Probabilistic Models

- Models describe how (a portion of) the world works
- $\bullet\,$ Models are always simplifications
 - May not account for every variable
 - May not account for all interactions between variables

Probability

Independence

- $\forall x, y : \mathbb{P}(x, y) = m\mathbb{P}(x)\mathbb{P}(y)$ - $\forall x, y : \mathbb{P}(x|y) = \mathbb{P}(x)$
- Also true if $\forall x,y: \mathbb{P}(x) = \mathbb{P}(x|y)$



- Written as:
- Independent actions can be considered individually; do not need to keep a massive table with independent probabilities
- Pretty rare (especially in models)

Conditional Independence

- Variables can become independent if you know one of the conditions is true
 - P(Toothache, Cavity, Catch)
 - If I have a cavity, the probability that the probe catches in it doesn't depend on whether I have a toothache:
 - P(+catch | +toothache, +cavity) = P(+catch | +cavity)
 - The same independence holds if I don't have a cavity:
 - P(+catch | +toothache, -cavity) = P(+catch | -cavity)
 - Catch is conditionally independent of Toothache given Cavity:
 - P(Catch | Toothache, Cavity) = P(Catch | Cavity)
 - Equivalent statements:
 - P(Toothache | Catch , Cavity) = P(Toothache | Cavity)
 - P(Toothache, Catch | Cavity) = P(Toothache | Cavity) P(Catch | Cavity)
 - One can be derived from the other easily
- eg
- $\forall x, y, z : \mathbb{P}(x, y|z) = \mathbb{P}(x|z)\mathbb{P}(y|z)$

• $\forall x, y, z : \mathbb{P}(x|z, y) = \mathbb{P}(x, z)$

■ Chain rule: $P(X_1, X_2, ... X_n) = P(X_1)P(X_2|X_1)P(X_3)$ ■ Trivial decomposition: P(Traffic, Rain, Umbrella) = P(Rain)P(Traffic|Rain)P(Umbrella|Rain, Traffic)■ With assumption of conditional independence: P(Traffic, Rain, Umbrella) = P(Umbrella)

P(Rain)P(Traffic|Rain)P(Umbrella|Rain)

- Chain Rule with conditional independence:
 - Note the necessity of the conditional independence assumption
 - Can be represented with Bayes' nets

Bayes' Nets

- A technique for describing complex joint distributions (models) using simple, local distributions (conditional probabilities)
- Good because sometimes the tables get too big
- Hard to learn full table empirically about tables with more than a few variables
- Type of graph
 - Nodes: variables (with domains)
 - * Can be assigned (observed) or unassigned (unobserved)
 - Arcs: interactions
 - * Similar to CSP constraints
 - * Indicate 'direct influence' between variables
 - * Formally: encode conditional independence
- ullet Given a set of nodes, one per variable X, it is a directed, acyclic graph with a conditional distribution for each node
 - A collection of distributions over X, one for each combination of parents' values: $\mathbb{P}(X|a_1,...a_n)$
 - CPT: conditional probability table
- To see what probability a BN gives to a full assignment, multiply all the relevant conditionals together: $\mathbb{P}(x_1, x_2, ..., x_n) = \prod_{i=1}^n \mathbb{P}(x_i | \mathrm{parents}(X_i))$
 - Good because it assumes conditional independence

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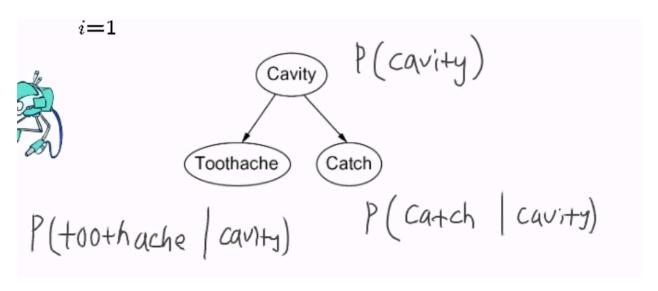


Figure 1: Screenshot_2023-10-05_at_6.19.03_PM.png