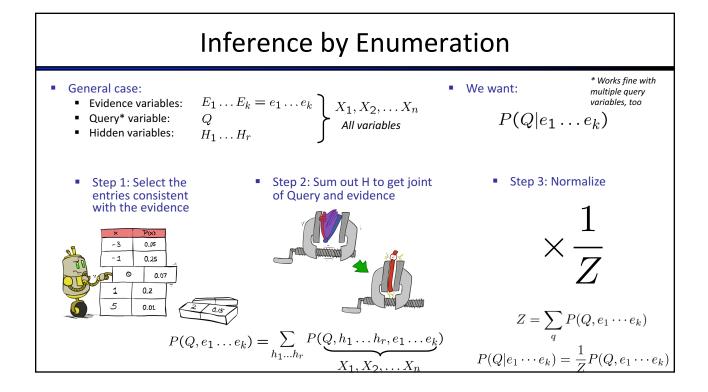


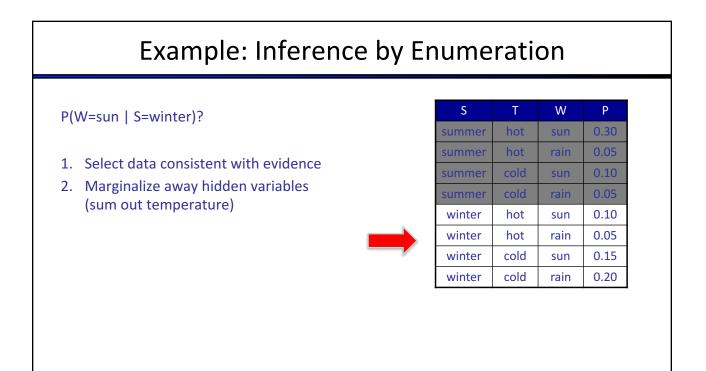
Probabilistic Inference

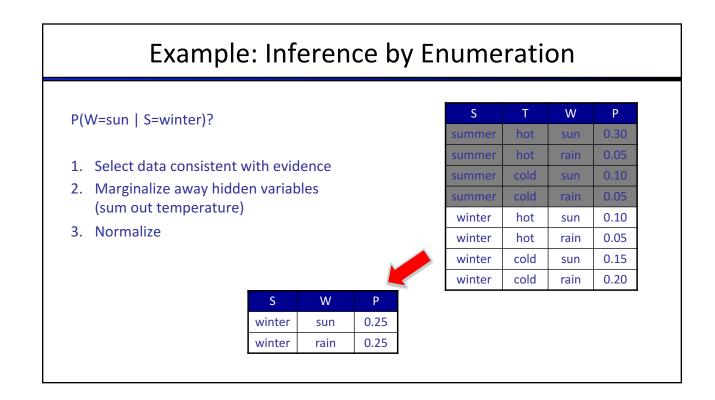
Probabilistic inference = "compute a desired probability from other known probabilities (e.g. conditional from joint)"
We generally compute conditional probabilities
P(on time | no reported accidents) = 0.90
These represent the agent's *beliefs* given the evidence
Probabilities change with new evidence:
P(on time | no residents [s a m b = 0.05]

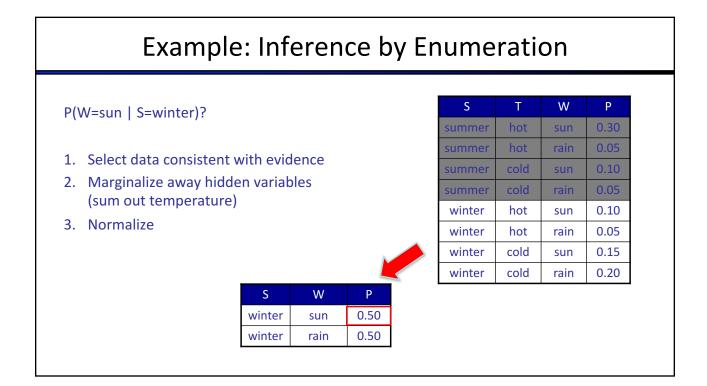
- P(on time | no accidents, 5 a.m.) = 0.95
- P(on time | no accidents, 5 a.m., raining) = 0.80
- Observing new evidence causes beliefs to be updated

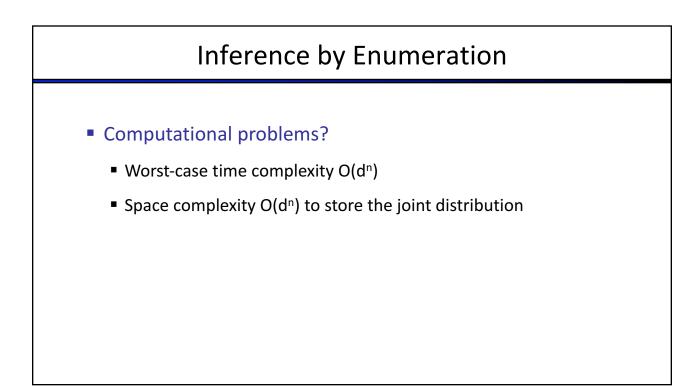


Example: Inference by Enumeration S Т W Ρ P(W=sun | S=winter)? summer 0.30 hot sun hot 0.05 summer rain 1. Select data consistent with evidence summer cold sun 0.10 0.05 cold summer rain winter hot sun 0.10 winter hot rain 0.05 winter cold 0.15 sun cold 0.20 winter rain

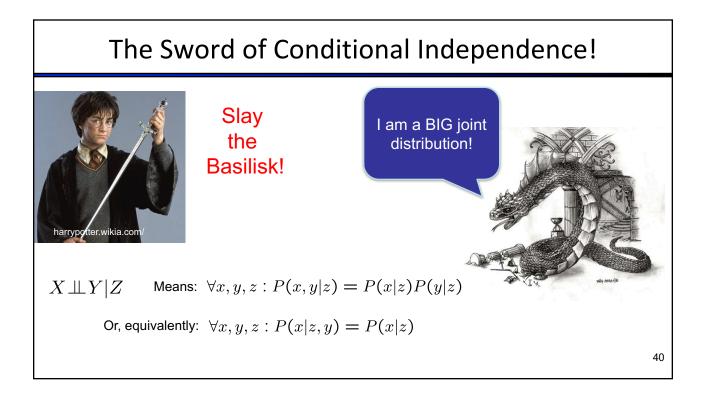


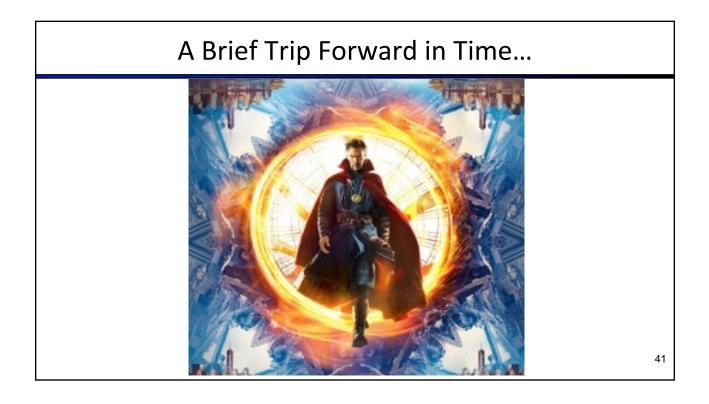


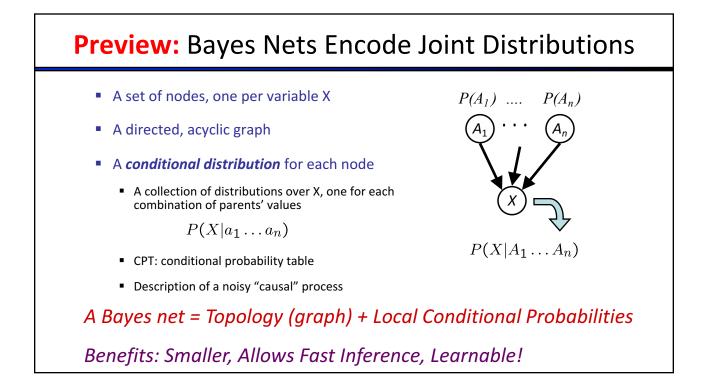


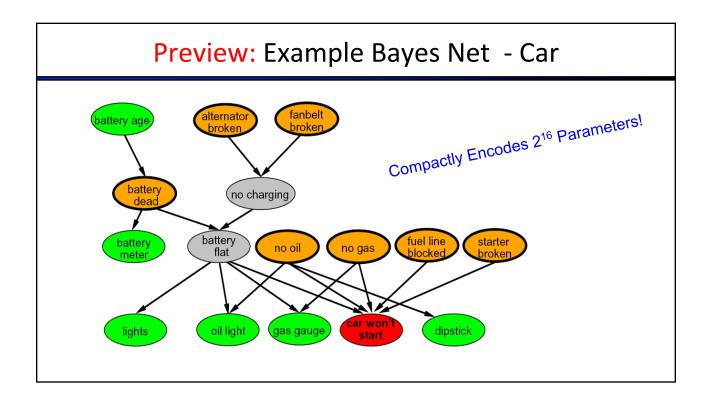


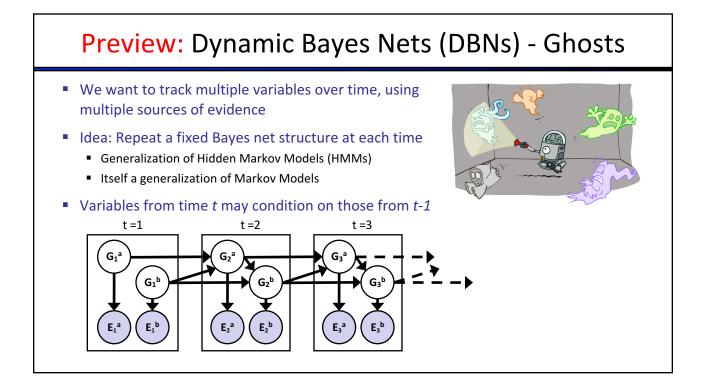




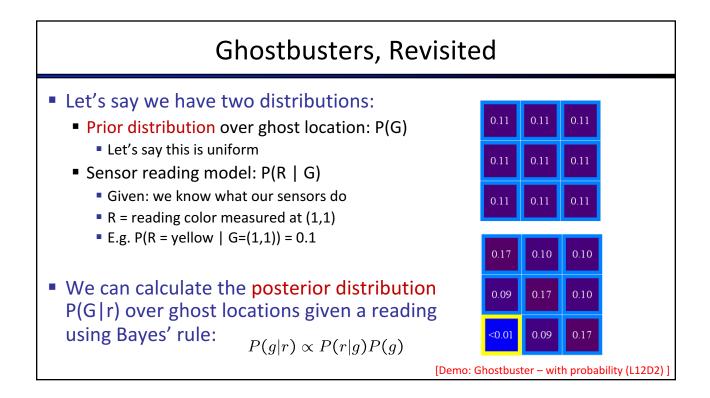












What's Our Probabilistic Model

Random Variables

- Location of Ghost. Values = {L_{1,1}, L_{1,2},, L_{6, 10}}
- Sensor value at locations S_{1,1}, ..., S_{6,10}. Values = {R, O, Y, G}

Joint Distribution

- Too big to write down 60 * 4⁶⁰ = 7.98 * 10³⁷
- Here's a schema for a conditional distribution specifying part of it:

P(red 3)	P(orange 3)	P(yellow 3)	P(green 3)
0.05	0.15	0.50	0.30
		•	
P(red 0)	P(orange 0)	P(yellow 0)	P(green 0)
0.70	0.15	0.10	0.05

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