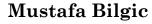
## CS 581 – ADVANCED ARTIFICIAL INTELLIGENCE

**TOPIC: BAYESIAN NETWORKS** 





♦ <a href="http://www.cs.iit.edu/~mbilgic">http://www.cs.iit.edu/~mbilgic</a>



https://twitter.com/bilgicm

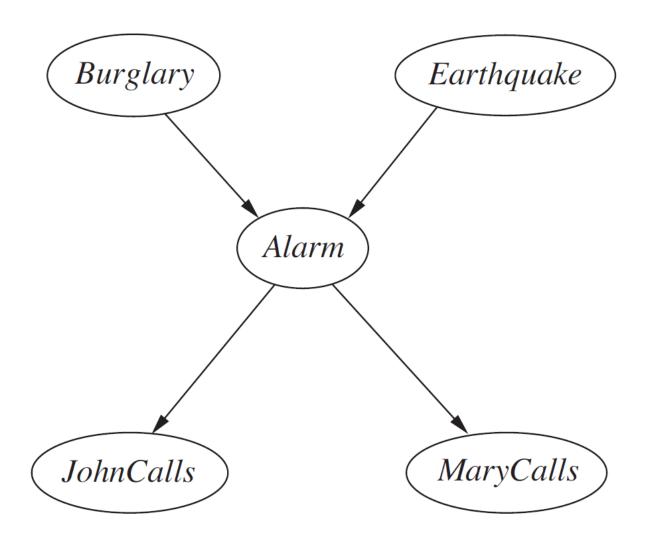
## MOTIVATION

- Efficient, intuitive, and modular representation of probability distributions
  - Represent joint and conditional distributions
- Structured and efficient inference
  - Answer probability and MAP queries
- BN structure represents correlation but can be used to answer causality questions under certain conditions

## AN EXAMPLE

- Five binary variables
  - Earthquake, Burglary, Alarm, MaryCalls, JohnCalls
- Assume the following
  - E and B are uncorrelated
  - E and M are related only through A; similarly, E, J, and A
  - B and M are related only through A; similarly, B, J, and A
  - M and J are directly related through A; undirectly related through E and B; otherwise, M and J are unrelated
- One approach
  - Represent and estimate the full joint P(E, B, A, M, J)
    - How many independent parameters?
    - What can you tell about the relationships between the variables?
- Alternative approach
  - Bayesian network (next slide)

# BURGLARY EXAMPLE



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# Possible Queries

- $\circ$  P(B | J = true)
- $\circ$   $P(B \mid M = true, J = true)$
- $\circ$  P(M | B = true)
- $\circ$  P(M | B = false)
- $\circ$   $P(M,J \mid B = true)$
- $\circ$  P(M | J = true)
- **o** ...

## WE'LL COVER

- Bayesian networks (in detail)
  - https://en.wikipedia.org/wiki/Bayesian\_network
- Hidden Markov Models (in detail)
  - <a href="https://en.wikipedia.org/wiki/Hidden\_Markov\_model">https://en.wikipedia.org/wiki/Hidden\_Markov\_model</a>
- Dynamic Bayesian networks (brief)
  - <a href="https://en.wikipedia.org/wiki/Dynamic\_Bayesian\_network">https://en.wikipedia.org/wiki/Dynamic\_Bayesian\_network</a>
- Influence diagrams (in detail)
  - https://en.wikipedia.org/wiki/Influence\_diagram
- Causal networks (brief)

## BAYESIAN NETWORKS

- Random variables = nodes
- Direct relationships = directed edges
- BNs capture independencies
  - More compact than full joint representation
- Graphs provide
  - Graph theory / efficient reasoning
  - Intuition

## DIRECTED GRAPHS

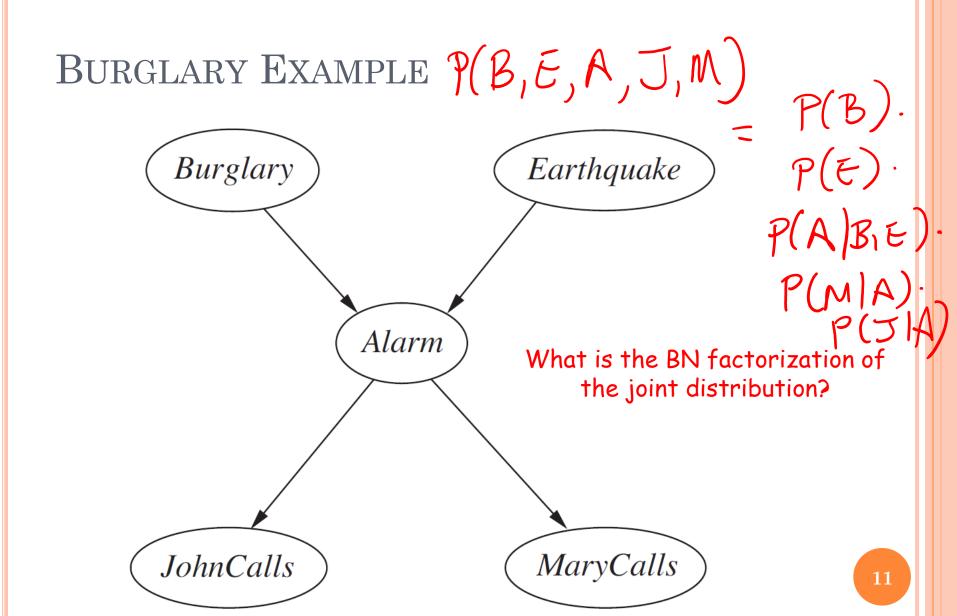
- A graph consists of nodes and edges
- **Nodes:**  $X = \{X_1, X_2, ..., X_n\}$
- $\circ$  Undirected Edge:  $X_i X_j$
- $\circ$  Directed Edge:  $X_i \rightarrow X_j$
- A graph is **directed** if its *all* edges are directed

## RELATIONSHIPS

- $\circ X_i \rightarrow X_j$ 
  - X<sub>i</sub> is the parent
  - X<sub>i</sub> is the **child**
- $\circ$   $X_i$  is an **ancestor** of  $X_j$  if there is a directed path from  $X_i$  to  $X_i$
- $X_i$  is a **descendant** of  $X_j$  if there is a directed path from  $X_i$  to  $X_i$
- Nondescendants( $X_i$ ) =  $X \setminus Descendants(X_i)$

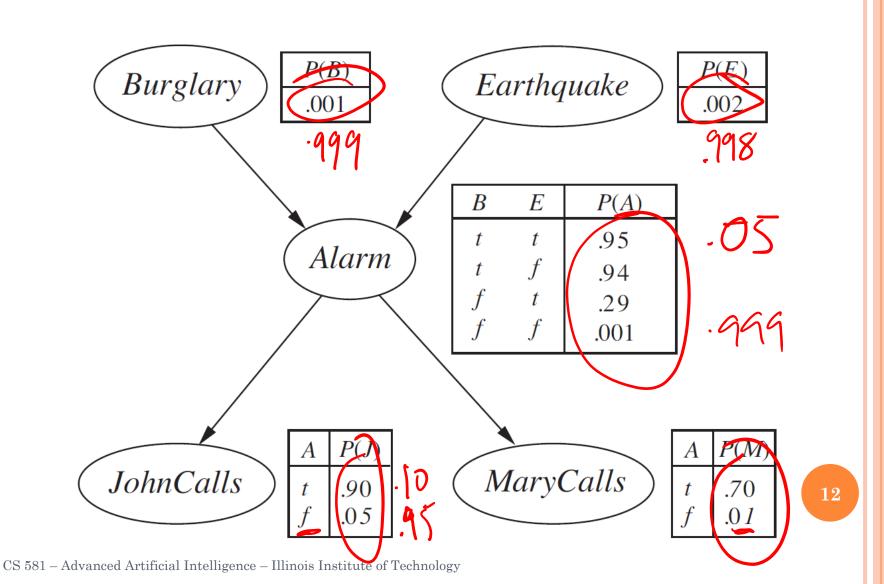
## BAYESIAN NETWORK FACTORIZATION

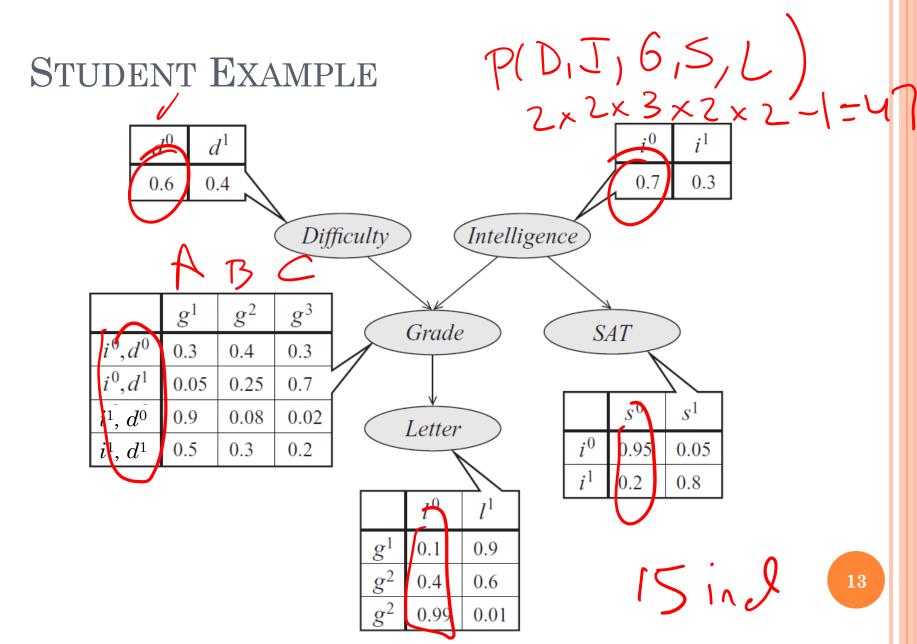
$$P(X_1,...,X_n) = \prod_i P(X_i | Pa(X_i))$$



# BURGLARY EXAMPLE

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## INDEPENDENCIES

- X is independent of its non-descendants given its parents
  - $X \perp Non-descendants(X) \mid Parents(X)$
- D-separation

## Independencies — D-separation

- Definition: Observed ≡ Its value is known
- Causal trail
  - $X \rightarrow Y \rightarrow Z$ ; E.g., Burglary  $\rightarrow$  Alarm  $\rightarrow$  MaryCalls
  - X and Z are independent if Y is observed
- Evidential trail
  - $X \leftarrow Y \leftarrow Z$ ; E.g., MaryCalls  $\leftarrow$  Alarm  $\leftarrow$  Burglary
  - X and Z are independent if Y is observed
- Common cause
  - $X \leftarrow Y \rightarrow Z$ ; E.g., JohnCalls  $\leftarrow$  Alarm  $\rightarrow$  MaryCalls
  - X and Z are independent if Y is observed
- Common effect
  - $X \rightarrow Y \leftarrow Z$ ; E.g., Burglary  $\rightarrow$  Alarm  $\leftarrow$  Earthquake
  - X and Z are marginally independent, but they become dependent if Y or any of Y's descendants are observed

## EXAMPLES

- o X causes Y and Y causes Z; no direct relationship between X and Z
  - $\bullet \quad X \to Y \to Z$
  - Nothing is marginally independent of each other
  - Z⊥X | Y
- Y causes both X and Z; no direct relationship between X and Z
  - $X \leftarrow Y \rightarrow Z$
  - Nothing is marginally independent of each other
  - Z ⊥ X | Y
- Both X and Z cause Y; no direct relationship between X and Z
  - $X \rightarrow Y \leftarrow Z$
  - X and Z are marginally independent
  - X and Z become dependent when the value of Y is known

## Independence $\Leftrightarrow$ Factorization

- Independence ⇒ Factorization
- Factorization ⇒ Independence

## REASONING PATTERNS

#### Causal reasoning

- From causes to effects
  - E.g., Burglary to Alarm to MaryCalls
  - E.g., Intelligence to Grade to Letter

#### Evidential reasoning

- From effects to the causes
  - E.g., JohnCalls to Alarm to Earthquake
  - E.g, Letter to Grade to Difficulty

#### Explaining away/inter-causal reasoning

- Causes of a common effect interact
  - E.g., Earthquake, Burglary, and Alarm (and Alarm's descendants)
  - E.g., Difficulty, Intelligence, and Grade (and Grade's descendants)

## Inference in Bayesian Networks

- There are several methods, some are exact and some are approximate
- We will study two in this class
  - Variable elimination
  - Message passing

## VARIABLE ELIMINATION

#### • Let

- V be the set of all variables, Q be the set of query variables, E be the set of evidence variables
- $P(\mathbf{Q} \mid \mathbf{E})$  be the query
- 1. Write down the joint dist. using the Bayesian network structure
- 2. Set the variables in  $\mathbf{E}$  to their respective values
- 3. Sum over all variables in  $V \setminus (Q \cup E)$ 
  - a) Pick an order for variables in  $V \setminus (Q \cup E)$
  - b) For each variable  $V_i$  in  $V \setminus (Q \cup E)$ , create a new factor by
    - Multiplying all the factors that contains V<sub>i</sub>, and
    - Summing over possible values of V<sub>i</sub>
- 4. Normalize the last remaining factor (this step is unnecessary if **E** is empty)

#### IRRELEVANT

- Let
  - V be the set of all variables, Q be the set of query variables, E be the set of evidence variables
  - $P(\mathbf{Q} \mid \mathbf{E})$  be the query
- $\circ$  *Y* ∈  $V \setminus \{Q \cup E\}$  is irrelevant iff
  - $Y \notin Ancestors \ of \{Q \cup E\}$ 
    - o or
  - $Y \perp Q \mid E$
- Examples

# VARIABLE ELIMINATION EXAMPLES

• See OneNote

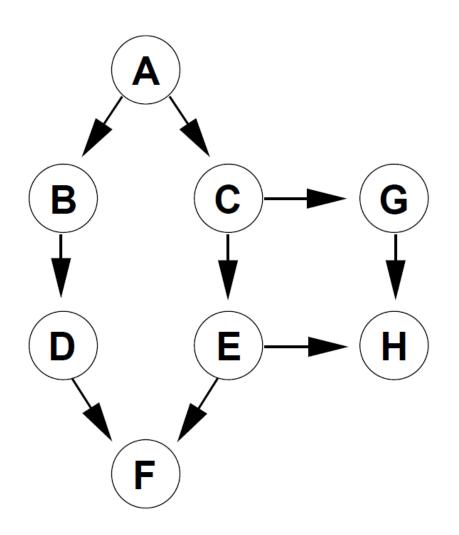
## Message Passing

- Junction tree algorithm
- See OneNote for an example

## Message Passing - motivation

- We are interested in multiple marginal/conditional probabilities
- In variable elimination, we define our target upfront and then eliminate the others
- If we need probabilities for other variables, there is no apparent way of reusing shared computations
- o In the student example, assume that I'm interested in P(G) and P(L). What are some of the shared computations?

## EXAMPLE



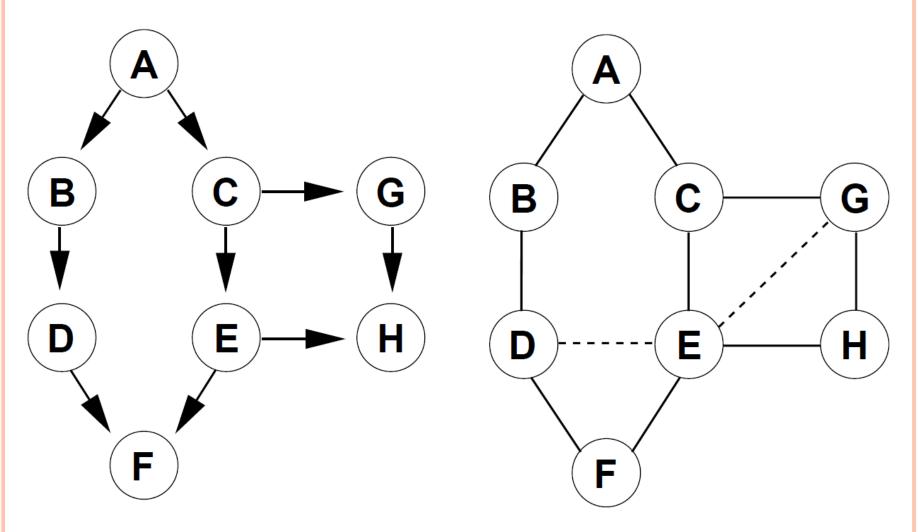
Calculate P(H) using variable elimination

Now, calculate P(G) using variable elimination

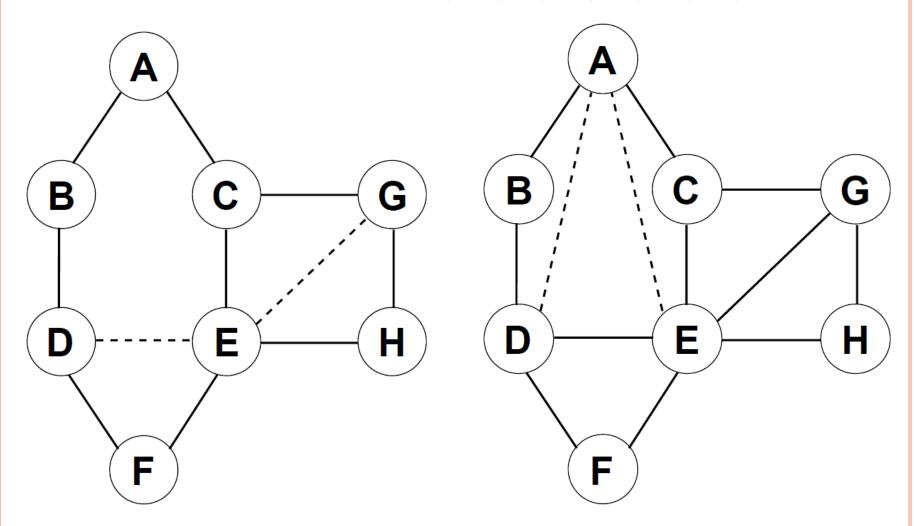
# VARIABLE ELIMINATION AS GRAPH TRANSFORMATION

- First, construct the moral graph
- Then, eliminate variables so that each elimination introduces the fewest number of edges
- Take note of the factors

## EXAMPLE - MORALIZE



# ELIMINATION ORDER: H, G, F, C, B, D, E, A



## CLUSTER GRAPH

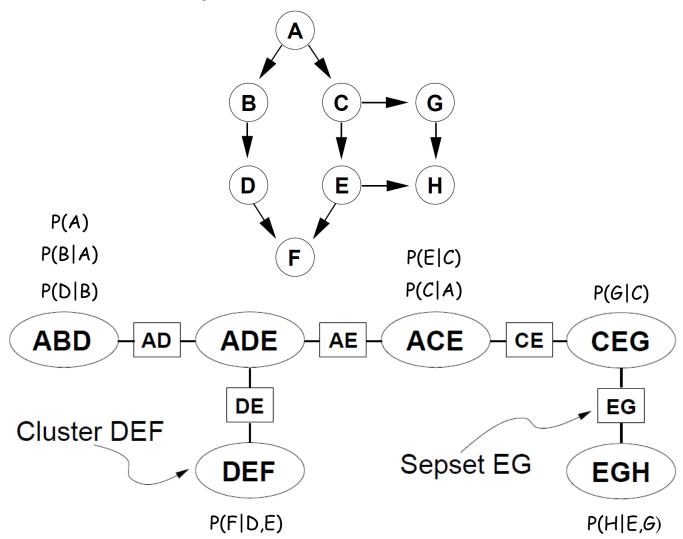
- A cluster graph U for a set of factors Φ over X is an undirected graph, each of whose nodes are associated with a cluster  $C_i \subseteq X$ .
- A cluster graph must be family preserving each factor  $\phi \in \Phi$  must be associated with a cluster  $C_i$ , denoted as  $\alpha(\phi)$ , such that  $\text{Scope}[\phi] \subseteq C_i$ .
- Each edge between a pair of clusters  $C_i$  and  $C_j$  is associated with a sepset  $S_{ij} \subseteq C_i \cap C_j$

## RUNNING INTERSECTION PROPERTY

- Let  $\mathcal{T}$  be a cluster tree.  $\mathcal{T}$  has running intersection property if, whenever there is a variable X such that  $X \in C_i$  and  $X \in C_j$ , then X is also in every cluster in the unique path in  $\mathcal{T}$  between  $C_i$  and  $C_j$ .
- A cluster tree that satisfies the running intersection property is also called the *join/clique/junction tree*.
- **Theorem**: A cluster tree obtained through a run of variable elimination satisfies the running intersection property; that is, it is a clique tree.

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# EXAMPLE CLIQUE TREE

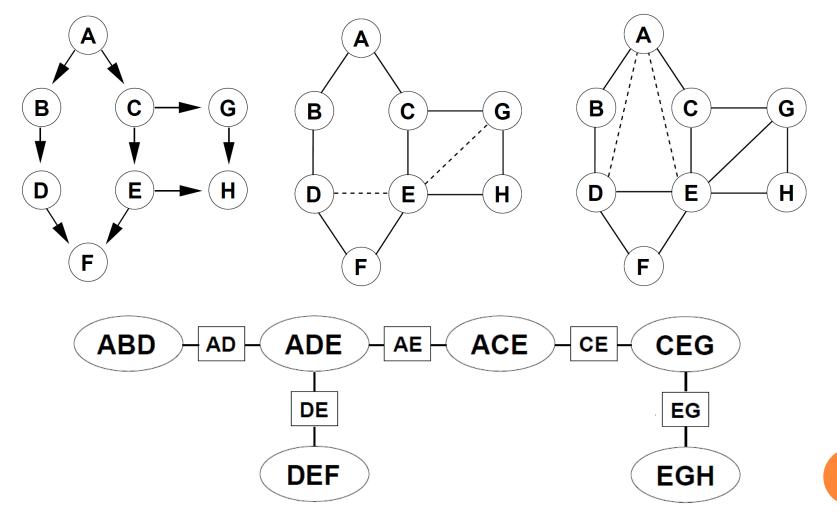


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# CONSTRUCT A CLIQUE TREE

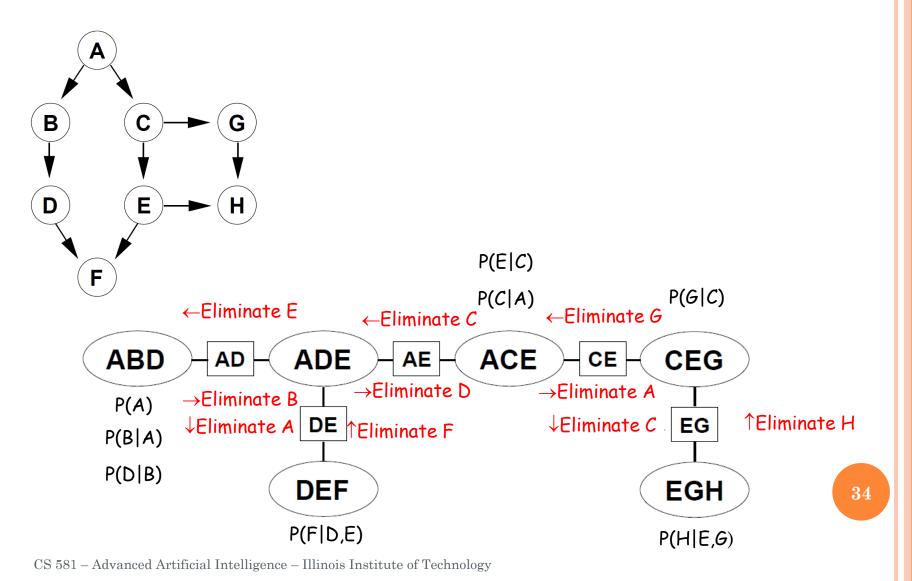
- 1. Moralize the graph
- 2. Pick a variable elimination order
- 3. Eliminate the variables, noting the maximal cliques
- 4. The cliques are the nodes of the tree
- 5. Until a tree is formed (i.e., n-1 edges are added)
  - a) Connect two disconnected components by a maximal size sepset

## ELIMINATION ORDER: H, G, F, C, B, D, E, A



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## VARIABLE ELIMINATION ON JUNCTION TREE



## Message passing on Junction tree

- Clusters receive from and send messages to its neighbors
- Each message pass consists of elimination of one or more variables
- A cluster  $C_i$  is ready to send a message to its neighbor  $C_j$ , when it receives messages from its *all other* neighbors
- $\circ$  A message from  $C_i$  to  $C_i$  is computed as follows
  - $C_i$  multiples all the factors assigned to it, and all the messages it received from its *other* neighbors
  - It sums out  $C_i \setminus S_{ii}$

#### A MESSAGE

$$\delta_{i \to j} = \sum_{C_i \setminus S_{ij}} \left( \left( \prod_{\phi: \alpha(\phi)=i} \phi \right) \times \left( \prod_{k \in (Nb_i - \{j\})} \delta_{k \to i} \right) \right)$$

## BELIEF

$$\beta_i = \left(\prod_{\phi:\alpha(\phi)=i} \phi\right) \times \left(\prod_{k \in Nb_i} \delta_{k \to i}\right)$$

## LINEAR GAUSSIAN EXERCISE

#### Given

- $p(X) \sim N(\mu_X; \sigma_X^2)$
- $p(Y \mid X) \sim N(\beta_0 + \beta_1 \mu_X; \sigma_Y^2)$

#### Calculate

- p(Y)
- p(Y | X = 5)
- p(X | Y = 5)
- p(X,Y)