

# Summarization of CS486/686

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Lecture 23

# Outline

Search Algorithm

Uncertainty Estimation

Decision Theory

Machine Learning

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Uncertainty Estimation

Decision Theory

Machine Learning

# Overview

- ▶ How to formulate a search problem?
- ▶ What is a search tree?
- ▶ What is generic Search algorithm?
- ▶ What is DFS and what is BFS?
- ▶ What is the space/time complexity of DFS and BFS?
- ▶ What is the iterative deepening space complexity?

# How to use heuristic search?

- ▶ What is LCFS (lowest-cost first)?
- ▶ What is GBFS (lowest-heuristic first)?
- ▶ What is A\* search (combination of two)?

# A\* Search Algorithm

- ▶ Space and Time Complexities.
- ▶ Completeness and Optimality.
- ▶ Admissible Heuristics → Optimality
- ▶ Consistent Heuristics → Multi-Path Pruning

## Summary of Search Strategies

Strategy	Frontier Selection	Halts?	Space	Time
Depth-first	Last node added	No	Linear	Exp
Breadth-first	First node added	Yes	Exp	Exp
Lowest-cost-first	$\min cost(n)$	Yes	Exp	Exp
Greedy Best-first	$\min h(n)$	No	Exp	Exp
A*	$\min cost(n) + h(n)$	Yes	Exp	Exp

# Constraint Satisfaction Problem

- ▶ Generate-and-Test is way too slow
- ▶ Why do We need to model the internal structure of the state?
- ▶ What is Backtracking Algorithm?
- ▶ What is Arc consistency Algorithm?
- ▶ AC-3 Algorithm, using Arc consistency to eliminate Arc
- ▶ AC-3 Algorithm complexity



# Local Search

- ▶ Why do we need local search?
- ▶ How do we perform greedy descent?
- ▶ How can we avoid local minima?
- ▶ What is Simulated Annealing?

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# Independence

- ▶ What is unconditional independence?
- ▶ What is conditional independence?
- ▶ What is chain rule/product rule/sum rule/bayes rule?
- ▶ Universal approach to calculate a probability.

# Independence

- ▶ Given joint probability distribution, derive the independence step by step.
- ▶ Why do we need to use Bayesian Networks?
- ▶ How can we compute joint probability over a Bayesian Network?

# D-Separation

- ▶ What is D-Separation Rule 1?
- ▶ What is D-Separation Rule 2?
- ▶ What is D-Separation Rule 3?
- ▶ How do you apply these D-Separation rules to understand independence between different nodes?

# Constructing Bayesian Network

- ▶ Pick an order
- ▶ Add nodes to the graph
- ▶ Pick the minimum subset as parents
- ▶ Form a Bayesian Network

# Variable Elimination Algorithm

- ▶ Define Factors
- ▶ Restrict Factors to reflect Evidence
- ▶ Multiply factors with shared variables
- ▶ Sum out hidden variables
- ▶ Normalize to obtain probability

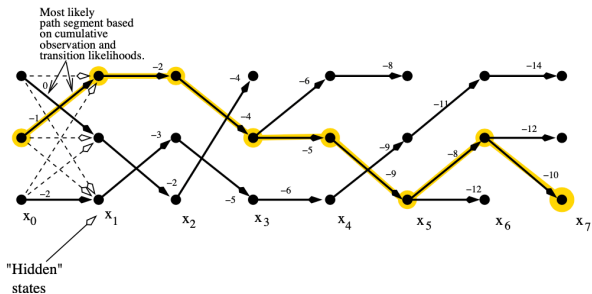
# Hidden Markov Model (Smoothing)

- ▶ Derive the forward recursion  $P(S_k | o_{0:k})$
- ▶ Compute the forward recursion  $P(S_k | o_{0:k})$
- ▶ Derive the backward recursion  $P(o_{k+1:t-1} | S_k)$
- ▶ Compute the backward recursion  $P(o_{k+1:t-1} | S_k)$
- ▶ Combine forward and backward recursion to calculate smoothing probability



# Viterbi Algorithm

- ▶ Dynamic Programming to reuse intermediate variables
- ▶ Backtracking to derive the most likely hidden variables



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# Decision Network

- ▶ Understand what is utility.
- ▶ Compute expected utility
- ▶ Apply Variable Elimination Algorithm in Decision Networks

# Markov Decision Process

- ▶ What is discounted reward?
- ▶ What is policy and value function?
- ▶ Bellman equation to update value function.
- ▶ Policy iteration to update policy function.

# Reinforcement Learning

- ▶ How to implement passive ADP?
- ▶ How to implement Active ADP?
- ▶ How to do Q-Learning?
- ▶ What is the difference between ADP and Q-Learning?
- ▶ How fast are ADP and Q-Learning?

# Supervised Learning

- ▶ Classification vs. Regression
- ▶ Cross-Validation
- ▶ How to avoid Over-fitting?
- ▶ Trade-offs between bias and variance.

# Unsupervised Learning

- ▶ How to do K-means clustering?
- ▶ What is Principled component Analysis?
- ▶ What is auto-encoder?

# Decision Tree

- ▶ How to compute entropy?
- ▶ How to grow a full tree?
- ▶ How to determine the order of testing features?



# Neural Networks

- ▶ What is activation function and what qualifies as activation functions?
- ▶ How to perform back-propagation?
- ▶ How to perform gradient descent?
- ▶ What are the existing optimizers?

# Exam

- ▶ Non-programmable calculator
- ▶ Two-sided A4 Study Note
- ▶ A total of 8 problems
- ▶ Tentative: 84 marks, 76+ marks count as 100%
- ▶ Tentative: Pass Threshold: 42 marks