

# Bayes Nets III: Inference

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CS 421: Introduction to Artificial Intelligence

10 Apr 2012



Many slides courtesy of  
Dan Klein, Stuart Russell,  
or Andrew Moore

# Announcements

- Midterms graded
  - Grades posted, pick up after class, complain soon :)
  - Grade distribution:
  
- Projects:
  - P3 solution is posted
  - P4 (a combined P4/P5 is posted)
    - If you do well on P4, it's worth 14%
    - otherwise, it's worth 8.75%

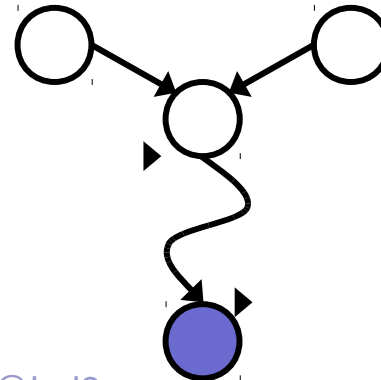
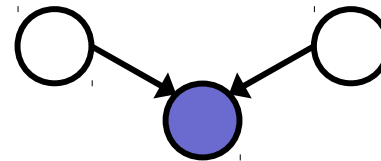
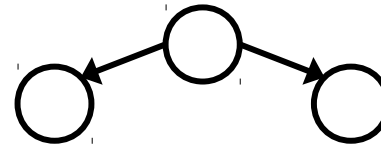
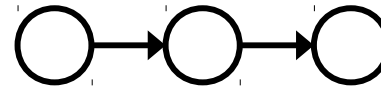
# Contest

- Capture-the-flag style pacman
  - Tight connection to P4
  - Completely optional, team based ( $\leq 3$  students)
- Deadline: 8 May
- Prizes:
  - Worth a few points on the final exam
  - See web page for prize details
  -

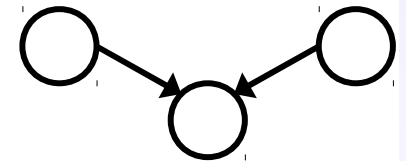
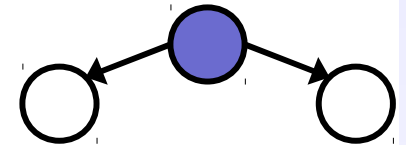
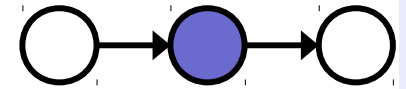
# Reachability (D-Separation)

- Question: Are X and Y conditionally independent given evidence variables {Z}?
- Look for “active paths” from X to Y
- No active paths = independence!
- A path is active if each triple is either a:
  - Causal chain  $A \rightarrow B \rightarrow C$  where B is unobserved (either direction)
  - Common cause  $A \leftarrow B \rightarrow C$  where B is unobserved
  - Common effect (aka v-structure)  
 $A \rightarrow B \leftarrow C$  where B or one of its descendants is observed

Active Triples



Inactive Triples



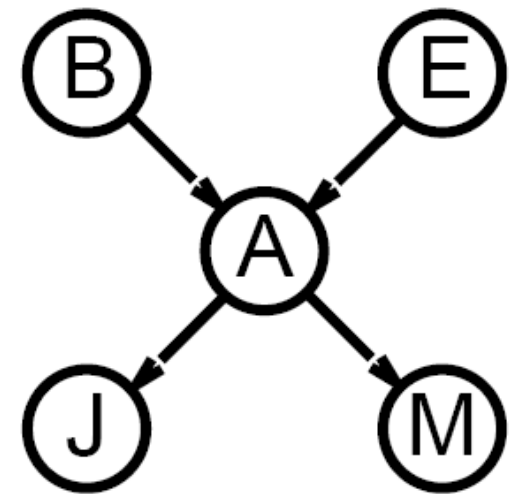
# Causality?

- When Bayes' nets reflect the true causal patterns:
  - Often simpler (nodes have fewer parents)
  - Often easier to think about
  - Often easier to elicit from experts
- BNs need not actually be causal
  - Sometimes no causal net exists over the domain
  - E.g. consider the variables *Traffic* and *Drips*
  - End up with arrows that reflect correlation, not causation
- What do the arrows really mean?
  - Topology may happen to encode causal structure
  - **Topology only guaranteed to encode conditional independencies**

# Inference by Enumeration

- Given unlimited time, inference in BNs is easy
- Recipe:
  - State the marginal probabilities you need
  - Figure out ALL the atomic probabilities you need
  - Calculate and combine them
- Example:

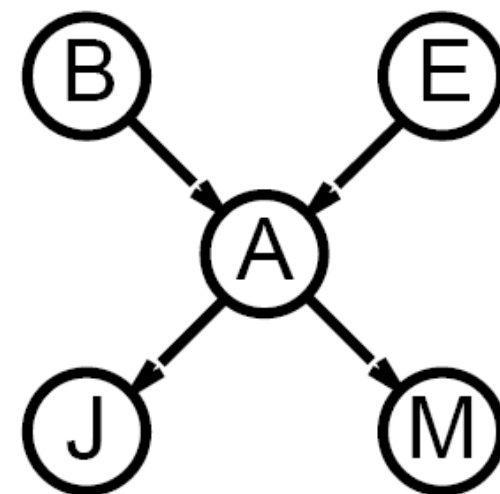
$$P(b|j, m) = \frac{P(b, j, m)}{P(j, m)}$$



# Example

$$P(b|j, m) = \frac{P(b, j, m)}{P(j, m)}$$

$$\begin{aligned} P(b, j, m) &= P(b, e, a, j, m) + \\ &P(b, \bar{e}, a, j, m) + \\ &P(b, e, \bar{a}, j, m) + \\ &P(b, \bar{e}, \bar{a}, j, m) \\ &= \sum_{e, a} P(b, e, a, j, m) \end{aligned}$$

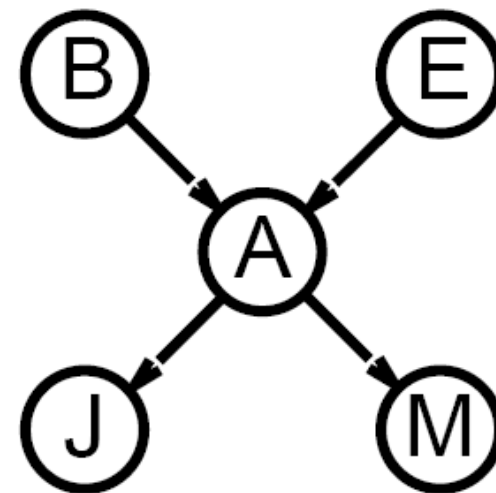


Where did we use the BN structure?

We didn't!

# Example

- In this simple method, we only need BN to synthesize the joint entries



$$P(b, j, m) =$$

$$\begin{aligned} &P(b)P(e)P(a|b, e)P(j|a)P(m|a) + \\ &P(b)P(e)P(\bar{a}|b, e)P(j|\bar{a})P(m|\bar{a}) + \\ &P(b)P(\bar{e})P(a|b, \bar{e})P(j|a)P(m|a) + \\ &P(b)P(\bar{e})P(\bar{a}|b, \bar{e})P(j|\bar{a})P(m|\bar{a}) \end{aligned}$$

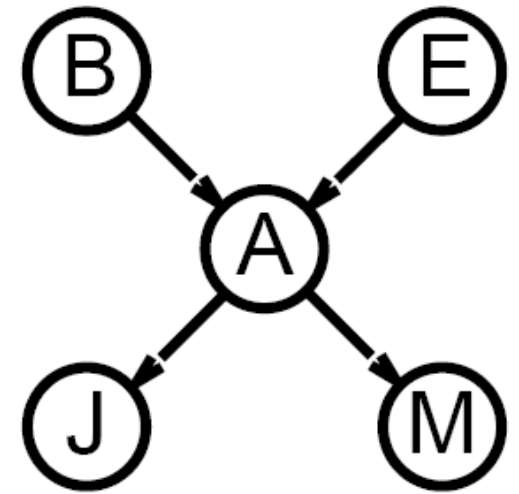


# Normalization Trick

$$P(B|j, m) = \frac{P(B, j, m)}{P(j, m)}$$

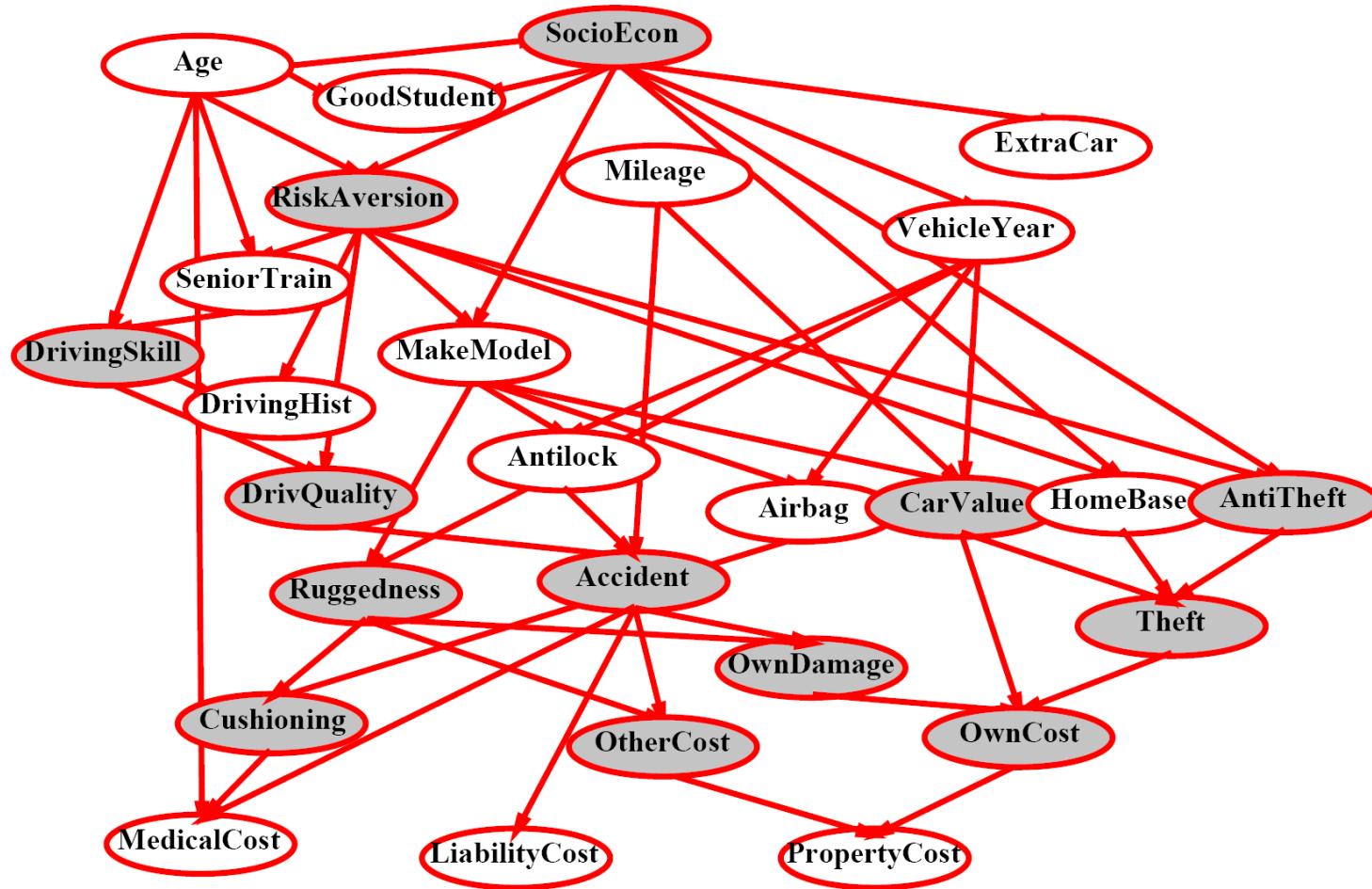
$$P(b, j, m) = \sum_{e, a} P(b, e, a, j, m)$$

$$P(\bar{b}, j, m) = \sum_{e, a} P(\bar{b}, e, a, j, m)$$



$$\begin{pmatrix} P(b, j, m) \\ P(\bar{b}, j, m) \end{pmatrix} \xrightarrow{\text{Normalize}} \begin{pmatrix} P(b|j, m) \\ P(\bar{b}|j, m) \end{pmatrix}$$

# Inference by Enumeration?



# Variable Elimination

- Why is inference by enumeration so slow?
  - You join up the whole joint distribution before you sum out the hidden variables
  - You end up repeating a lot of work!
- Idea: interleave joining and marginalizing!
  - Called “Variable Elimination”
  - Still NP-hard, but usually much faster than inference by enumeration
- We’ll need some new notation to define VE

# Factor Zoo I

Joint distribution:  $P(X, Y)$

- Entries  $P(x, y)$  for all  $x, y$
- Sums to 1
  
- Selected joint:  $P(x, Y)$ 
  - A slice of the joint distribution
  - Entries  $P(x, y)$  for fixed  $x$ , all  $y$
  - Sums to  $P(x)$

$P(T, W)$

T	W	P
hot	sun	0.4
hot	rain	0.1
cold	sun	0.2
cold	rain	0.3

$P(\text{cold}, W)$

T	W	P
cold	sun	0.2
cold	rain	0.3

# Factor Zoo II

- Family of conditionals:

$P(X | Y)$

- Multiple conditionals
- Entries  $P(x | y)$  for all  $x, y$
- Sums to  $|Y|$

$P(W|T)$

T	W	P
hot	sun	0.8
hot	rain	0.2
cold	sun	0.4
cold	rain	0.6

$P(W|hot)$

$P(W|cold)$

- Single conditional:  $P(Y | x)$

- Entries  $P(y | x)$  for fixed  $x$ , all  $y$
- Sums to 1

$P(W|cold)$

T	W	P
cold	sun	0.4
cold	rain	0.6

# Factor Zoo III

- Specified family:  $P(y | X)$
- Entries  $P(y | x)$  for fixed  $y$ , all  $x$
- Sums to ... who knows!

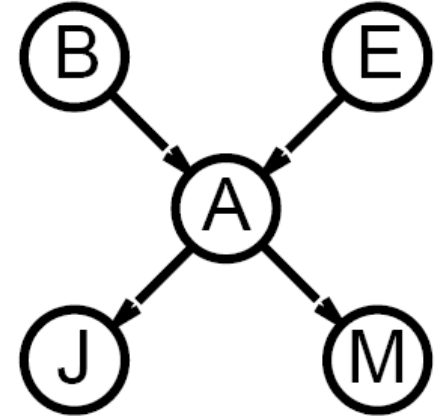
$$P(\text{rain}|T)$$

T	W	P
hot	rain	0.2
cold	rain	0.6

$$\left. \begin{array}{l} \\ \end{array} \right\} P(\text{rain}|\text{hot})$$
$$\left. \begin{array}{l} \\ \end{array} \right\} P(\text{rain}|\text{cold})$$

- In general, when we write  $P(Y_1 \dots Y_N | X_1 \dots X_M)$ 
  - It is a “factor,” a multi-dimensional array
  - Its values are all  $P(y_1 \dots y_N | x_1 \dots x_M)$
  - Any unassigned  $X$  or  $Y$  is a dimension missing (selected) from the array

# Basic Objects



- Track objects called **factors**
- Initial factors are local CPTs
  - One per node in the BN

$$P(B) \quad P(E) \quad P(J|A) \quad P(M|A) \quad P(A|B, E)$$

- Any known values are specified
  - E.g. if we know  $J = j$  and  $E = \neg e$ , the initial factors are

$$P(B) \quad P(\neg e) \quad P(j|A) \quad P(M|A) \quad P(A|B, \neg e)$$

- VE: Alternately join and marginalize factors

# Basic Operation: Join

- First basic operation: **join factors**
- Combining two factors:
  - **Just like a database join**
  - Build a factor over the union of the variables involved
- Example:

$$P(A|B) \times P(B|C) \quad \longrightarrow \quad P(A, B|C)$$

- Computation for each entry: pointwise products

$$\forall a, b, c : \quad P(a, b|c) = P(a|b) \cdot P(b|c)$$



# Basic Operation: Join

- In general, we **join on a variable**
- Take all factors mentioning that variable
- Join them all together
- Example:

$$P(B) \quad P(\neg e) \quad P(j|A) \quad P(M|A) \quad P(A|B, \neg e)$$

- Join on A:
- Pick up these:

$$P(j|A) \quad P(M|A) \quad P(A|B, \neg e)$$

- Join to form:  $P(j, M, A|B, \neg e)$

# Basic Operation: Eliminate

- Second basic operation: **marginalization**
- Take a factor and sum out a variable
  - Shrinks a factor to a smaller one
  - A **projection** operation
- Example:

$$P(A, b|C) \xrightarrow{\text{sum } A} P(b|C)$$

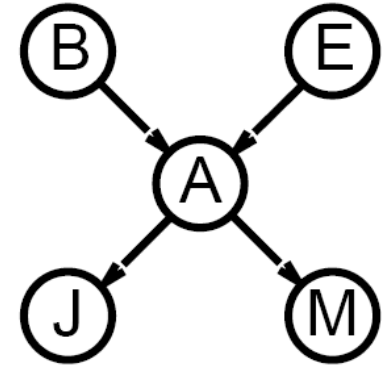
- Definition:

$$\forall c : P(b|c) = \sum_a P(a, b|c)$$

# General Variable Elimination

- Query:  $P(Q|E_1 = e_1, \dots, E_k = e_k)$
- Start with initial factors:
  - Local CPTs (but instantiated by evidence)
- While there are still hidden variables (not Q or evidence):
  - Pick a hidden variable H
  - Join all factors mentioning H
  - Project out H
- Join all remaining factors and normalize

# Example



$$P(B|j, m) \propto P(B, j, m)$$

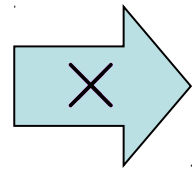
$P(B)$	$P(E)$	$P(A B, E)$	$P(j A)$	$P(m A)$
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Choose A

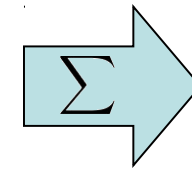
$$P(A|B, E)$$

$$P(j|A)$$

$$P(m|A)$$



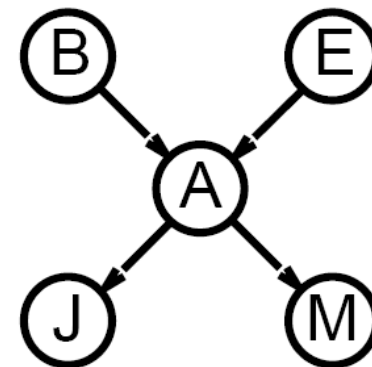
$$P(j, m, A|B, E)$$



$$P(j, m|B, E)$$

$P(B)$	$P(E)$	$P(j, m B, E)$
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# Example



$$P(B) \quad P(E) \quad P(j, m|B, E)$$

Choose E

$$\begin{array}{l} P(E) \\ P(j, m|B, E) \end{array} \xrightarrow{\times} P(j, m, E|B) \xrightarrow{\Sigma} P(j, m|B)$$

$$P(B) \quad P(j, m|B)$$

Finish with B

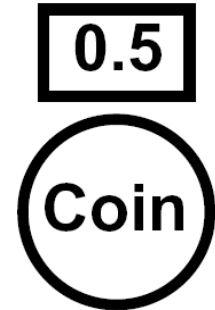
$$\begin{array}{l} P(B) \\ P(j, m|B) \end{array} \xrightarrow{\times} P(j, m, B) \xrightarrow{\text{Normalize}} P(B|j, m)$$

# Variable Elimination

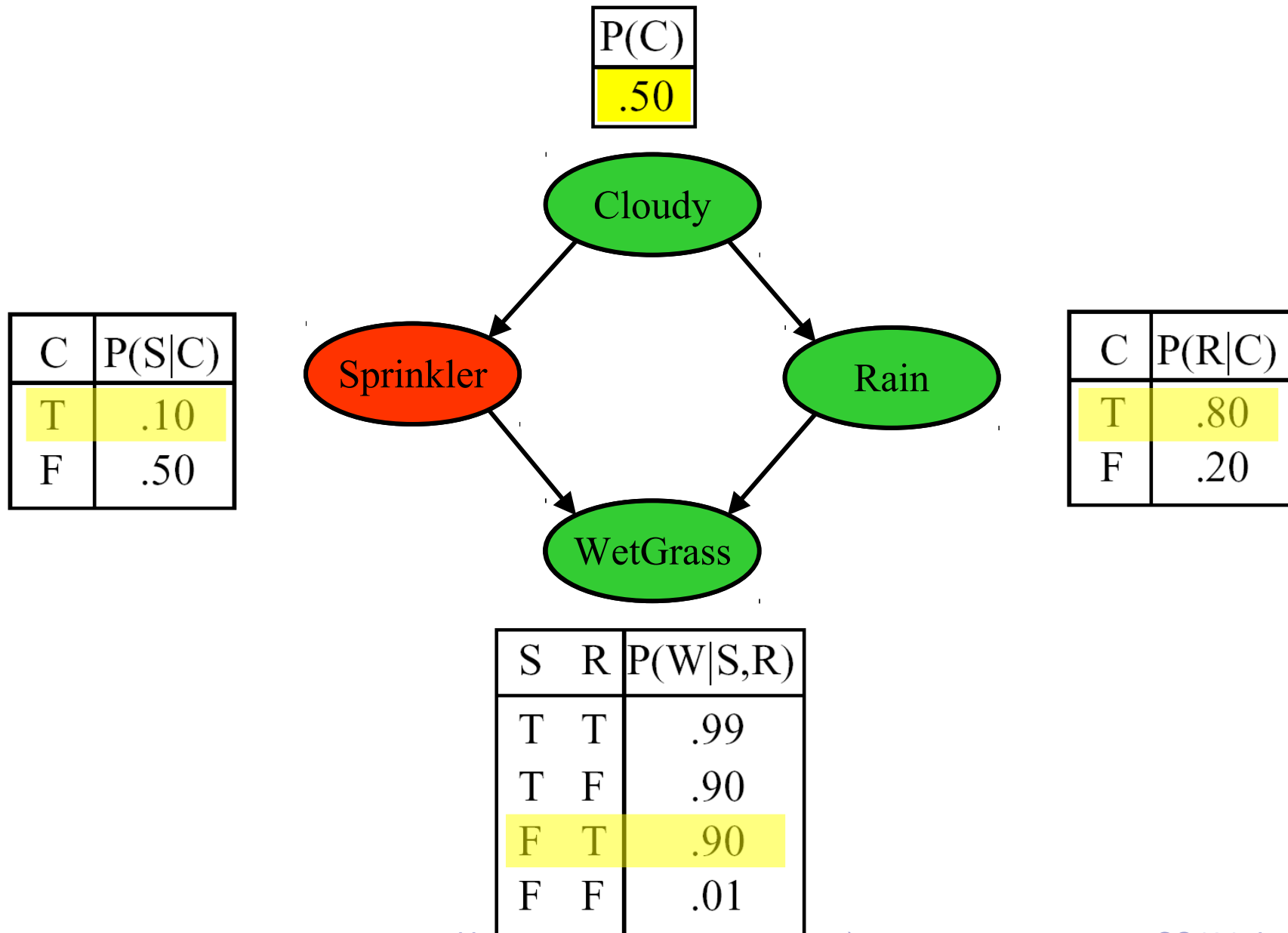
- What you need to know:
  - Should be able to run it on small examples, understand the factor creation / reduction flow
  - Better than enumeration: VE caches intermediate computations
  - Saves time by marginalizing variables as soon as possible rather than at the end
  - Polynomial time for tree-structured graphs – sound familiar?
- We will see special cases of VE later
  - You'll have to implement the special cases
- Approximations
  - Exact inference is slow, especially with a lot of hidden nodes
  - Approximate methods give you a (close, wrong?) answer, faster

# Sampling

- Basic idea:
  - Draw  $N$  samples from a sampling distribution  $S$
  - Compute an approximate posterior probability
  - Show this converges to the true probability  $P$
- Outline:
  - Sampling from an empty network
  - Rejection sampling: reject samples disagreeing with evidence
  - Likelihood weighting: use evidence to weight samples



# Prior Sampling





# Prior Sampling

- This process generates samples with probability

$$S_{PS}(x_1 \dots x_n) = \prod_{i=1}^n P(x_i | \text{Parents}(X_i)) = P(x_1 \dots x_n)$$

...i.e. the BN's joint probability

- Let the number of samples of an event be  $N_{PS}(x_1 \dots x_n)$

- Then 
$$\begin{aligned} \lim_{N \rightarrow \infty} \hat{P}(x_1, \dots, x_n) &= \lim_{N \rightarrow \infty} N_{PS}(x_1, \dots, x_n) / N \\ &= S_{PS}(x_1, \dots, x_n) \\ &= P(x_1 \dots x_n) \end{aligned}$$

- I.e., the sampling procedure is **consistent**

# Example

- We'll get a bunch of samples from the BN:

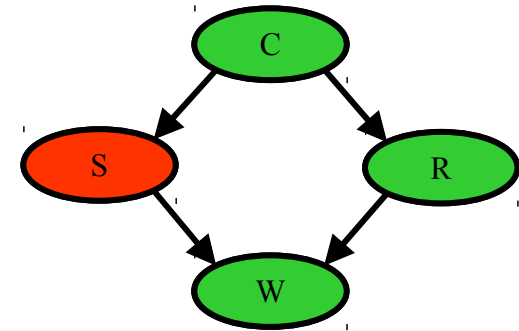
C,  $\neg$ S, r, W

C, S, r, W

$\neg$ C, S, r,  $\neg$ W

C,  $\neg$ S, r, W

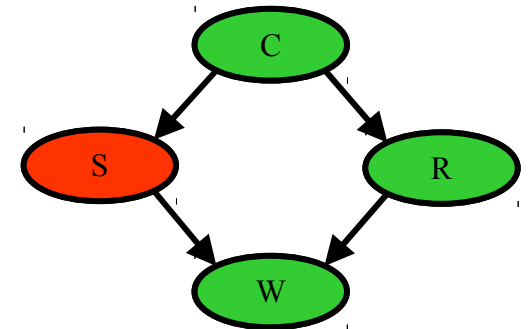
$\neg$ C, S,  $\neg$ r, W



- If we want to know  $P(W)$ 
  - We have counts  $\langle w:4, \neg w:1 \rangle$
  - Normalize to get  $P(W) = \langle w:0.8, \neg w:0.2 \rangle$
  - This will get closer to the true distribution with more samples
  - Can estimate anything else, too
  - What about  $P(C | \neg r)$ ?  $P(C | \neg r, \neg w)$ ?

# Rejection Sampling

- Let's say we want  $P(C)$ 
  - No point keeping all samples around
  - Just tally counts of  $C$  outcomes
- Let's say we want  $P(C | s)$ 
  - Same thing: tally  $C$  outcomes, but ignore (reject) samples which don't have  $S=s$
  - This is rejection sampling
  - It is also consistent (correct in the limit)



$C, \neg S, r, W$

$C, S, r, W$

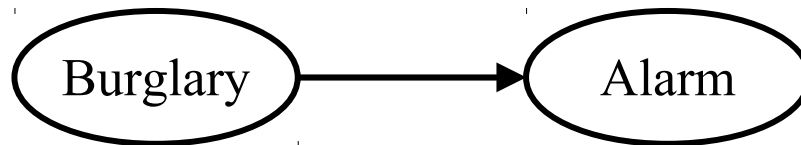
$\neg C, S, r, \neg W$

$C, \neg S, r, W$

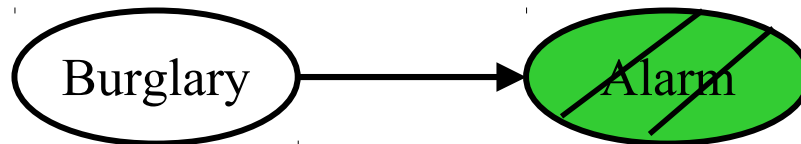
$\neg C, S, \neg r, W$

# Likelihood Weighting

- Problem with rejection sampling:
  - If evidence is unlikely, you reject a lot of samples
  - You don't exploit your evidence as you sample
  - Consider  $P(B|a)$

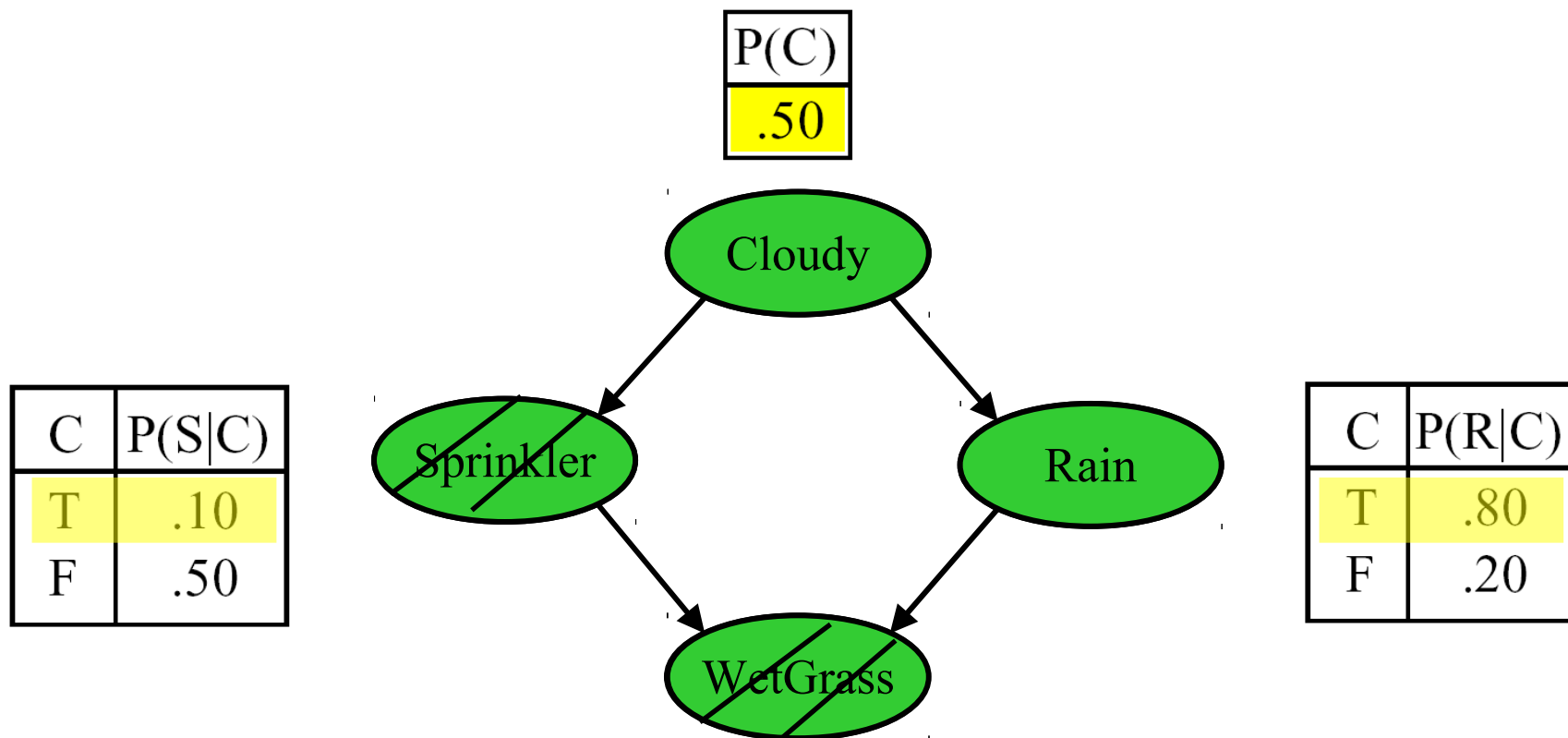


- Idea: fix evidence variables and sample the rest



- Problem: sample distribution not consistent!
- Solution: weight by probability of evidence given parents

# Likelihood Sampling



$$w = 1.0 * 0.1 * 0.9$$

# Likelihood Weighting

- Sampling distribution if  $\mathbf{z}$  sampled and  $\mathbf{e}$  fixed evidence

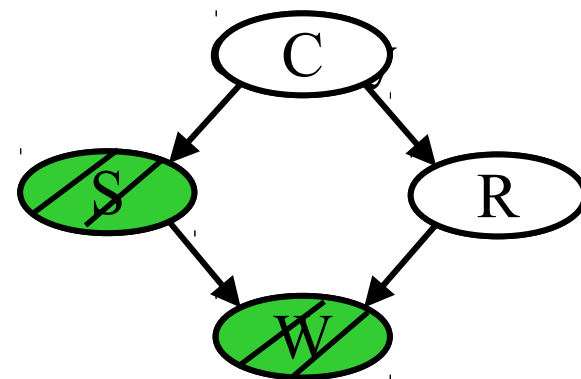
$$S_{WS}(\mathbf{z}, \mathbf{e}) = \prod_{i=1}^l P(z_i | \text{Parents}(Z_i))$$

- Now, samples have weights

$$w(\mathbf{z}, \mathbf{e}) = \prod_{i=1}^m P(e_i | \text{Parents}(E_i))$$

- Together, weighted sampling distribution is consistent

$$\begin{aligned} S_{WS}(\mathbf{z}, \mathbf{e}) w(\mathbf{z}, \mathbf{e}) &= \prod_{i=1}^m P(z_i | \text{Parents}(Z_i)) \prod_{i=1}^m P(e_i | \text{Parents}(E_i)) \\ &= P(\mathbf{z}, \mathbf{e}) \end{aligned}$$



# Likelihood Weighting

- Note that likelihood weighting doesn't solve all our problems
- Rare evidence is taken into account for downstream variables, but not upstream ones
- A better solution is Markov-chain Monte Carlo (MCMC), more advanced
- We'll return to sampling for robot localization and tracking in dynamic BNs

