

# Learning and Planning with Probabilistic Inference

Machine Learning B  
708.062 08W 1sst KU

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Course WS 2010/11

# Fourth homework set

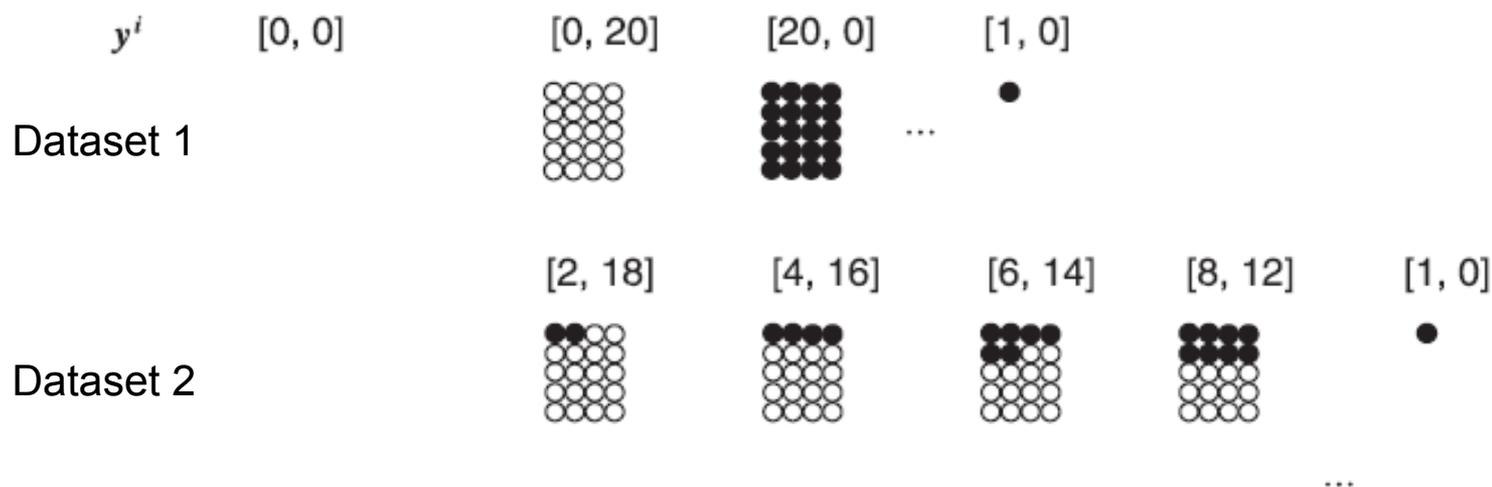
- **Learning over-hypotheses with probabilistic inference**
  
- **Motor planning with probabilistic inference**

# Learning with Probabilistic Inference

## Bags of Marbles Model:

$N = 20$  bags containing each 20 marbles.

$$i = 1, \dots, N$$



**Question:** What is the color of the remaining marbles in the last bag?

# Assignment 11

## 13 Learning overhypotheses [3 P]

Level 3: Over-overhypotheses

Level 2: Overhypotheses

Level 1: Category means

Data

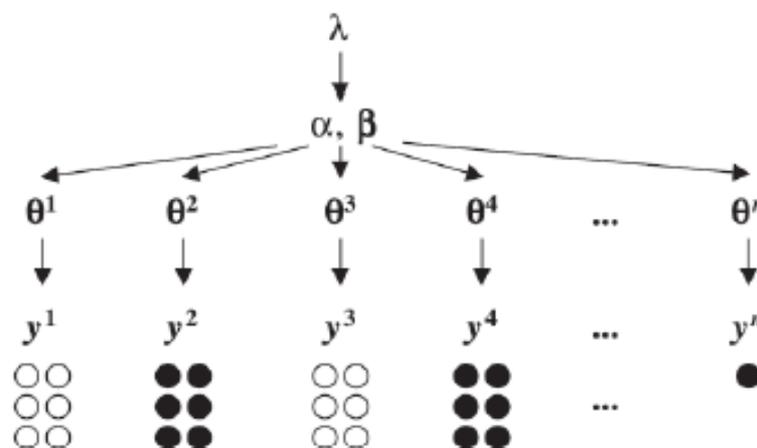
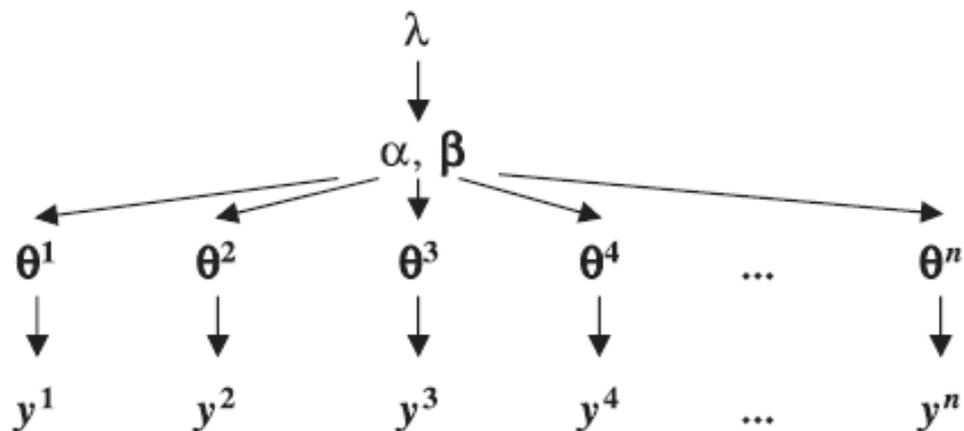


Figure 9: A hierarchical Bayesian model. Each setting of  $(\alpha, \beta)$  is an overhypothesis:  $\beta$  represents the color distribution across all categories, and  $\alpha$  represents the variability in color within each category.

[Kemp et al. 2007, Dev. Sci.]

# Hierarchical Bayesian Model



$$\lambda = 1$$

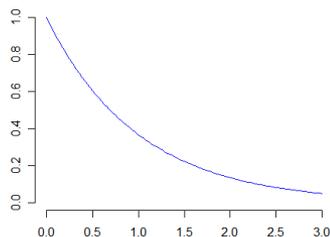
$$\alpha \sim \text{Exponential}(\lambda)$$

$$\beta \sim \text{Beta}(1, 1)$$

$$\theta^i \sim \text{Beta}(\alpha, \beta)$$

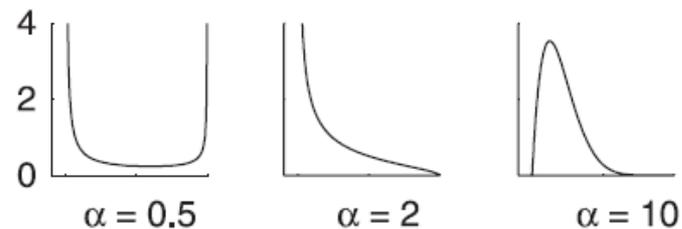
$$y^i | n^i \sim \text{Binomial}(\theta^i)$$

*Exponential*( $\lambda$ )



$$\beta = [0.2]$$

*Beta*( $\alpha, \beta$ )



# Hierarchical Bayesian Model

$$P(\mathbf{y}^1, \dots, \mathbf{y}^n, \theta^1, \dots, \theta^n, \alpha, \beta | \lambda) = \prod_{i=1}^n P(\mathbf{y}^i | \theta^i) P(\theta^i | \alpha, \beta) P(\alpha | \lambda) P(\beta) \quad (1)$$

with

$$\alpha \sim \text{Exponential}(\lambda) \quad (2)$$

$$\beta \sim \text{Beta}(1, 1) \quad (3)$$

$$\theta^i \sim \text{Beta}(\alpha, \beta) \quad (4)$$

$$\mathbf{y}^i | n^i \sim \text{Binomial}(\theta^i) \quad (5)$$

where  $n^i$  is the number of observations for bag  $i$ .

# Gibbs Sampling

Consider the distribution  $p(\mathbf{x}) = p(x_1, \dots, x_M)$

## Gibbs Sampling

1. Initialize  $\{x_i : i = 1, \dots, M\}$
2. For  $\tau = 1, \dots, T$ :
  - Sample  $x_i^{(\tau+1)} \sim p(x_i | x_2^{(\tau)}, x_3^{(\tau)}, \dots, x_M^{(\tau)})$ .

$i \dots$  is chosen randomly from  $\{1, \dots, M\}$

# Resampling from the Color Distribution

Resample  $\theta^i$

$$P(\mathbf{y}^i | \theta^i) P(\theta^i | \alpha, \beta)$$

$\theta^i$  are vectors: If 60% of the marbles in bag 7 are black, then  $\theta^7 = [0.6, 0.4]$ .

$\mathbf{y}^i$  are fixed observations: If all but one marbles in bag 7 are black  $\mathbf{y}^7 = [4, 1]$ .

$(\alpha, \beta)$  are fixed parameters of all color distribution.

Resample from:

$$P(\theta_1^i) = \text{Beta}(\alpha + y_1^i, \beta + y_2^i)$$

**MATLAB:**

```
random('beta', a, beta)
```

# Resampling the Overhypotheses

Resample  $(\alpha, \beta)$  (but each parameter independently)

$$P(\theta^i | \alpha, \beta) P(\alpha | \lambda) P(\beta)$$

$$\alpha \sim \text{Exponential}(\lambda)$$

$$\beta \sim \text{Beta}(1, 1)$$

$$\theta^i \sim \text{Beta}(\alpha, \beta)$$

Prob. distribution has not a simple form.

2 Solutions: a) Discretize the space of  $\alpha$  and  $\beta$

b) Perform sampling-importance-resampling

# Sampling-importance-resampling

The sampling-importance-resampling (SIR) approach makes use of a sampling distribution  $q(z)$ . (therefore  $z$  is either  $\alpha$  or  $\beta$ )

**There are three stages to the scheme:**

1.  $L$  samples  $z^{(1)}, \dots, z^{(L)}$  are drawn from  $q(z)$ .

2. Weights  $w_1, \dots, w_L$  are constructed using  $p(z) \sim P(\theta^i | \alpha, \beta) P(\alpha | \lambda) P(\beta)$

$$w_l = \frac{\tilde{r}_l}{\sum_m \tilde{r}_m} \quad r_l = p(z^{(l)})/q(z^{(l)}) \quad \text{where } l, m = 1, \dots, L$$

3. Finally, a sample is drawn from the discrete distribution  $(z^{(1)}, \dots, z^{(L)})$  with probabilities given by the weights  $(w_1, \dots, w_L)$ .

Guarantee: For infinitely large  $L$   $p(z)$  approaches  $q(z)$ .

# Tasks

1. After observing 10 all-white bags, 10 all-black bag and a single black marble in the last bag.
2. After observing 20 mixed bags, where half of the marbles are white and half of the marbles are black, and a single black marble in the last bag.
3. Same as in 1 but with fixed  $\alpha = 1$  and  $\beta = 0.5$ .
4. Same as in 2 but with fixed  $\alpha = 1$  and  $\beta = 0.5$ .

Calculate average distributions across 50 Markov chains, each of which was run for 100000 iterations (discard the first 10000 samples as burn-in).

**Hand in plots for all estimated distributions and interpret your results.**

# Hints

## Hints:

1. For the resampling of  $\theta^i$  the factor  $P(\mathbf{y}^i|\theta^i)P(\theta^i|\alpha, \beta)$  is again a Beta distribution that can be directly sampled in MATLAB with the command `random` and the argument `beta`.
2. For the resampling of  $\alpha$  and  $\beta$  apply sampling-importance-resampling sampling (with 100 samples drawn from a uniform proposal distribution) from a distribution proportional to the factor  $P(\theta^i|\alpha, \beta)P(\alpha|\lambda)P(\beta)$ .
3. You should adapt your own MATLAB code from the previous Gibbs sampling homework example to solve this assignment.

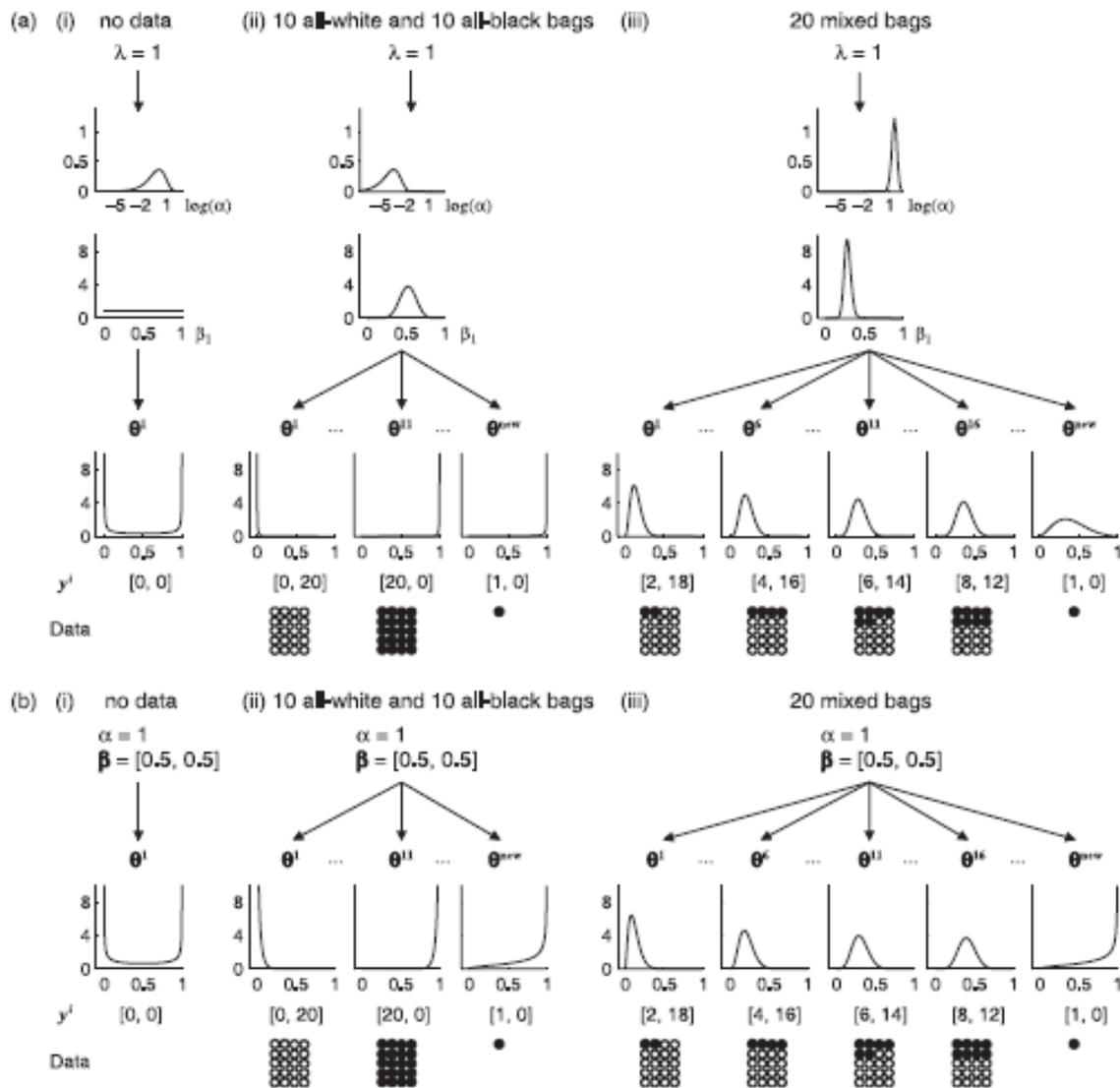
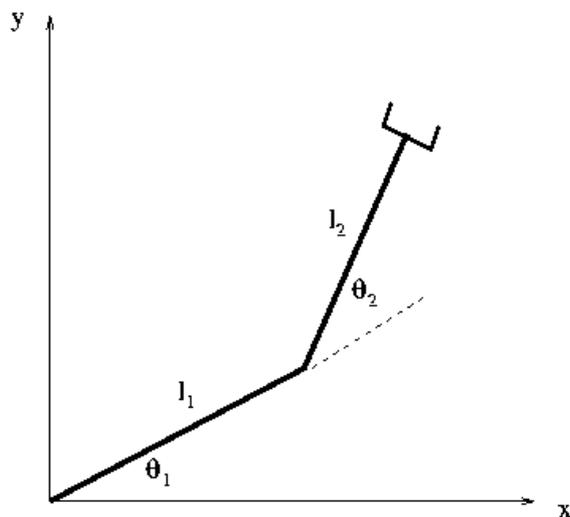


Fig 3 in [Kemp et al. 2007, Dev. Sci.]

# Planning with Probabilistic Inference

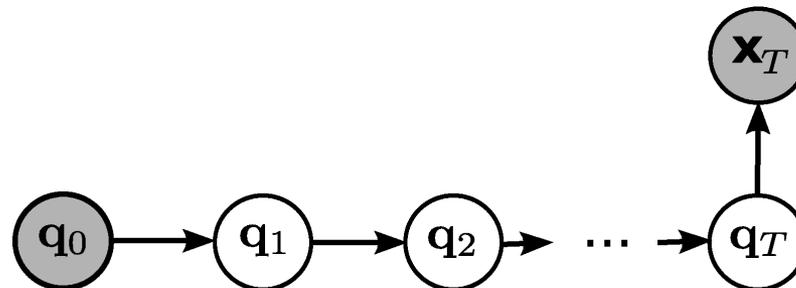
In this task one has to plan an optimal path from an initial joint-position to a given endeffector-position with Gibbs sampling.



# Dynamic Bayesian Network

Goal:

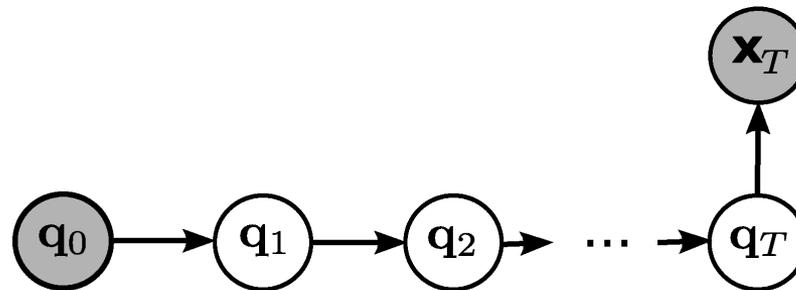
We want to reach our target within  $T = 10$  time steps,  
i.e. we get a dynamic Bayesian Network with one node per time step (11 nodes),



Each node  $t$  represents the joint positions  $q_t$  at time  $t$ . For simplicity, we will use a discrete representation of the joint positions.

# Prior distributions

We use Gaussian motion prior in order to define the transition probabilities



Let  $\mathbf{q}^{(i)}$  be the joint position vector (in radians), then

$$P(\mathbf{q}_t^{(j)} | \mathbf{q}_{t-1}^{(i)}) \propto \mathcal{N}(\mathbf{q}_t^{(j)} | \mathbf{q}_{t-1}^{(i)}, \mathbf{W}) \quad \mathbf{q}_0 \text{ is } [\pi/4, 0]^T$$

where  $\mathbf{W}$  equals  $\text{diag}([0.0125, 0.05])$ .

The motion prior encodes our laziness, meaning we do not want to move.

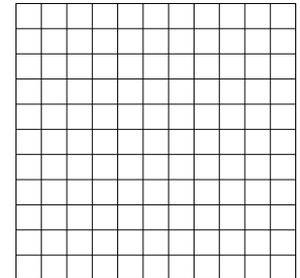
# Kinematic task space mapping

We will also use a discrete representation for task space (Cartesian coordinates of the hand).

We use again a 11×11 uniform grid over the range [0; 1] for  $x$  and  $y$ .

The probability of reaching the  $j$ th discrete task space position when being in the  $i$ th discrete joint space position is given by

$$P(x_t^{(j)} | q_t^{(i)}) \propto \mathcal{N}(x_t^{(j)} | \Phi(q_t^{(i)}), \mathbf{C})$$

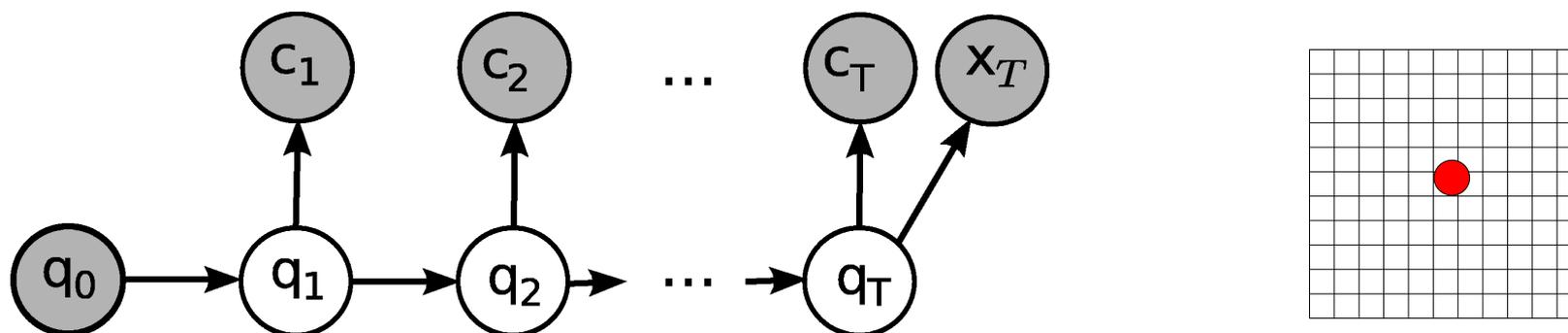


- $\Phi$  ... non-linear mapping from the joint positions to the endeffector coordinates
- $\mathbf{C}$  ... covariance matrix set to  $\text{diag}([0.004, 0.004])$ .

# Task

- Your main task is to generate the state transition probabilities  $P_{qq}$  as well as the kinematic task mapping  $P_{qx}$  as described in the text.
- Initialize your trajectory  $\mathbf{q}_{1:T}$  with random discrete indices. Use 5000 Gibbs sampling steps to estimate the true distribution. Plot 5 independent samples of  $\mathbf{q}_{1:T}$  from the sampling process. We assume that two samples are independent at least after 100 Gibbs Sampling steps.
- Now we want to calculate the marginals  $P(\mathbf{q}_t = q^{(i)})$  for all  $i$  and  $t$ . Therefore count the number of times in which the variable  $\mathbf{q}_t$  equals  $q^{(i)}$  during the last 3000 Gibbs sampling steps. Plot the marginals for each time step, use a visualization which you find appropriate. How does the estimated solution look like?
- Repeat the experiment at least 10 times using different initial positions for the Gibbs sampler. Are the marginals always similar (up to a certain noise level...)? If not, why not?

# Planning with Obstacle Avoidance



For simplicity, we assume that only the endeffector can collide with the obstacle with collision probability

$$P(c_t = 1 | q_t^{(j)}) = \exp(-1/2 \|\Phi(q^{(j)}) - [0.5, 0.5]^T\|^2 / 0.15^2)$$

For obstacle avoidance we set  $c_t = 0$ .

# Task

- Generate the collision probability  $P_{qc}$
- Use Gibbs sampling the same ways as before, visualize the marginals  $P(\mathbf{q}_t = q^{(i)})$ . How has the estimated solution changed?

# Pseudo-Dynamic Planning

Now we also want to add the velocities  $\dot{q}$  of the joints to our planning scenario. Therefore, we will also incorporate controls  $u$  of the robot in our model.

$$P(\mathbf{q}_t, \dot{\mathbf{q}}_t | \mathbf{q}_{t-1}, \dot{\mathbf{q}}_{t-1}, \mathbf{u}_{t-1}) = \mathcal{N}([\mathbf{q}_t; \dot{\mathbf{q}}_t] | [\mathbf{q}_{t-1} + 0.1\dot{\mathbf{q}}_{t-1}; \dot{\mathbf{q}}_{t-1} + 0.1\mathbf{u}_{t-1}], \mathbf{W})$$

where  $\mathbf{W}$  is set to  $\text{diag}([10^{-5}, 10^{-5}, 10^{-3}, 10^{-3}])$ .

The actions are unknown variables that are integrated out:

$$P(\mathbf{q}_t, \dot{\mathbf{q}}_t | \mathbf{q}_{t-1}, \dot{\mathbf{q}}_{t-1}) = \sum_{i=1}^{25} P(\mathbf{q}_t, \dot{\mathbf{q}}_t | \mathbf{q}_{t-1}, \dot{\mathbf{q}}_{t-1}, \mathbf{u}_{t-1}^{(i)}) P(\mathbf{u}_{t-1}^{(i)})$$

The action priors :  $P(\mathbf{u}_{t-1}^{(i)}) = \mathcal{N}(\mathbf{u}_{t-1}^{(i)} | 0, \mathbf{H})$ , where  $\mathbf{H}$  is set to  $16\mathbf{I}$ .