

# Andrey Andreyevich Markov (the second)

A special belief Network Markov Chain



We want to reason about time.

Model state of the process by random variable  $S$   
 $\text{dom}(S)$  is possible states of the world.

Where is Bob?  $S = \{\text{Lab, classroom, Dorm, taco-Bell}\}$ .

Markov assumption: "What happens tomorrow depends only on what happens today and not on what happened in the past"

## Markov Models:

A.A. Markov (2nd)

### Motivation:

Reason about a process over time

- process can be in one of multiple states

$B_{\text{Bob}} = \{\text{class, library, dorm, lab, cse, taco-bell}\}$

- Markov assumption: what happens next depends only on the current situation, not on what happened before.

### Representation: Markov Chain



### Assumptions:

• each variable has the same domain

•  $B_{i+1}$  is conditionally independent of  $B_k$  given  $B_i$  : Markov assumption.

$$P(B_{i+1} | \underline{B}_i) = P(B_{i+1} | \underbrace{B_0, B_1, B_2, \dots, B_i}_{\text{Independent of past}})$$

• if  $P(B_{i+1} | B_i) = P(B_{k+1} | B_k)$  for any  $i$  and  $k$

## Stationary Markov chain

We specify a Stationary Markov Chain

- domain ( $S$ ); state variable  $S$
- $P(S_0)$
- $P(S_{i+1} | S_i)$  : dynamics of the system.

Example:

Bob = {class, lab, clc, dorm, taco-bell}

	$P(S_0)$
class	0.15
lab	0.25
clc	0.25
dorm	0.20
tb	0.15

	$P(S_{i+1}   S_i)$	class	lab	clc	dorm	tb
class		0.0	0.2	0.6	0.6	0.2
lab		0.1	0.5	0.1	0.1	0.2
clc		0.0	0.0	0.0	0.0	1.0
dorm		0.3	0.1	0.1	0.4	0.1
tb		0.2	0.2	0.2	0.2	0.2

$$P(S_4) = ?$$

$$P(S_4 = tb | S_2 = class) = ?$$

$$P(S_3 | S_4 = tb) = ?$$

Markov chain is ergodic if for any two states  $v_1$  and  $v_2$  there is a non-zero probability of reaching  $v_2$  from  $v_1$ .

Non ergodic  $\text{dom}(S) = \{a, b, c\}$

		a	b	c
$S_i$	a	0.1	0.0	0.0
	b	0.0	0.0	0.1
	c	0.0	0.1	0.0

state a is not reachable from state b

- Markov chain is periodic if there is a strict temporal regularity in visiting states.
- An ergodic and aperiodic Markov chain has a unique

stationary distribution

$$P(S_{i+1}) = P(S_i) \text{ as } i \rightarrow \infty$$

"equilibrium distribution"

Example:

$$\text{dom}(S) = \{w_0, w_1, w_2, w_3, \dots, w_k, \dots, w_n\}$$

hyperlink  
↙ ↘

$$P(S_0 = w_i) = \frac{1}{n} \text{ for every } 0 \leq i \leq n$$

Let  $w_k$  have  $n_k$  links.

$$P(S_{i+1} = w_j \mid S_i = w_k) = \begin{cases} \frac{1}{n_k} & \text{if } w_k \text{ links to } w_j \\ \frac{1}{n} & \text{if } w_k \text{ has no links} \\ 0 & \text{otherwise.} \end{cases}$$

Markov chain converges into a Prob. distribution over pages.

(1999 Brin / Page)

converged after 52 stages; 24 million web pages  
76 million links.

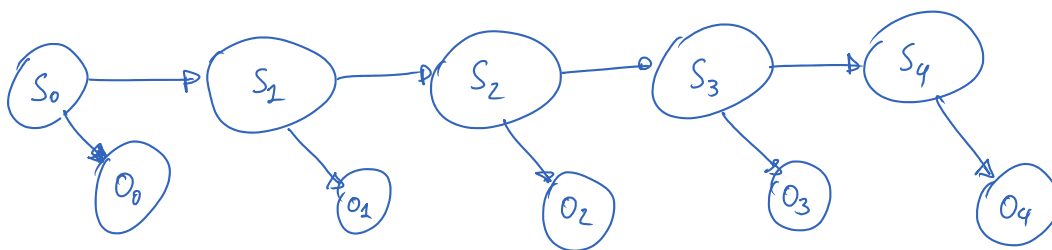
"PageRank" process. Google Algorithm.

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Hidden Markov Model:

Example people report on Bob's location:

$$\text{dom}(O_i) = \{\text{class, dorm, c/c, lab, hb}\}$$



Represent  
Sensors

- $P(S_0)$
- $P(S_{i+1} \mid S_i)$  ← dynamics

- $P(S_{i+1} | S_i) \leftarrow$  dynamics
- $P(O_i | S_i) \leftarrow$  sensor model.

$$P(S_1 = tb | O_1 = tb) = ?$$

$$P(S_2 = \text{class} | O_0 = \text{lab}) = ?$$

- Problem of "filtering":  $P(S_i | O_0, O_1, O_2, \dots, O_i)$

- Problem of "smoothing":  $P(S_i | O_0, O_1, \dots, O_i, O_{i+1}, \dots, O_k)$

How are things computed:

• Markov Chains:



Given:

0)  $P(S_0)$

1)  $P(S_{i+2} | S_i)$

2)  $P(S_k)$

$$P(S_k) = \sum_{S_{k-1}} P(S_k \wedge S_{k-1})$$

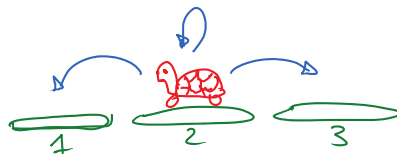
$$= \sum_{S_{k-1}} \underbrace{P(S_k | S_{k-1})}_{1)} \underbrace{P(S_{k-1})}$$

Example:

$$S = \{1, 2, 3\}$$

$$P(S_0) = \begin{array}{|c|c|} \hline 1 & 0.0 \\ \hline 2 & 1.0 \\ \hline 3 & 0.0 \\ \hline \end{array}$$

$$P(S_{i+2} | S_i) = \begin{array}{c} \cdot S_{i+2} \\ \begin{array}{|c|c|c|} \hline & 1 & 2 & 3 \\ \hline \cdot S_i & 1 & 0 & 0.5 & 0.5 \\ \hline & 2 & 0.2 & 0.4 & 0.4 \\ \hline & 3 & 0.6 & 0.4 & 0 \\ \hline \end{array} \end{array}$$



Where is the turtle at  $S_2$ ?

$$P(S_2)$$

$$P(S_2 \wedge S_0) = P(S_2 | S_0) P(S_0)$$

$S_2$	$S_0$	$P(S_2 \wedge S_0)$
1	1	0 = 0
1	2	1 · 0.2 = 0.2
1	3	0 · 0.5 = 0
2	1	0 = 0
2	2	1 · 0.4 = 0.4
2	3	0 = 0

1	1	0	= 0
2	2	1 * 0.4	= 0.4
2	3	0	= 0
3	1	0	= 0
3	2	2 * 0.4	= 0.4
3	3	0	= 0

$$\sum_{S_0} P(S_2 \wedge S_0) = P(S_2)$$

$$P(S_2 \wedge S_1) = P(S_2 | S_1) P(S_1)$$

$S_1$	$P(S_1)$
1	0.2
2	0.4
3	0.4

	$S_{i+1}$			
	1	2	3	
$S_i$	1	0	0.5	0.5
	2	0.2	0.4	0.4
	3	0.6	0.4	0

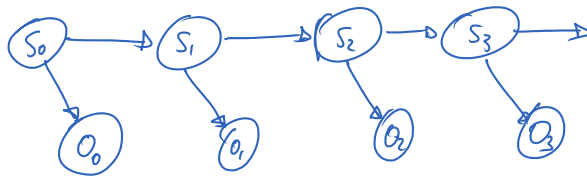
$S_2$	$S_1$	$P(S_2 \wedge S_1)$
1	1	$0.2 \times 0 = 0$
1	2	$0.4 \times 0.2 = 0.08$
1	3	$0.4 \times 0.6 = 0.24$
2	1	$0.2 \times 0.5 = 0.10$
2	2	$0.4 \times 0.4 = 0.16$
2	3	$0.4 \times 0.4 = 0.16$
3	1	$0.2 \times 0.5 = 0.10$
3	2	$0.4 \times 0.4 = 0.16$
3	3	$0.4 \times 0 = 0$

$$P(S_2) = \sum_{S_1} P(S_2 \wedge S_1)$$

$S_2$	$P(S_2)$
1	0.32
2	0.42
3	0.26

## Filtering

Hidden Markov Model



- Given
- $P(S_0)$
  - $P(S_{i+1} | S_i)$
  - $P(O_i | S_i)$

$$P(S_0 | O_0)?$$

$$P(S_k | O_0, O_1, O_2, \dots, O_k)?$$

$$P(S_k | O_0, O_1, \dots, O_k) \stackrel{\text{from}}{\Leftarrow} P(S_{k-1} | O_0, O_1, \dots, O_{k-1})$$

$$P(a|bc) = \frac{P(a,b,c)}{P(b,c)}$$

$$P(S_k | O_0, O_1, \dots, O_k) = \frac{P(S_k, O_0, O_1, \dots, O_k)}{\sum_{S_k} P(S_k, O_0, O_1, \dots, O_k)}$$

$$P(a,b,c) = P(a|bc)P(b,c)$$

$$\rightarrow P(O_k | S_k, O_0, O_1, \dots, O_{k-1}) P(S_k, O_0, O_1, \dots, O_{k-1})$$

$$= P(O_k | S_k) P(S_k, O_0, O_1, \dots, O_{k-1})$$

$$\begin{aligned}
 &= \sum_{S_{k-1}} P(S_k | S_{k-1}) P(S_{k-1} | O_0, O_1, \dots, O_{k-1}) \cdot P(O_0, O_1, \dots, O_{k-1}) \\
 &= \sum_{S_{k-1}} \underbrace{P(S_k | S_{k-1})}_{\text{Transition}} \underbrace{P(S_{k-1} | O_0, O_1, \dots, O_{k-1})}_{\text{Filter}} \cdot P(O_0, O_1, \dots, O_{k-1})
 \end{aligned}$$

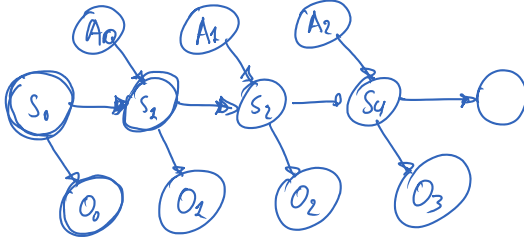
• Example (kind of)

$$P(S_3 | O_0, O_1, O_2)?$$

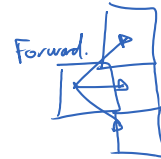
$$\text{Given } P(O_0) \Rightarrow P(S_0 | O_0) \left. \begin{array}{l} \Rightarrow P(S_1 | O_0, O_1) \\ \Rightarrow P(S_2 | O_0, O_1, O_2) \end{array} \right\} \Rightarrow P(S_3 | O_0, O_1, O_2)$$

### Hidden Markov Model w/ Actions.

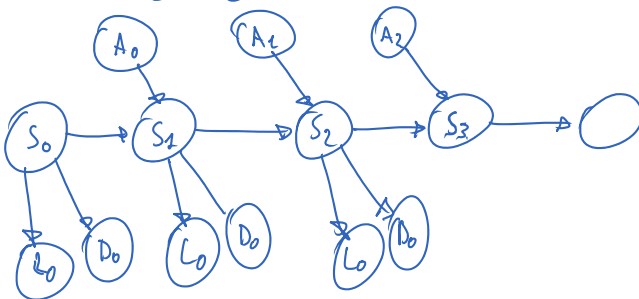
Add an observed action to the chain



Move "F, R, L, L, F"



• More Sensors



$$\underbrace{P(S_k | L_0 D_0 L_1 D_1 \dots L_k D_k)}_{\text{Sensor Fusion}}$$

$$\begin{aligned}
 &P(L_i | S_i) \\
 &P(D_i | S_i)
 \end{aligned}$$

Next Class :- Include Actions and Preferences.

⇒ "Markov Decision Processes"

⇒ "Reinforcement Learning"