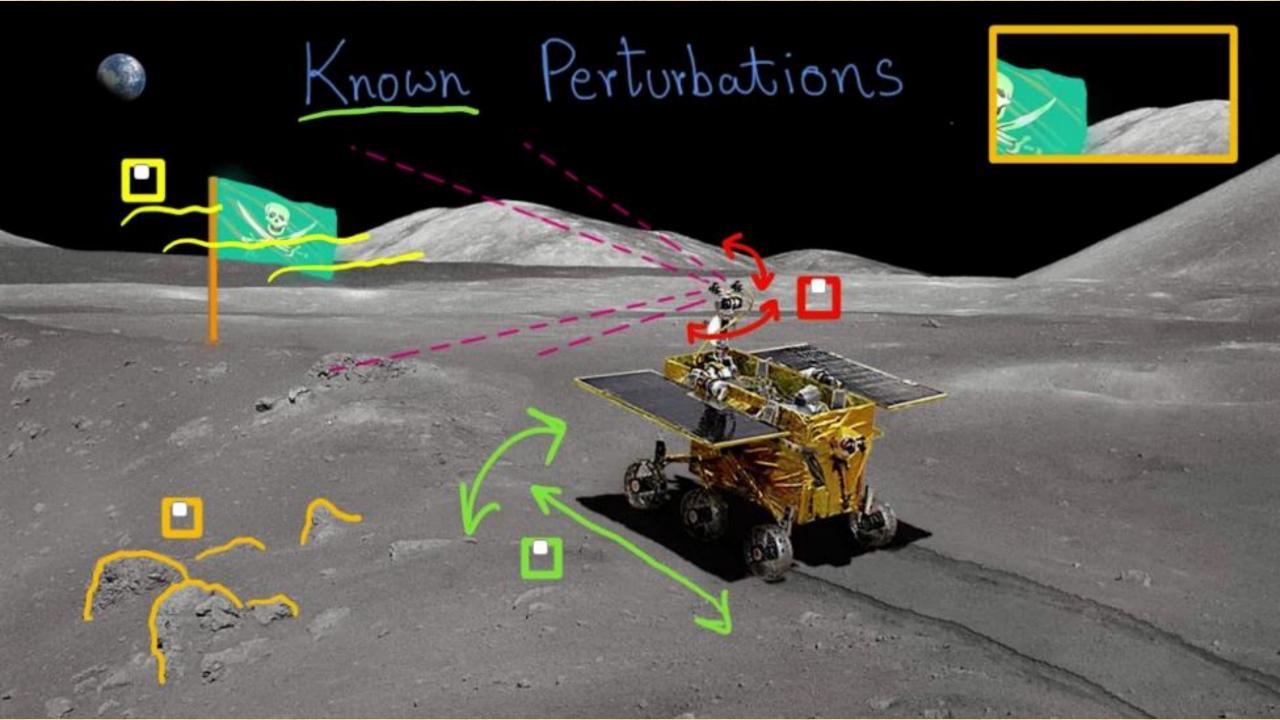
Propagation of General Densities



Perturbation

An object moves from t to t+1

- Having a dynamics model that says how an object is likely to move
 - Perturbation: how it move and the uncertainty (noise)

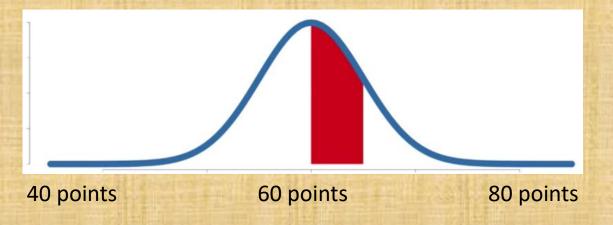


Bayes Filter Framework

- Given
 - Prior: probability of the system state P(x)
 - Action (dynamics | system) model
 - $P(x_t|u_{t-1},x_{t-1})$
 - Senor model (likelihood): p(z|x)
 - Stream of observation z and action data u
 - $Data_t = \{u_1, z_2, ..., u_{t-1}, z_t\}$
- What do we want?
 - Estimate of the state X at time t
 - The posterior of the state is also called "belief"
 - $Bel(x_t) = P(x_t|u_1, z_2, ..., u_{t-1}, z_t)$

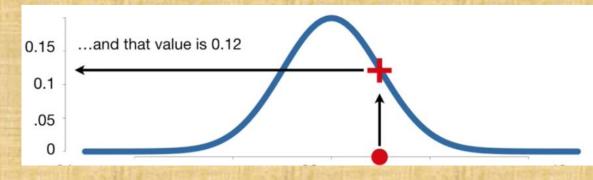
Likelihood (function) and Probability (function)

Likelihood? Probability?
The scores of a class



The chance of score is between 60 and 65 when a distribution with $\mu = 60$ and $\sigma = 3.5$ given

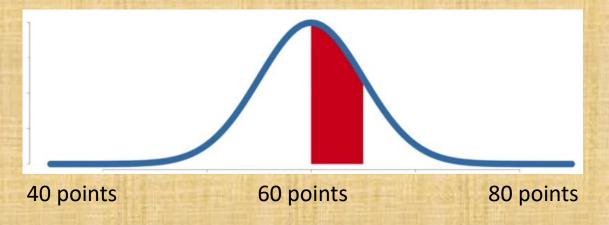
Likelihood? Probability?
The scores of a class



The chance of a distribution (parameter) is true when an observed score 65,60,55,60, ... is given

Likelihood (function) and Probability (function)

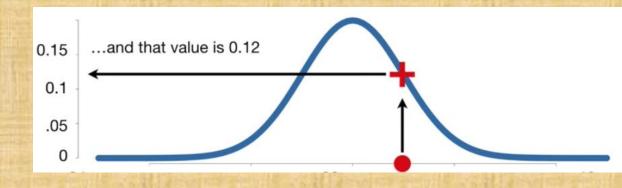
Probability density function
The scores of a class



 $P(60 < score < 65 | \mu = 60 \text{ and } \sigma = 3.5)$ = red region = 0.27

Probability is the areas under a fixed distribution $P(data \mid distribution)$ (the right hand side is given and we can change the left hand side)

Likelihood function
The scores of a class



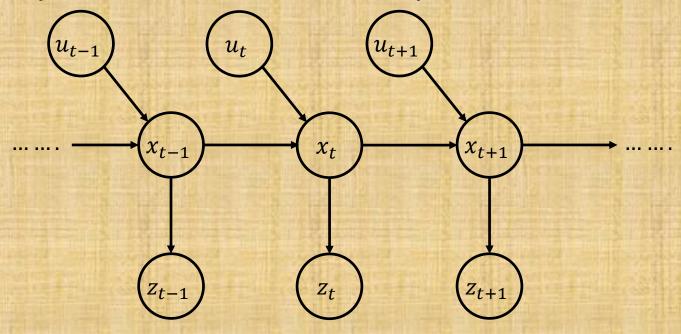
 $L(\mu = 60 \text{ and } \sigma = 3.5 | score = 65,60,55,60, ...) = 0.12$

Likelihood is the chance of a distribution(parameters) is true distribution when measurements(scores) is given

Question?

- If the object were really at someplace, what is the chance of my measurement?
 - Probability? Likelihood?

Graphical Model Representation



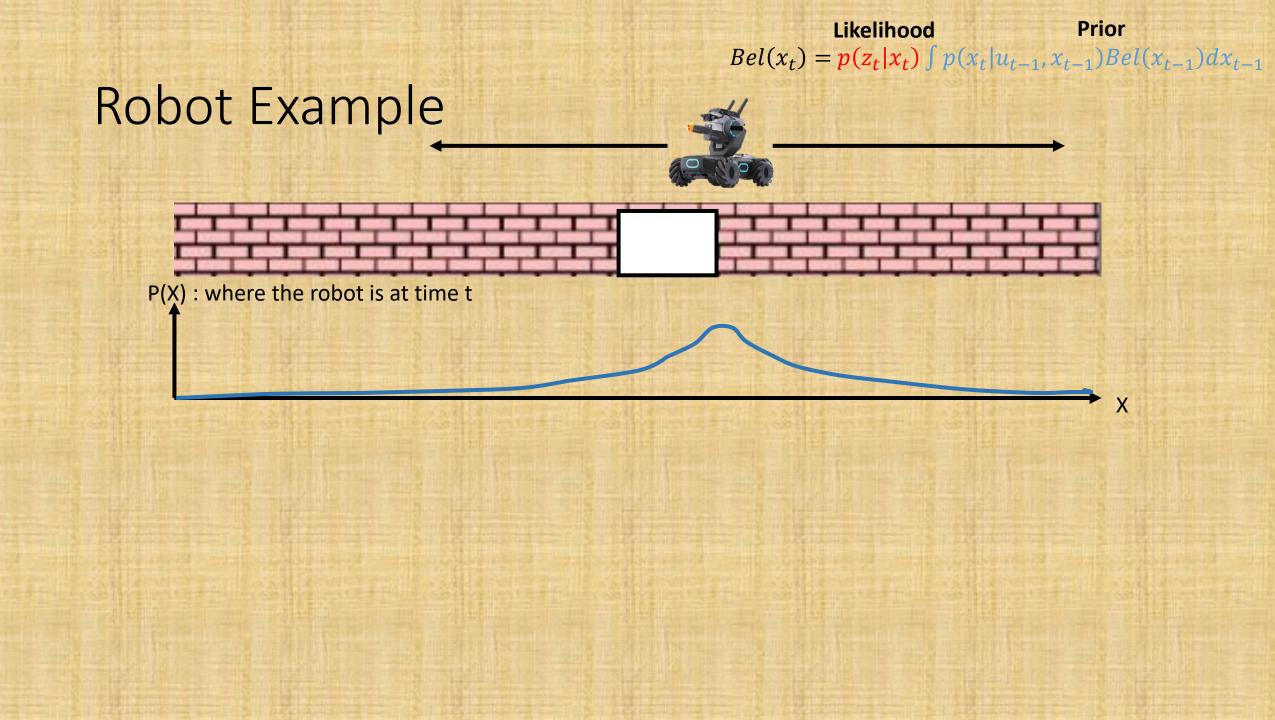
- x_t (state) is only impacted by x_{t-1} and the perturbation u_t
- z_t (measurement) is only a function of the current state x_t
- $p(z_t|x_{0:t},z_{1:t},u_{1:t}) = p(z_t|x_t)$ sensor independent!
- $p(x_t | x_{1:t-1}, z_{1:t-1}, u_{1:t}) = p(x_t | x_{t-1}, u_t)$ Movkovian property!

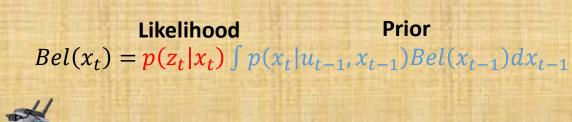
Bayes Filters

- $Bel(x_t) = P(x_t|u_1, z_2, ..., u_{t-1}, z_t)$
 - z: observation, u: action, x:state

Likelihood Prior • By Bayes rule: $Bel(x_t) = p(z_t|x_t, u_1, z_2, ... u_{t-1})p(x_t|u_1, z_2, ..., u_{t-1})$

- By sensor independent: $Bel(x_t) = p(z_t|x_t)p(x_t|u_1, z_2, ..., u_{t-1})$
- Total probability of the prior: $Bel(x_t) = p(z_t|x_t) \int p(x_t|u_1,z_2,...,u_{t-1},x_{t-1}) \; p(x_{t-1}|u_1,z_2,...,u_{t-1}) dx_{t-1}$
- Markov: $Bel(x_t) = p(z_t|x_t) \int p(x_t|u_{t-1}, x_{t-1}) p(x_{t-1}|u_1, z_2, ..., u_{t-1}) dx_{t-1}$
- Recursive algorithm: $Bel(x_t) = p(z_t|x_t) \int p(x_t|u_{t-1},x_{t-1})Bel(x_{t-1})dx_{t-1}$ Likelihood of measurement measurement





Robot Example

