

# CSCI E-82a

## Probabilistic Programming and AI

### Lecture 1

### Directed Graphical Models

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# Why Directed Graphical Models?

How can we make inferences in an uncertain environment?

- Example; **sensor fusion** for a self-driving car
- Example; Locate a robot while mapping environment
- Example; make an optimal decision given **uncertain information**
- Must compute the **posterior of multivariate probability distribution**:

$$p(x_1, x_2, \dots x_n)$$

- Or, compute **maximum a posteriori** (MAP)
- Process of **inference**

# Why Directed Graphical Models?

Are directed graphical models interpretable?

- Allow experts to include **prior information!**
- Provide a language to describe the relationship between variables
- Can easily query **conditional probability tables** (CPTs)
- But, can non-experts really understand these models?
  - Making the model results transparent to non-experts is a research area

# Why Directed Graphical Models?

We want the **posterior distribution** of one or more variables

- How to compute this **query** efficiently?
- Direct tabular representation  **$O(n^3)$  complexity**
- Can do (much) better **factoring distribution by conditional independencies**
  - Discuss complexity of inference later
- **Directed graphical model is a representation of a distribution factored by conditional independencies**

# Why Directed Graphical Models?

Directed graphical models are generative

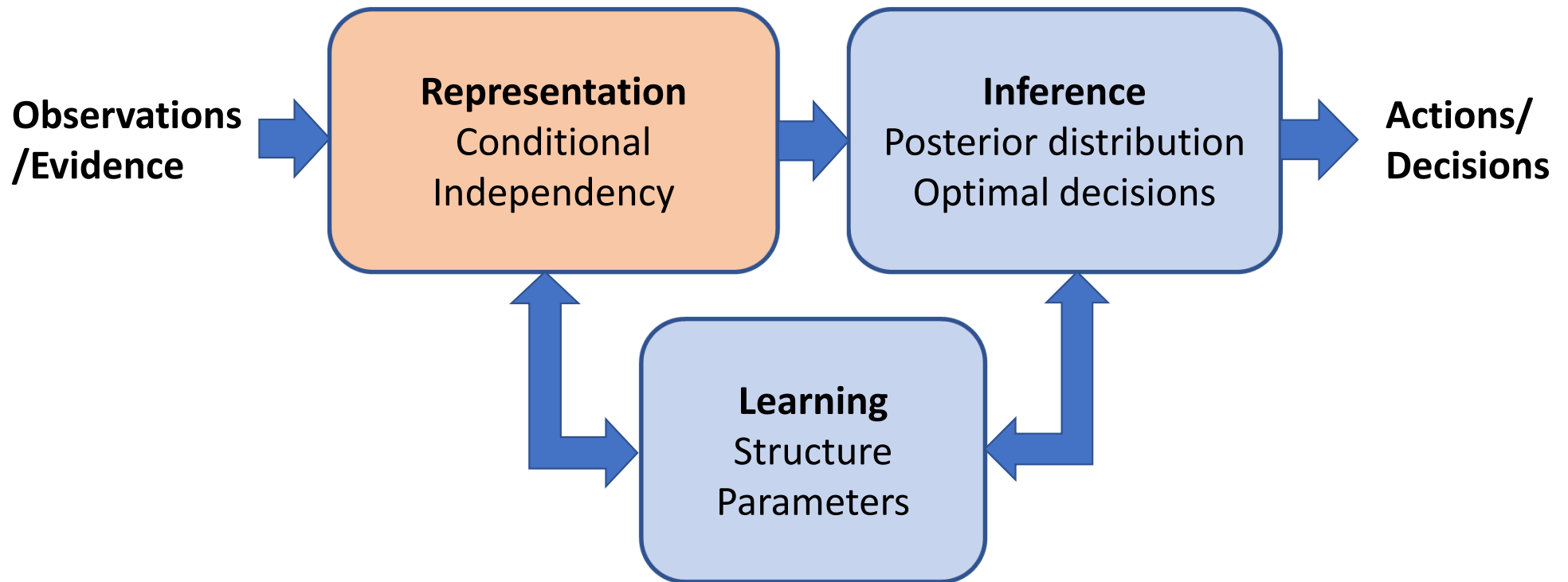
- Define probability distribution with DAG
- DAG is expressive in terms of independency structure
- Generate realizations from that distribution

# Why Directed Graphical Models?

How much data do we need for learning?

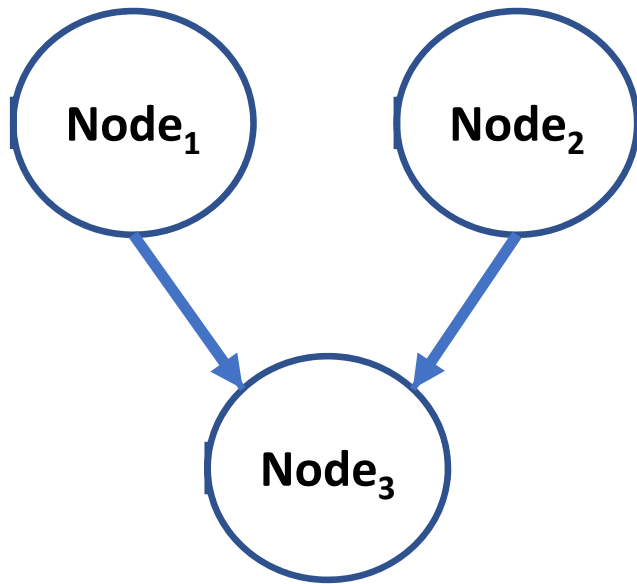
- Learning is both hard and easy
- Model parameters (CPTs) improve with data
  - Does not take very much data
  - Can use prior or expert information
  - Not all variables need to be observable
  - Can deal with missing values
- Learning model structure is hard!
  - Requires massive data
  - Or, expert input
- Discuss learning in another lesson

# Focus on representation with graphical models



Schematic of intelligent agent using directed graphical model

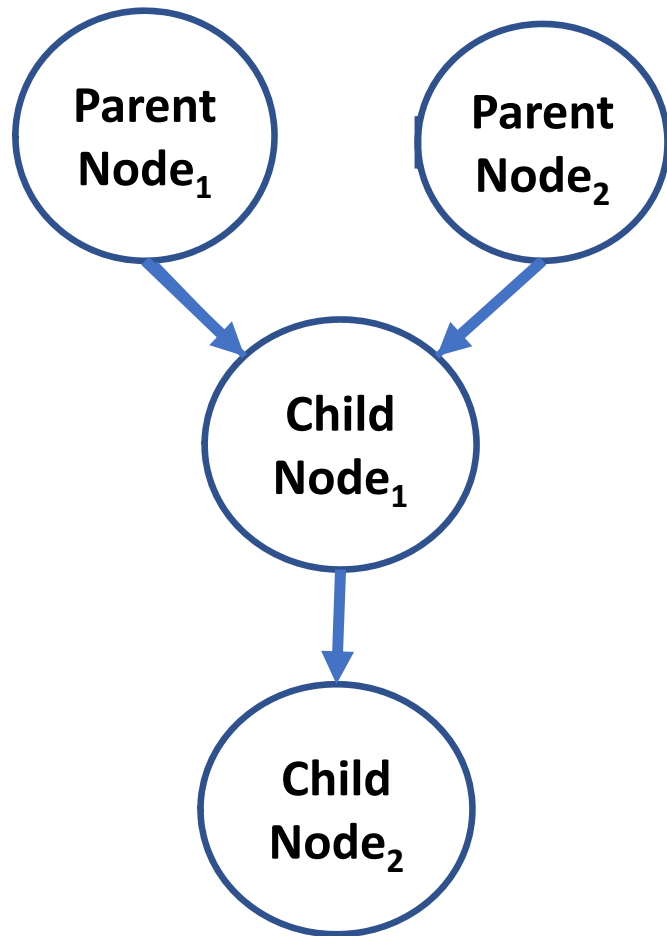
# Some Graph Terminology: Nodes and edges



- **Nodes or vertices** contain **conditional probability distributions (CPD)**
- **Undirected edges** define the connectivity between the nodes or the **skeleton of the graph**
- Nodes connected by edges are **neighbors**
- Information or **influence** flows along **directed edges**



# Some Graph Terminology: Relationships



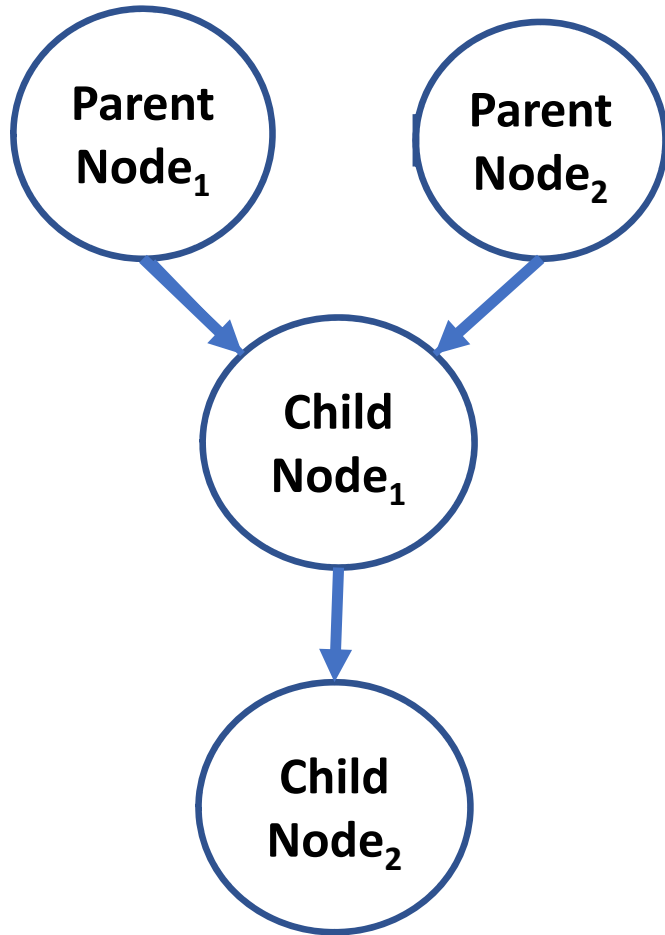
- **Parent nodes** have directed edges to, and **influence**, child nodes
- **Child nodes** are descendants of parents
- **Ancestors** are parents, grand parents, etc.
- Example; express ancestors of child node 2:

$$PA(CN_2) = \{PN_1, PN_2, CN_1\}$$

- **Decedents** are nodes receiving influence
- Example; express decedents of parent node 1:

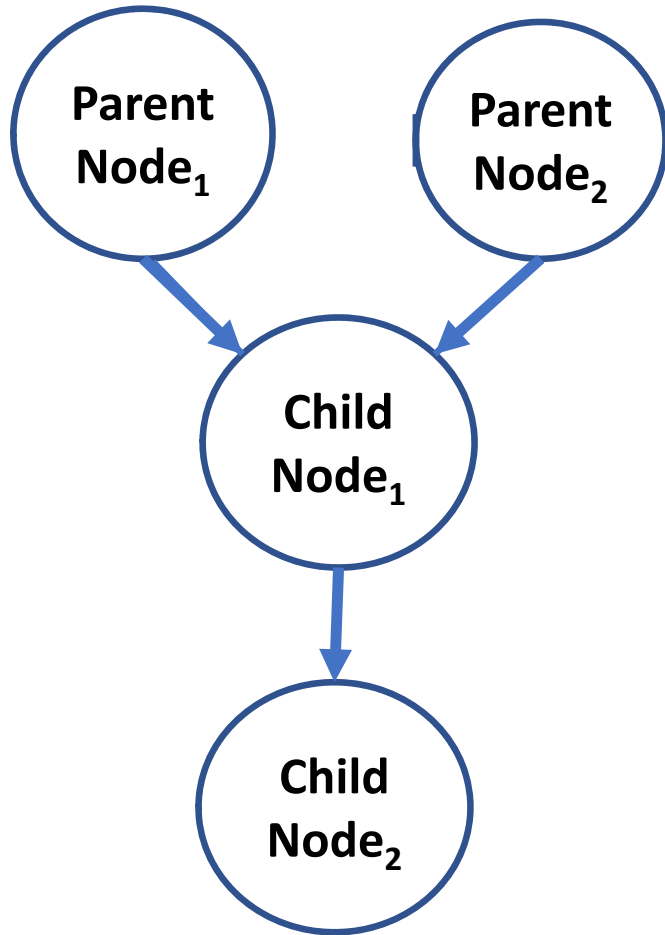
$$DE(PN_1) = \{CN_1, CN_2\}$$

# Some Graph Terminology: Degree of nodes



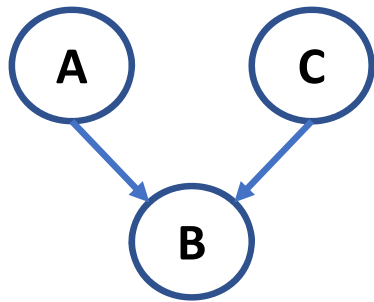
- **Degree** of a node is the **number of neighbors**
- Example **in degree** of a child node 1 can be expressed:  
 $IN(CN_1) = 2$
- Example **out degree** of a child node 1 can be expressed:  
 $OUT(CN_1) = 1$

# Some Graph Terminology: Special nodes

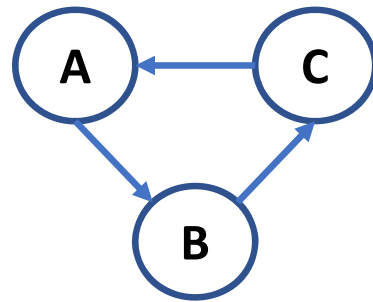


- A **root node** has **no ancestors**  
**Root nodes** =  $\{PN_1, PN_2\}$
- A **Leaf node** has **no children**  
**Leaf node** =  $\{CN_2\}$

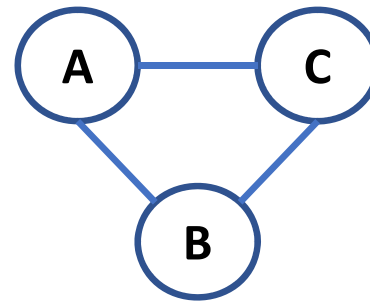
# Some Graph Terminology: Types of graphs



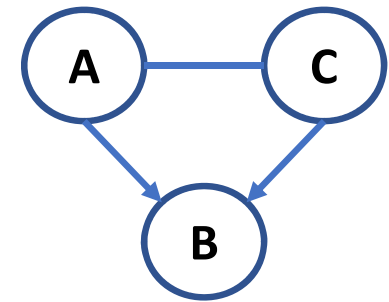
**Directed  
Acyclic Graph**



**Directed Cyclic  
Graph**



**Undirected  
Graph**



**Partially  
Directed  
Graph**

# Independencies in Directed Graphical Models

We need to model the **independency structure of a multivariate probability distribution**

$$p(x_1, x_2, \dots x_n)$$

- We use the notation  **$I(\mathbf{p})$**  to represent the independency structure of the distribution
- We use the notation  **$I(\mathbf{G})$**  to represent the independency structure of the graphical model
- Is it possible to have:

$$I(\mathbf{p}) = I(\mathbf{G})$$

- **In general no**, but we can still get a useful model!

# Independencies in Directed Graphical Models

**Factorizing a distribution** greatly reduces computational complexity

- A **bivariate distribution can be factored** as a conditional probability distribution and an unconditional probability distribution:

$$P(A, B) = P(A|B)P(B) = P(B|A)P(A)$$

- Notice that the **factorization is not unique**

# Independencies in Directed Graphical Models

**Factorizing a distribution** greatly reduces computational complexity

- The **chain rule of probability** is the key to factoring a multivariate distribution

- First, a multivariate distribution can be factored:

$$P(A_1, A_2, A_3, A_4 \dots, A_n) = P(A_1 | A_2, A_3, A_4, \dots, A_n) P(A_2, A_3, A_4 \dots, A_n)$$

- Continue factoring on the right hand side eventually yields:

$$= P(A_1 | A_2, A_3, A_4, \dots, A_n) P(A_2 | A_3, A_4 \dots, A_n) P(A_3 | A_4 \dots, A_n) \dots P(A_n)$$

# Independencies in Directed Graphical Models

**Factorizing a distribution** greatly reduces computational complexity

- Factorization using the **chain rule of probability is not unique**
- For example, the multivariate distribution can be factored:

$$\begin{aligned} &P(A_1, A_2, A_3, A_4 \dots, A_n) \\ &= P(A_n | A_{n-1}, A_{n-2}, A_{n-3}, \dots, A_1) P(A_{n-1} | A_{n-2}, A_{n-3}, \dots, A_1) P(A_{n-2} | A_{n-3}, \dots, A_1) \\ &\quad \dots p(A_1) \end{aligned}$$



# Independencies in Directed Graphical Models

**Factorizing a distribution** greatly reduces computational complexity

- Factorization can be performed in any other order, which can be expressed generally as the product of conditional distributions:

$$P\left(\bigcap_{k=1}^n A_k\right) = \prod_{k=1}^n p\left(A_k \mid \bigcap_{j=1}^{k-1} A_j\right)$$

- Unfortunately, finding the **best factorization** is an **NP complete problem**

# Independencies in Directed Graphical Models

**Factorizing a distribution** greatly reduces computational complexity

- For a directed graph the **choice of parents determines the semantics**
- The factorization of the entire distribution are defined by **global semantics** of the DAG
- The global semantics are expressed:

$$P(X) = \prod_{i=1:d} P(X_i | \{parents(X_i)\})$$

# Distribution Factorization Example

**Example of Factorizing a distribution** for probabilities that a student getting a job based on GRE score and letter of recommendation

- A student is seeking a job as a machine learning engineer
- The employer will make a hiring decision based on her GRE score and the quality of a letter of recommendation from her machine learning course professor
- The student's GRE score is only dependent on her intelligence
- The student's grade in the machine learning course is dependent on both her intelligence and the difficulty of the course
- Unfortunately, the professor is absent minded and will base her letter only on the student's grade

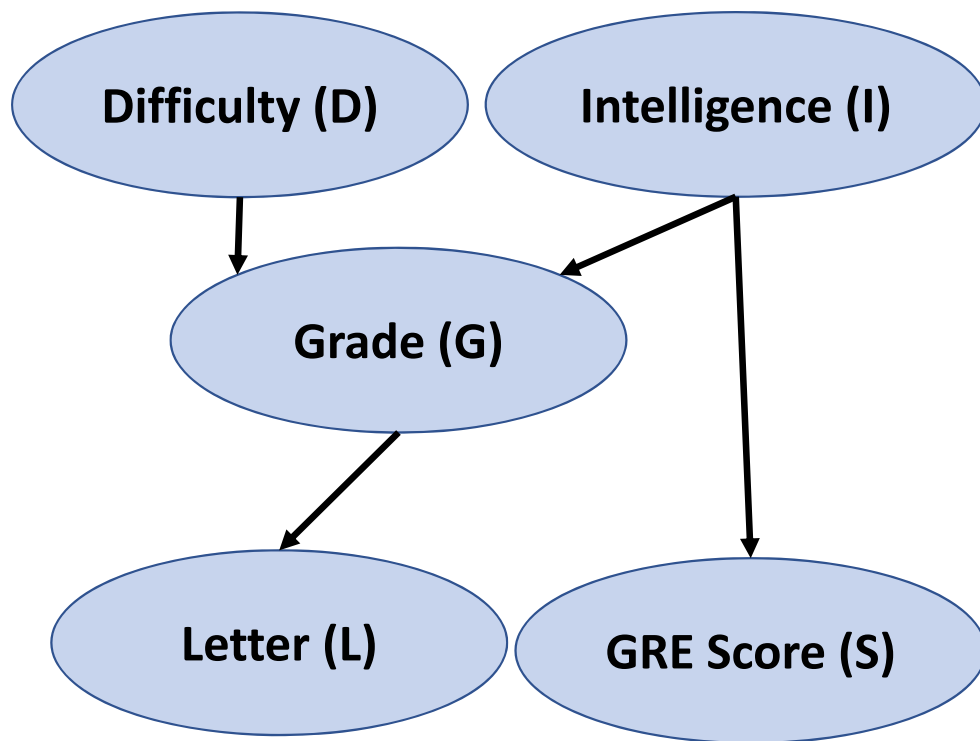
# Distribution Factorization Example

**Example of Factorizing a distribution** for probabilities that a student getting a job based on GRE score and letter of recommendation

- The joint discrete distribution is:  $P(D, I, S, G, L)$ 
  - $D = \{0,1\}$ , difficulty of the student's machine learning course
  - $I = \{0,1\}$ , intelligence of the student
  - $S = \{0,1\}$ , student's GRE score
  - $G = \{0,1,2\}$ , student's grade in the machine learning course
  - $L = \{0,1\}$ , quality of machine learning professor's recommendation letter
- The full table of the join discrete distribution is comparatively large:  
 $2 \times 2 \times 2 \times 3 \times 2 = 48$  cases

# Distribution Factorization Example

Use **conditional probability tables (CPTs)** to factor distribution

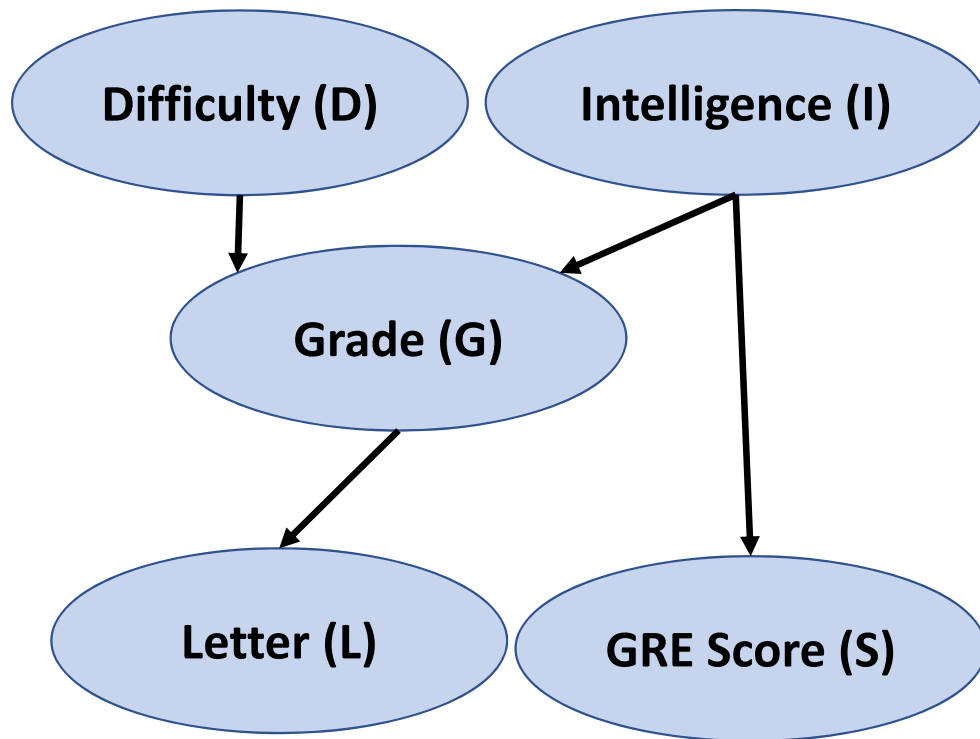


- Difficulty, D, and Intelligence, I, are independent of all other variables
- Grade, G, depends on Difficulty and Intelligence
- GRE Score, S, depends only on intelligence
- Quality of Letter, L, depends only on the grade

# Distribution Factorization Example

Use **conditional probability tables (CPTs)** to factor distribution

The **semantics** of the graphical model are:



$$D \perp I, S, G, L$$

$$I \perp D, S, G, L$$

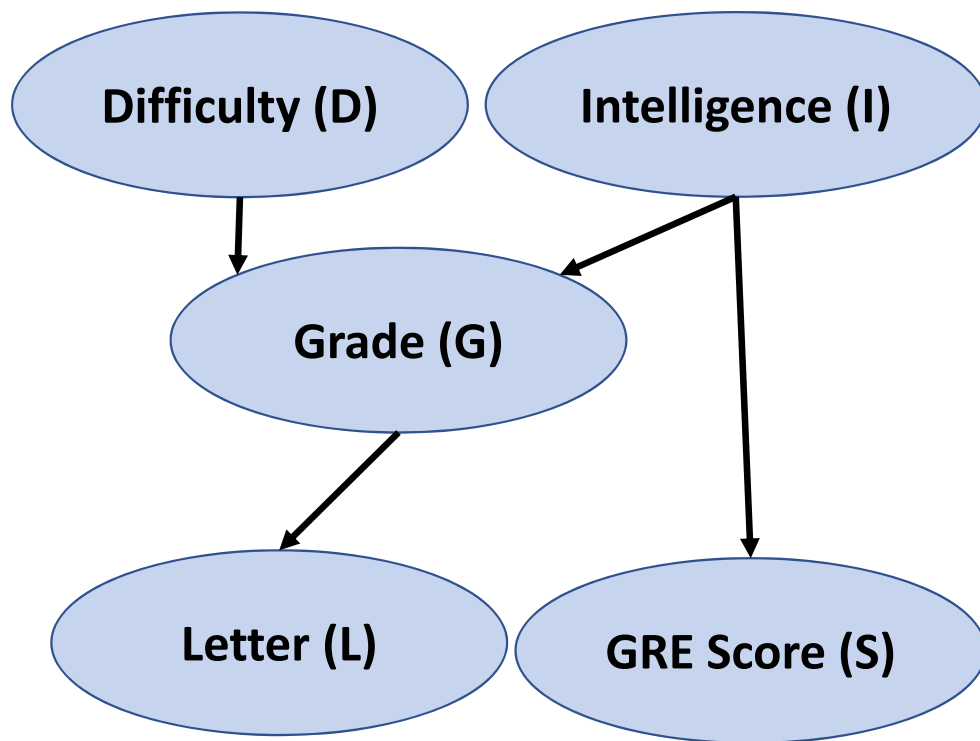
$$G \perp S, L \mid I, D$$

$$S \perp G, D, L \mid I$$

$$L \perp I, S, D \mid G$$

# Distribution Factorization Example

What have we gained by factoring the distribution?



- The joint distribution can now be expressed:

$$P(D, I, S, G, L) = P(D) P(I) P(S|I) P(G|I, D) P(L|G)$$

- One **joint table replaced with 5 CPTs**
- Largest table is now:  
 $2 \times 2 \times 3 = 12$  cases
- Total cases in all tables:  
 $2 + 2 + 12 + 6 + 4 = 26$
- For large scale problem reduction in table size can be orders of magnitude!

## Distribution Factorization Example

For example of using Bayes network for self driving car

<https://www.youtube.com/watch?v=avLyV7SC22I&app=desktop>

Pay attention to the posterior distributions of the variables

<https://www.youtube.com/watch?v=D1jds-KxXJA>

NVIDIA is clearly promoting deep learning technology. Some type of Bayes network is used to integrate the uncertain outputs of the multiple sensors. Check out the probability of a clear path at an intersection starting at 0:07, posterior distribution of sensors displayed starting at 0:20 and the noisy LIDAR starting at 0:28 and uncertainty in path planning starting at 0:48

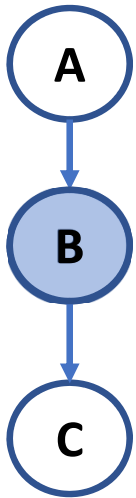


# Independencies Structures in Directed Graphical Models

- How can we define the local directed graph structures that define independencies?
- There are only 4 types of structure that determine independency properties
- These are considered **local independencies** expressed by **local semantics**
- **Definition:** The **local semantics** of a DAG specifies that each node is conditionally independent of its non-descendants given its parents
- Understanding these local semantics enables analysis of complex graphs globally

# Independencies Structures in Directed Graphical Models

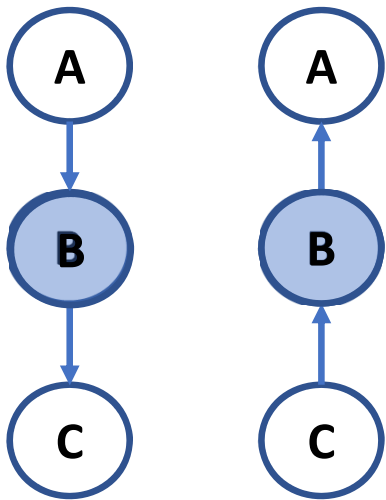
There are 4 types of graph structures that govern independencies



- A **cascade structure**, or **causal relationship**:  
$$A \rightarrow B \rightarrow C$$
- In general A and C are not independent,  $A \not\perp C$
- However, if **B is observed** then A and C are **conditionally independent**,  $A \perp C \mid B$

# Independencies Structures in Directed Graphical Models

There are 4 types of graph structures that govern independencies



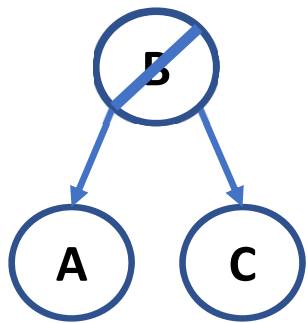
- Reversing the arrows **does not change the independencies**
- Gives an **evidential structure**:  
$$C \rightarrow B \rightarrow A$$
- In general A and C are not independent,  $A \not\perp C$
- However, if **B is observed** then A and C are **conditionally independent**,  $A \perp C \mid B$
- **Independencies**,  $I(G)$ , for a graphical models are **not unique**

# Independencies Structures in Directed Graphical Models

There are 4 types of graph structures that govern independencies

- A **common cause**, or **common parent relationship**:

$$B \rightarrow A \text{ and } B \rightarrow C$$



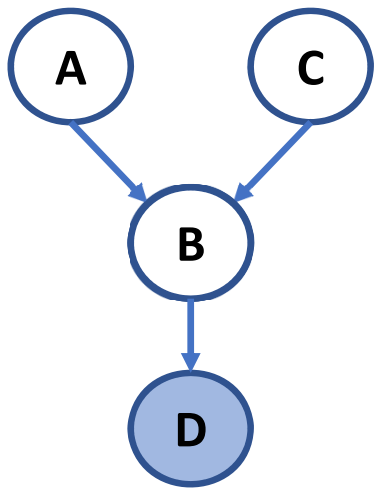
- In general A and C are **independent**,  
 $A \perp C$  or  $P(A, B, C) = P(A | B) P(C | B) P(B)$
- However, if B is observed then A and C cannot be independent,  $A \not\perp C | B$
- If **B is marginalized out**, then:

$$\sum_B p(A, B, C) = p(A) p(C)$$

$$\text{Or } A \perp C | \text{marginal}(B)$$

# Independencies Structures in Directed Graphical Models

There are 4 types of graph structures that govern independencies

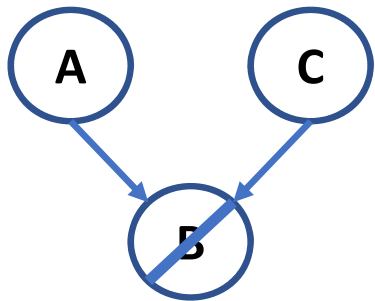


- A **common evidence, v-structure, or collider**
- In general A and C are unconditionally independent,  $A \perp C$  or  $P(A, B, C) = P(B | A, C) P(A) P(C)$
- However, if B is observed then A and C cannot be independent,  $A \not\perp C | B$  or,  $P(A, B, C) = P(A, C | B)P(B) = P(A | B) P(C | B)P(B)$
- The above **independcies applies to ancestors of the v-structure**

# Independencies Structures in Directed Graphical Models

There are 4 types of graph structures that govern independencies

- A **common evidence, v-structure, or collider**
- If B is marginalized out, then:



$$\sum_B p(A, B, C) = p(A) p(C)$$

$$\text{Or } A \perp C \mid \text{marginal}(B)$$

# Mapping Independencies in Directed Graphical Models

- We have looked at simple rules for local independencies
- How do we extend these concepts to complex graphs?
- Use the concept of **D-separation**:

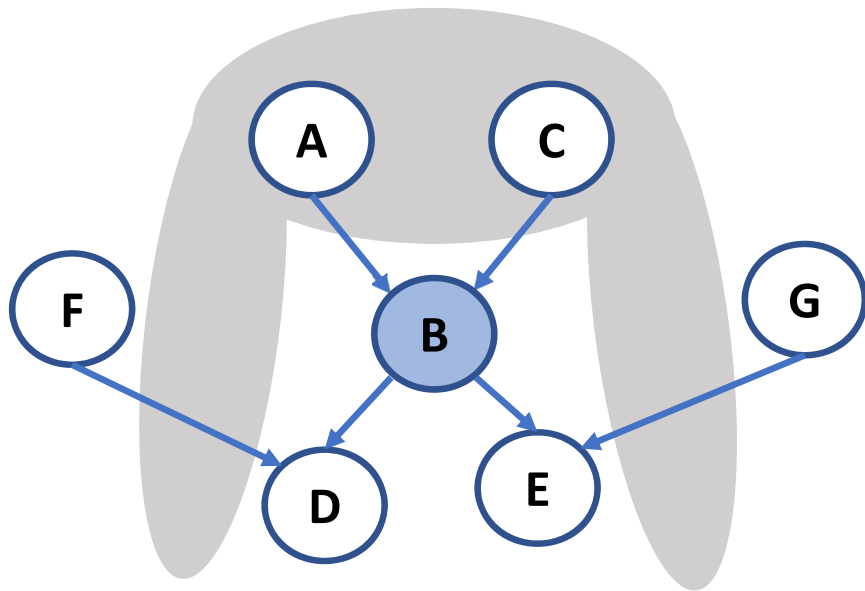
**Definition:** Given subsets  $X$ ,  $Y$  and  $Z$ ,  $X$  and  $Y$  are conditionally independent or **D-separated** conditioned on the subset  $Z$  if they are separated on the moralized graph.

- We can say that,  $X$  and  $Y$  are **D-separated** if **all paths** between them in  $Z$  are **blocked**
- We can state d-separation in terms of the **local Markov assumption**:  
$$I(G) = \{X \perp Z \mid Y : dsep_G(X : Z \mid Y)\}$$

*Note:* we will discuss moralization of graphs in the next lecture

# Mapping Independencies in Directed Graphical Models

Relating local semantics to global semantics



- By local semantics the a node is conditionally independent of its non-descendants.
- The local semantics map to the global semantics and vice versa

*local semantics  $\iff$  global semantics*



# Mapping Independencies in Directed Graphical Models

## Independence map

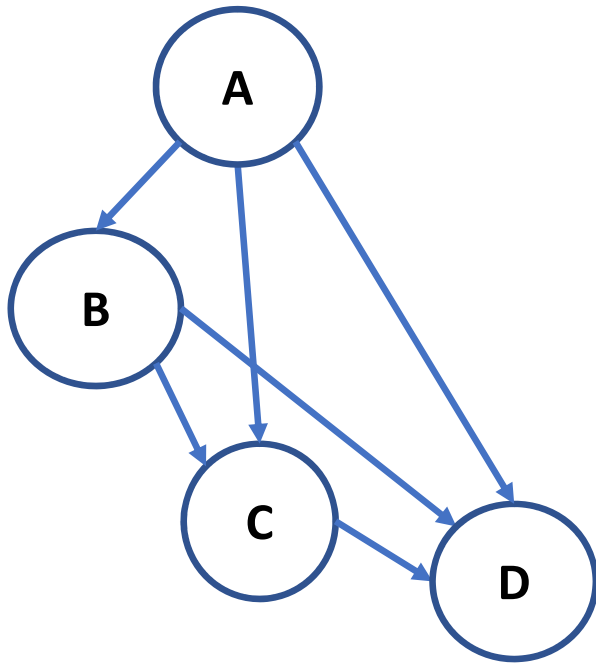
**Definition:** A DAG,  $G$ , is an **independence map** or **I-map** of a distribution  $P$  if  $I_l(G) \subseteq I(P)$ , where  $I(P)$  is the set of independencies of the distribution  $P$  and  $I_l(G)$  is the set of independencies of the DAG. We can express this relationship as:

$$(X \perp Y \mid Z_G) \Rightarrow (X \perp Y \mid Z_P)$$

- This relationship is not unique and there can be multiple graphs for which  $I_l(G) \subseteq I(P)$

# Mapping Independencies in Directed Graphical Models

Fully connected DAG is an I-map for any distribution



- This means we can **always create a DAG**,  $G$ , which is an **I-map of any distribution**,  $P$ , such that,  $I_l(G) \subseteq I(P)$ !
- But, a more compact representation is a **minimal independence map**

**Definition:** A DAG,  $G$ , is a **minimal I-map** for a distribution  $P$  if removal of even a single edge renders  $G$  not an I-map.

# Mapping Independencies in Directed Graphical Models

## Dependency map

**Definition:** A graph  $G$  is a **dependency map** or **D-map** of a distribution  $P$  if the graph contains every conditional independence in  $P$ .

We can represent this relationship as:

$$(X \perp Y \mid Z_G) \Leftarrow (X \perp Y \mid Z_P)$$

# Mapping Independencies in Directed Graphical Models

## Perfect map

**Definition:** If a graph  $G$  is **both an I-map and a D-map** of a distribution  $P$  we say that  $G$  is a **perfect map** of  $P$ .

We can write this relationships as:

$$(X \perp Y \mid Z_G) \Leftrightarrow (X \perp Y \mid Z_P)$$

- It would be nice if a graph were a perfect map of a distribution
- This will rarely be the case in real world problems.
- Thus, a perfect map is mostly useful as a reference point in developing probabilistic graphical models.

# Paths and Bayes' Ball Algorithm

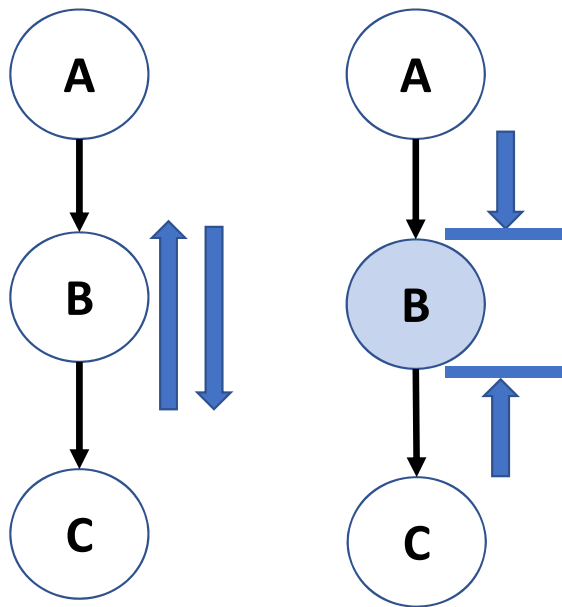
Two subsets of variables, X and Y are **D-separated** if there is no **active trail or path** through the subset Z between them

Is there a way to determine if a **path or trail is blocked or active?**

- The **Bayes' ball algorithm** determines if a path is **active**
- The ball rolls along a path
  - If the ball can complete the path, it is active
  - If the ball is blocked so is the path
- There are only a few simple rules to the Bayes' ball algorithm

# Paths and Bayes' Ball Algorithm

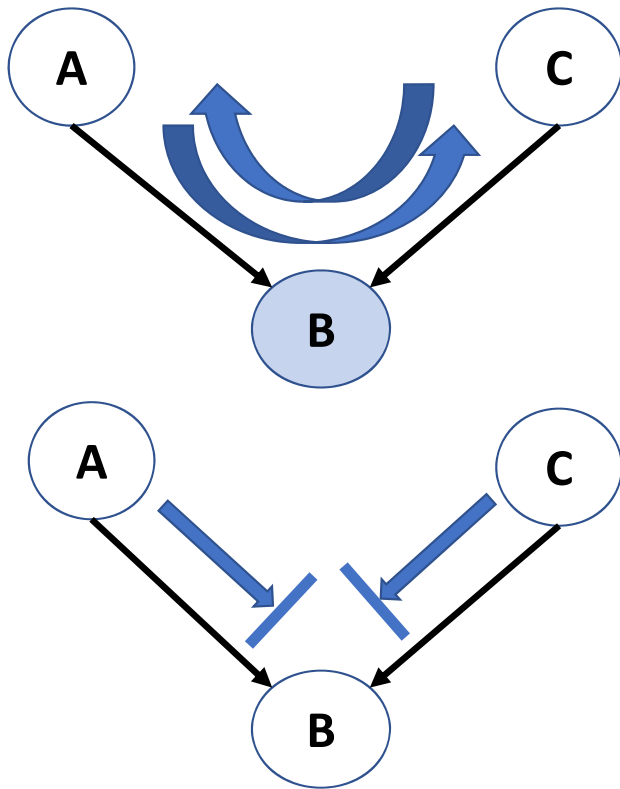
Rules for the Bayes' ball algorithm: **Causal trail or evidential trail**



- For a **causal relationship** or **evidential structure**:
- The ball can roll through: if **B is not observed the path is active**
- If **B is observed the path is blocked**

# Paths and Bayes' Ball Algorithm

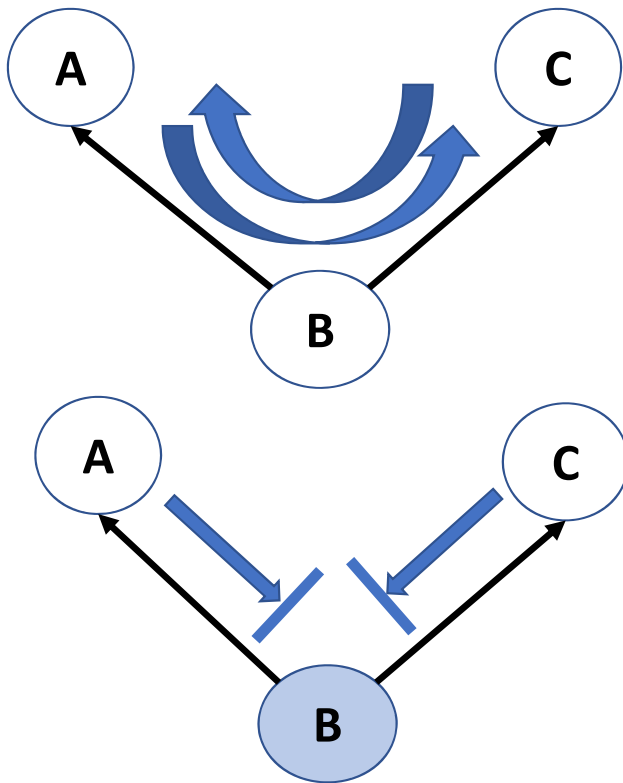
Rules for the Bayes' ball algorithm: **Common cause trail**



- For a **V-structure** or **common evidence**:
- The ball can roll through: if **B is observed the path is active**
- If **B not is observed the path is blocked**

# Paths and Bayes' Ball Algorithm

Rules for the Bayes' ball algorithm: **Common effect trail**

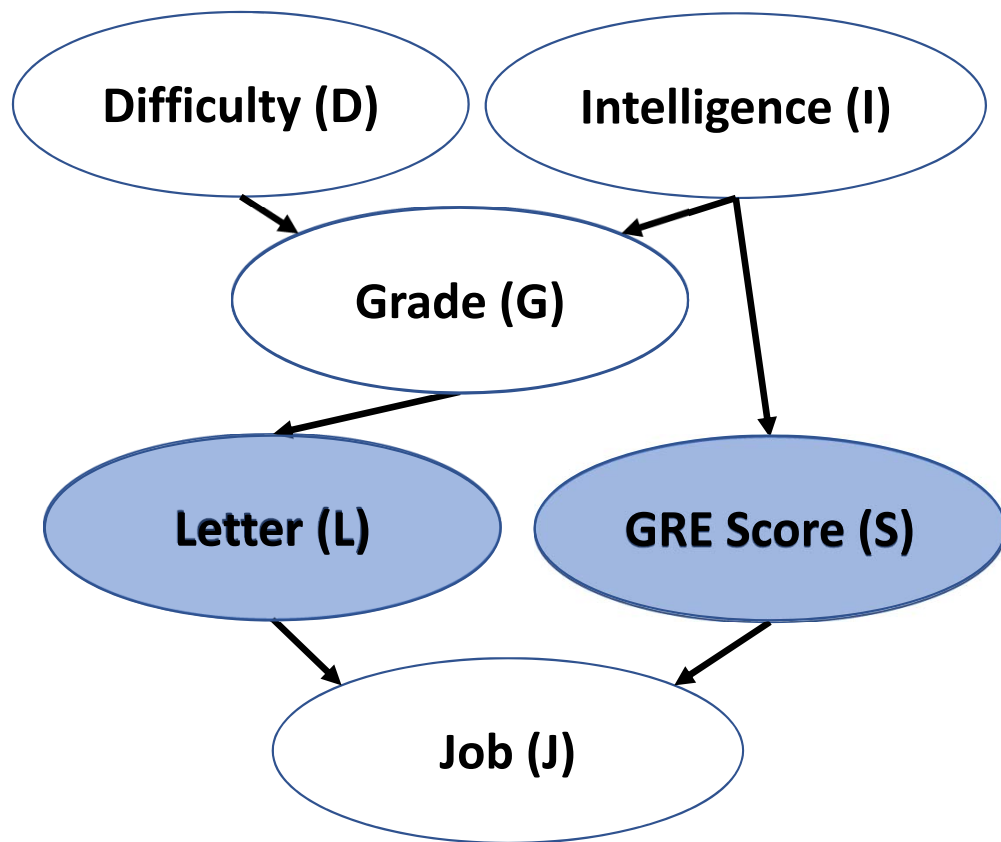


- For a **common cause** or **common parent**:
- The ball can roll through: if **B is not observed the path is blocked**
- If **B is observed the path is blocked**



# Mapping Independencies in Directed Graphical Models

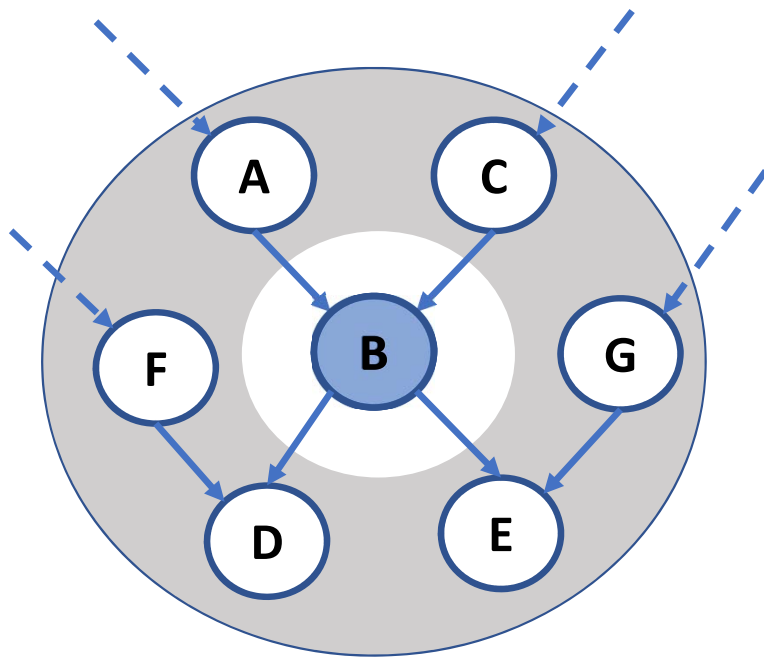
Examples of D-separation on a graph



- Let  $X = \{D\}$ ,  $Y = \{I\}$ ,  $Z = \{G\}$
- If  $G$  is not observed,  $X$  and  $Y$  are D-separated
  
- Or, let  $X = \{D, I, G\}$ ,  $Y = \{J\}$ , and  $Z = \{L, S\}$
- If  $L$  and  $S$  are observed then  $X$  and  $Y$  are D-separated

# Mapping Independencies in Directed Graphical Models

For a DAG, any node is conditionally independent of all others given its **Markov Blanket**



The **Markov blanket** includes:

- Parents
- Children
- Parents of children
- Above define Markov blanket

# Summary

In many cases, can factorize a distribution,  $P$ , or a directed graph,  $G$

**Definition:** Given a distribution  $P$  and a Bayesian network  $G$ ,  $P$  factorizes as a set of CDPs specified as the nodes of  $G$

- Graph can be an I-map of  $P$
- $P$  can be a D-map of  $G$
- A perfect map is both an I map and a D-map
- Useful model is rarely a perfect map