

CS440 Assignment 3

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Question 1

a.

$$\begin{aligned}
 P(A, B, C, D, E) &= P(A)P(B)P(C)P(D \mid A, B)P(E \mid B, C) \\
 &= 0.2 \times 0.5 \times 0.8 \times 0.1 \times 0.3 \\
 &= 0.0024
 \end{aligned} \tag{1}$$

b.

$$\begin{aligned}
 P(\neg A, \neg B, \neg C, \neg D, \neg E) &= P(\neg A)P(\neg B)P(\neg C)P(\neg D \mid \neg A, \neg B)P(\neg E \mid \neg B, \neg C) \\
 &= 0.8 \times 0.5 \times 0.2 \times 0.1 \times 0.8 \\
 &= 0.0064
 \end{aligned} \tag{2}$$

c.

$$\begin{aligned}
 P(\neg A \mid B, C, D, E) &= \alpha P(\neg A)P(B)P(C)P(D \mid \neg A, B)P(E \mid B, C) \\
 &= \alpha \times 0.8 \times 0.5 \times 0.8 \times 0.6 \times 0.3 \\
 &= \alpha \times 0.0576 \\
 &= \frac{0.0576}{P(B, C, D, E)} \\
 &= \frac{0.0576}{P(B)P(C)P(E \mid B, C) \sum_A P(a)P(D \mid a, B)} \\
 &= \frac{0.0576}{0.5 \times 0.8 \times 0.3 \times (0.2 \times 0.1 + 0.8 \times 0.6)} \\
 &= \frac{0.0576}{0.06} \\
 &= 0.96
 \end{aligned} \tag{3}$$

Question 2

a. Query - $P(B \mid +j, +m)$

Factors - $P(B)$, $P(E)$, $P(A \mid B, E)$, $P(+j \mid A)$, $P(+m \mid A)$

$$f_1(A, B) = \sum_e P(e)P(A \mid B, e)$$

$$f_2(B, +j, +m) = \sum_a P(+j \mid a)P(+m \mid a)f_1(a)$$

$$f_3(B, +j, +m) = P(B)f_2(B, +j, +m)$$

$$f_3(B, +j, +m) = P(B)f_2(B, +j, +m)$$

$$= P(B) \sum_a P(+j \mid a)P(+m \mid a)f_1(a)$$

$$= P(B) \sum_a P(+j \mid a)P(+m \mid a) \sum_e P(e)P(a \mid B, e)$$

$$= 0.001 \times [0.9 \times 0.7(0.002 \times 0.95 + 0.998 \times 0.94) + 0.05 \times 0.01(0.002 \times 0.05 + 0.998 \times 0.06)]$$

$$= 0.0006$$

(4)

b. After variable elimination has been performed, only 7 multiplication and 3 addition operations are needed to evaluate our query. Using the tree enumeration algorithm, we would need to perform 11 multiplication and 3 addition operations. Thus, evaluating the query after variable elimination is more efficient. Note: normalization is not taken into account as the normalization factor is the same in both cases.

c. Enumeration:

$$\begin{aligned} \Theta(P(X_1 \mid X_n = true)) &= \Theta(2^{n-2} + \Theta(P(X_1 \mid X_{n-1}))) \\ &= \Theta(2^{n-2} + 2^{n-3} + \Theta(P(X_1 \mid X_{n-2}))) \\ &= \Theta\left(\sum_{i=0}^{n-2} 2^i\right) \\ &= \Theta(2^{n-1} - 1) \\ &= \Theta(2^n) \end{aligned} \tag{5}$$

Variable elimination does not provide a benefit because each branch in the enumeration is unique. Thus, it has the same time complexity as enumeration in this case.

Question 3

a.

$$\begin{aligned}
P(X \mid MB(X)) &= \alpha P(X, MB(X)) \\
&= P(X, U_1 \dots U_m, Y_1 \dots Y_n, Z_{1,1} \dots) \\
&= P(X \mid U_1 \dots U_m) P(Y_1 \dots Y_n, Z_{1,1} \dots) \\
&= P(X \mid U_1 \dots U_m) P(Y_1 \mid Z_{1,1} \dots Z_{1,j}) \dots P(Y_n \mid Z_{n,1} \dots Z_{n,k}) \\
&= P(X \mid U_1 \dots U_m) \prod_{Y_i} P(Y_i \mid Z_{i,1} \dots)
\end{aligned} \tag{6}$$

b. $P(R \mid S, W) = P(W \mid S, R) \sum_c P(c) P(R \mid c) P(S \mid c) = 0.99(0.5 \times 0.8 \times 0.1 + 0.5 \times 0.2 \times .5) = 0.0891$
MCMC:

- (a) Set the initial state in MCMC to have *Sprinkler* = *true*, *WetGrass* = *true*, and assign the remaining unknown values randomly.
- (b) Sample a *Rain* or *Cloudy*, given their Markov Blanket. Store the resulting state (in some efficient manner) and continue sampling until the number of states where *Rain* = *true* settles.

There are $2^2 = 4$ possible states, given that we have 2 evidence variables and 2 unknown variables.

c.

$$\begin{array}{cc}
& \begin{matrix} tt & tf & ft & ff \end{matrix} \\
\begin{matrix} tt \\ tf \\ ft \\ ff \end{matrix} & \begin{bmatrix} .63 & .22 & .4 & 0 \\ .28 & .39 & 0 & .11 \\ .09 & 0 & .12 & .02 \\ 0 & .39 & .48 & .87 \end{bmatrix}
\end{array}$$

Note: *tf* would represent *Rain* = *true*, *Cloudy* = *false*.

Question 4

a. $E(\text{Buy}(C_1)) = .7(4000 - 3000) + .3(4000 - 3000 - 1400) = 580$

b. $P(q^+ | \text{pass}) = \frac{P(\text{pass} | q^+)P(q^+)}{P(\text{pass})} = \frac{0.8(0.7)}{0.8(0.7) + 0.35(0.3)} = 0.84$

$P(q^- | \text{pass}) = 1 - P(q^+ | \text{pass}) = 1 - 0.84 = 0.16$

$P(q^+ | \neg \text{pass}) = \frac{(1 - P(\text{pass} | q^+)P(q^+))}{P(\neg \text{pass})} = \frac{0.2(0.7)}{1 - (0.8(0.7) + 0.35(0.3))} = 0.42$

$P(q^- | \neg \text{pass}) = 1 - P(q^+ | \neg \text{pass}) = 1 - 0.42 = 0.58$

c. $E(\text{buy} | \text{pass}) = 0.84(1000) + 0.16(-400) = 780$

$E(\text{buy} | \neg \text{pass}) = 0.42(1000) + 0.58(-400) = 188$

Since the expected utility is positive whether or not the test passes, we should always buy the car.

- d. The mechanic's test is not valuable, because the outcome does not affect our decision. So, I would not take my car to the mechanic.

Question 5

a. Initial

```
0.125  0.125  0.125
0.125  0.125  0.125
0.125   0    0.125
```

1st step

```
0.001315789  0.013157895      0.025
0.023684211  0.236842105      0.45
0.236842105      0      0.013157895
```

2nd step

```
7.69231E-06  0.000146154  0.002153846
0.002492308  0.047353846  0.697846154
0.249230769      0      0.000769231
```

3rd step

```
1.18441E-06  2.25037E-05  1.84241E-05
2.19115E-05  0.004061918  0.00613522
0.02151117      0      0.968227669
```

4th step

```
1.21451E-07  2.30757E-06  1.04958E-07
1.85551E-07  0.000232552  3.58956E-05
0.001226567      0      0.998502265
```

b. 1st step

```
0.002 0.016 0.018
0.032 0.289 0.321
0.321 0.000 0.002
```

2nd step

```
0.000 0.000 0.000
0.005 0.043 0.476
0.476 0.000 0.000
```

3rd step

```
0.000 0.000 0.000
0.000 0.005 0.006
0.058 0.000 0.932
```

4th step

```
0.000 0.000 0.000
0.000 0.000 0.000
0.000 0.000 1.000
```

Most Likely Sequence: $(1, 2) \rightarrow (2, 3) \rightarrow (2, 3) \rightarrow (3, 3) \rightarrow (3, 3)$

c. The output file is included in the submitted compressed file.

First 3 lines: Width, Height of the map. The number of actions and observations

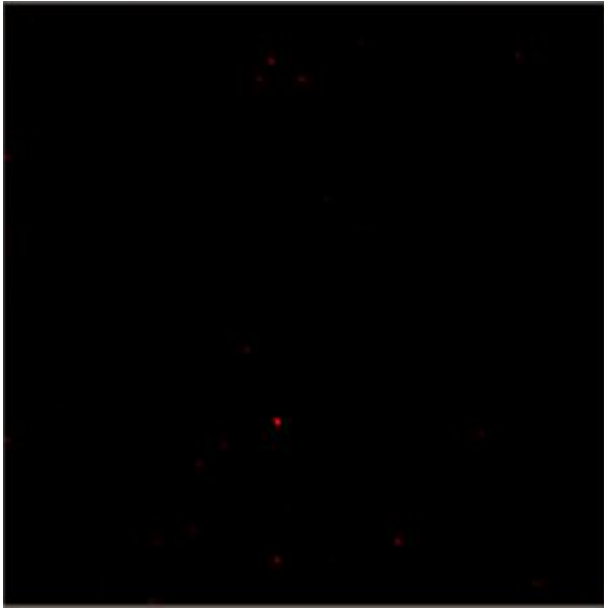
The big chunk: Actual map terrain data

The next two lines: Action sequence and Observation Sequence

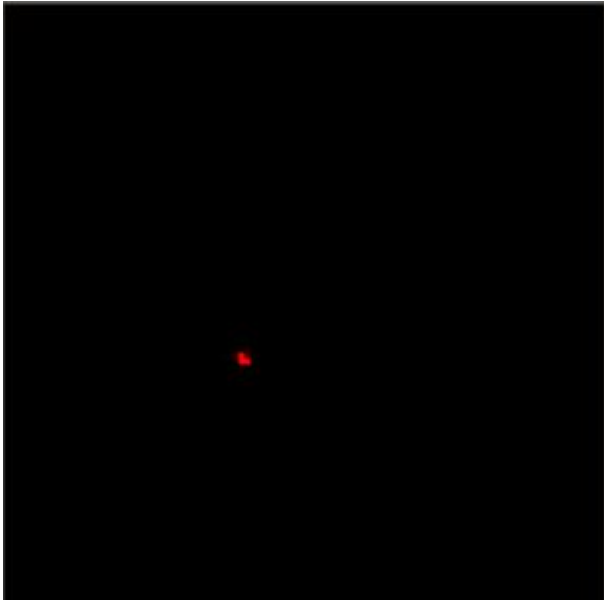
The next two lines: The initial coordinates

The rest: Actual path coordinates

d. 10 iterations



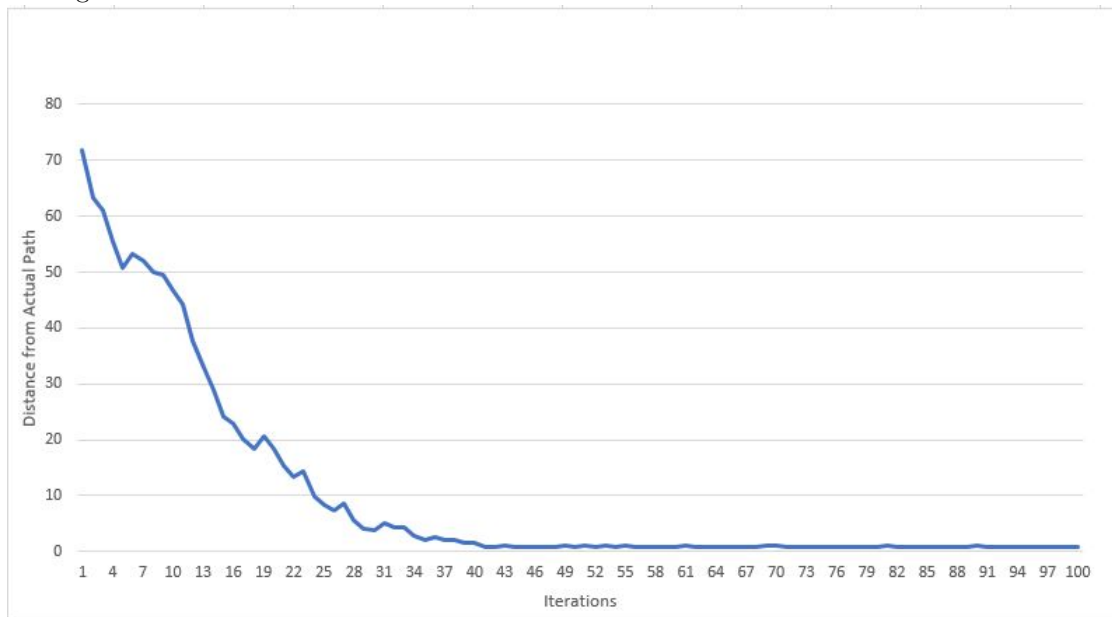
50 iterations



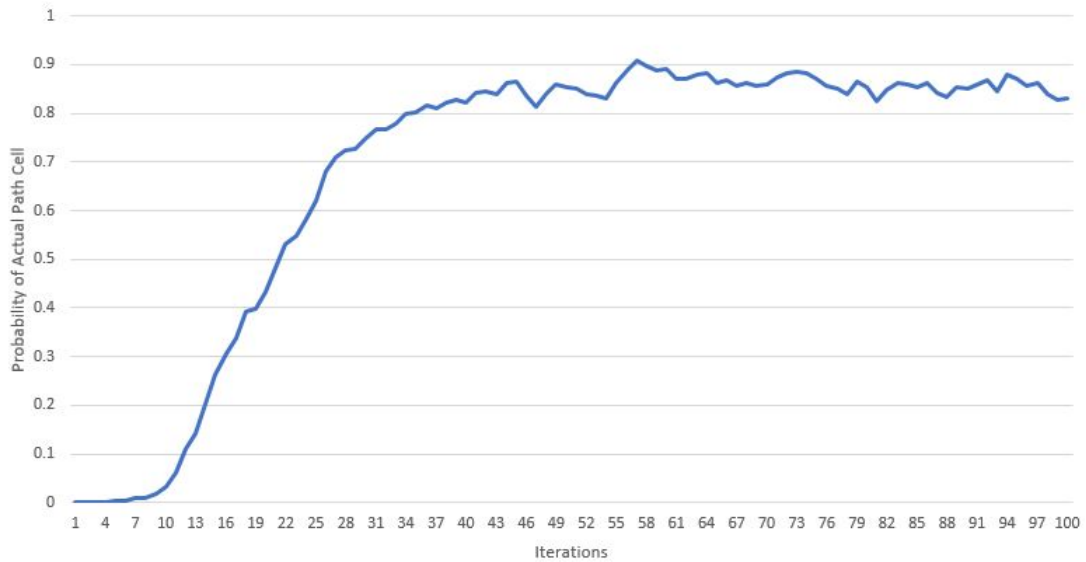
100 iterations



e. Average Erros and Iterations



Average Probability on Actual Path and Iterations



Obviously, as the number of iterations increases, the estimation is more and more accurate.

f.

g.

- h. In this case, the best way to improve efficiency is to prune the states. According to our transitional model, the agent can only move to a certain direction by 0 or 1 unit of distance. So, we only need to consider neighboring cells. This method introduces no computational errors.