

Markov chain

- A **Markov chain** is a special sort of belief network:



- Thus $P(S_{t+1}|S_0, \dots, S_t) = P(S_{t+1}|S_t)$.
- Often S_t represented the **state** at time t . Intuitively S_t conveys all of the information about the history that can affect the future states.
- “The past is independent of the future given the present.”



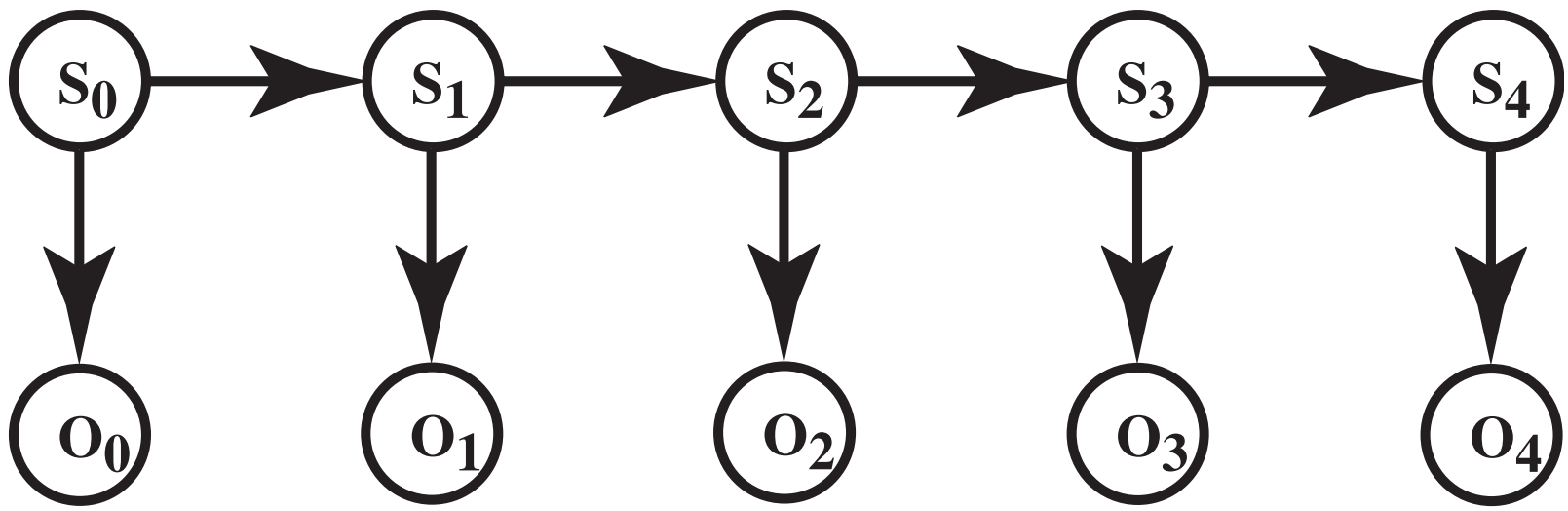
Stationary Markov chain

- A **stationary Markov chain** is when for all $t > 0, u > 0$, $P(S_{t+1}|S_t) = P(S_{u+1}|S_u)$ we have .
- We specify $P(S_0)$ and $P(S_{t+1}|S_t)$.
- It is of interest because:
 - Simple model, easy to specify
 - Natural
 - The network can extend indefinitely



Hidden Markov Model

➤ A **Hidden Markov Model (HMM)** is a belief network:

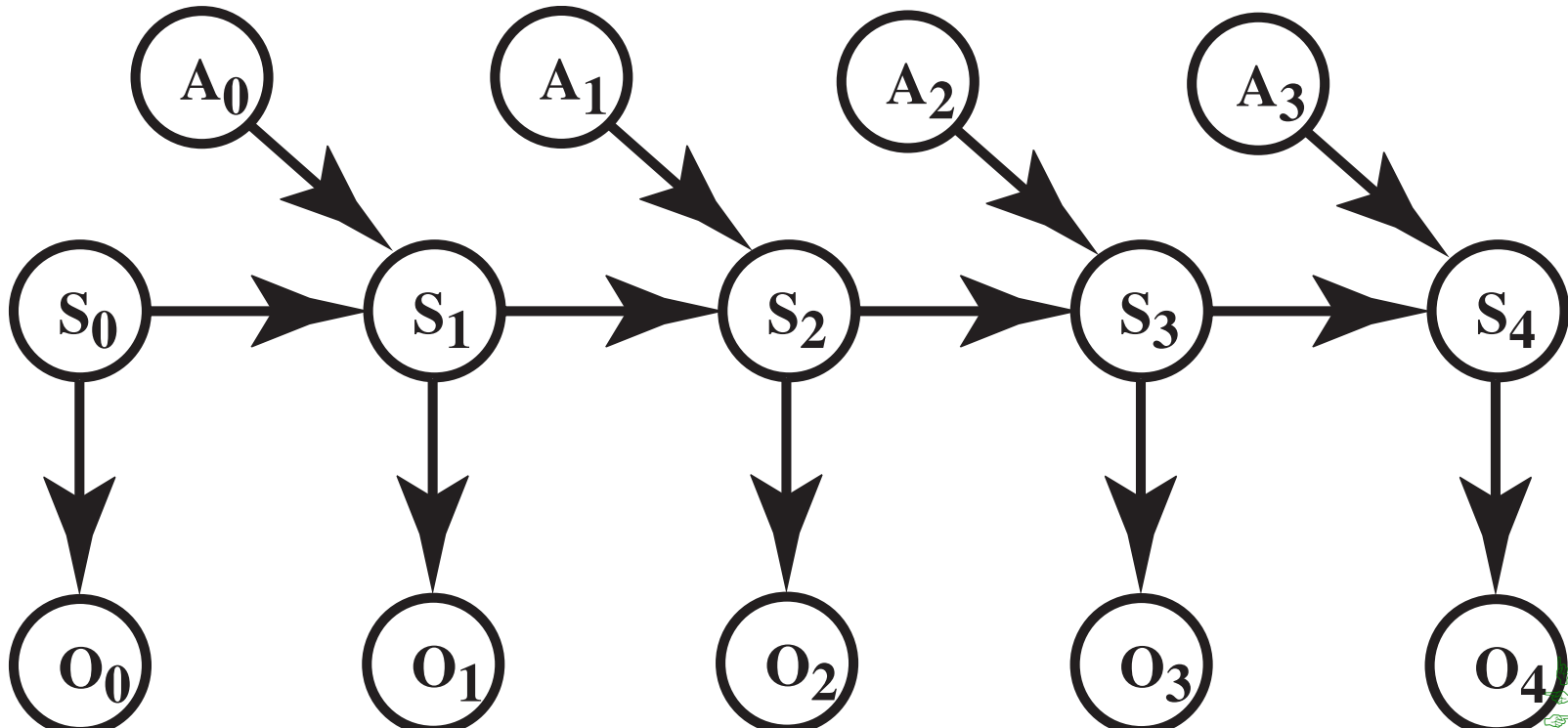


- $P(S_0)$ specifies initial conditions
- $P(S_{t+1}|S_t)$ specifies the dynamics
- $P(O_t|S_t)$ specifies the sensor model



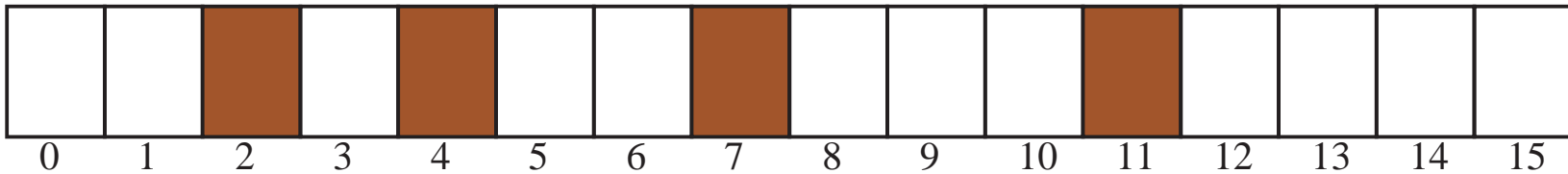
Example: localization

- Suppose a robot wants to determine its location based on its actions and its sensor readings. Called **Localization**
- This can be represented by the augmented HMM:



Example localization domain

➤ Circular corridor, with 16 locations:



➤ Doors at positions: 2, 4, 7, 11.

➤ Noisy Sensors

➤ Stochastic Dynamics

➤ Robot starts at an unknown location and must determine where it is.



Example Sensor Model

- $P(\text{Observe Door} \mid \text{At Door}) = 0.8$
- $P(\text{Observe Door} \mid \text{Not At Door}) = 0.1$

Example Dynamics Model

- $P(\text{loc}_{t+1} = L | \text{action}_t = \text{goRight} \wedge \text{loc}_t = L) = 0.1$
- $P(\text{loc}_{t+1} = L + 1 | \text{action}_t = \text{goRight} \wedge \text{loc}_t = L) = 0.8$
- $P(\text{loc}_{t+1} = L + 2 | \text{action}_t = \text{goRight} \wedge \text{loc}_t = L) = 0.074$
- $P(\text{loc}_{t+1} = L' | \text{action}_t = \text{goRight} \wedge \text{loc}_t = L) = 0.002$
for any other location L' .
- All location arithmetic is modulo 16.
- The action *goLeft* works the same but to the left.



Sensor Fusion

- We can have many (noisy) sensors for a property.
- Example:

