

A Bayesian Ensemble Regression Framework on the Angry Birds Game

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Proposed Strategy



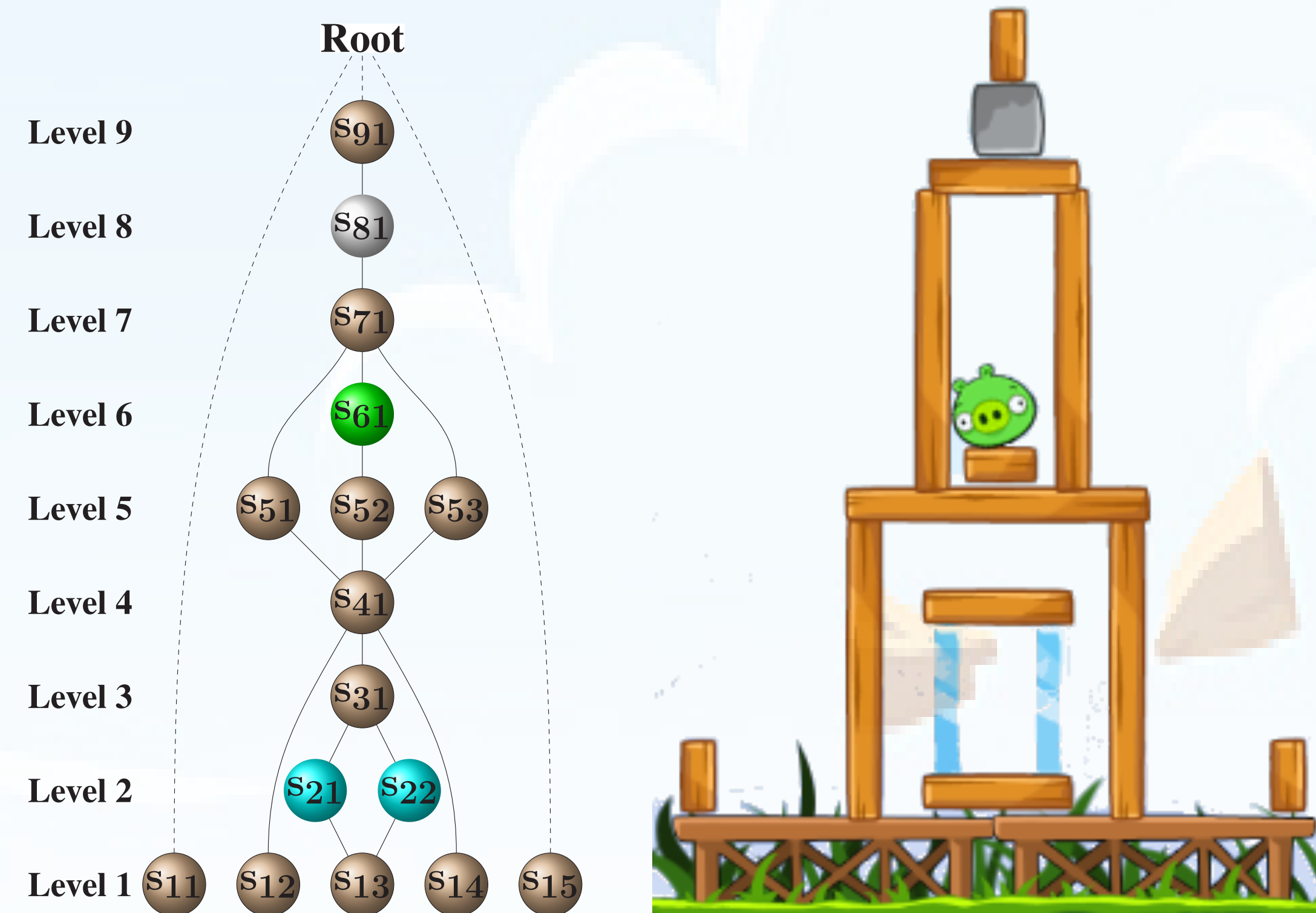
1. Tree Structure

Tree construction:

- Constructed in hierarchical fashion (*bottom-up*)
- Each node represents a union of adjacent objects of the same material.
- Root can be supposed as a virtual node

Three features per tree node are considered:

- $x_1(s)$: **Personal weight**, $x_1(s) = Area(s) \times c_s$
- $x_2(s)$: **Parents cumulative weight**, i.e. $x_2(s) = \sum_{s' \in \mathcal{P}(s)} x_1(s')$
- $x_3(s)$: **Distance** from the nearest pig (normalized to $[0, 1]$)



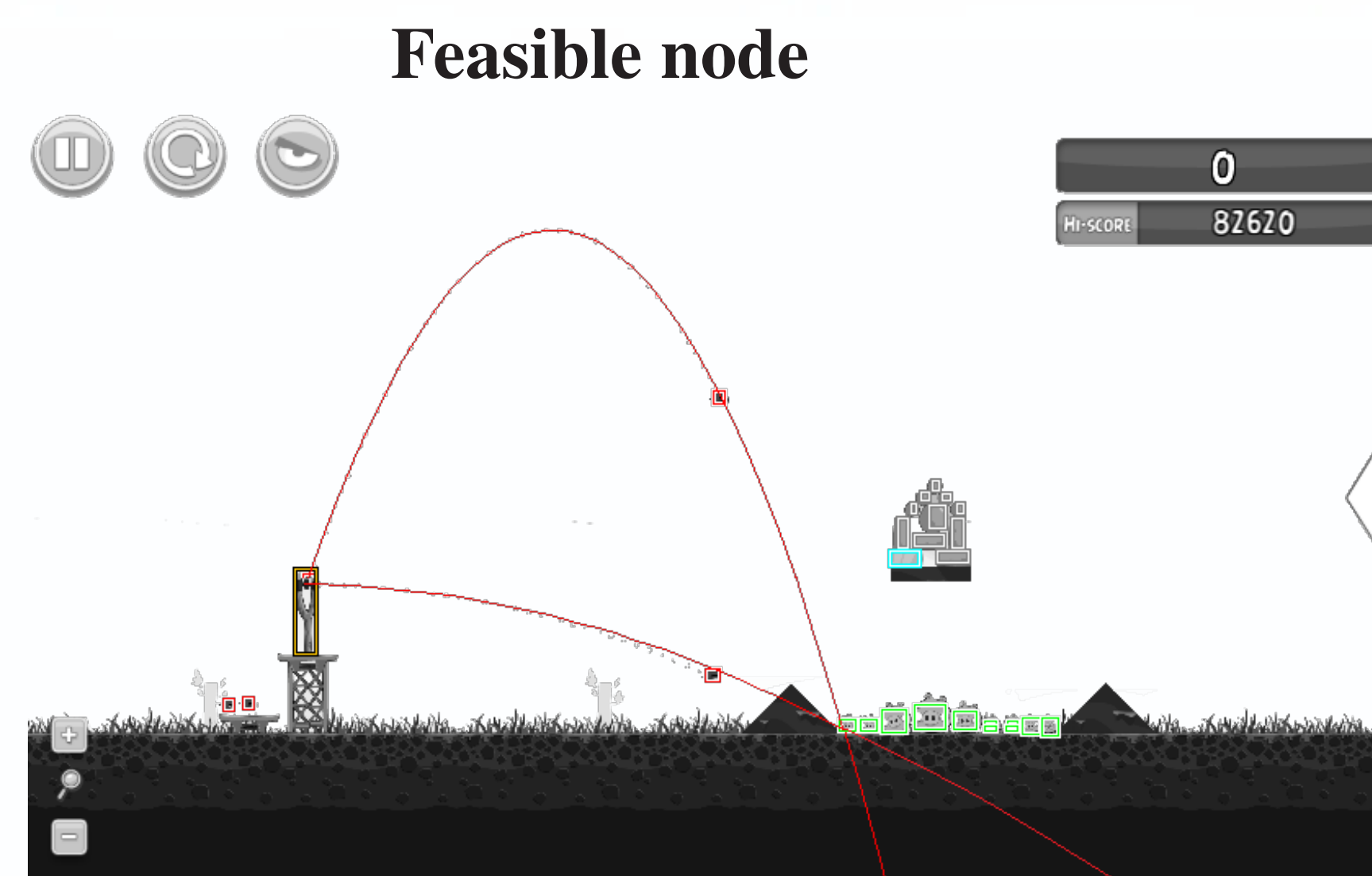
2. Feasibility notion

Two different trajectories are considered:

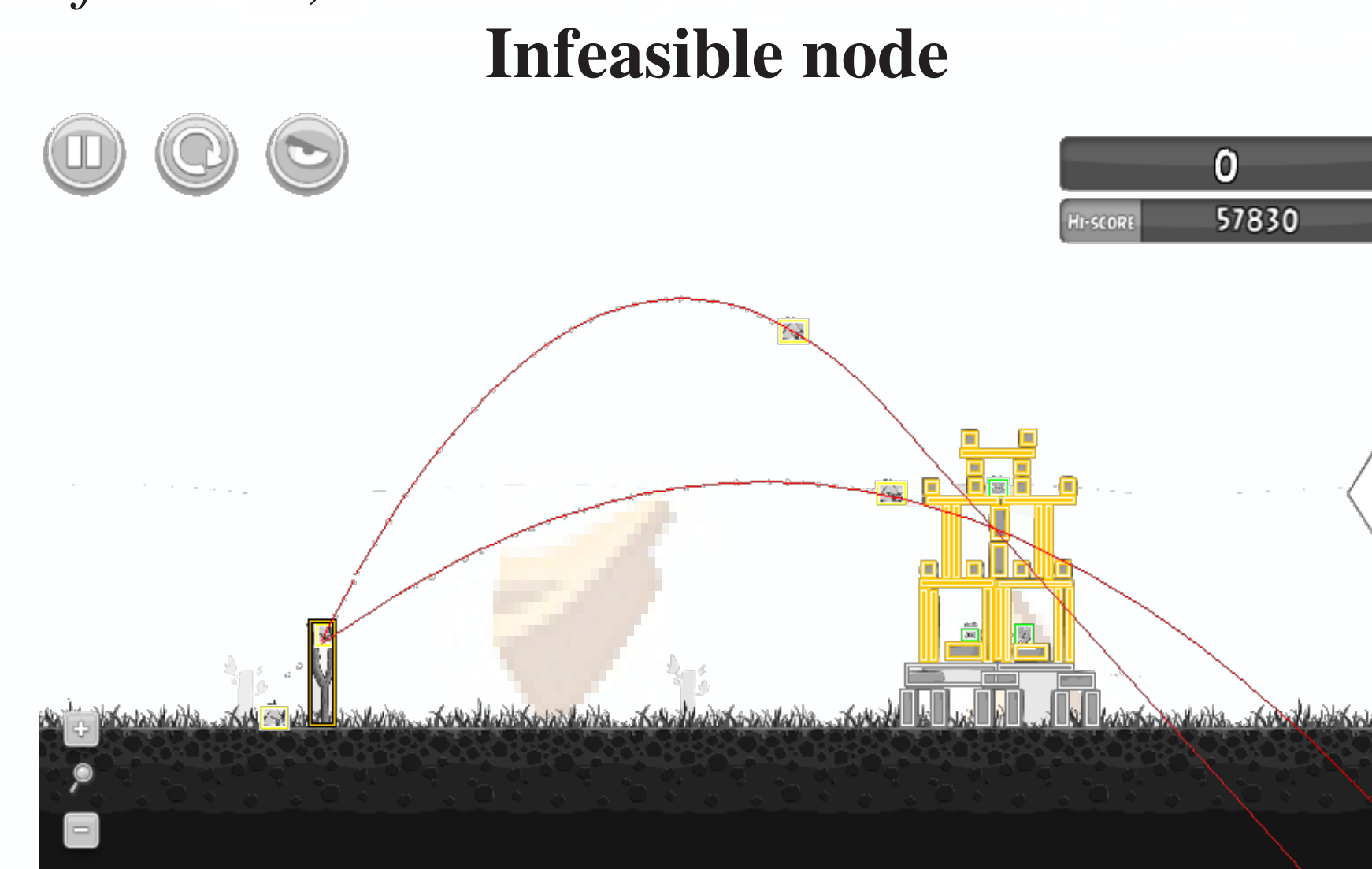
- Direct shot (angle $\leq 45^\circ$)
- High arching shot (angle $> 45^\circ$)

A node is considered as:

- *feasible*, if can be reached directly by at least one shot^a
- *infeasible*, otherwise



Pig is reachable by at least one trajectory



Wood is not directly reachable due to structure

^aIn the case of the white bird a node supposed as feasible if can be reached by bird's egg.

3. Ensemble linear regression models

A separate linear model is used for each (bird, object material) pair

Linear regression model

The rewards are considered as the target values:

$$t_n = \sum_{i=1}^M w_i \phi_i(x_n) + \epsilon_n = \underbrace{\mathbf{w}^\top \phi(x_n)}_{\text{Gaussian kernel}} + \underbrace{\epsilon_n}_{\text{noise}}$$

Supposing that $\epsilon_n \sim \mathcal{N}(0, \beta^{-1})$,

$$t_n | x = x_n \sim \mathcal{N}(\mathbf{w}^\top \phi(x), \beta^{-1})$$

Conditional probability:

$$p(t_{1:n} | \mathbf{w}, \beta) = \mathcal{N}(t_{1:n} | \underbrace{\Phi}_{\text{Design matrix}} \mathbf{w}, \beta^{-1} I_n), \quad t_{1:n} \triangleq \{t_k\}_{k=1}^n$$

Bayesian linear regression

Conjugate prior: $\mathbf{w} | \alpha \sim \mathcal{N}(\mathbf{w} | \mathbf{0}, \alpha^{-1} I)$.
prior parameter

Marginal distribution:

$$p(\mathbf{w} | t_{1:n}, \alpha, \beta) = \mathcal{N}(\mathbf{w} | \boldsymbol{\mu}_n, \boldsymbol{\Sigma}_n),$$

where,

$$\boldsymbol{\mu}_n = \beta \boldsymbol{\Sigma}_n \Phi_n^\top t_{1:n} \quad \text{and} \quad \boldsymbol{\Sigma}_n = (\beta \Phi_n^\top \Phi_n + \alpha I)^{-1}.$$

Predictive distribution:

$$p(t_* | t_{1:n}, \alpha, \beta) = \mathcal{N}(t_* | \boldsymbol{\mu}_n^\top \phi(x_*), \frac{1}{\beta} + \phi(x_*)^\top \boldsymbol{\Sigma}_n \phi(x_*)).$$

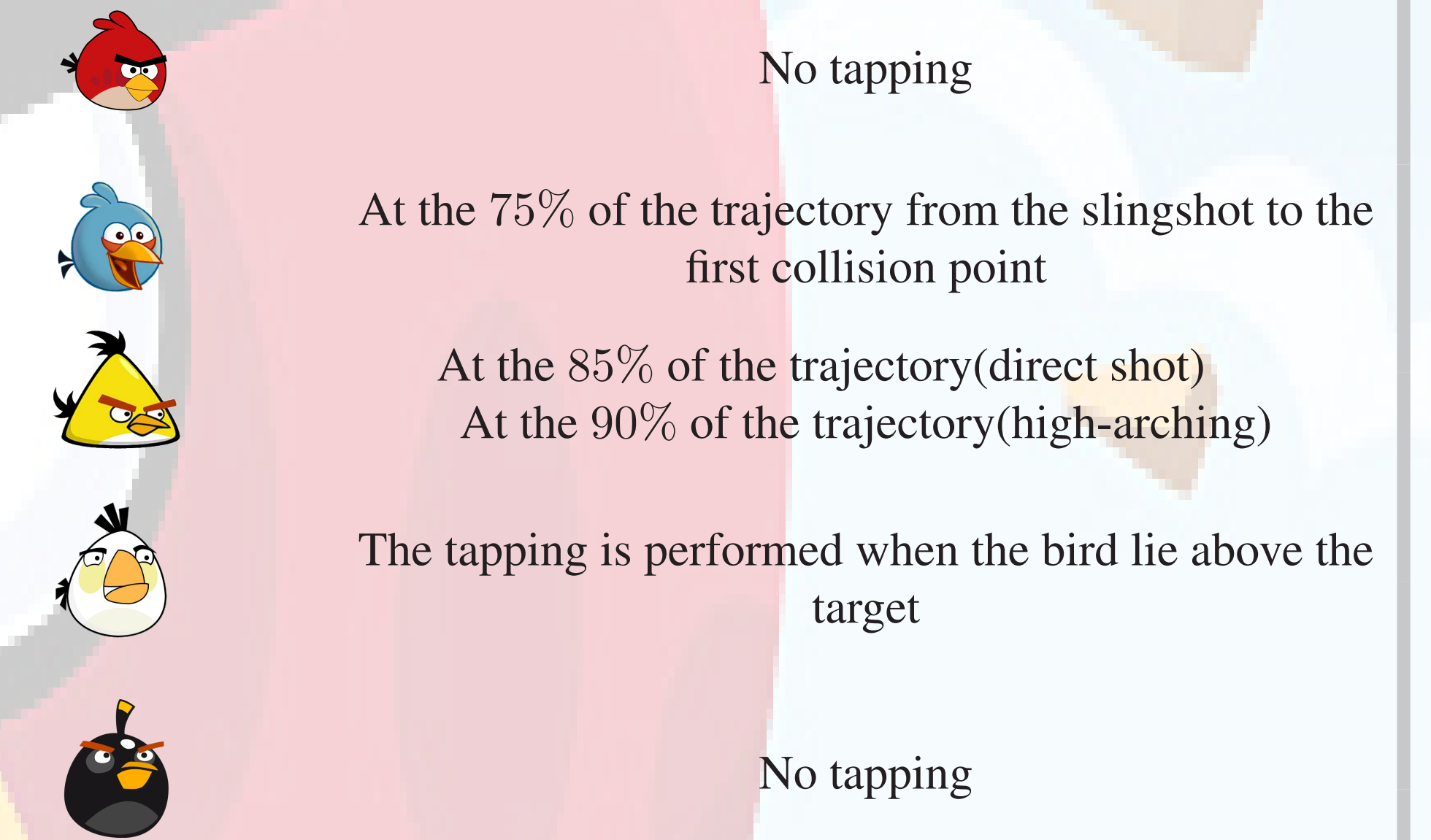
4(a). Target selection mechanism

- ✓ Only the feasible nodes are examined
- ✓ The best arm is selected greedily according to:

$$j^* = \arg \max_q \left\{ \left(\boldsymbol{\mu}_{n_{f(q)}}^{f(q)} \right)^\top \phi(x_q) + C \sqrt{\frac{2 \ln N}{n_{f(q)}}} \right\}$$

- $f(q)$: denotes the regression model for node, q
- $n_{f(q)}$: number of times where has been selected
- N : total number of plays
- C : has been selected equal to 3000

4(b). Tapping selection



5. Online model's parameters learning

- ✓ Regressor $k \triangleq f(j^*)$ has been selected
- The received observation (reward) t_{n_k+1} follows,

$$p(t_{n_k+1} | \mathbf{w}_k) = \mathcal{N}(t_{n_k+1} | \mathbf{w}_k^\top \phi(x_{n_k+1}), \beta).$$

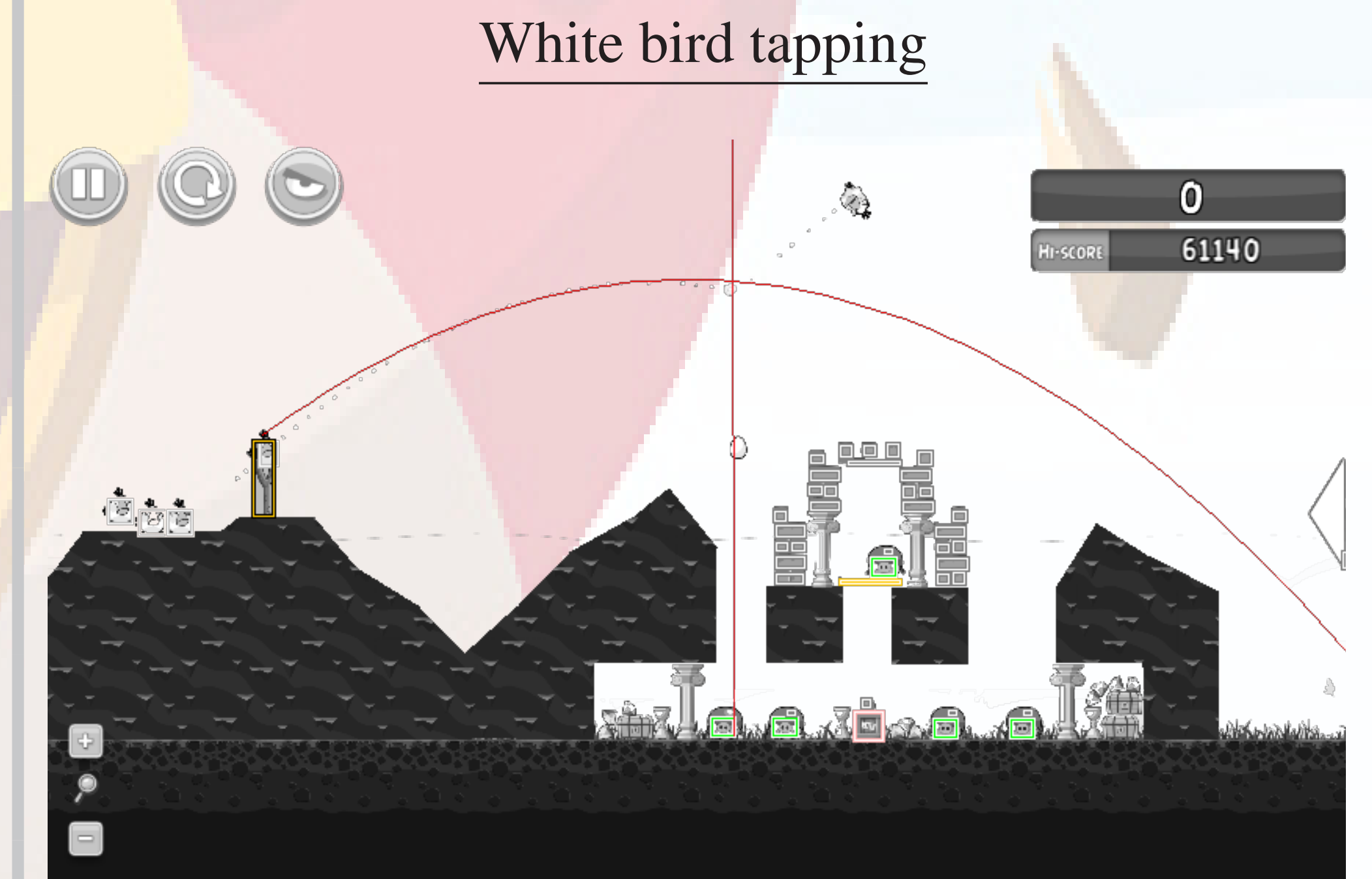
The weights' posterior distribution is given as:

$$p(\mathbf{w}_k | t_{1:n_k+1}) = p(t_{n_k+1} | \mathbf{w}_k) p(\mathbf{w}_k | t_{1:n_k}) = \mathcal{N}(\mathbf{w}_k | \boldsymbol{\mu}_{n_k+1}^k, \boldsymbol{\Sigma}_{n_k+1}^k),$$

where the Gaussian parameters are given as:

$$\boldsymbol{\Sigma}_{n_k+1}^k = [(\boldsymbol{\Sigma}_{n_k}^k)^{-1} + \beta \phi(x_{n_k+1})^\top \phi(x_{n_k+1})]^{-1}$$

$$\boldsymbol{\mu}_{n_k+1}^k = \boldsymbol{\Sigma}_{n_k+1}^k [\beta \phi(x_{n_k+1})^\top t_{n_k+1} + (\boldsymbol{\Sigma}_{n_k}^k)^{-1} \boldsymbol{\mu}_{n_k}^k].$$



A node supposed as feasible if can be reached by bird's egg.

Acknowledgment

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