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Planning with Markov Decision Processes

An AI Perspective

Mausam
Andrey Kolobov

SYNTHESIS LECTURES ON ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

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Planning With Markov Decision Processes An Ai Perspective Mausam

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Planning With Markov Decision Processes An Ai Perspective Mausam:

Planning with Markov Decision Processes Mausam,Andrey Kolobov,2012 Provides a concise introduction to the use of Markov Decision Processes for solving probabilistic planning problems with an emphasis on the algorithmic perspective It covers the whole spectrum of the field from the basics to state of the art optimal and approximation algorithms Planning with Markov Decision Processes Mausam Natarajan,Andrey Kolobov,2022-06-01 Markov Decision Processes MDPs are widely popular in Artificial Intelligence for modeling sequential decision making scenarios with probabilistic dynamics They are the framework of choice when designing an intelligent agent that needs to act for long periods of time in an environment where its actions could have uncertain outcomes MDPs are actively researched in two related subareas of AI probabilistic planning and reinforcement learning Probabilistic planning assumes known models for the agent s goals and domain dynamics and focuses on determining how the agent should behave to achieve its objectives On the other hand reinforcement learning additionally learns these models based on the feedback the agent gets from the environment This book provides a concise introduction to the use of MDPs for solving probabilistic planning problems with an emphasis on the algorithmic perspective It covers the whole spectrum of the field from the basics to state of the art optimal and approximation algorithms We first describe the theoretical foundations of MDPs and the fundamental solution techniques for them We then discuss modern optimal algorithms based on heuristic search and the use of structured representations A major focus of the book is on the numerous approximation schemes for MDPs that have been developed in the AI literature These include determinization based approaches sampling techniques heuristic functions dimensionality reduction and hierarchical representations Finally we briefly introduce several extensions of the standard MDP classes that model and solve even more complex planning problems Table of Contents Introduction MDPs Fundamental Algorithms Heuristic Search Algorithms Symbolic Algorithms Approximation Algorithms Advanced Notes **An Introduction to the Planning Domain Definition Language** Patrik Haslum,Nir Lipovetzky,Daniele Magazzeni,Christian Muise,2022-05-31 Planning is the branch of Artificial Intelligence AI that seeks to automate reasoning about plans most importantly the reasoning that goes into formulating a plan to achieve a given goal in a given situation AI planning is model based a planning system takes as input a description or model of the initial situation the actions available to change it and the goal condition to output a plan composed of those actions that will accomplish the goal when executed from the initial situation The Planning Domain Definition Language PDDL is a formal knowledge representation language designed to express planning models Developed by the planning research community as a means of facilitating systems comparison it has become a de facto standard input language of many planning systems although it is not the only modelling language for planning Several variants of PDDL have emerged that capture planning problems of different natures and complexities with a focus on deterministic problems The purpose of this book is two fold First we present a unified and current account of PDDL covering the subsets of PDDL that express discrete numeric temporal

and hybrid planning Second we want to introduce readers to the art of modelling planning problems in this language through educational examples that demonstrate how PDDL is used to model realistic planning problems The book is intended for advanced students and researchers in AI who want to dive into the mechanics of AI planning as well as those who want to be able to use AI planning systems without an in depth explanation of the algorithms and implementation techniques they use

A Concise Introduction to Models and Methods for Automated Planning Hector Geffner,Blai Bonet,2022-05-31 Planning is the model based approach to autonomous behavior where the agent behavior is derived automatically from a model of the actions sensors and goals The main challenges in planning are computational as all models whether featuring uncertainty and feedback or not are intractable in the worst case when represented in compact form In this book we look at a variety of models used in AI planning and at the methods that have been developed for solving them The goal is to provide a modern and coherent view of planning that is precise concise and mostly self contained without being shallow For this we make no attempt at covering the whole variety of planning approaches ideas and applications and focus on the essentials The target audience of the book are students and researchers interested in autonomous behavior and planning from an AI engineering or cognitive science perspective Table of Contents Preface Planning and Autonomous Behavior Classical Planning Full Information and Deterministic Actions Classical Planning Variations and Extensions Beyond Classical Planning Transformations Planning with Sensing Logical Models MDP Planning Stochastic Actions and Full Feedback POMDP Planning Stochastic Actions and Partial Feedback Discussion Bibliography Author s Biography **Explainable Human-AI Interaction** Sarath Sreedharan,Anagha Kulkarni,Subbarao Kambhampati,2022-05-31 From its inception artificial intelligence AI has had a rather ambivalent relationship with humans swinging between their augmentation and replacement Now as AI technologies enter our everyday lives at an ever increasing pace there is a greater need for AI systems to work synergistically with humans One critical requirement for such synergistic human AI interaction is that the AI systems behavior be explainable to the humans in the loop To do this effectively AI agents need to go beyond planning with their own models of the world and take into account the mental model of the human in the loop At a minimum AI agents need approximations of the human s task and goal models as well as the human s model of the AI agent s task and goal models The former will guide the agent to anticipate and manage the needs desires and attention of the humans in the loop and the latter allow it to act in ways that are interpretable to humans by conforming to their mental models of it andbe ready to provide customized explanations when needed The authors draw from several years of research in their lab to discuss how an AI agent can use these mental models to either conform to human expectations or change those expectations through explanatory communication While the focus of the book is on cooperative scenarios it also covers how the same mental models can be used for obfuscation and deception The book also describes several real world application systems for collaborative decision making that are based on the framework and techniques developed here Although primarily driven by

the authors own research in these areas every chapter will provide ample connections to relevant research from the wider literature The technical topics covered in the book are self contained and are accessible to readers with a basic background in AI Computational Science and Its Applications – ICCSA 2021 Osvaldo Gervasi,Beniamino Murgante,Sanjay Misra,Chiara Garau,Ivan Blečić,David Taniar,Bernady O. Apduhan,Ana Maria A. C. Rocha,Eufemia Tarantino,Carmelo Maria Torre,2021-09-10 The ten volume set LNCS 12949 12958 constitutes the proceedings of the 21st International Conference on Computational Science and Its Applications ICCSA 2021 which was held in Cagliari Italy during September 13 16 2021 The event was organized in a hybrid mode due to the Covid 19 pandemic The 466 full and 18 short papers presented in these proceedings were carefully reviewed and selected from 1588 submissions The books cover such topics as multicore architectures mobile and wireless security sensor networks open source software collaborative and social computing systems and tools cryptography human computer interaction software design engineering and others Part III of the set icludes papers on Information Systems and Technologies and the proceeding of the following workshops International Workshop on Automatic landform classification spatial methods and applications ALCSMA 2021 International Workshop on Application of Numerical Analysis to Imaging Science ANAIS 2021 International Workshop on Advances in information Systems and Technologies for Emergency management risk assessment and mitigationbased on the Resilience concepts ASTER 2021 International Workshop on Advances in Web Based Learning AWBL 2021 **Statistical Relational Artificial Intelligence** Luc De Raedt,Kristian Kersting,Sriraam Natarajan,David Poole,2022-05-31 An intelligent agent interacting with the real world will encounter individual people courses test results drugs prescriptions chairs boxes etc and needs to reason about properties of these individuals and relations among them as well as cope with uncertainty Uncertainty has been studied in probability theory and graphical models and relations have been studied in logic in particular in the predicate calculus and its extensions This book examines the foundations of combining logic and probability into what are called relational probabilistic models It introduces representations inference and learning techniques for probability logic and their combinations The book focuses on two representations in detail Markov logic networks a relational extension of undirected graphical models and weighted first order predicate calculus formula and Problog a probabilistic extension of logic programs that can also be viewed as a Turing complete relational extension of Bayesian networks Predicting Human Decision-Making Ariel Rosenfeld,Sarit Kraus,2022-05-31 Human decision making often transcends our formal models of rationality Designing intelligent agents that interact proficiently with people necessitates the modeling of human behavior and the prediction of their decisions In this book we explore the task of automatically predicting human decision making and its use in designing intelligent human aware automated computer systems of varying natures from purely conflicting interaction settings e g security and games to fully cooperative interaction settings e g autonomous driving and personal robotic assistants We explore the techniques algorithms and empirical methodologies for meeting the challenges that arise

from the above tasks and illustrate major benefits from the use of these computational solutions in real world application domains such as security negotiations argumentative interactions voting systems autonomous driving and games The book presents both the traditional and classical methods as well as the most recent and cutting edge advances providing the reader with a panorama of the challenges and solutions in predicting human decision making *Agents and Artificial Intelligence* Ana Paula Rocha,Luc Steels,Jaap van den Herik,2024-03-14 This book contains the revised and extended versions of selected papers from the 15th International Conference on Agents and Artificial Intelligence ICAART 2023 held in Lisbon Portugal during February 22 24 2023 The 23 full papers included in this book were carefully reviewed and selected from 306 submissions The conference was organized in 2 tracks as follows One track focuses on Agents Multi Agent Systems and Software Platforms Distributed Problem Solving and Distributed AI in general The other track focuses mainly on Artificial Intelligence Knowledge Representation Planning Learning Scheduling Perception Reactive AI Systems and Evolutionary Computing and other topics related to Intelligent Systems and Computational Intelligence Multi-Objective Decision Making Diederik M. Roijers,Shimon Whiteson,2022-05-31 Many real world decision problems have multiple objectives For example when choosing a medical treatment plan we want to maximize the efficacy of the treatment but also minimize the side effects These objectives typically conflict e g we can often increase the efficacy of the treatment but at the cost of more severe side effects In this book we outline how to deal with multiple objectives in decision theoretic planning and reinforcement learning algorithms To illustrate this we employ the popular problem classes of multi objective Markov decision processes MOMDPs and multi objective coordination graphs MO CoGs First we discuss different use cases for multi objective decision making and why they often necessitate explicitly multi objective algorithms We advocate a utility based approach to multi objective decision making i e that what constitutes an optimal solution to a multi objective decision problem should be derived from the available information about user utility We show how different assumptions about user utility and what types of policies are allowed lead to different solution concepts which we outline in a taxonomy of multi objective decision problems Second we show how to create new methods for multi objective decision making using existing single objective methods as a basis Focusing on planning we describe two ways to creating multi objective algorithms in the inner loop approach the inner workings of a single objective method are adapted to work with multi objective solution concepts in the outer loop approach a wrapper is created around a single objective method that solves the multi objective problem as a series of single objective problems After discussing the creation of such methods for the planning setting we discuss how these approaches apply to the learning setting Next we discuss three promising application domains for multi objective decision making algorithms energy health and infrastructure and transportation Finally we conclude by outlining important open problems and promising future directions **Learning and Decision-Making from Rank Data** Lirong Xia,2022-06-01 The ubiquitous challenge of learning and decision making from rank data arises in situations where

intelligent systems collect preference and behavior data from humans learn from the data and then use the data to help humans make efficient effective and timely decisions Often such data are represented by rankings This book surveys some recent progress toward addressing the challenge from the considerations of statistics computation and socio economics We will cover classical statistical models for rank data including random utility models distance based models and mixture models We will discuss and compare classical and state of the art algorithms such as algorithms based on Minorize Majorization MM Expectation Maximization EM Generalized Method of Moments GMM rank breaking and tensor decomposition We will also introduce principled Bayesian preference elicitation frameworks for collecting rank data Finally we will examine socio economic aspects of statistically desirable decision making mechanisms such as Bayesian estimators This book can be useful in three ways 1 for theoreticians in statistics and machine learning to better understand the considerations and caveats of learning from rank data compared to learning from other types of data especially cardinal data 2 for practitioners to apply algorithms covered by the book for sampling learning and aggregation and 3 as a textbook for graduate students or advanced undergraduate students to learn about the field This book requires that the reader has basic knowledge in probability statistics and algorithms Knowledge in social choice would also help but is not required

Introduction to Intelligent Systems in Traffic and Transportation Ana L.C. Bazzan,Franziska Klügl,2022-05-31 Urban mobility is not only one of the pillars of modern economic systems but also a key issue in the quest for equality of opportunity once it can improve access to other services Currently however there are a number of negative issues related to traffic especially in mega cities such as economical issues cost of opportunity caused by delays environmental externalities related to emissions of pollutants and social traffic accidents Solutions to these issues are more and more closely tied to information and communication technology Indeed a search in the technical literature using the keyword urban traffic to filter out articles on data network traffic retrieved the following number of articles as of December 3 2013 9 443 ACM Digital Library 26 054 Scopus and 1 730 000 Google Scholar Moreover articles listed in the ACM query relate to conferences as diverse as MobiCom CHI PADS and AAMAS This means that there is a big and diverse community of computer scientists and computer engineers who tackle research that is connected to the development of intelligent traffic and transportation systems It is also possible to see that this community is growing and that research projects are getting more and more interdisciplinary To foster the cooperation among the involved communities this book aims at giving a broad introduction into the basic but relevant concepts related to transportation systems targeting researchers and practitioners from computer science and information technology In addition the second part of the book gives a panorama of some of the most exciting and newest technologies originating in computer science and computer engineering that are now being employed in projects related to car to car communication interconnected vehicles car navigation platooning crowd sensing and sensor networks among others This material will also be of interest to engineers and researchers from the traffic and transportation community

Reasoning with Probabilistic and Deterministic Graphical Models Rina Kraus,2022-12-06 Graphical models e g Bayesian and constraint networks influence diagrams and Markov decision processes have become a central paradigm for knowledge representation and reasoning in both artificial intelligence and computer science in general These models are used to perform many reasoning tasks such as scheduling planning and learning diagnosis and prediction design hardware and software verification and bioinformatics These problems can be stated as the formal tasks of constraint satisfaction and satisfiability combinatorial optimization and probabilistic inference It is well known that the tasks are computationally hard but research during the past three decades has yielded a variety of principles and techniques that significantly advanced the state of the art In this book we provide comprehensive coverage of the primary exact algorithms for reasoning with such models The main feature exploited by the algorithms is the model s graph We present inference based message passing schemes e g variable elimination and search based conditioning schemes e g cycle cutset conditioning and AND OR search Each class possesses distinguished characteristics and in particular has different time vs space behavior We emphasize the dependence of both schemes on few graph parameters such as the treewidth cycle cutset and the pseudo tree height We believe the principles outlined here would serve well in moving forward to approximation and anytime based schemes The target audience of this book is researchers and students in the artificial intelligence and machine learning area and beyond

Representing and Reasoning with Qualitative Preferences Ganesh Ram Santhanam,Samik Basu,Vasant Honavar,2022-05-31 This book provides a tutorial introduction to modern techniques for representing and reasoning about qualitative preferences with respect to a set of alternatives The syntax and semantics of several languages for representing preference languages including CP nets TCP nets CI nets and CP theories are reviewed Some key problems in reasoning about preferences are introduced including determining whether one alternative is preferred to another or whether they are equivalent with respect to a given set of preferences These tasks can be reduced to model checking in temporal logic Specifically an induced preference graph that represents a given set of preferences can be efficiently encoded using a Kripke Structure for Computational Tree Logic CTL One can translate preference queries with respect to a set of preferences into an equivalent set of formulae in CTL such that the CTL formula is satisfied whenever the preference query holds This allows us to use a model checker to reason about preferences i e answer preference queries and to obtain a justification as to why a preference query is satisfied or not with respect to a set of preferences This book defines the notions of the equivalence of two sets of preferences including what it means for one set of preferences to subsume another and shows how to answer preferential equivalence and subsumption queries using model checking Furthermore this book demontrates how to generate alternatives ordered by preference along with providing ways to deal with inconsistent preference specifications A description of CRISNER an open source software implementation of the model checking approach to qualitative preference reasoning in CP nets TCP nets and CP theories is included as well as examples illustrating its use *Judgment Aggregation*

Davide Grossi,Gabriella Pigozzi,2022-06-01 Judgment aggregation is a mathematical theory of collective decision making It concerns the methods whereby individual opinions about logically interconnected issues of interest can or cannot be aggregated into one collective stance Aggregation problems have traditionally been of interest for disciplines like economics and the political sciences as well as philosophy where judgment aggregation itself originates from but have recently captured the attention of disciplines like computer science artificial intelligence and multi agent systems Judgment aggregation has emerged in the last decade as a unifying paradigm for the formalization and understanding of aggregation problems Still no comprehensive presentation of the theory is available to date This Synthesis Lecture aims at filling this gap presenting the key motivations results abstractions and techniques underpinning it Table of Contents Preface Acknowledgments Logic Meets Social Choice Theory Basic Concepts Impossibility Coping with Impossibility Manipulability Aggregation Rules Deliberation Bibliography Authors Biographies Index **Robot Learning from Human Teachers** Sonia Chernova,Andrea L. Thomaz,2022-06-01 Learning from Demonstration LfD explores techniques for learning a task policy from examples provided by a human teacher The field of LfD has grown into an extensive body of literature over the past 30 years with a wide variety of approaches for encoding human demonstrations and modeling skills and tasks Additionally we have recently seen a focus on gathering data from non expert human teachers i e domain experts but not robotics experts In this book we provide an introduction to the field with a focus on the unique technical challenges associated with designing robots that learn from naive human teachers We begin in the introduction with a unification of the various terminology seen in the literature as well as an outline of the design choices one has in designing an LfD system Chapter 2 gives a brief survey of the psychology literature that provides insights from human social learning that are relevant to designing robotic social learners Chapter 3 walks through an LfD interaction surveying the design choices one makes and state of the art approaches in prior work First is the choice of input how the human teacher interacts with the robot to provide demonstrations Next is the choice of modeling technique Currently there is a dichotomy in the field between approaches that model low level motor skills and those that model high level tasks composed of primitive actions We devote a chapter to each of these Chapter 7 is devoted to interactive and active learning approaches that allow the robot to refine an existing task model And finally Chapter 8 provides best practices for evaluation of LfD systems with a focus on how to approach experiments with human subjects in this domain Graph-Based Semi-Supervised Learning Amarnag Subramanya,Partha Pratim Talukdar,2022-05-31 While labeled data is expensive to prepare ever increasing amounts of unlabeled data is becoming widely available In order to adapt to this phenomenon several semi supervised learning SSL algorithms which learn from labeled as well as unlabeled data have been developed In a separate line of work researchers have started to realize that graphs provide a natural way to represent data in a variety of domains Graph based SSL algorithms which bring together these two lines of work have been shown to outperform the state of the art in many applications in speech processing computer vision natural language

processing and other areas of Artificial Intelligence Recognizing this promising and emerging area of research this synthesis lecture focuses on graph based SSL algorithms e g label propagation methods Our hope is that after reading this book the reader will walk away with the following 1 an in depth knowledge of the current state of the art in graph based SSL algorithms and the ability to implement them 2 the ability to decide on the suitability of graph based SSL methods for a problem and 3 familiarity with different applications where graph based SSL methods have been successfully applied Table of Contents Introduction Graph Construction Learning and Inference Scalability Applications Future Work Bibliography Authors Biographies Index Introduction to Graph Neural Networks Zhiyuan Liu,Jie Zhou,2022-05-31 Graphs are useful data structures in complex real life applications such as modeling physical systems learning molecular fingerprints controlling traffic networks and recommending friends in social networks However these tasks require dealing with non Euclidean graph data that contains rich relational information between elements and cannot be well handled by traditional deep learning models e g convolutional neural networks CNNs or recurrent neural networks RNNs Nodes in graphs usually contain useful feature information that cannot be well addressed in most unsupervised representation learning methods e g network embedding methods Graph neural networks GNNs are proposed to combine the feature information and the graph structure to learn better representations on graphs via feature propagation and aggregation Due to its convincing performance and high interpretability GNN has recently become a widely applied graph analysis tool This book provides a comprehensive introduction to the basic concepts models and applications of graph neural networks It starts with the introduction of the vanilla GNN model Then several variants of the vanilla model are introduced such as graph convolutional networks graph recurrent networks graph attention networks graph residual networks and several general frameworks Variants for different graph types and advanced training methods are also included As for the applications of GNNs the book categorizes them into structural non structural and other scenarios and then it introduces several typical models on solving these tasks Finally the closing chapters provide GNN open resources and the outlook of several future directions

Lifelong Machine Learning Zhiyuan Chaudhri,Bing Liu,2022-11-10 Lifelong Machine Learning or Lifelong Learning is an advanced machine learning paradigm that learns continuously accumulates the knowledge learned in previous tasks and uses it to help future learning In the process the learner becomes more and more knowledgeable and effective at learning This learning ability is one of the hallmarks of human intelligence However the current dominant machine learning paradigm learns in isolation given a training dataset it runs a machine learning algorithm on the dataset to produce a model It makes no attempt to retain the learned knowledge and use it in future learning Although this isolated learning paradigm has been very successful it requires a large number of training examples and is only suitable for well defined and narrow tasks In comparison we humans can learn effectively with a few examples because we have accumulated so much knowledge in the past which enables us to learn with little data or effort Lifelong learning aims to achieve this capability As statistical machine

learning matures it is time to make a major effort to break the isolated learning tradition and to study lifelong learning to bring machine learning to new heights Applications such as intelligent assistants chatbots and physical robots that interact with humans and systems in real life environments are also calling for such lifelong learning capabilities Without the ability to accumulate the learned knowledge and use it to learn more knowledge incrementally a system will probably never be truly intelligent This book serves as an introductory text and survey to lifelong learning **Metric Learning** Aurélien Muise,Amaury Yang,2022-05-31 Similarity between objects plays an important role in both human cognitive processes and artificial systems for recognition and categorization How to appropriately measure such similarities for a given task is crucial to the performance of many machine learning pattern recognition and data mining methods This book is devoted to metric learning a set of techniques to automatically learn similarity and distance functions from data that has attracted a lot of interest in machine learning and related fields in the past ten years In this book we provide a thorough review of the metric learning literature that covers algorithms theory and applications for both numerical and structured data We first introduce relevant definitions and classic metric functions as well as examples of their use in machine learning and data mining We then review a wide range of metric learning algorithms starting with the simple setting of linear distance and similarity learning We show how one may scale up these methods to very large amounts of training data To go beyond the linear case we discuss methods that learn nonlinear metrics or multiple linear metrics throughout the feature space and review methods for more complex settings such as multi task and semi supervised learning Although most of the existing work has focused on numerical data we cover the literature on metric learning for structured data like strings trees graphs and time series In the more technical part of the book we present some recent statistical frameworks for analyzing the generalization performance in metric learning and derive results for some of the algorithms presented earlier Finally we illustrate the relevance of metric learning in real world problems through a series of successful applications to computer vision bioinformatics and information retrieval Table of Contents Introduction Metrics Properties of Metric Learning Algorithms Linear Metric Learning Nonlinear and Local Metric Learning Metric Learning for Special Settings Metric Learning for Structured Data Generalization Guarantees for Metric Learning Applications Conclusion Bibliography Authors Biographies

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