

INDEPENDENCE

Absolute independence :

- Inference from joint distributions: huge space (and thus time) complexity, **but**
- Two random variables A B are (absolutely) independent iff $P(A|B) = P(A)$, i.e., $P(A, B) = P(A|B)P(B) = P(A)P(B)$, **and**
- If n Boolean variables are independent, the full joint is $\mathbb{P}(X_1, \dots, X_n) = \prod_i \mathbb{P}(X_i)$, i.e., can be specified by just n numbers; **but**
- Absolute independence is a very strong requirement, rarerly met, so:

Relative independence :

- If I have a cavity, the probability that the probe catches does not depend on whether I have a toothache:

$$P(\text{Catch}|\text{Toothache}, \text{Cavity}) = P(\text{Catch}|\text{Cavity})$$

i.e., *Catch* is **conditionally independent** of *Toothache* given *Cavity*.

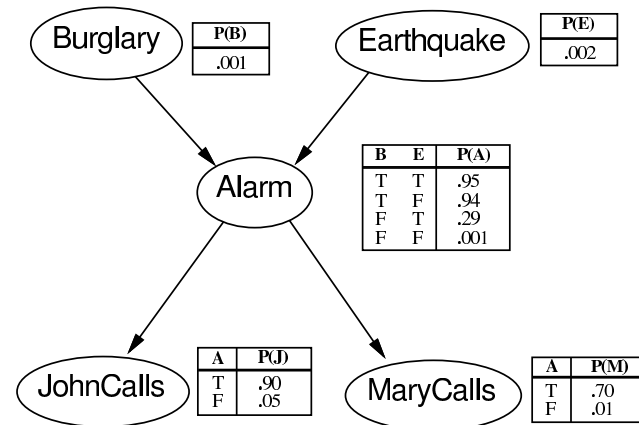
- The same independence holds if I haven't got a cavity:

$$P(\text{Catch}|\text{Toothache}, \neg\text{Cavity}) = P(\text{Catch}|\neg\text{Cavity})$$

BELIEF NETWORKS

- A simple, graphical notation for conditional independence assertions and hence for compact specification of full joint distributions.
 - a set of nodes, one per variable
 - a directed, acyclic graph (of “direct influences”)
 - a conditional distribution for each node given its parents: $\mathbb{P}(X_i | Parents(X_i))$
 - In the simplest case, conditional distribution represented as a **conditional probability table**.

I’m at work, neighbor John calls to say my alarm is ringing, but neighbor Mary doesn’t call. Sometimes the alarm is set off by minor earthquakes. Is there a burglar?



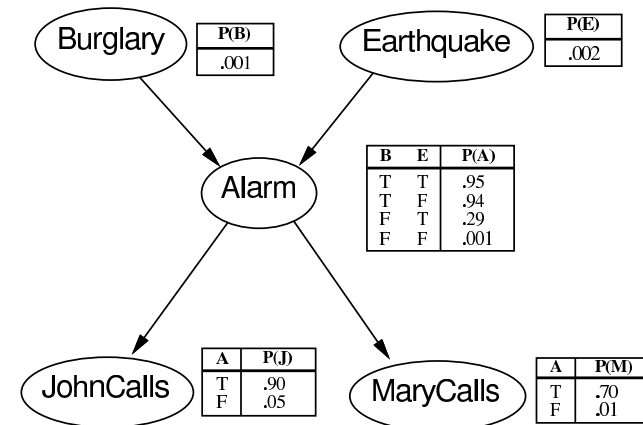
BELIEF NETWORKS (CONT'D)

- A belief network provides a complete description of the domain; if X_j is not a parent of X_i then they are conditionally independent, thus:

$$\mathbb{P}(X_i | X_1, \dots, X_{i-1}) = \mathbb{P}(X_i | \text{Parents}(X_i))$$

- More compact than a matrix, so we solve the space problem.
- Computing probabilities:

$$P(J \wedge M \wedge A \wedge \neg B \wedge \neg E) =$$



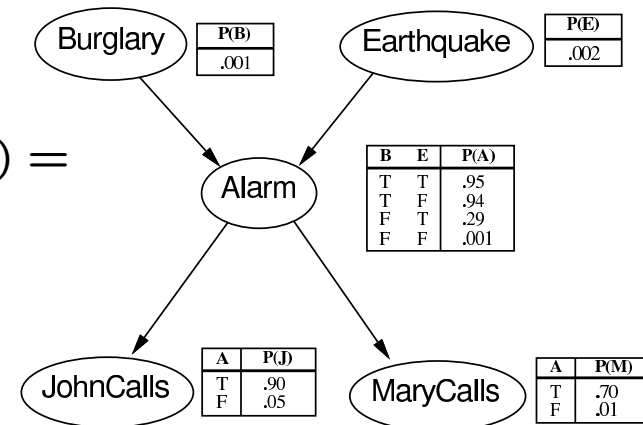
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$$\begin{aligned}
 &P(J \wedge M \wedge A \wedge \neg B \wedge \neg E) = \\
 &P(J|A)P(M|A)P(A|\neg B, \neg E)P(\neg B)P(\neg E) = \\
 &0.90 \times 0.70 \times 0.001 \times 0.999 \times 0.998
 \end{aligned}$$



INCREMENTAL CONSTRUCTION OF BELIEF NETWORKS

- A belief network is a correct representation of the domain only if each node is **conditionally independent of its predecessors (in node ordering), given its parents**.
 - e.g., the fact that Mary calls certainly depends on whether there is a burglary, but is not **directly** influenced by it (influenced only by the alarm sounding or not).

$$\mathbb{P}(M|J, A, E, B) = \mathbb{P}(M|A)$$

in general,

$$\mathbb{P}(X_i|X_1, \dots, X_{i-1}) = \mathbb{P}(X_i|Parents(X_i))$$

- Incremental construction:
 1. Choose the set of variables \mathbf{X} that describes the domain.
 2. Choose an ordering $\langle X_1, X_2, \dots, X_n \rangle$ for \mathbf{X} .
 3. For i from 1 to n do
 - (a) add a node for X_i to the network.
 - (b) choose as parents for this node some minimal set of nodes such that it holds that $\mathbb{P}(X_i|X_1, \dots, X_{i-1}) = \mathbb{P}(X_i|Parents(X_i))$.

INCREMENTAL CONSTRUCTION (CONT'D)

- The node ordering does matter.

- Compare the orderings

B, E, A, J, M original construction

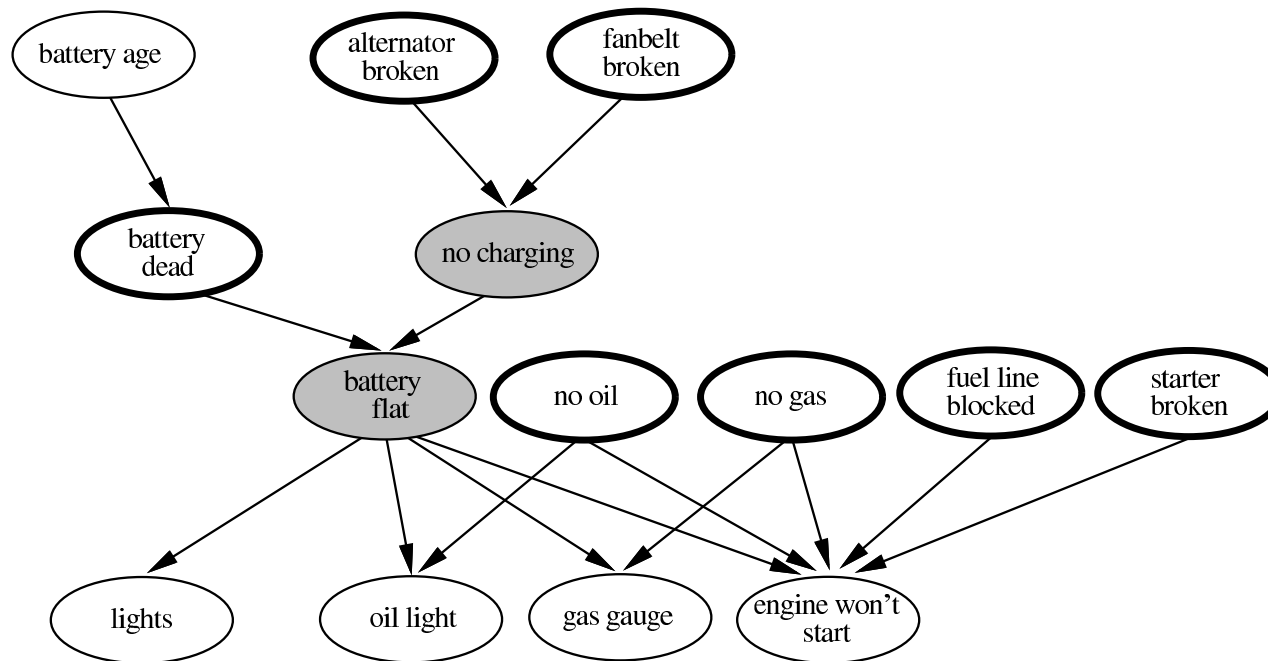
M, J, A, B, E two more edges

M, J, E, B, A same complexity as the full joint distribution!!

- All the above networks represent the same joint distribution, one better than the others.
- The correct order of nodes is to consider the “root causes” first, then the variables they influence directly, and so on.

HIDDEN VARIABLES

- Initial evidence: engine won't start
- Testable variables (thin ovals)
- Diagnosis variables (thick ovals)
- Hidden variables (shaded) ensure sparse structure, reduce parameters



EXACT INFERENCE IN BELIEF NETWORKS

- Simple queries:
compute posterior marginal $\mathbb{P}(X_i|\mathbf{E} = \mathbf{e})$.
 - e.g., $P(\text{NoGas}|\text{Gauge} = \text{empty}, \text{Lights} = \text{on}, \text{Starts} = \text{false})$.
- Inference by enumeration: rewrite full joint entries using products of entries in the node tables.

Simple query on the burglary network:

$$\begin{aligned}\mathbb{P}(B|J = \text{true}, M = \text{true}) &= \mathbb{P}(B, J = \text{true}, M = \text{true}) / \mathbb{P}(J = \text{true}, M = \text{true}) \\ &= \alpha \mathbb{P}(B, J = \text{true}, M = \text{true}) \\ &= \alpha \sum_e \sum_a \mathbb{P}(B, e, a, J = \text{true}, M = \text{true})\end{aligned}$$

Rewrite full joint entries using product of CPT entries:

$$\begin{aligned}P(B = \text{true}|J = \text{true}, M = \text{true}) &= \alpha \sum_e \sum_a P(B = \text{true})P(e)P(a|B = \text{true}, e)P(J = \text{true}|a)P(M = \text{true}|a) \\ &= \alpha P(B = \text{true}) \sum_e P(e) \sum_a P(a|B = \text{true}, e)P(J = \text{true}|a)P(M = \text{true}|a)\end{aligned}$$

INFERENCE BY ENUMERATION

ENUMERATIONASK(X, e, bn) **returns** a distribution over X

inputs: X , the query variable

e , evidence specified as an event

bn , a belief network specifying joint distribution $\mathbb{P}(X_1, \dots, X_n)$

$Q(X) \leftarrow$ a distribution over X

for each value x_i of X **do**

 extend e with value x_i for X

$Q(x_i) \leftarrow$ ENUMERATEALL(VARS[bn], e)

return NORMALIZE($Q(X)$)

ENUMERATEALL($vars, e$) **returns** a real number

if EMPTY?($vars$) **then return** 1.0

else do

$Y \leftarrow$ FIRST($vars$)

if Y has value y in e

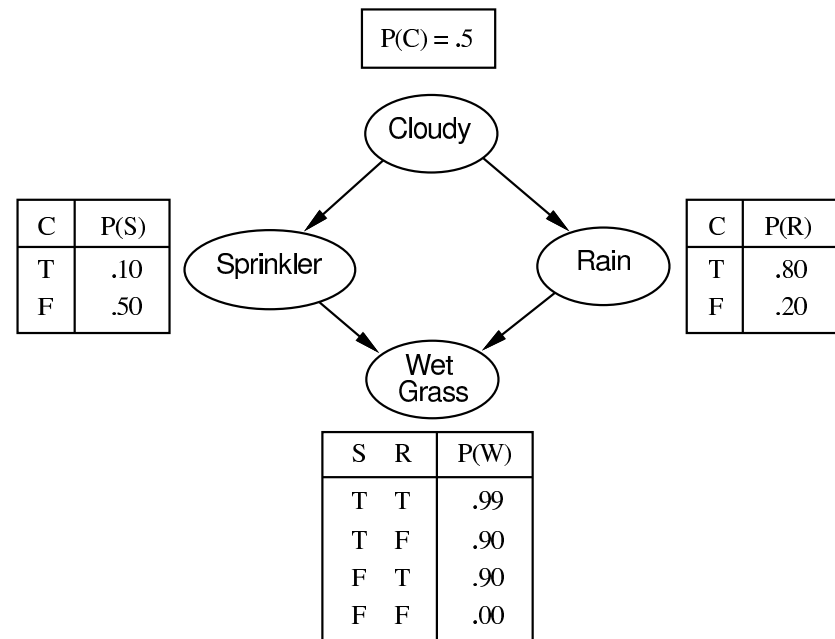
then return $P(y \mid Parents(Y)) \times$ ENUMERATEALL(REST($vars$), e)

else return $\sum_y P(y \mid Parents(Y)) \times$ ENUMERATEALL(REST($vars$), e_y)

 where e_y is e extended with $Y = y$

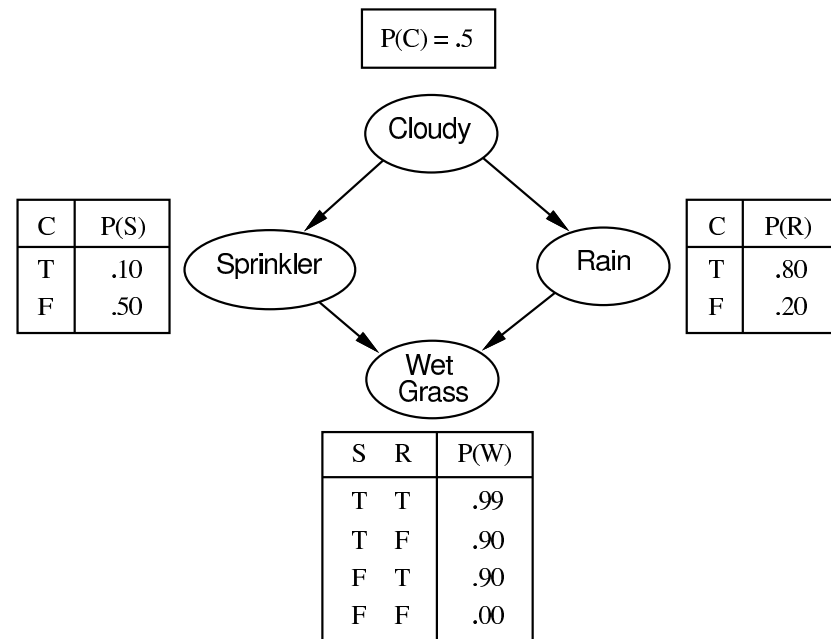
THE COMPLEXITY OF EXACT INFERENCE

- For **polytrees** (at most one path between any two nodes): linear in the size of the network
- For **multiply connected networks** (dags): exponential!



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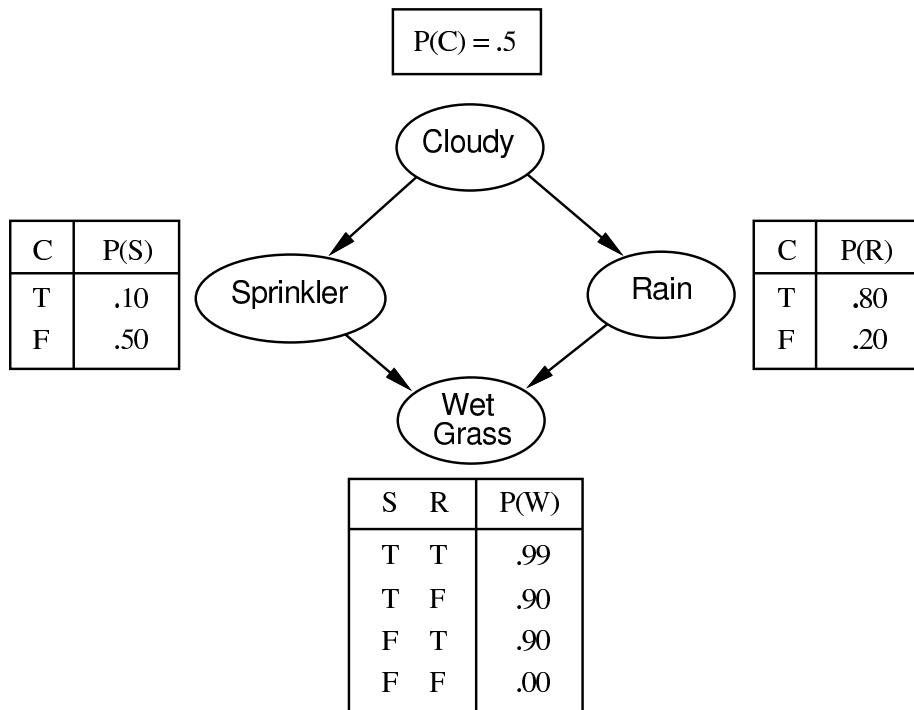
- For **polytrees** (at most one path between any two nodes): linear in the size of the network
- For **multiply connected networks** (dags): exponential!
 - special case: inference in propositional logic
 - so it is NP-hard



CLUSTERING ALGORITHMS

- Variable elimination is simple and efficient
- It can be however less efficient than possible in multiply connected networks (repeat computations)
- Improvement: **clustering**
 - Basic idea: join individual nodes so that the network becomes a polytree
 - Example: two nodes with boolean variables are replaced by a “meganode” with one variable that can take the values tt, tf, ft, ff .

CLUSTERING ALGORITHMS (CONT'D)



- *Sprinkler + Rain:*

C	$P(S + R)$			
	<i>tt</i>	<i>tf</i>	<i>ft</i>	<i>ff</i>
<i>t</i>	.08	.02	.72	.18
<i>f</i>	.10	.40	.10	.40

- *Wet grass:*

$S + R$	$P(W)$
<i>tt</i>	.99
<i>tf</i>	.90
<i>ft</i>	.90
<i>ff</i>	.00

CLUSTERING ALGORITHMS (CONT'D)

- Meganodes can have shared variables
- A special purpose inference algorithm is needed
 - Takes a form similar to constraint propagation
 - Linear time (with careful bookkeeping)
 - Still an NP-hard problem though