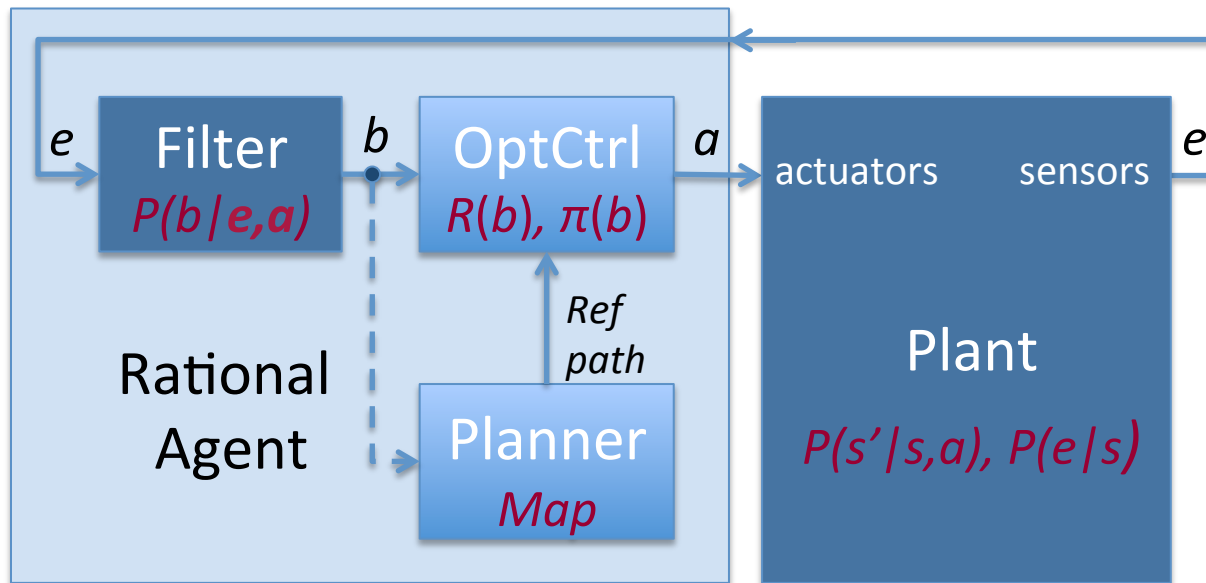


# State Estimation in Structured and Continuous Models

Chapters 15.4-5



# Temporal-Models Problems

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## Inference from HMM and observations :

- **Filtering**  $P(X_t | \mathbf{e}_{0:t})$  : Current-state estimation
- **Prediction**  $P(X_{t+k} | \mathbf{e}_{0:t})$  : Future-state estimation
- **Smoothing**  $P(X_k | \mathbf{e}_{0:t})$  : Past-state estimation
- **MLE**  $\operatorname{argmax}_{\mathbf{x}_{0:t}} P(\mathbf{x}_{0:t} | \mathbf{e}_{0:t})$  : Most-likely explanation

## Learning best HMM from observations:

- **EM**  $P(X_0), P(X' | X), P(E | X)$  : Expectation Maximisation

# Most likely explanation

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Most likely sequence  $\neq$  sequence of most likely states!

Most likely path (MLP) to each  $x_{t+1}$   
= MLP to some  $x_t$  plus one more step

$$\begin{aligned} & \max_{x_1 \dots x_t} P(x_1, \dots, x_t, X_{t+1} \mid \mathbf{e}_{1:t+1}) \\ &= \\ & P(e_{t+1} \mid X_{t+1}) \max_{x_t} P(X_{t+1} \mid x_t) \max_{x_1 \dots x_{t-1}} P(x_1, \dots, x_{t-1}, x_t \mid \mathbf{e}_{1:t}) \end{aligned}$$

Identical to filtering, except  $\mathbf{f}_{1:t}$  replaced by:

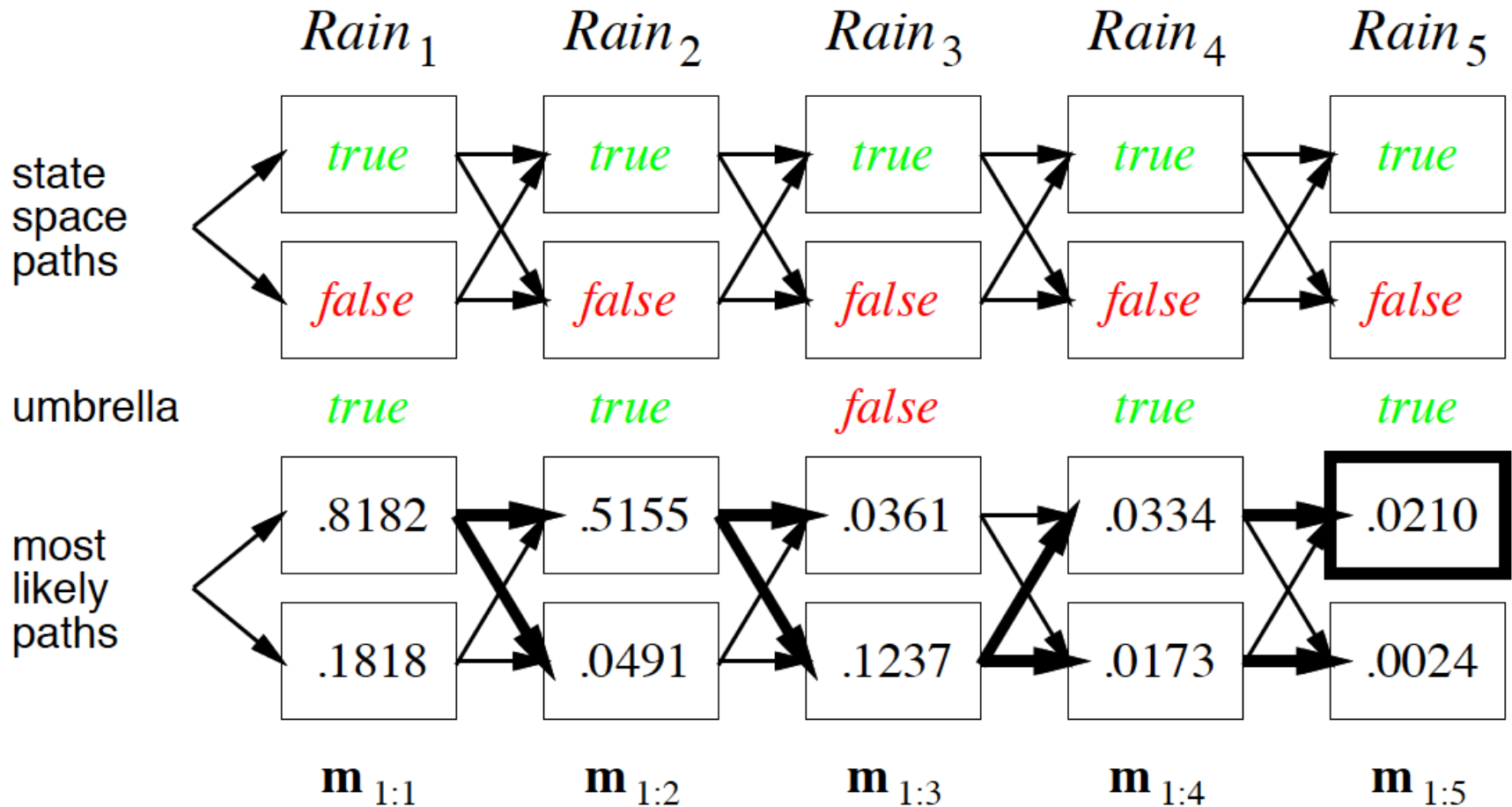
$$\mathbf{m}_{1:t} = \max_{x_1 \dots x_{t-1}} P(x_1, \dots, x_{t-1}, X_t \mid \mathbf{e}_{1:t})$$

$m_{1:t}(i)$  gives the probability of the most likely path to state  $i$ .

Update has sum replaced by max, giving the Viterbi algorithm:

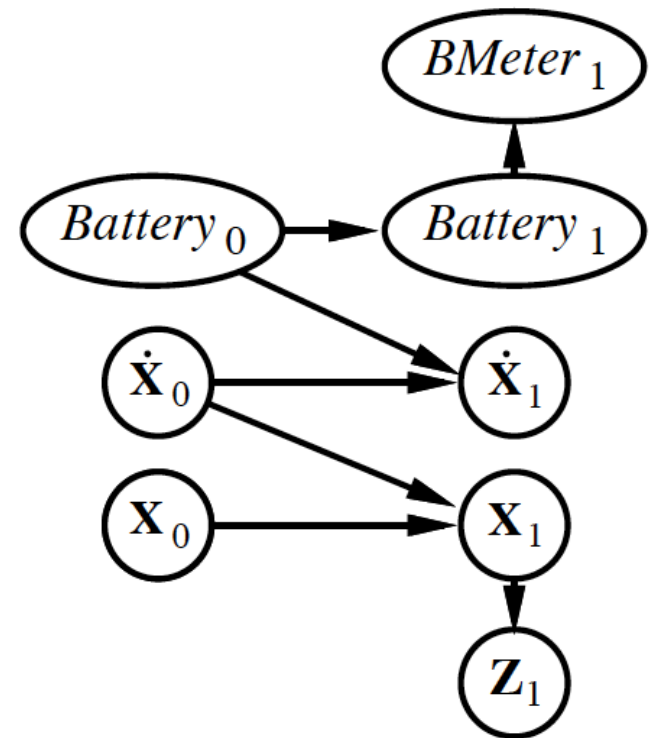
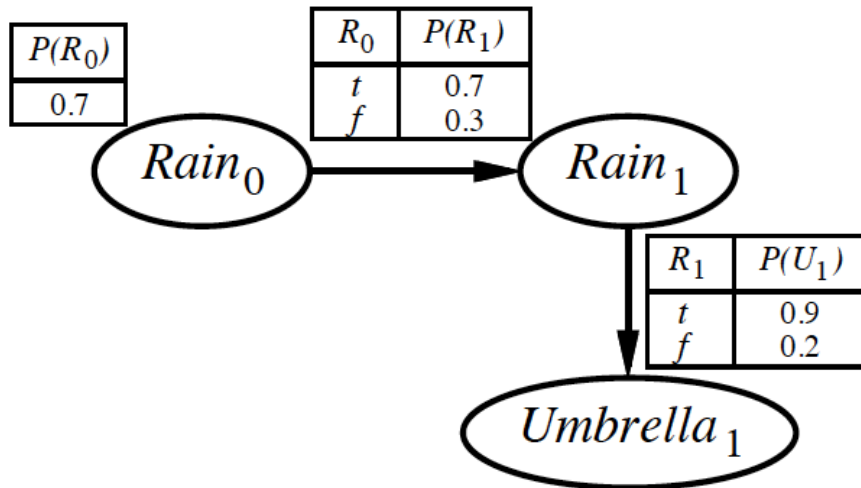
$$\mathbf{m}_{1:t+1} = P(e_{t+1} \mid X_{t+1}) \max_{x_t} (P(x_1, \dots, x_{t-1}, X_t \mid \mathbf{e}_{1:t}) \mathbf{m}_{1:t})$$

# Viterbi example



# Dynamic Bayesian Networks

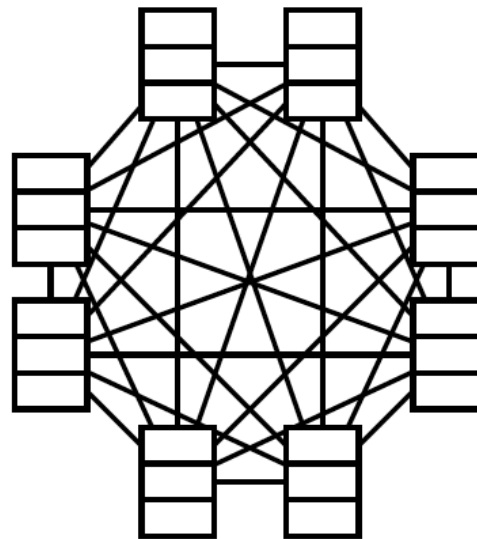
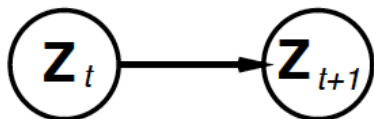
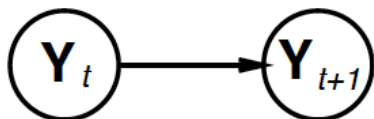
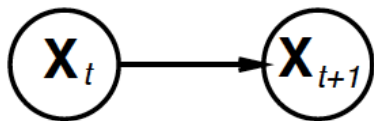
$X_t$ ,  $E_t$  contain arbitrarily many variables in a replicated Bayes net



# DBNs versus HMMs

Every HMM is a single-variable DBN

Every discrete DBN is an HMM



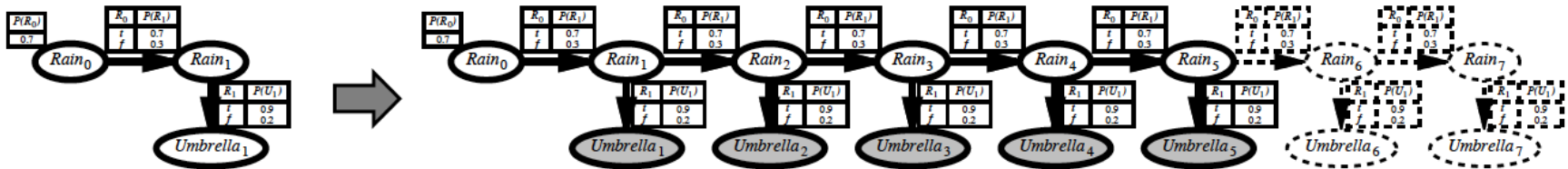
Sparse dependencies imply exponentially fewer parameters

Consider 20 state variables, three parents each:

- DBN has  $20 \times 2^3 = 160$  parameters
- The HMM has  $2^{20} \times 2^{20} \approx 10^{12}$  parameters

# Exact inference in DBNs

Naive method: unroll the network and run any exact algorithm



Problem: inference cost for each update grows with  $t$

Improvement with rollup filtering:

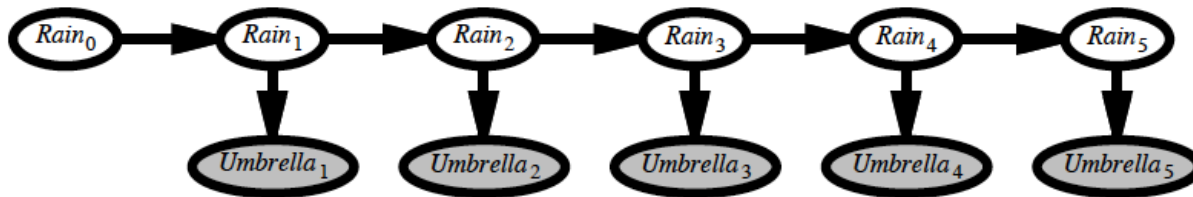
- Add  $slice_{t+1}$ , sum out  $slice_t$ , using variable elimination

Largest factor is  $O(d^{n+1})$ , update cost  $O(d^{n+2})$

- The HMM has update cost  $O(d^{2n})$

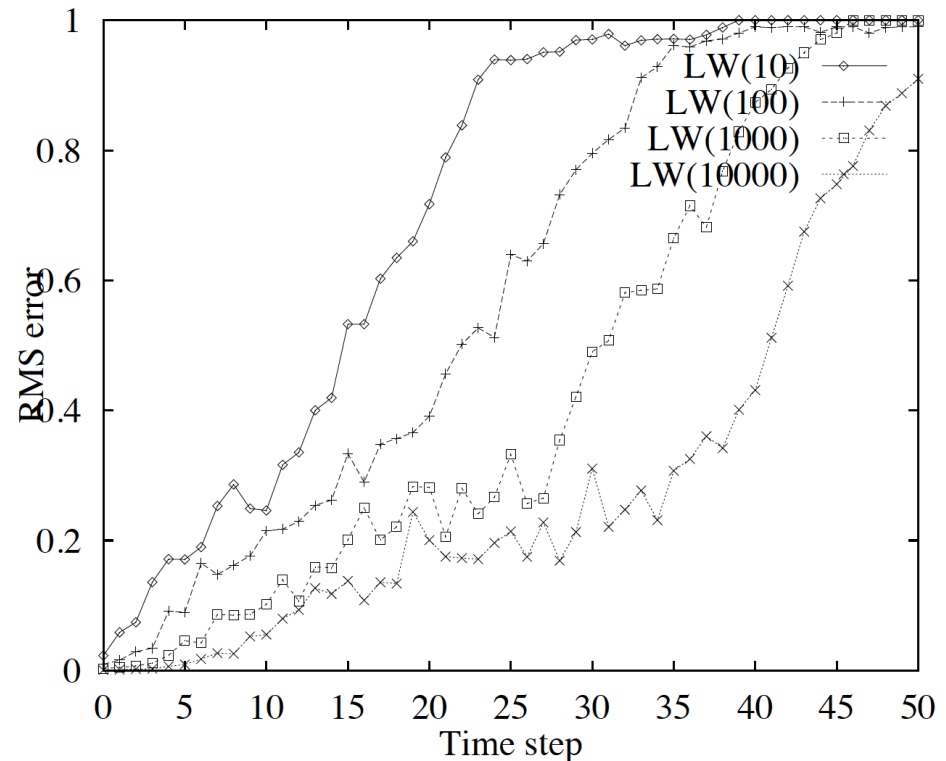
# Likelihood weighting for DBNs

Set of weighted samples approximates the belief state



LW samples pay no attention to the evidence!

- Fraction agreeing falls exponentially with  $t$
- #samples required grows exponentially with  $t$



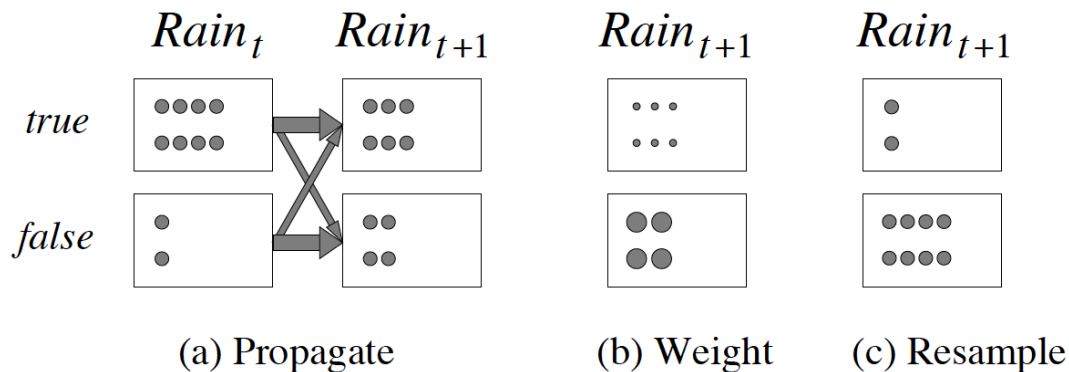


# Particle Filtering

Basic idea: ensure that the population of samples (particles)

- Tracks the high-likelihood regions of the state-space

Replicate particles proportional to likelihood for  $e_t$



Widely used for tracking nonlinear systems, e.g. in vision

Also used for SLAM and mapping in mobile robots

- $10^5$  – dimensional state space

# Particle Filtering

---

Assume consistent at time  $t$ :  $N(x_t | e_{1:t}) / N = P(x_t | e_{1:t})$

Propagate forward: populations of  $x_{t+1}$  are

$$N(x_{t+1} | e_{1:t}) = \sum_{x_t} P(x_{t+1} | x_t) N(x_t | e_{1:t})$$

Weight samples by their likelihood for  $e_{t+1}$ :

$$W(x_{t+1} | e_{1:t+1}) = P(e_{t+1} | x_{t+1}) N(x_{t+1} | e_{1:t})$$

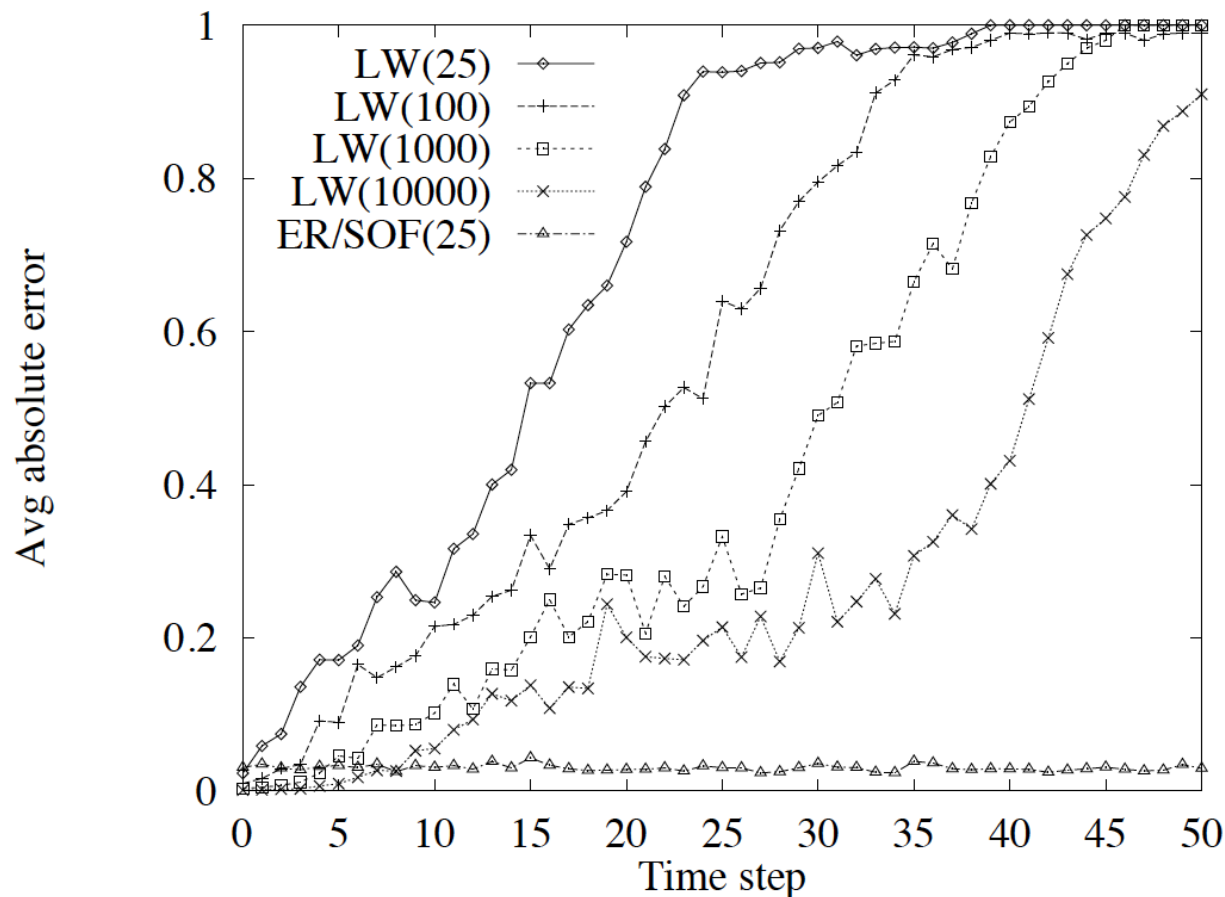
Resample to obtain populations proportional to  $W$ :

$$\begin{aligned} N(x_{t+1} | e_{1:t+1}) / N &= \alpha W(x_{t+1} | e_{1:t+1}) \\ &= \alpha P(e_{t+1} | x_{t+1}) N(x_{t+1} | e_{1:t}) \\ &= \alpha P(e_{t+1} | x_{t+1}) \sum_{x_t} P(x_{t+1} | x_t) N(x_t | e_{1:t}) \\ &= \alpha' P(e_{t+1} | x_{t+1}) \sum_{x_t} P(x_{t+1} | x_t) P(x_t | e_{1:t}) \\ &= P(x_{t+1} | e_{1:t+1}) \end{aligned}$$

# Particle Filtering Performance

Approximation error of PF remains bounded over time

- At least empirically: theoretical analysis is difficult

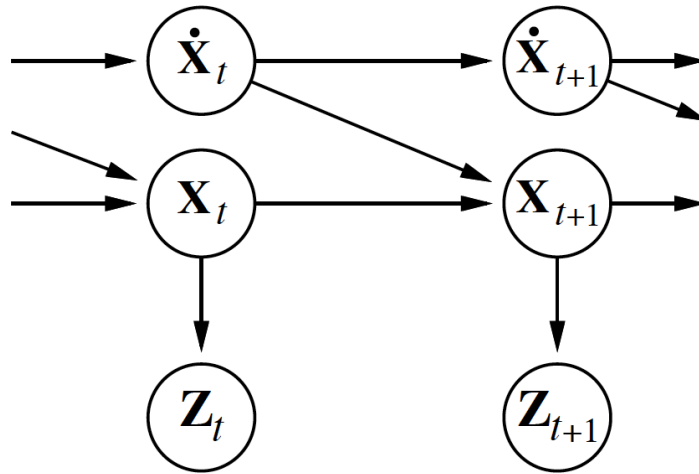


# Kalman Filters

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For systems described by a set of continuous variables

- A flying bird's state:  $\mathbf{X}_t = (X, Y, Z, \dot{X}, \dot{Y}, \dot{Z})$
- Also: airplanes, robots, ecosystems, economies, chemical plants...



Gaussian prior, linear Gaussian transition model and sensor model

# Updating Gaussian Distributions

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Prediction is Gaussian if  $P(X_t | e_{1:t})$  is Gaussian

$$P(X_{t+1} | e_{1:t}) = \int_{x_t} P(X_{t+1} | x_t) P(x_t | e_{1:t}) dx_t$$

Updated distribution is Gaussian if  $P(X_{t+1} | e_{1:t})$  is Gaussian

$$P(X_{t+1} | e_{1:t+1}) = \alpha P(e_{t+1} | X_{t+1}) P(X_{t+1} | e_{1:t})$$

Hence  $P(X_t | e_{1:t})$  is multivariate Gaussian  $N(\mu_t, \Sigma_t)$  for all  $t$

In general: Systems are nonlinear, non-Gaussian

- Description of posterior: Grows unboundedly as  $t \rightarrow \infty$

# Simple 1-D example

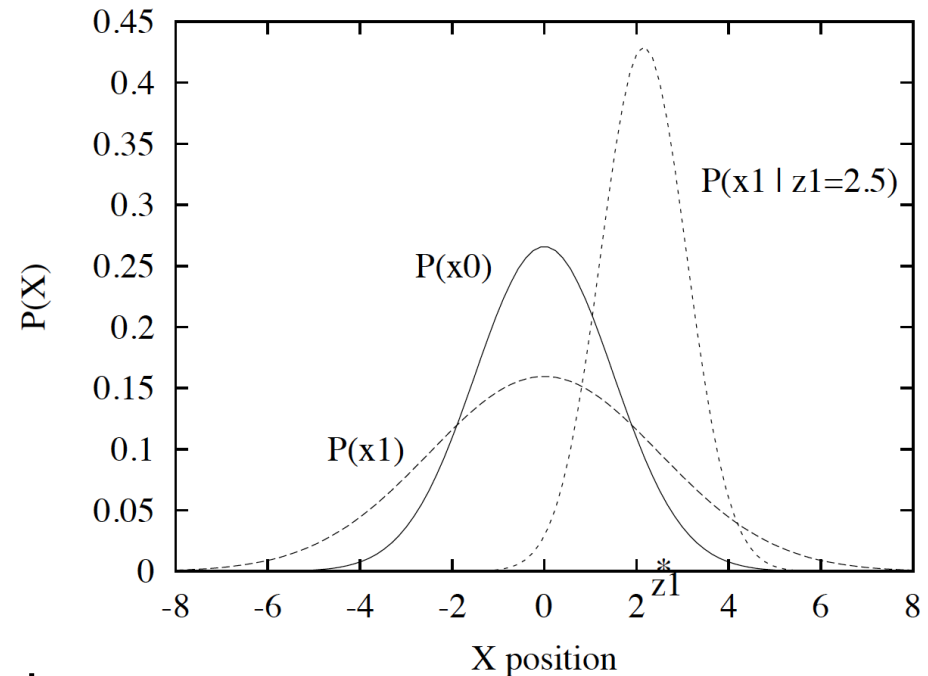
Gaussian random walk on X-axis: variances  $\sigma_x$ , sensor  $\sigma_e$

$$P(x_0) = \alpha e^{-\frac{1}{2} \left( \frac{(x_0 - \mu_0)^2}{\sigma_0^2} \right)}$$

$$P(x_{t+1} | x_t) = \alpha e^{-\frac{1}{2} \left( \frac{(x_{t+1} - x_t)^2}{\sigma_x^2} \right)}$$

$$P(e_t | x_t) = \alpha e^{-\frac{1}{2} \left( \frac{(e_t - x_t)^2}{\sigma_e^2} \right)}$$

$$\begin{aligned} P(x_1 | x_0) &= \int_{-\infty}^{\infty} P(x_1 | x_0) dx_0 \\ &= \alpha \int_{-\infty}^{\infty} e^{-\frac{1}{2} \left( \frac{(x_1 - x_0)^2}{\sigma_x^2} \right)} e^{-\frac{1}{2} \left( \frac{(x_0 - \mu_0)^2}{\sigma_0^2} \right)} dx_0 \\ &= \alpha \int_{-\infty}^{\infty} e^{-\frac{1}{2} \left( \frac{\sigma_0^2 (x_1 - x_0)^2 + \sigma_x^2 (x_0 - \mu_0)^2}{\sigma_0^2 \sigma_x^2} \right)} dx_0 \end{aligned}$$



# Simple 1-D example

Gaussian random walk on X-axis: variances  $\sigma_x$ , sensor  $\sigma_z$

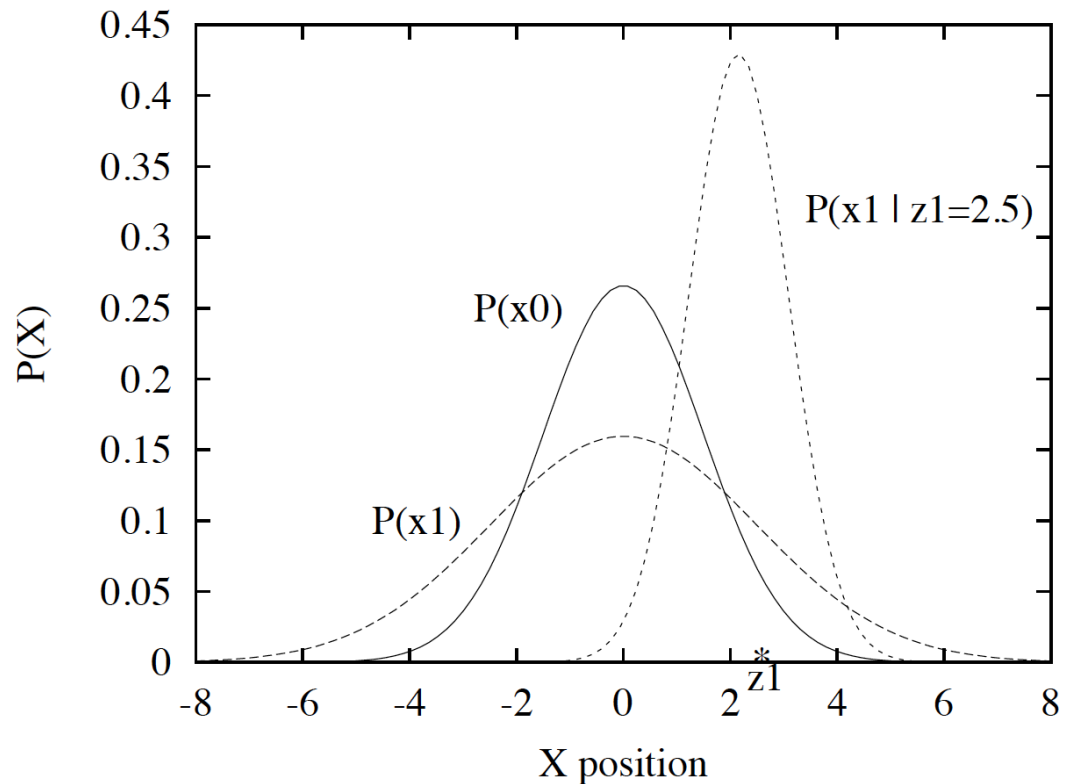
$$P(x_0) = \alpha e^{-\frac{1}{2} \left( \frac{(x_0 - \mu_0)^2}{\sigma_0^2} \right)}$$

$$P(x_{t+1} | x_t) = \alpha e^{-\frac{1}{2} \left( \frac{(x_{t+1} - x_t)^2}{\sigma_x^2} \right)}$$

$$P(e_t | x_t) = \alpha e^{-\frac{1}{2} \left( \frac{(e_t - x_t)^2}{\sigma_e^2} \right)}$$

$$\mu_{t+1} = \frac{(\sigma_t^2 + \sigma_x^2)e_{t+1} + \sigma_e^2 \mu_t}{\sigma_t^2 + \sigma_x^2 + \sigma_e^2}$$

$$\sigma_{t+1}^2 = \frac{(\sigma_t^2 + \sigma_x^2)\sigma_e^2}{\sigma_t^2 + \sigma_x^2 + \sigma_e^2}$$



# General Kalman update

---

Transition and sensor models:

$$\mathbf{P}(\mathbf{x}_{t+1} | \mathbf{x}_t) = \mathbf{N}(\mathbf{A}\mathbf{x}_t | \Sigma_x)(\mathbf{x}_{t+1})$$

$$\mathbf{P}(\mathbf{e}_t | \mathbf{x}_t) = \mathbf{N}(\mathbf{C}\mathbf{x}_t | \Sigma_e)(\mathbf{e}_t)$$

Transition matrix  $\mathbf{A}$ ,      Transition noise covariance  $\Sigma_x$

Output matrix  $\mathbf{C}$ ,      Sensor noise covariance  $\Sigma_e$

Filter computes the following update:

Mean:  $\mu_{t+1} = \mathbf{A}\mu_t + \mathbf{K}_{t+1}(\mathbf{e}_{t+1} - \mathbf{C}\mathbf{A}\mu_t)$

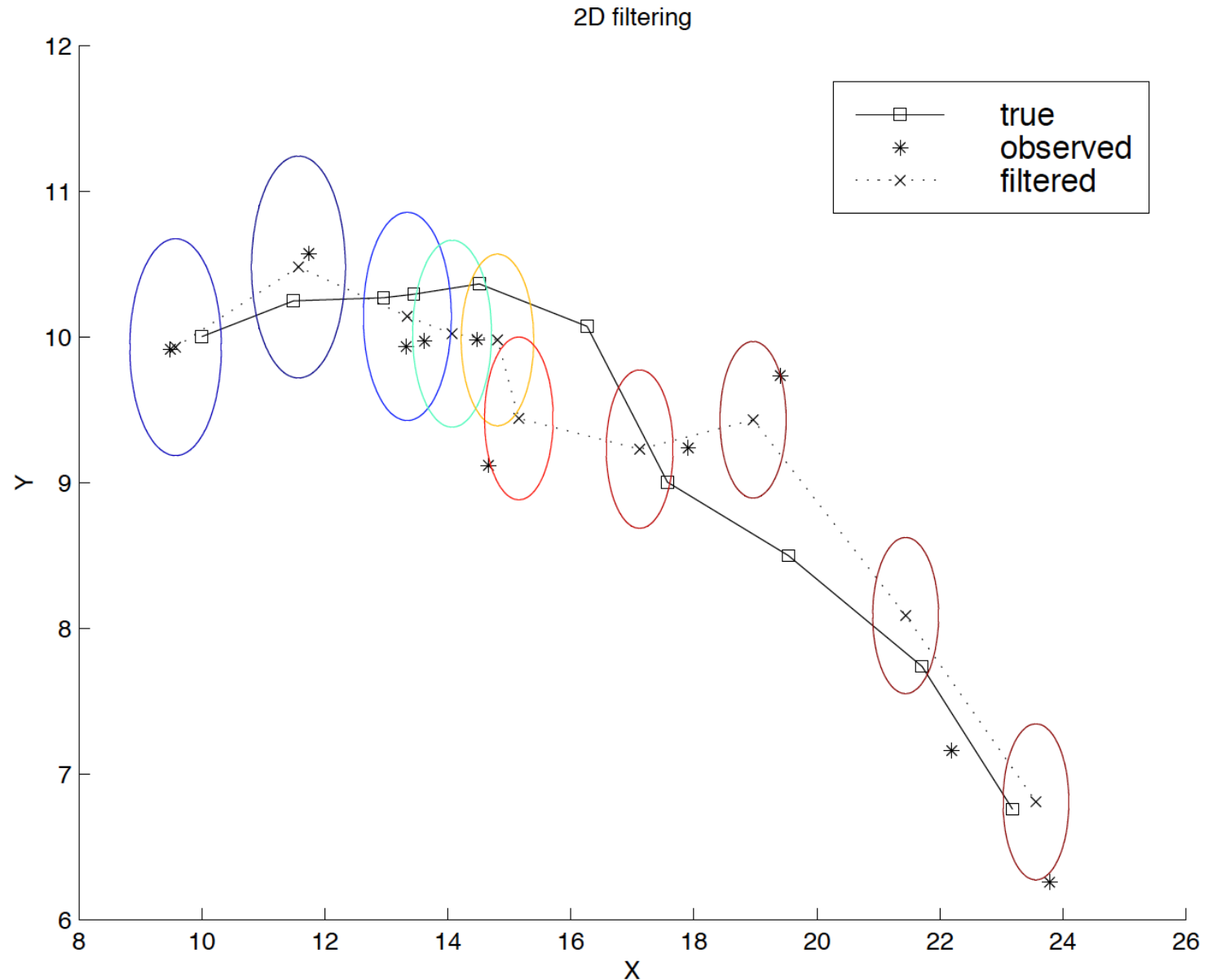
Covariance:  $\Sigma_{t+1} = (\mathbf{I} - \mathbf{K}_{t+1})(\mathbf{A}\Sigma_t\mathbf{C}^t + \Sigma_x)$

Kalman gain:  $\mathbf{K}_{t+1} = (\mathbf{A}\Sigma_t\mathbf{A}^t + \Sigma_x)\mathbf{C}^t(\mathbf{C}(\mathbf{A}\Sigma_t\mathbf{A}^t + \Sigma_x)\mathbf{C}^t + \Sigma_e)^{-1}$

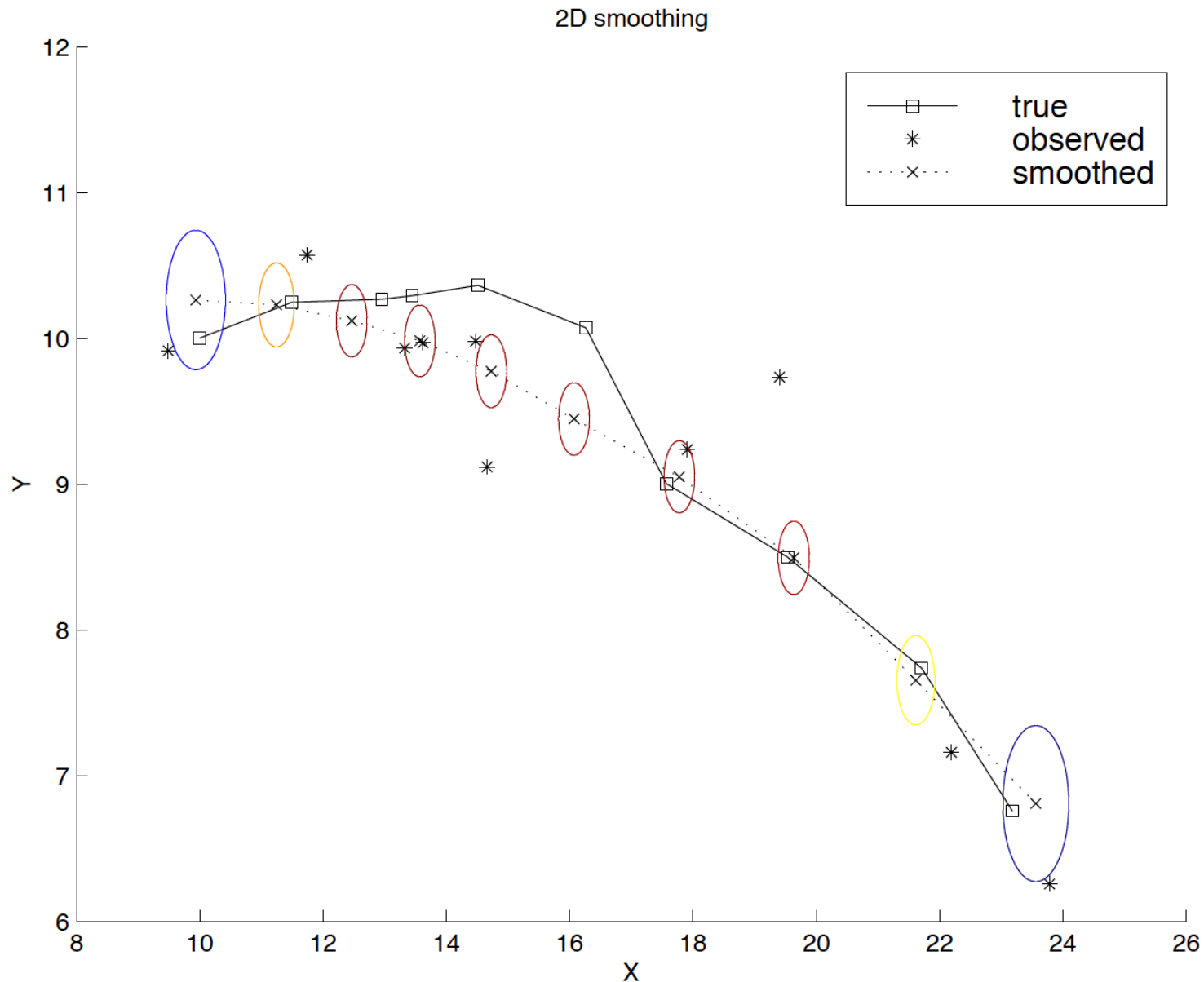
$\Sigma_t$  and  $\mathbf{K}_t$ : Independent of sequence, computed offline



# 2-D tracking example: Filtering



# 2-D tracking example: Smoothing



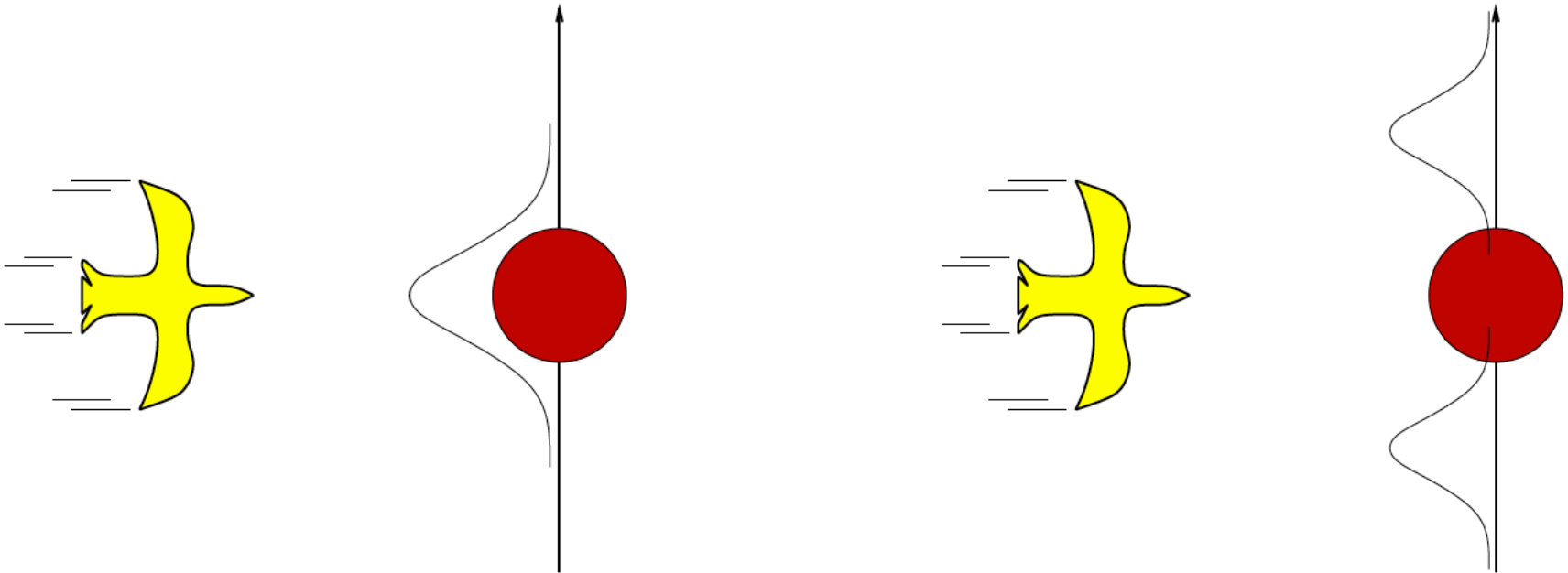
# Where it Breaks

Cannot be applied if the transition model is nonlinear

Extended Kalman Filter:

Models transition as locally linear around  $x_t = \mu_t$

Fails if the system is locally unsmooth

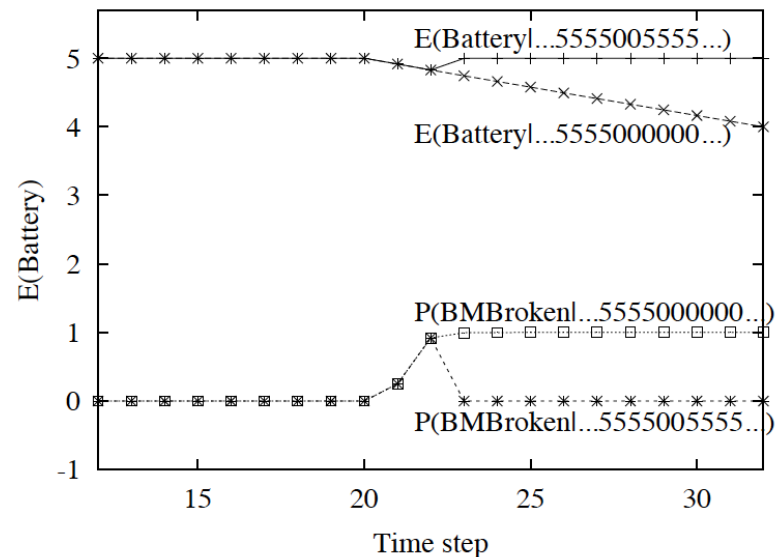
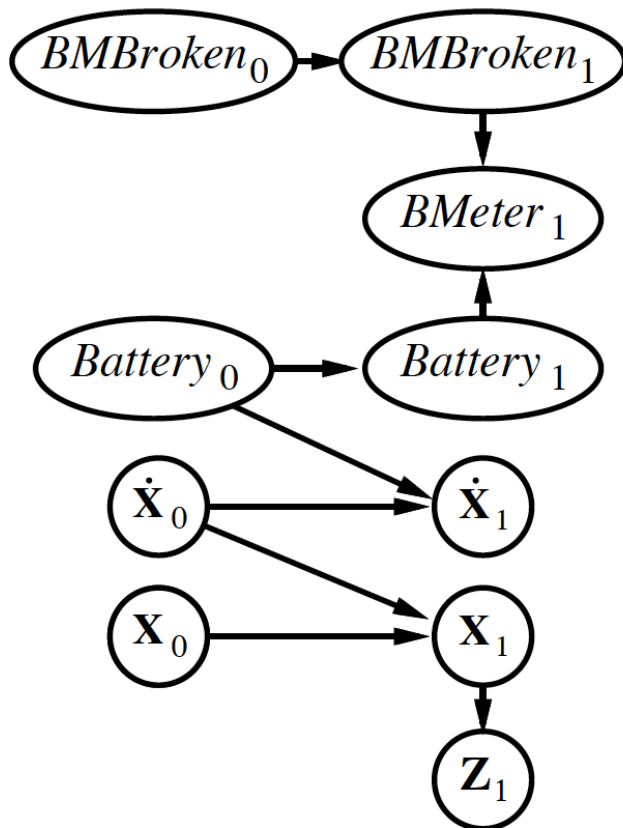


# DBNs versus Kalman Filters

Every Kalman filter model is a DBN, but few DBNs are KFs;

Real world requires non-Gaussian posteriors

Example: What's the battery charge?



# Summary

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Temporal models use state & sensor variables replicated over time

Markov assumptions and stationarity assumption, so we need

Transition Model:  $P(X_{t+1} | X_t)$       Sensor model:  $P(E_t | X_t)$

Tasks are filtering, prediction, smoothing, most likely sequence

All done recursively with constant cost per time step

Hidden Markov models have a single discrete state variable

Used e.g. for speech recognition

Kalman filters allow  $n$  state variables, linear Gaussian

Complexity of update is  $O(n^3)$

Dynamic Bayes nets subsume HMMs & KFs

Exact update intractable

Particle filtering is a good approximate filtering alg for DBNs