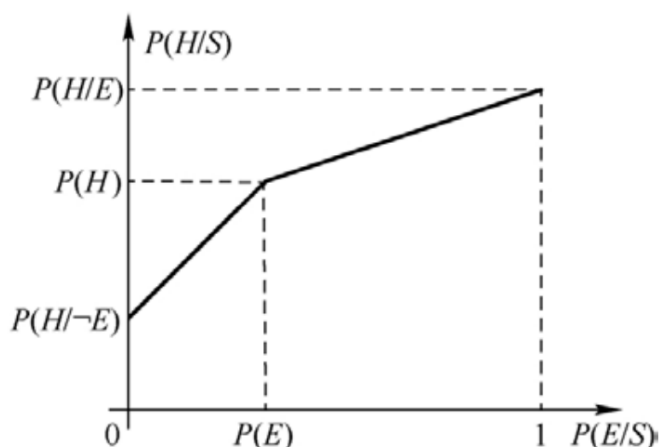


主观贝叶斯方法

1. 问题描述

在证据不确定的情况下，根据充分性度量 LS 、必要性度量 LN 、 E 的先验概率 $P(E)$ 和 H 的先验概率 $P(H)$ 作为前提条件，作出 $P(H|S)$ 和 $P(E|S)$ 的关系图，示意图如下



2. 主观贝叶斯算法描述

2.1. 表示不确定性： IF E THEN (LS, LN) H(P(H))

E 是知识的证据，可简单可复合； H 是结论

1 知识不确定性表示：

1. $P(H)$ ：结论 H 的先验概率，由专家根据经验给出
2. $LS = \frac{P(E|H)}{P(E|\neg H)} \in [0, \infty)$ ：充分性度量，指出 E 对 H 的支持程度
3. $LN = \frac{P(\neg E|H)}{P(\neg E|\neg H)} = \frac{1 - P(E|H)}{1 - P(E|\neg H)} \in [0, \infty)$ ：必要性度量，指出 $\neg E$ 对 H 的支持程度

+ LS, LN 值，由专家给出，代表知识的静态强度

2 证据不确定性的表示

1. 动态强度 $P(E|S)$ ：对于证据 E ，由用户根据观测 S ，给出 $P(E|S)$
2. 可信度 $C(E|S)$ ：用来代替 $P(E|S)$ ，其在PROSPECTOR(矿勘专家系统)中

$$P(E|S) = \begin{cases} \frac{C(E|S) + P(E) \times (5 - C(E|S))}{5}, & 0 \leq C(E|S) \leq 5 \\ \frac{P(E) \times (5 + C(E|S))}{5}, & -5 < C(E|S) < 0 \end{cases}$$

$C(E S) \in \{-5, \dots, 5\}$	含义
-5	观测 S 下证据 E 不存在，即 $P(E S) = 0$
5	观测 S 下证据 E 存在， $P(E S) = 1$
0	S, E 之间无关， $P(E S) = P(E)$

3 组合证据的不确定性

$$P(E_1 \wedge E_2 \wedge \dots \wedge E_n | S) = \min\{P(E_1|S), P(E_2|S), \dots, P(E_n|S)\}$$

$$P(E_1 \vee E_2 \vee \dots \vee E_n | S) = \max\{P(E_1|S), P(E_2|S), \dots, P(E_n|S)\}$$

$$P(\neg E|S) = 1 - P(E|S)$$

2.2. 不确定的传递

2.2.1. 前置概念

- 1 先验概率 $P(H)$: 无任何已知证据情况下结论 H 为真的概率
- 2 后验概率 $P(H|E)$: 由证据 E 情况下结论 H 为真的概率
- 3 几率函数 $O(x) = \frac{P(x)}{1-P(x)}$: 把位于 $[0, 1]$ 的概率映射到 $[0, \infty]$, $O(x)$, $P(x)$ 单调性相同

2.2.2. 三种情况(推导详见课本P92)

$P(E|S)$ 为证据 E 的不确定性度量, $P(H|S)$ 为结论的可信度, $P(H|E)$ 为后验概率

- 1 证据一定存在 $P(E) = P(E|S) = 1$ 时: $P(H|E) = \frac{LS \times P(H)}{(LS-1) \times P(H)+1}$
- 2 证据一不存在 $P(E) = P(E|S) = 0$ 时: $P(H|\neg E) = \frac{LN \times P(H)}{(LN-1) \times P(H)+1}$
- 3 证据可能存在 $0 < P(E|S) < 1$ 时:

$$P(H|S) = P(H|E) \times P(E|S) + P(H|\neg E) \times P(\neg E|S)$$

1. $P(E|S) = 1$ 时, $P(H|S) = P(H|E) = \frac{LS \times P(H)}{(LS-1) \times P(H)+1}$
2. $P(E|S) = 0$ 时, $P(H|S) = P(H|\neg E) = \frac{LN \times P(H)}{(LN-1) \times P(H)+1}$
3. $P(E|S) = P(E)$ 时, $P(H|S) = P(H)$
4. 其余情况: 这是 EH 公式, $C(E/S)$ 换掉 $P(E/S)$ 便是 CP 公式

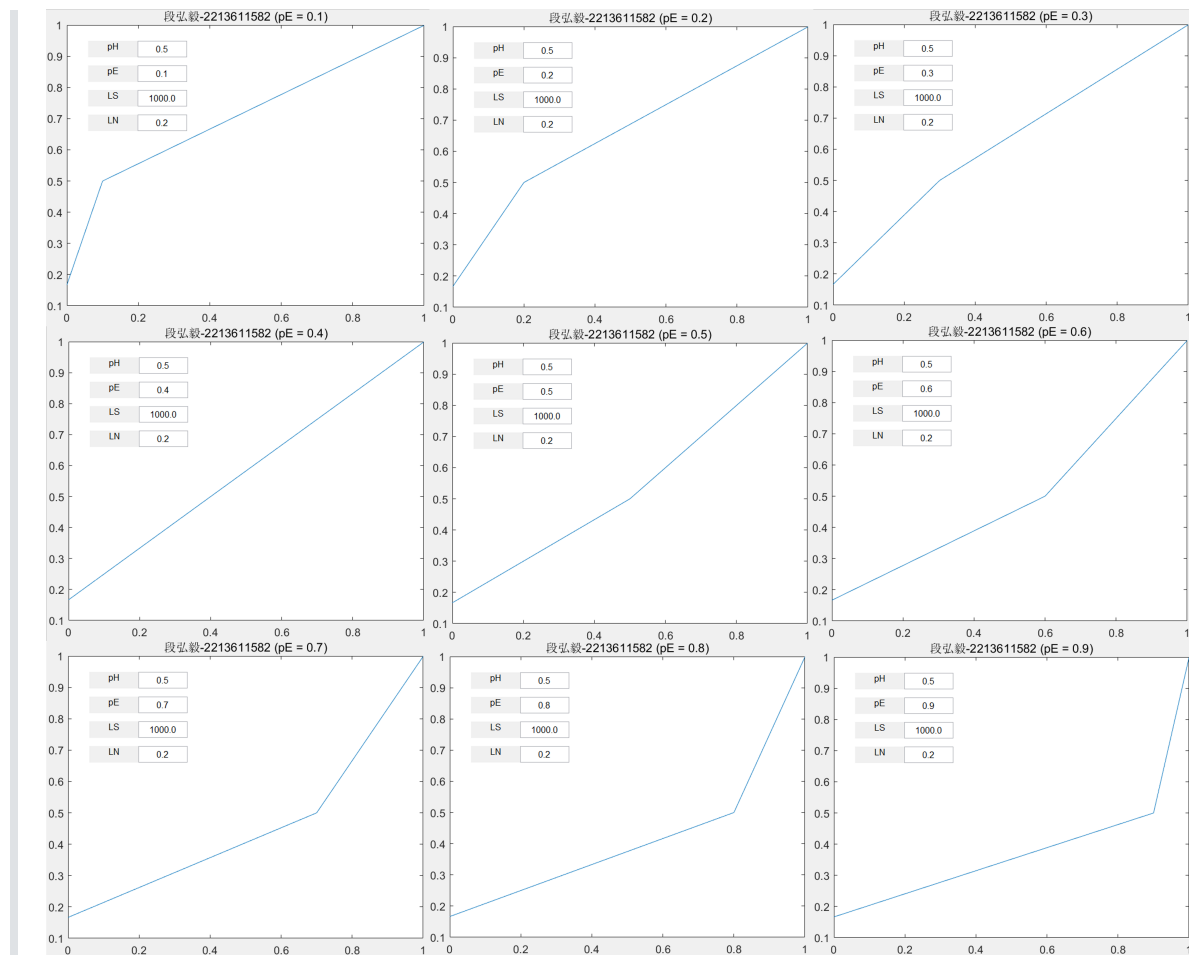
$$P(H|S) = \begin{cases} P(H|\neg E) + \frac{P(H)-P(H|E)}{P(E)} \times P(E|S), & 0 \leq P(E|S) < P(E) \\ P(H) + \frac{P(H|E)-P(H)}{1-P(E)} \times [P(E|S) - P(E)], & P(E) \leq P(E|S) \leq 1 \end{cases}$$

2.2.3. LS和LN 的性质

$$O(H|E) = LS * O(H), O(H|\neg E) = LN * O(H)$$

	LS	LN
> 1	证据 E 对结论 H 有利	证据 $\neg E$ 对结论 H 不利
< 1	证据 E 对结论 H 不利	证据 $\neg E$ 对结论 H 有利

3. 实验结果



4. 源代码Matlab版

```
function bayes_interactive_plot
% 初始化变量
pH = 0.5;
pE = 0.1;
LN = 0.2;
LS = 1000.0;

% 创建图形和轴
fig = figure;
ax = axes('Parent', fig);
x = linspace(0, 1, 1000);
y = EH(x, pH, pE, LN, LS);
hPlot = plot(ax, x, y);

% 对于每个 pE 值生成一个图形
for n = 1:9
    pE = 0.1 * n; % 设置 pE 值

    % 创建图形和轴
    fig = figure;
    ax = axes('Parent', fig);
    y = EH(x, pH, pE, LN, LS);
    hPlot = plot(ax, x, y);
    title(ax, sprintf('段弘毅-2213611582 (pE = %.1f)', pE));

    % pH 文本框和标签
    uicontrol('Style', 'text', 'Position', [100, 350, 60, 20], 'String', 'pH');
```

```

    pHBox = uicontrol('Style','edit','Position',[160, 350, 60, 20], 'String',
    '0.5', 'Callback', {@updatePlot, 'pH'});

    % pE 文本框和标签
    uicontrol('Style','text','Position',[100, 320, 60, 20], 'String', 'pE');
    pEBox = uicontrol('Style','edit','Position',[160, 320, 60, 20], 'String',
    pE, 'Callback', {@updatePlot, 'pE'});

    % LS 文本框和标签
    uicontrol('Style','text','Position',[100, 290, 60, 20], 'String', 'LS');
    LSBox = uicontrol('Style','edit','Position',[160, 290, 60, 20], 'String',
    '1000.0', 'Callback', {@updatePlot, 'LS'});

    % LN 文本框和标签
    uicontrol('Style','text','Position',[100, 260, 60, 20], 'String', 'LN');
    LNBox = uicontrol('Style','edit','Position',[160, 260, 60, 20], 'String',
    '0.2', 'Callback', {@updatePlot, 'LN'});
end

function y = EH(x, pH, pE, LN, LS)
    % 计算更新后的概率值
    pH_E = (LS * pH) / ((LS - 1) * pH + 1);
    pH_negE = (LN * pH) / ((LN - 1) * pH + 1);

    y = zeros(size(x));
    for i = 1:length(x)
        pE_S = x(i);
        if pE_S <= pE
            y(i) = pH_negE + (pH - pH_negE) / pE * pE_S;
        elseif pE_S > pE
            y(i) = pH + (pH_E - pH) / (1 - pE) * (pE_S - pE);
        end
    end
end

function updatePlot(source, ~, paramName)
    % 根据用户输入更新图形
    newVal = str2double(source.String);
    switch paramName
        case 'pH'
            pH = newVal;
        case 'pE'
            pE = newVal;
        case 'LS'
            LS = newVal;
        case 'LN'
            LN = newVal;
    end
    y = EH(x, pH, pE, LN, LS);
    set(hPlot, 'YData', y);
end
end

```

5. 补充：源代码C++版本

5.1. MainWindow.h

```
#ifndef MAINWINDOW_H
#define MAINWINDOW_H

#include <QMainWindow>
#include <QCustomPlot.h>

namespace Ui {
class MainWindow;
}

class MainWindow : public QMainWindow
{
    Q_OBJECT

public:
    explicit MainWindow(QWidget *parent = nullptr);
    ~MainWindow();

private slots:
    void on_pHLineEdit_textChanged(const QString &arg1);
    void on_pELineEdit_textChanged(const QString &arg1);
    void on_LSLineEdit_textChanged(const QString &arg1);
    void on_LNLineEdit_textChanged(const QString &arg1);

private:
    Ui::MainWindow *ui;
    QCustomPlot *customPlot;
    void updateGraph();
    double EH(double pE_S, double pH, double pE, double LS, double LN);
};

#endif // MAINWINDOW_H
```

5.2. MainWindow.cpp

```
#include "MainWindow.h"
#include "ui_MainWindow.h"

MainWindow::MainWindow(QWidget *parent) :
    QMainWindow(parent),
    ui(new Ui::MainWindow)
{
    ui->setupUi(this);
    customPlot = ui->widget;

    // 设置初始绘图
    updateGraph();
}

MainWindow::~MainWindow()
{
    delete ui;
}
```

```

double MainWindow::EH(double pE_S, double pH, double pE, double LS, double LN) {
    double pH_E = (LS * pH) / ((LS - 1) * pH + 1);
    double pH_negE = (LN * pH) / ((LN - 1) * pH + 1);
    if (0 <= pE_S && pE_S <= pE) {
        return pH_negE + (pH - pH_negE) / pE * pE_S;
    } else if (pE < pE_S && pE_S <= 1) {
        return pH + (pH_E - pH) / (1 - pE) * (pE_S - pE);
    }
    return 0; // 默认返回值
}

void MainWindow::updateGraph() {
    QVector<double> x(1000), y(1000);
    double pH = ui->pHLineEdit->text().toDouble();
    double pE = ui->pELineEdit->text().toDouble();
    double LS = ui->LSLineEdit->text().toDouble();
    double LN = ui->LNLineEdit->text().toDouble();

    for (int i = 0; i < 1000; ++i) {
        x[i] = i / 999.0;
        y[i] = EH(x[i], pH, pE, LS, LN);
    }

    customPlot->addGraph();
    customPlot->graph(0)->setData(x, y);
    customPlot->xAxis->setRange(0, 1);
    customPlot->yAxis->setRange(0, 1);
    customPlot->replot();
}

void MainWindow::on_pHLineEdit_textChanged(const QString &arg1) {
    updateGraph();
}

void MainWindow::on_pELineEdit_textChanged(const QString &arg1) {
    updateGraph();
}

void MainWindow::on_LSLineEdit_textChanged(const QString &arg1) {
    updateGraph();
}

void MainWindow::on_LNLineEdit_textChanged(const QString &arg1) {
    updateGraph();
}

```

5.3. main.cpp

```

#include "MainWindow.h"
#include <QApplication>

int main(int argc, char *argv[])
{
    QApplication a(argc, argv);
    MainWindow w;
    w.show();
    return a.exec();
}

```

6. 补充：源代码Python版本

```
import numpy as np
import matplotlib.pyplot as plt
from matplotlib.widgets import TextBox

pH = 0.5
pE = 0.3
LN = 0.2
LS = 1000.0

def EH(pE_S):
    pH_E = (LS * pH) / ((LS - 1) * pH + 1)
    pH_negE = (LN * pH) / ((LN - 1) * pH + 1)
    if 0 <= pE_S <= pE:
        pH_S = pH_negE + (pH - pH_negE) / pE * pE_S
    elif pE < pE_S <= 1:
        pH_S = pH + (pH_E - pH) / (1 - pE) * (pE_S - pE)
    return pH_S

func = np.vectorize(EH)
x = np.linspace(0, 1, 1000)
y = func(x)
fig, ax = plt.subplots()
ax.set_title('Bayes')
l, = plt.plot(x, y)

plt.xlim(0, 1)
plt.ylim(0, 1)
plt.xlabel('P(E|S)', x=1)
plt.ylabel('P(H|S)', y=1.04, rotation=0)
plt.subplots_adjust(bottom=.25)

def draw():
    y = func(x)
    l.set_ydata(y)
    plt.draw()

def submit1(expression):
    global pH
    pH = float(expression)
    draw()

pH_box = fig.add_axes([.15, .1, .3, .03])
pH_text_box = TextBox(pH_box, "p(H)", textalignment="center")
pH_text_box.set_val("0.5")
pH_text_box.on_submit(submit1)

def submit2(expression):
    global pE
    pE = float(expression)
    draw()
```

```

pE_box = fig.add_axes([.55, .1, .3, .03])
pE_text_box = TextBox(pE_box, "p(E)", textalignment="center")
pE_text_box.set_val("0.3")
pE_text_box.on_submit(submit2)

def submit3(expression):
    global LS
    LS = float(expression)
    draw()

LS_box = fig.add_axes([.15, .05, .3, .03])
LS_text_box = TextBox(LS_box, "LS", textalignment="center")
LS_text_box.set_val("1000.0")
LS_text_box.on_submit(submit3)

def submit4(expression):
    global LN
    LN = float(expression)
    draw()

LN_box = fig.add_axes([.55, .05, .3, .03])
LN_text_box = TextBox(LN_box, "LN", textalignment="center")
LN_text_box.set_val("0.2")
LN_text_box.on_submit(submit4)

plt.rc("font", family='YouYuan')
plt.text(0.45, 30.25, '计算机xxx-xxx-xxxxx', fontsize=10, color='black')
plt.show()

```