Machine Learning for Data Science (CS4786) Lecture 24

Graphical Models: Approximate Inference

Course Webpage:

http://www.cs.cornell.edu/Courses/cs4786/2016sp/

Belief Propagation or Message Passing

- Each node passes messages to its parents and children
- Guaranteed to work on a tree
- To get marginal of node X_v (given evidence)

$$\sum_{\text{Parents}(X_v)} \left(\prod \text{messages to } X_v \right) \times P(X_v | \text{Parent}(X_v))$$

- For general graphs, belief propagation need not work
- Inference for general graphs can be computationally hard

Can we perform inference approximately?

WHAT IS APPROXIMATE INFERENCE?

- Obtain $\hat{P}(X_v|\text{Observation})$ that is close to $P(X_v|\text{Observation})$
 - Additive approximation:

$$|\hat{P}(X_v|\text{Observation}) - P(X_v|\text{Observation})| \le \epsilon$$

Multiplicative approximation:

$$(1 - \epsilon) \le \frac{\hat{P}(X_v | \text{Observation})}{P(X_v | \text{Observation})} \le (1 + \epsilon)$$

APPROXIMATE INFERENCE

Two approaches:

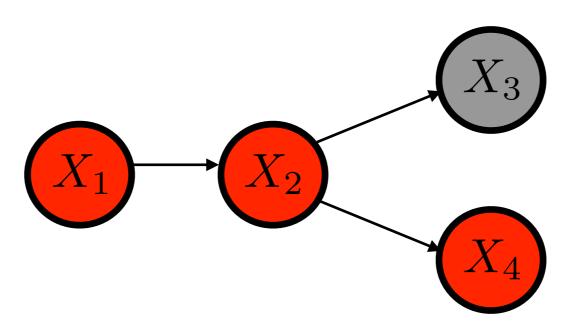
- Inference via sampling: generate instances from the model, compute marginals
- Use exact inference but move to a close enough simplified model

INFERENCE VIA SAMPLING

- Law of large numbers: empirical distribution using large samples approximates the true distribution
- Some approaches:
 - Rejection sampling: sample all the variables, retain only ones that match evidence
 - Importance sampling: Sample from a different distribution but then apply correction while computing empirical marginals
 - Gibbs sampling: iteratively sample from distributions closer and closer to the true one

REJECTION SAMPLING

Example:



$$|\hat{P}(X_v = 1) - P(X_v = 1)| \approx \frac{1}{\sqrt{\text{# of samples}}}$$

REJECTION SAMPLING

Algorithm:

```
Topologically sort variables (parents first children later)
```

```
For t = 1 to n

For i = 1 to N

Sample x_i^t \sim P(X_i|X_1 = x_1^t, \dots, X_{i-1} = x_{i-1}^t)

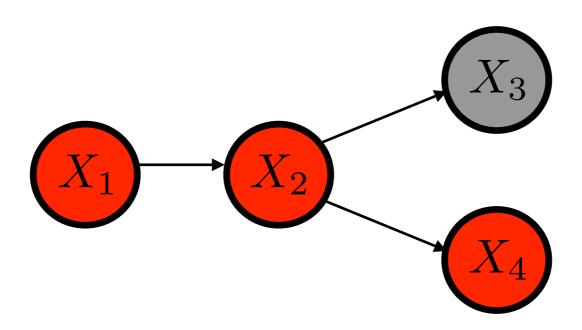
End For
```

End For

Throw away x^t 's that do not match observations

REJECTION SAMPLING

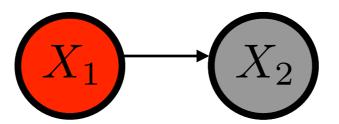
Example:



What about $|\hat{P}(X_v = 1|\text{observation}) - P(X_v = 1|\text{observation})|$?

IMPORTANCE SAMPLING

Example: Likelihood weighting



IMPORTANCE SAMPLING

Likelihood weighting:

Topologically sort variables (parents first children later)

```
For t=1 to n
Set \ w_t=1
For i=1 to N
If \ X_i \text{ is observed, set } w_t \leftarrow w_t \cdot P(X_i=x_i|X_1=x_1^t,\ldots,X_{i-1}=x_{i-1}^t)
Else, \text{ sample } x_i^t \sim P(X_i|X_1=x_1^t,\ldots,X_{i-1}=x_{i-1}^t)
End For
```

End For

To compute P(Variable | Observation) set,

$$P(\text{Variable = value}|\text{Observation}) = \frac{\sum_{t=1}^{n} w_t \mathbf{1}\{\text{Variable = value}\}}{\sum_{t=1}^{n} w_t}$$

IMPORTANCE SAMPLING

- More generally importance sampling is given by:
- Draw $x_1, \ldots, x_n \sim Q$
- Notice that

$$\mathbb{E}_{X\sim P}[f(X)] = \mathbb{E}_{X\sim Q}\left[\frac{P(X)}{Q(X)}f(X)\right]$$

Hence,

$$\hat{P}(X = x) \approx \frac{1}{n} \sum_{t=1}^{n} \mathbf{1} \{x_t = x\} \frac{P(X = x)}{Q(X = x)}$$

Idea draw samples from Q but re-weight them

GIBBS SAMPLING

- Fix values of observed variables v to the observations $(x_v^1 = x_v)$
- Randomly initialize all other variables u by randomly sampling x_u^1
- For t = 2 to n
- For i = 1 to N

If X_i is observed set

$$x_i^t = x_i^{t-1}$$

Else sample x_i^{t+1} from

$$x_i^{t+1} \sim P(X_i|X_1 = x_1^{t+1}, \dots, X_{i-1} = x_{i-1}^{t+1}, X_{i+1} = x_{i+1}^t, \dots, X_N = x_N^t)$$

- End For
- End For
- Take (x_1^n, \dots, x_N^n) as one sample and repeat

MCMC SAMPLING IN GENERAL

- Gibbs sampling belongs o a class of methods called Markov Chain Monte Carlo methods
- We start by sampling from some simple distribution
- Set up a markov chain whose stationary distribution is the target distribution
- That is, based on previous sample (state) we transit to the next state, and then to the next state and so on
- If the transition probabilities are set up right, after multiple transitions, our sample looks like one from target distribution