# Approximate Inference in Bayes Nets Sampling based methods

#### Mausam

(Based on slides by Jack Breese and Daphne Koller)

#### Intuition

- Suppose I have a coin whose p(heads) is unknown
- How could I estimate it?
- When will I get the correct probability?
- Bayes Net inference is not a learning problem
  - But similar intuitions apply
  - In particular, generate samples from a Bayes net
  - But the samples should be unbiased!

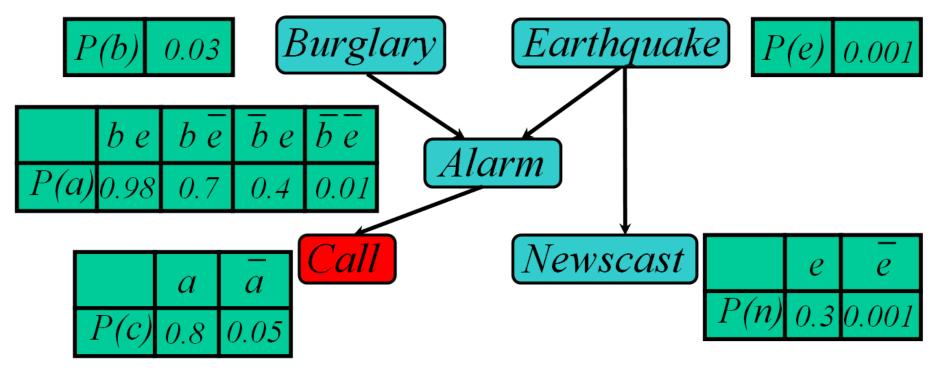
### Sampling

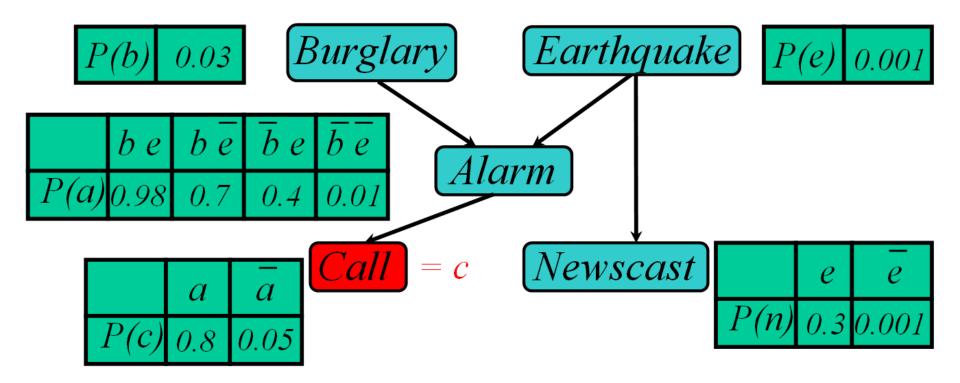
Samples should be representative of the world

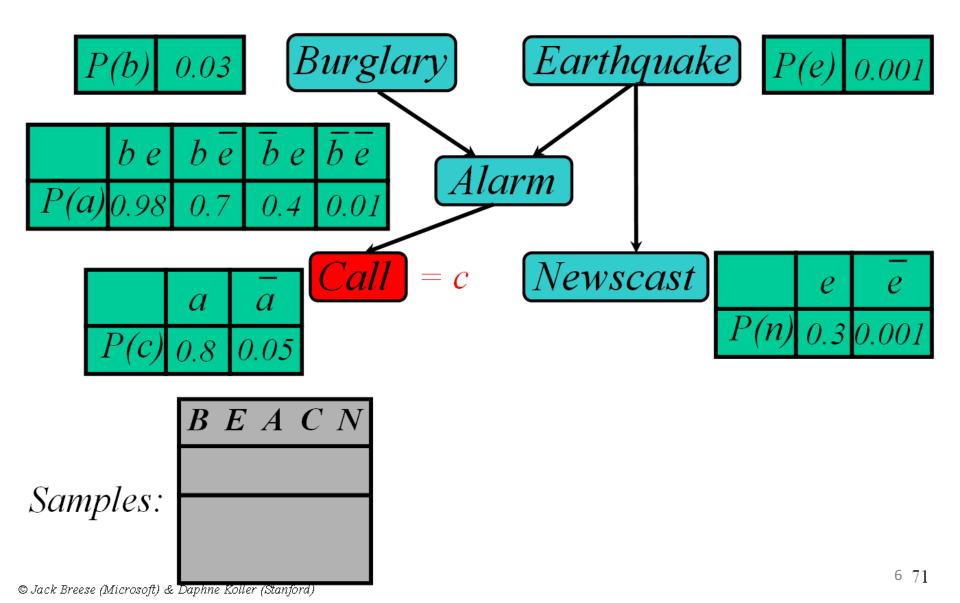
- Samples: P(people > 60 yrs age in Delhi)
  - Computer Science class
  - Call on landline
  - Call on cellphone
  - Check facebook...
  - Count at election booth

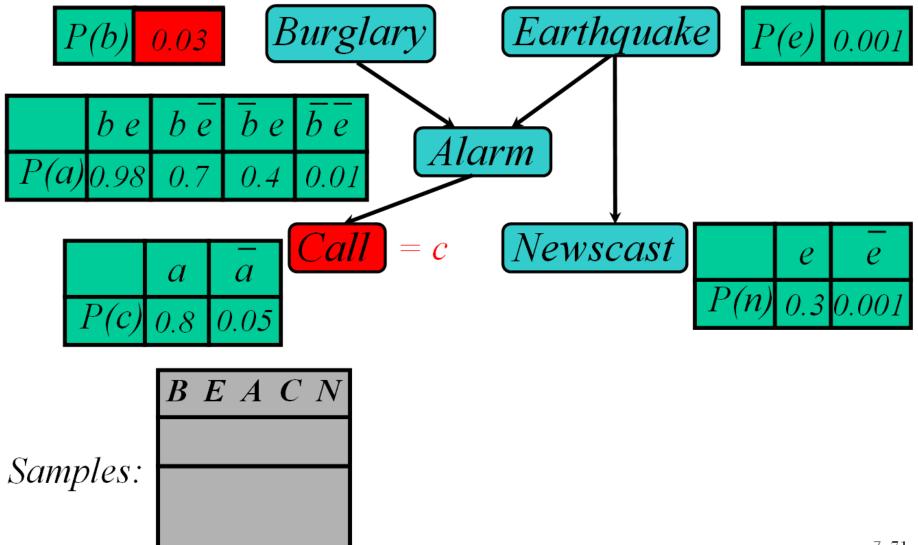
### Bayes Nets is a generative model

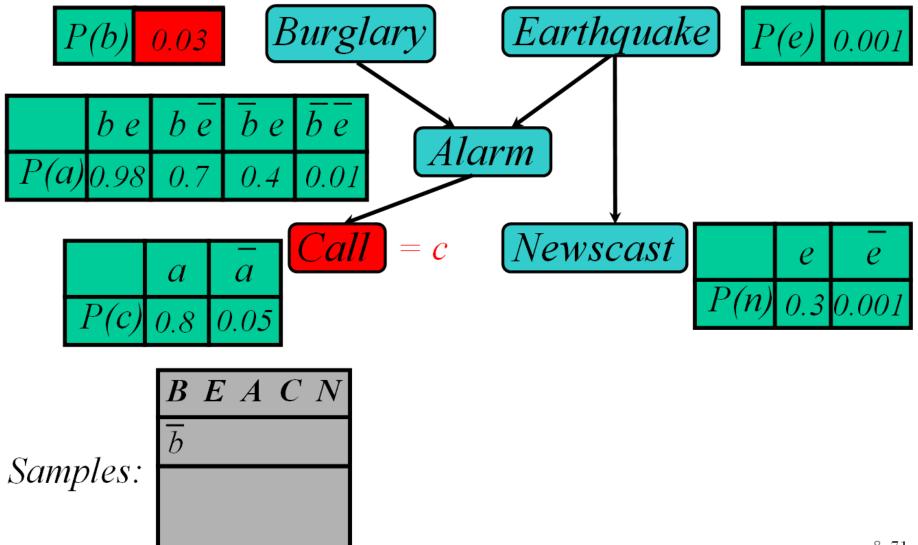
- We can easily generate samples from the distribution represented by the Bayes net
  - Generate one variable at a time in topological order

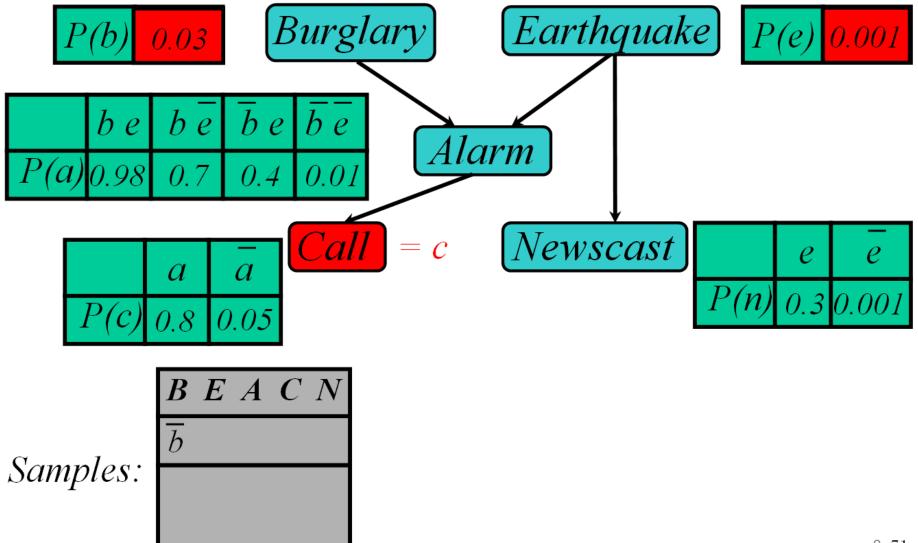


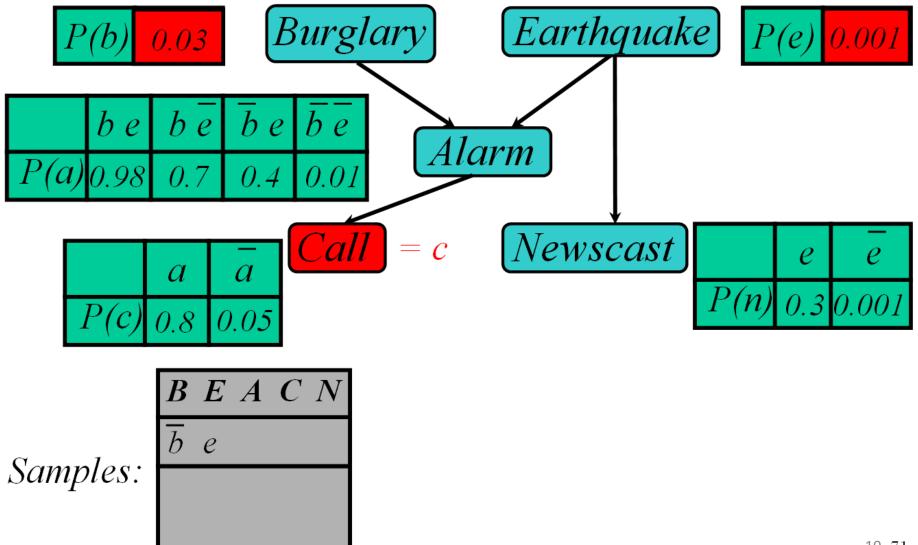


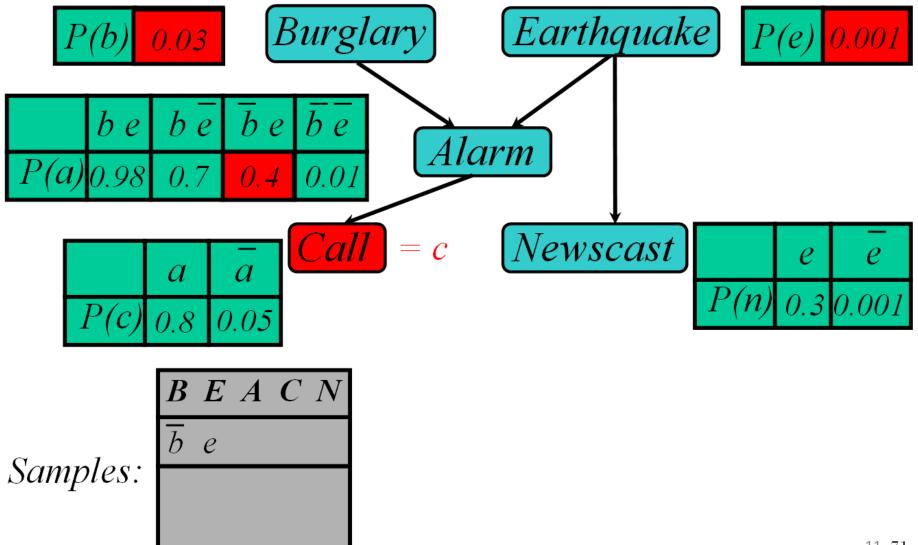


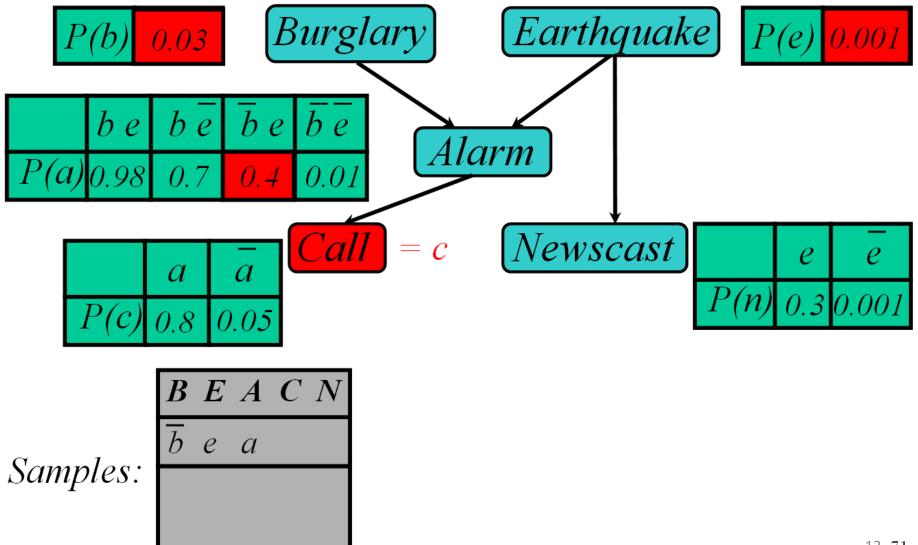


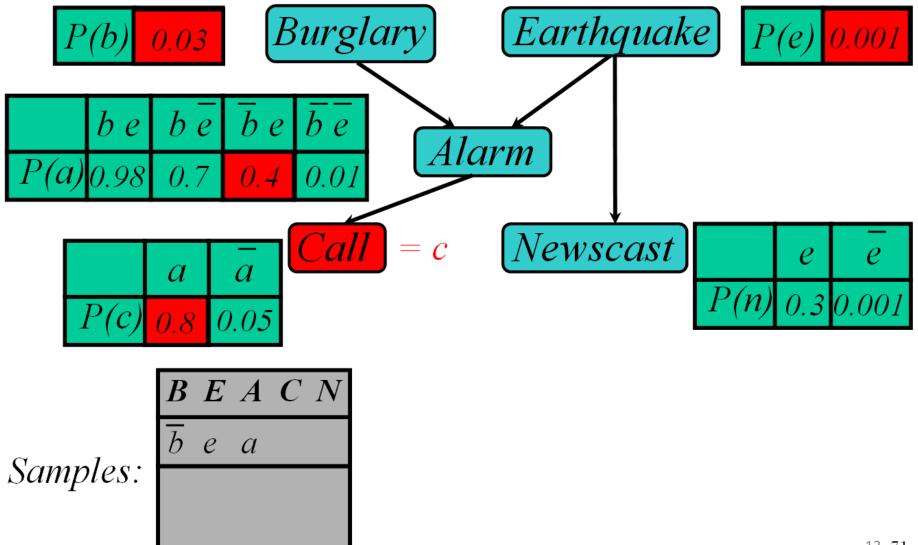


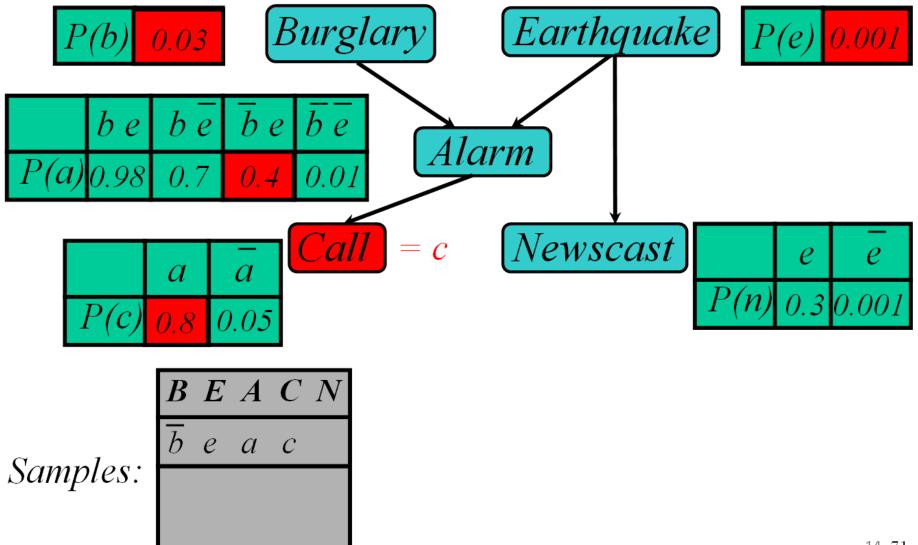


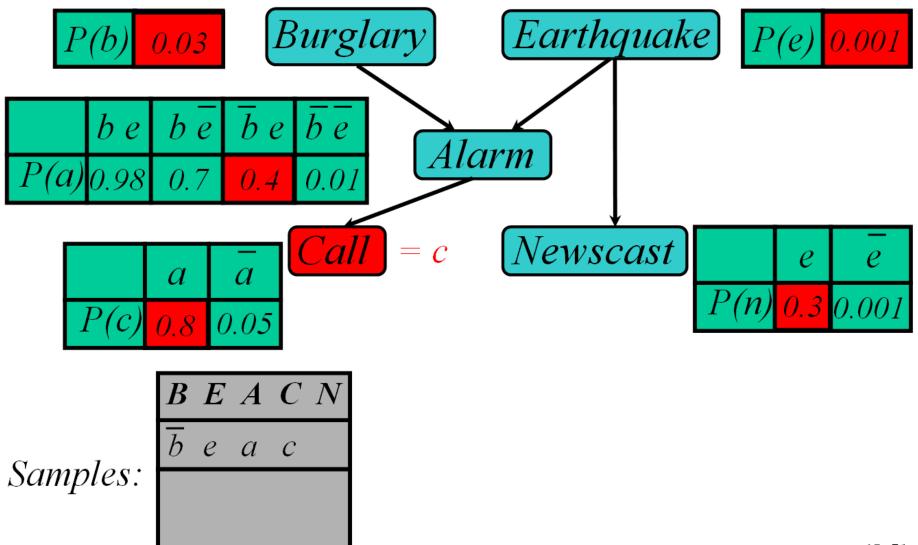


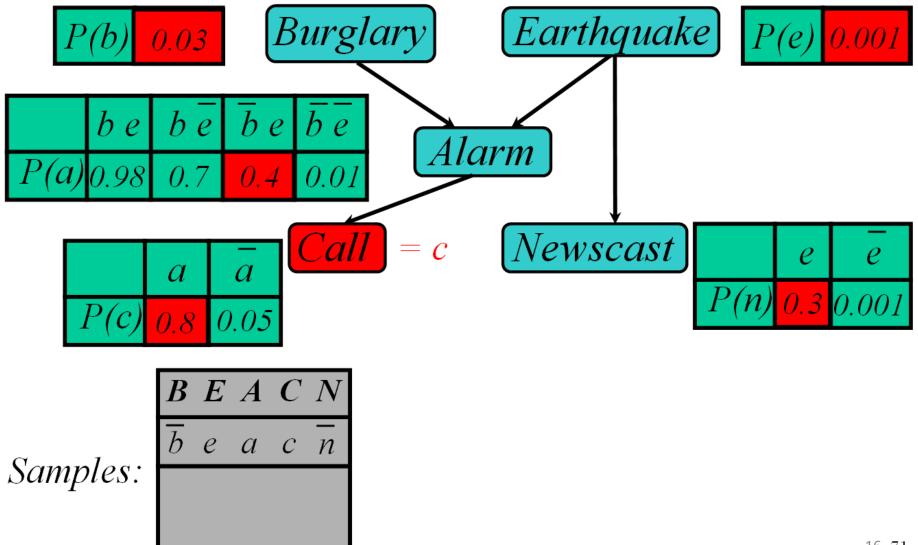


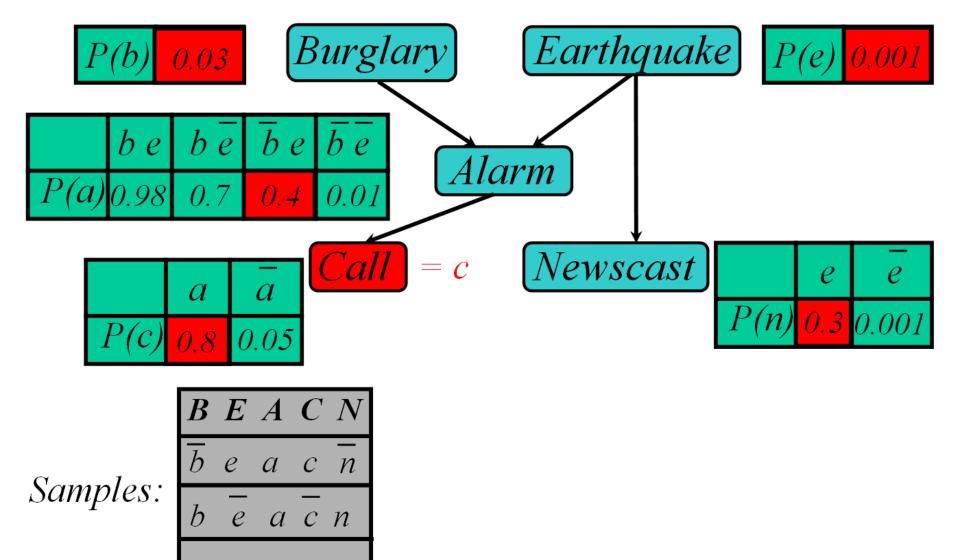


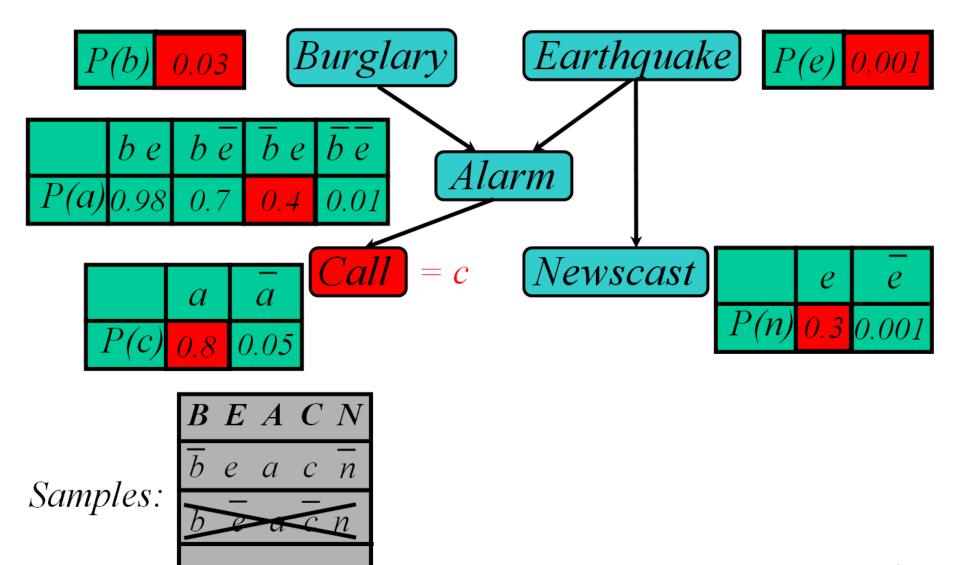


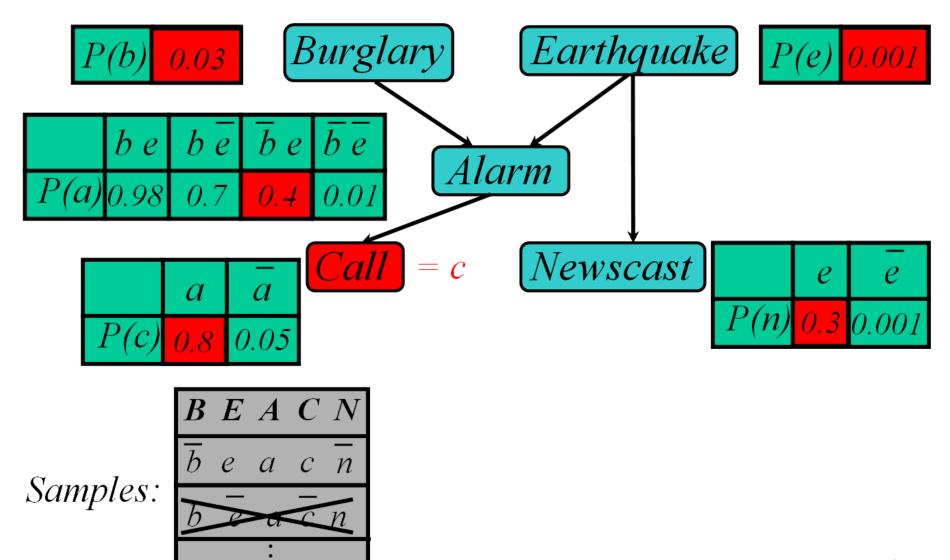


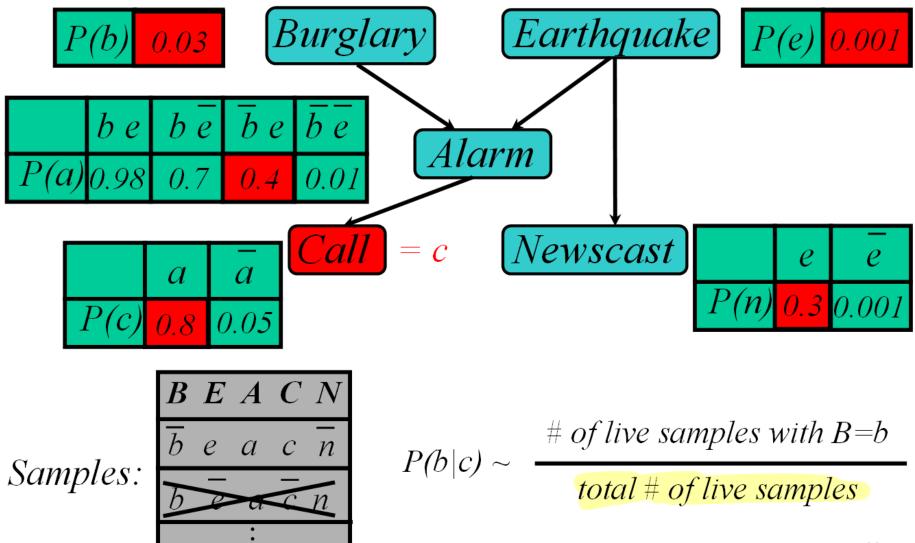












# Rejection Sampling

- Sample from the prior
  - reject if do not match the evidence

Returns consistent posterior estimates

- Hopelessly expensive if P(e) is small
  - P(e) drops off exponentially with no. of evidence vars

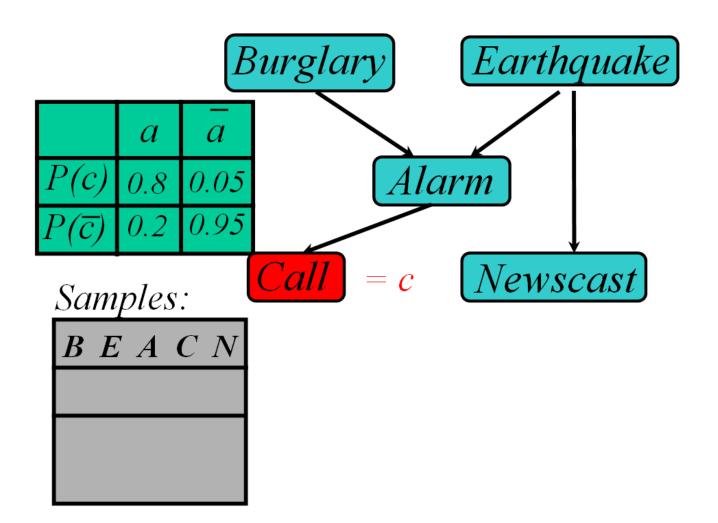
## Likelihood Weighting

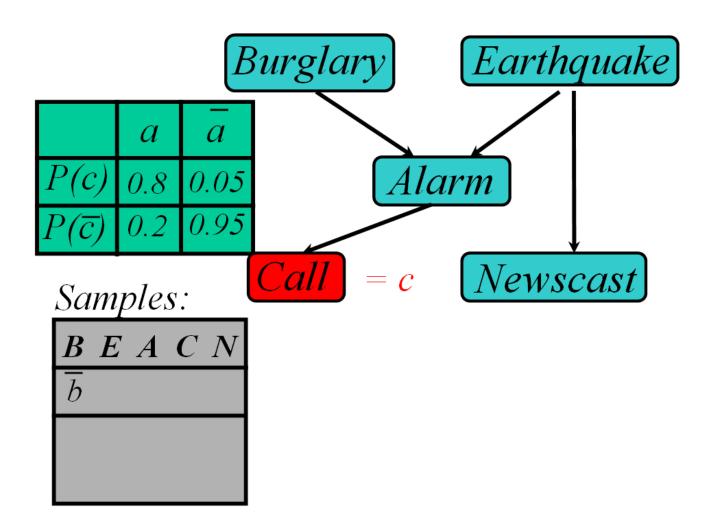
#### Idea

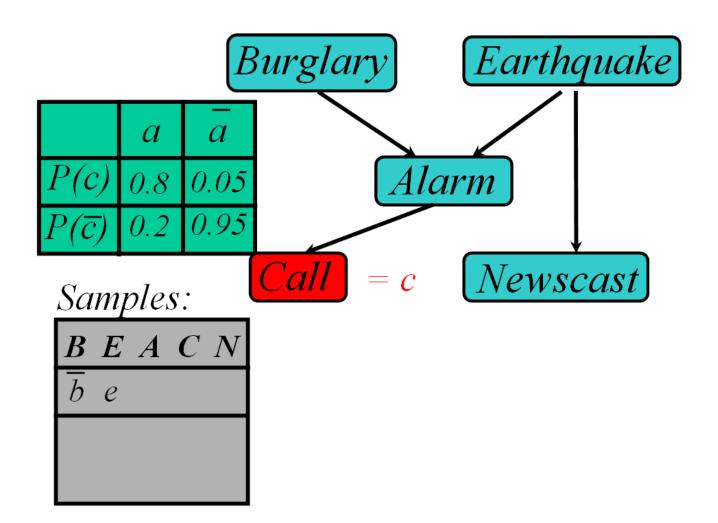
- each sample agrees with evidence
- pays some price for the agreement (weight)

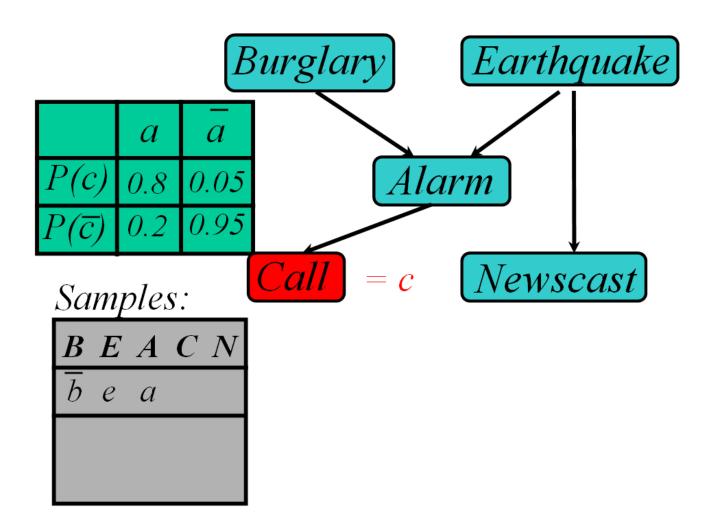
#### Algorithm

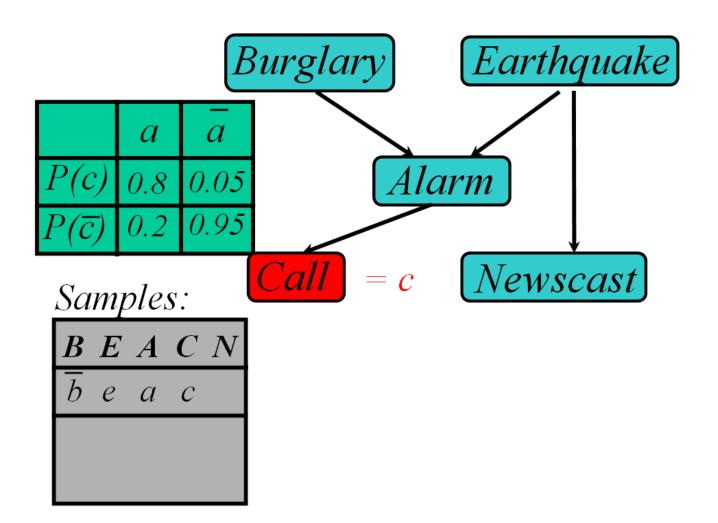
- fix evidence variables
- sample only non-evidence variables
- weight each sample by the likelihood of evidence

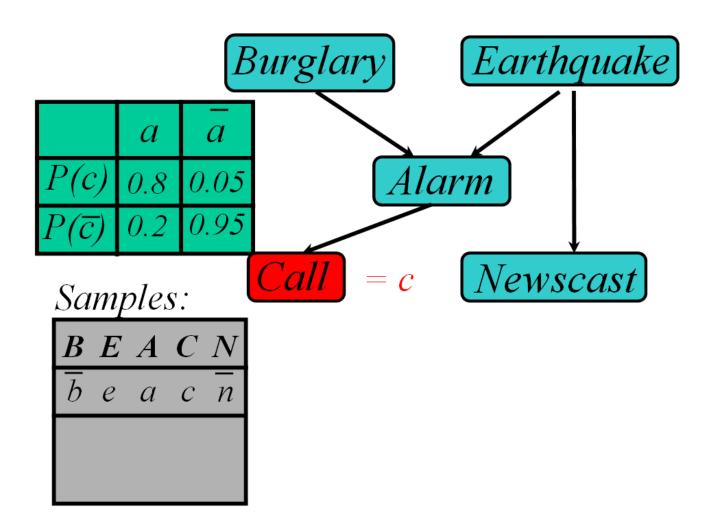


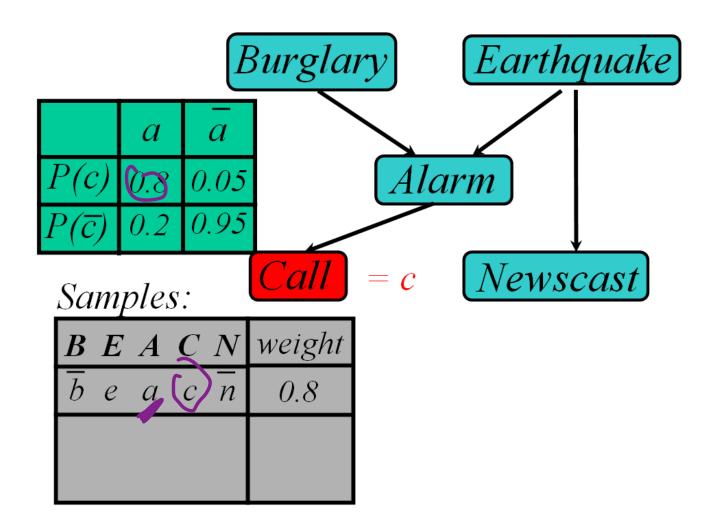


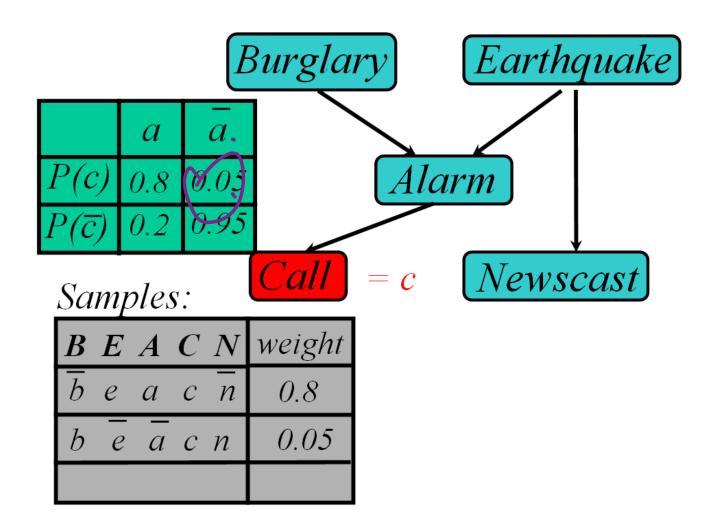


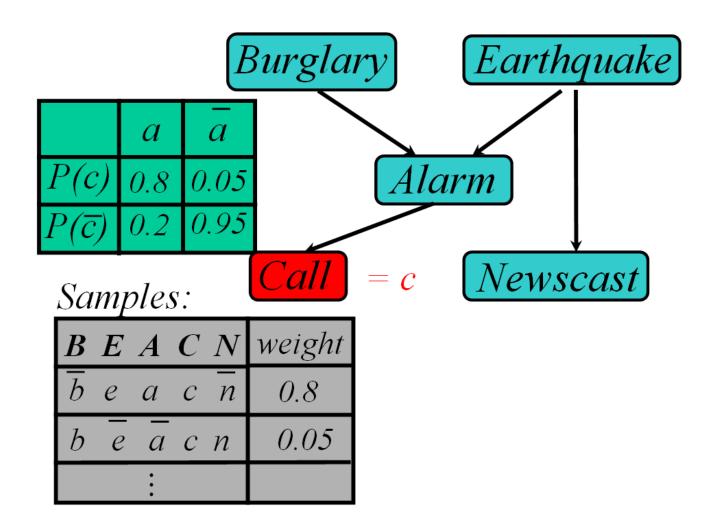


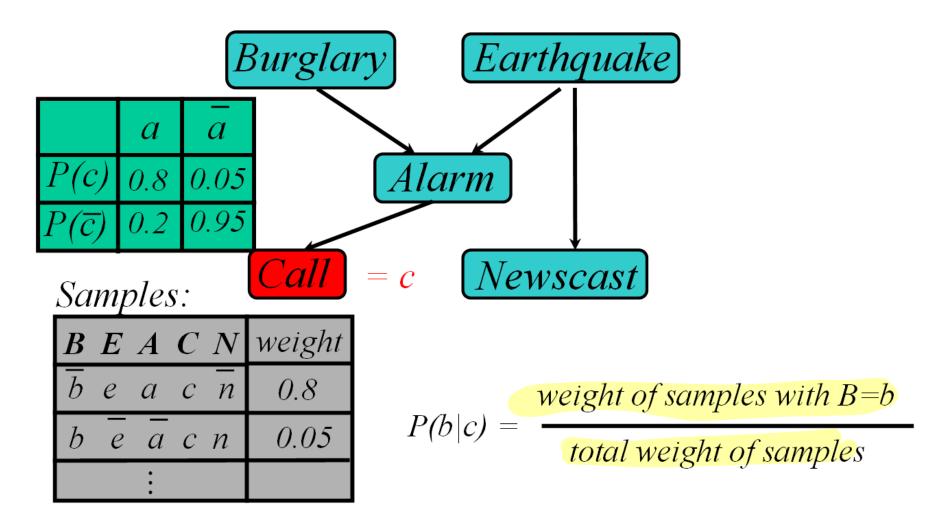












### Likelihood Weighting

- Sampling probability:  $S(z,e) = \prod_{i} P(z_i | Parents(Z_i))$  Neither prior nor posterior
- Wt for a sample  $\langle z,e \rangle$ :  $w(z,e) = \prod_{i} P(e_i \mid Parents(E_i))$
- Weighted Sampling probability S(z,e)w(z,e)

$$= \prod_{i} P(z_i | Parents(Z_i)) \prod_{i} P(e_i | Parents(E_i))$$

$$= P(z,e)$$

- returns consistent estimates
- performance degrades w/ many evidence vars
  - but a few samples have nearly all the total weight
  - late occuring evidence vars do not guide sample generation

#### Markov Chain Monte Could

### MCMC with Gibbs Sampling

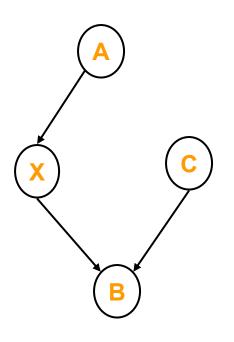
- Fix the values of observed variables
- Set the values of all non-observed variables randomly
- Perform a random walk through the space of complete variable assignments. On each move:
  - 1. Pick a variable X
  - 2. Calculate Pr(X=true | all other variables)
  - 3. Set X to true with that probability
- Repeat many times. Frequency with which any variable X is true is it's posterior probability.
- Converges to true posterior when frequencies stop changing significantly
  - stationary distribution, mixing

### Markov Blanket Sampling

- How to calculate Pr(X=true | all other variables) ?
- Recall: a variable is independent of all others given it's Markov Blanket
  - parents
  - children
  - other parents of children
- So problem becomes calculating Pr(X=true | MB(X))
  - We solve this sub-problem exactly
  - Fortunately, it is easy to solve

$$P(X) = \alpha P(X \mid Parents(X)) \prod_{Y \in Children(X)} P(Y \mid Parents(Y))$$

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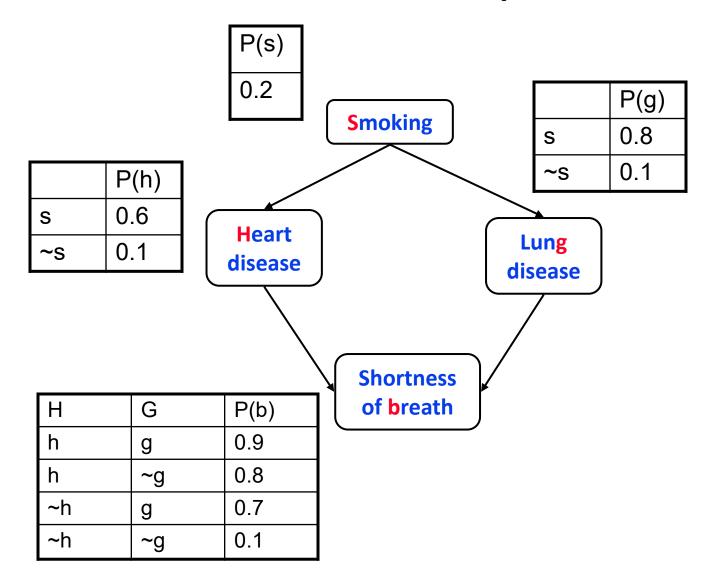


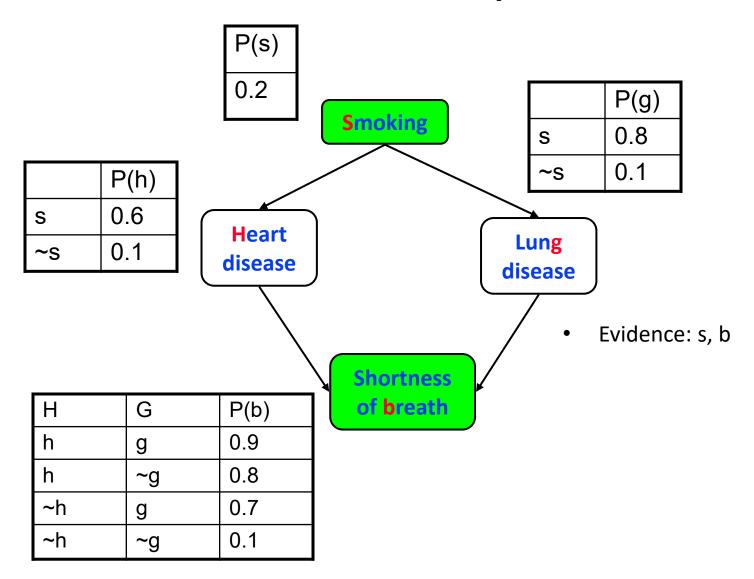
$$P(X | A, B, C) = \frac{P(X, A, B, C)}{P(A, B, C)}$$

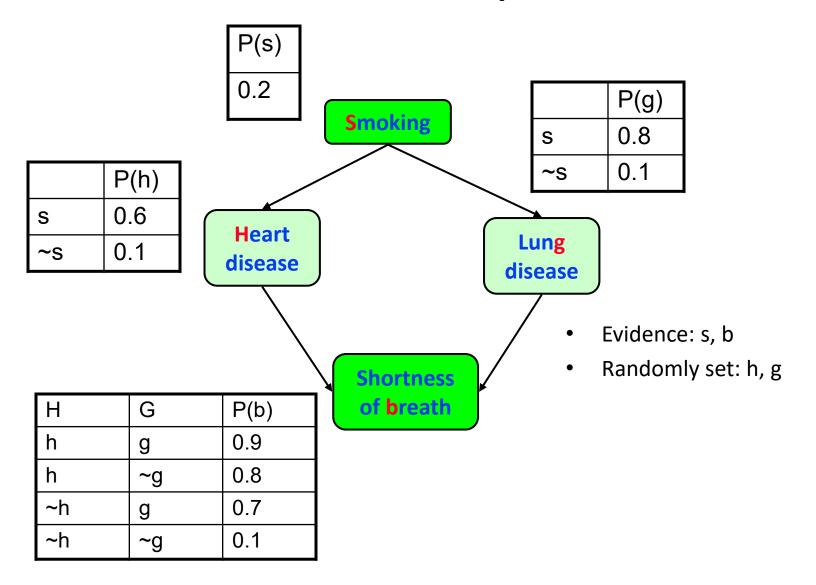
$$= \frac{P(A)P(X | A)P(C)P(B | X, C)}{P(A, B, C)}$$

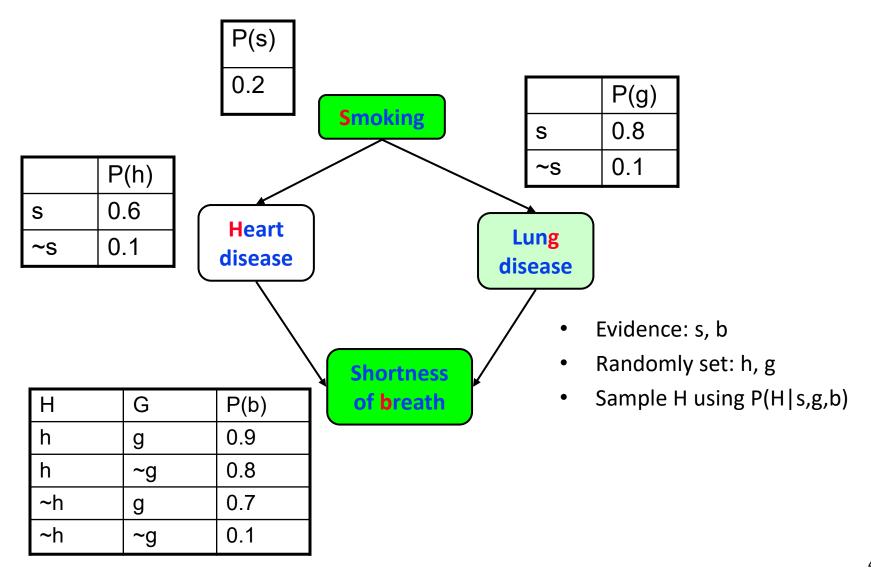
$$= \left[\frac{P(A)P(C)}{P(A, B, C)}\right]P(X | A)P(B | X, C)$$

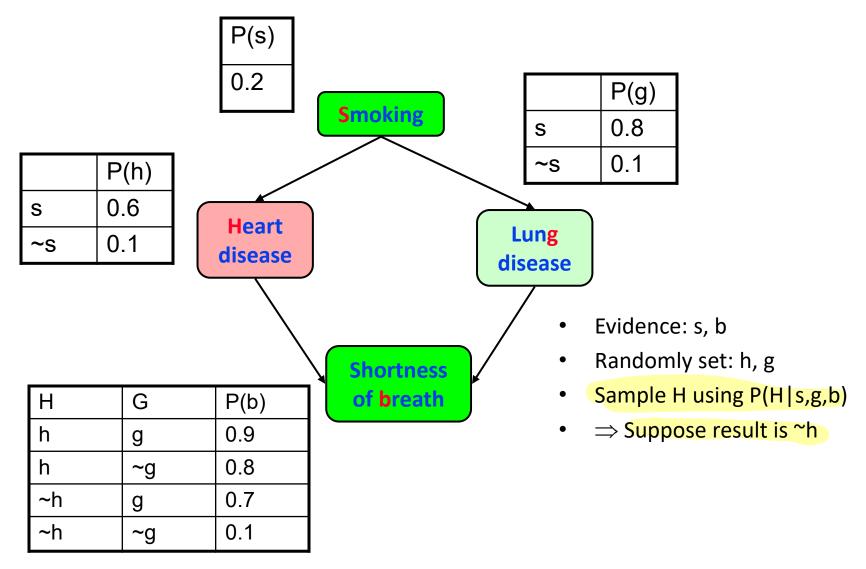
$$= \alpha P(X | A)P(B | X, C)$$

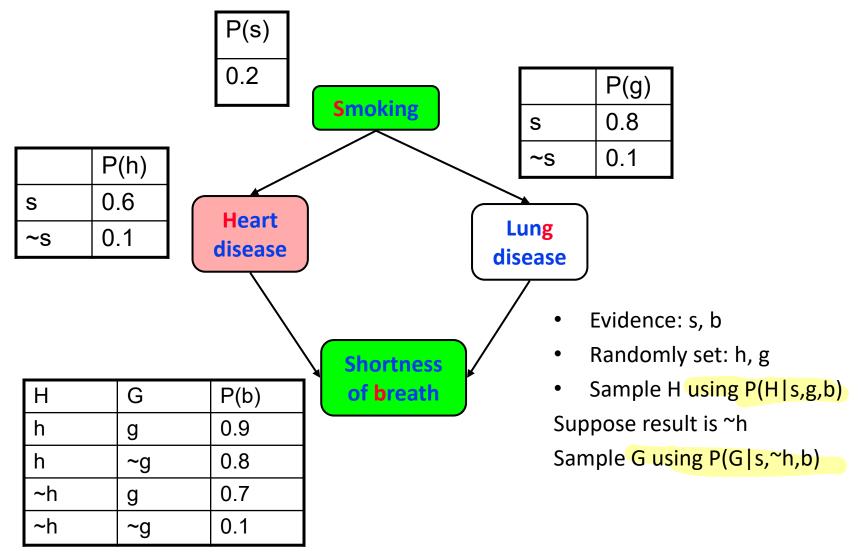


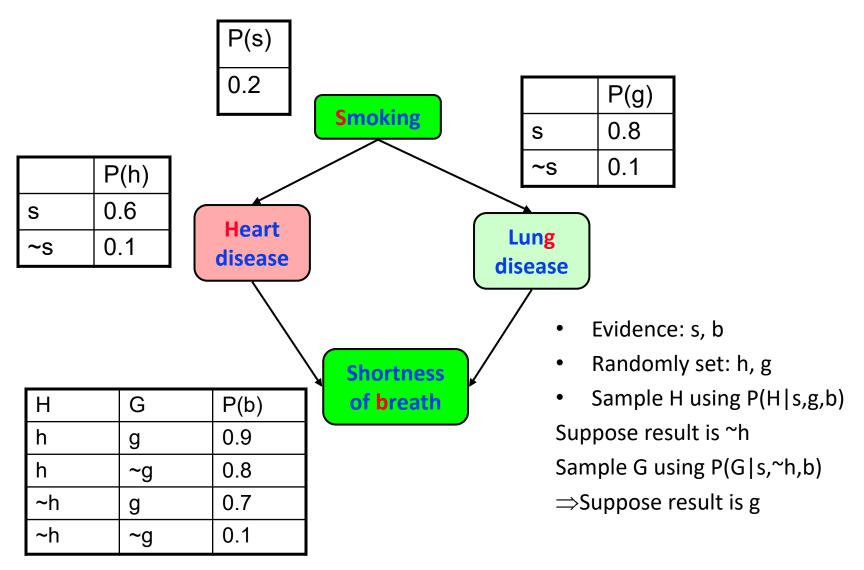


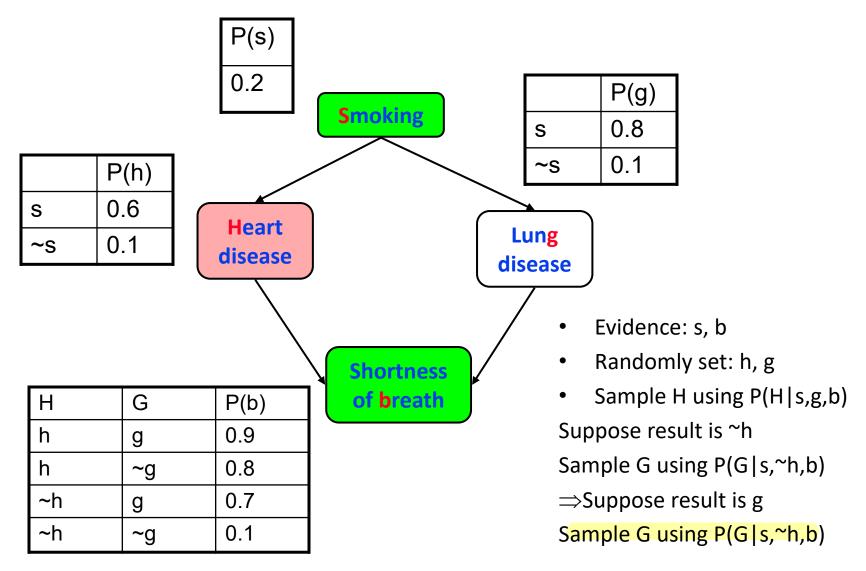


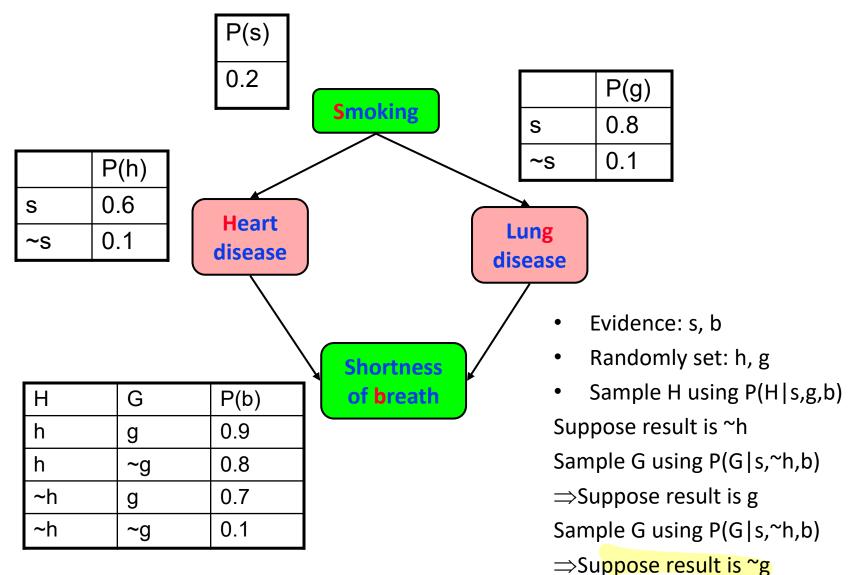












### Gibbs MCMC Summary

$$P(X|E) = \frac{number\ of\ samples\ with\ X=x}{total\ number\ of\ samples}$$

#### Advantages:

- No samples are discarded
- No problem with samples of low weight
- Can be implemented very efficiently
  - 10K samples @ second

#### Disadvantages:

- Can get stuck if relationship between two variables is deterministic
- Many variations have been devised to make MCMC more robust

#### Other inference methods

- Exact inference
  - Junction tree

- Approximate inference
  - Belief Propagation
  - Variational Methods
  - Metropolis-Hastings