

# Fundamentals of Artificial Intelligence: Probabilistic Reasoning

Comprehensive Summary of Bayesian Networks & Hidden Markov Models

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Based on Lecture Notes 9 & 10 and Summary Note 5  
Detailed Summary & Mathematical Reference

1. Foundations of Probability
2. Static Environments (Bayesian Networks)
3. Exact & Approximate Inference
4. Dynamic Environments (Stochastic Processes)
5. Hidden Markov Models (HMMs)
6. Temporal Inference: Filtering, Prediction, Smoothing

# Probability Fundamentals & Bayes' Rule

## Sample Space ( $\Omega$ ):

The set of all possible outcomes (e.g.,  $\Omega = \{\text{heads, tails}\}$ ). Elements denoted by  $\omega \in \Omega$ .

## Event Space ( $\mathcal{F}$ ):

The powerset of  $\Omega$  containing all possible combinations of outcomes.

## Random Variable:

A mapping  $X : \Omega \rightarrow D$  from the sample space to a domain  $D$ .

## Math Container

### Conditional Probability:

$$P(Y = y | X = x) = \frac{P(X = x | Y = y)P(Y = y)}{P(X = x)}$$

Normalization constant  $\alpha$  ↗

### Product Rule:

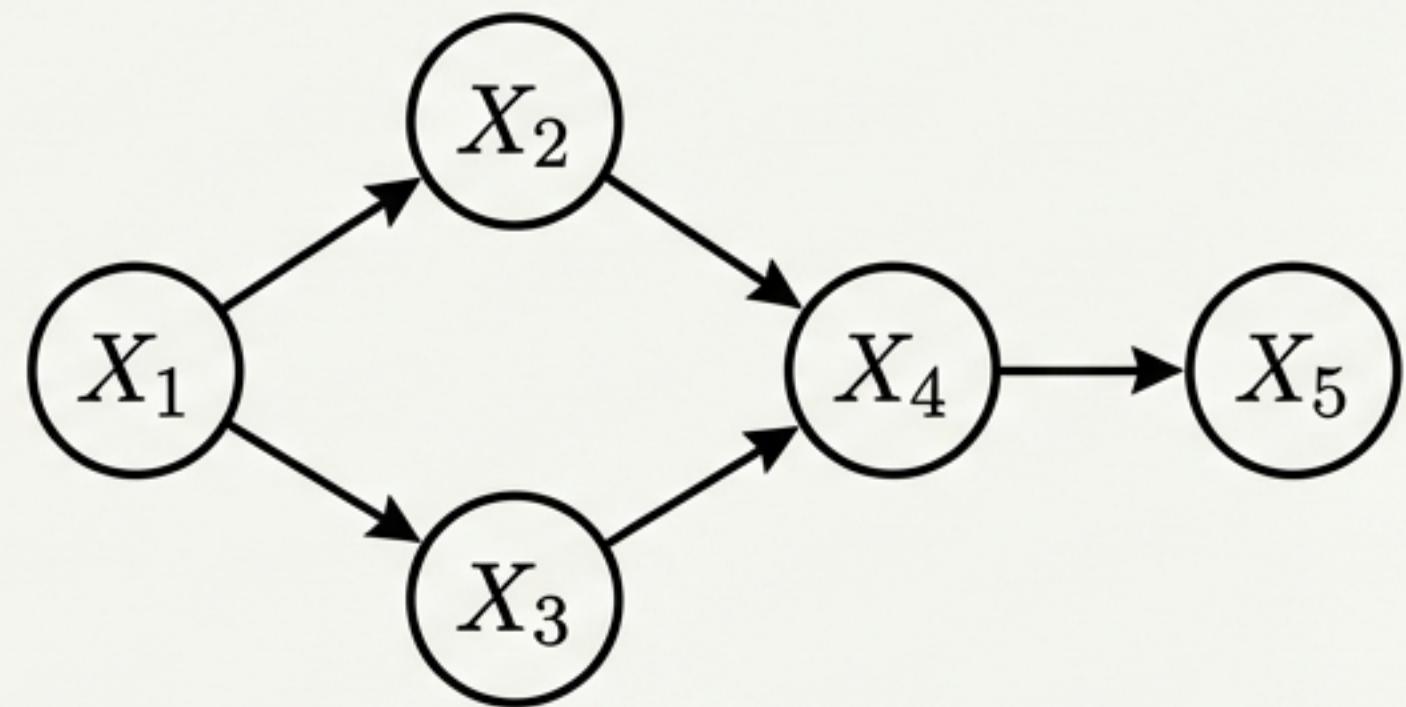
$$P(X = x, Y = y) = P(X = x | Y = y)P(Y = y)$$

### Bayes' Rule:

$$P(Y = y | X = x) = \frac{P(X = x | Y = y)P(Y = y)}{\sum_{y \in D_y} P(X = x | Y = y)P(Y = y)}$$

# Bayesian Networks: Structure & Semantics

A **Bayesian Network** is a directed acyclic graph (DAG) where nodes represent random variables and arrows represent parental influence.



## The Chain Rule:

The full joint distribution is the product of local conditional distributions:

$$P(x_1, \dots, x_n) = \prod_{i=1}^n P(x_i | \text{parents}(X_i))$$

## Complexity Comparison:

Structure:  
Bayesian Network  
(max  $k$  parents)

$O(n \cdot 2^k)$   
(Linear)

Structure: Full Joint  
Distribution

$O(2^n)$   
(Exponential)

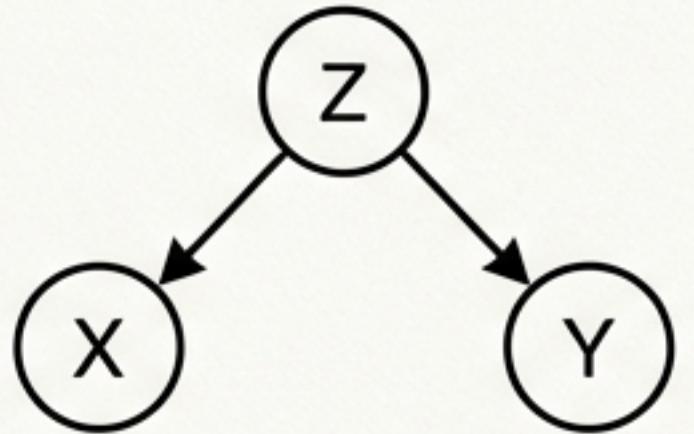
# Conditional Independence in Bayesian Networks

**Diagram 1  
(Chain)**



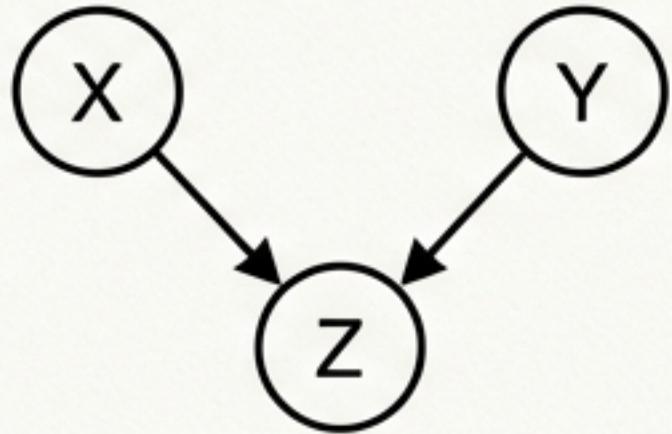
Blocked if Z is evidence.

**Diagram 2  
(Fork)**



Blocked if Z is evidence.

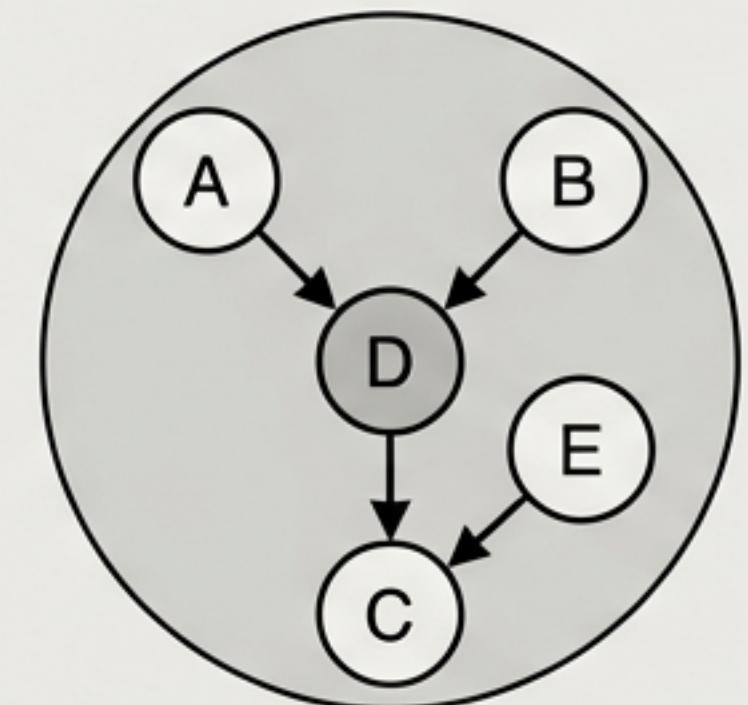
**Diagram 3  
(Collider/V-Structure)**



**Open** if Z (or descendant) is evidence. **Blocked** if Z is **NOT** evidence.

## Markov Blanket

A node is independent of the rest of the network given its parents, children, and children's parents.



# Exact Inference: Enumeration

**Objective:** Compute  $P(\text{Query} \mid \text{Evidence})$  by summing out hidden variables.

$$\begin{aligned}\text{Query: } & P(B \mid j, m) \\&= \alpha P(B, j, m) \\&= \alpha \sum_e \sum_a P(B, e, a, j, m) \\&= \alpha P(B) \sum_e P(e) \sum_a P(a \mid B, e) P(j \mid a) P(m \mid a)\end{aligned}$$

## Complexity

**Time Complexity:**  $O(n \cdot d^n)$  in the worst case.

**Problem:** Inefficient because it repeats calculations for intermediate terms.

# Exact Inference: Variable Elimination

- **Idea:** Interleave summation and product operations to avoid re-computation.
- **Mechanism:** Evaluate right-to-left and store intermediate results as **Factors** ( $f_i$ ).
- **Optimization:** Remove irrelevant leaf nodes (nodes not in query or evidence) before processing.

$$f_6(A, B) = \sum_e f_2(E) \times f_3(A, B, E) \times f_4(A) \times f_5(A)$$

Move independent factors out

$$= f_4(A) \times f_5(A) \times \left[ \sum_e (f_2(E) \times f_3(A, B, E)) \right]$$

Computed once & stored

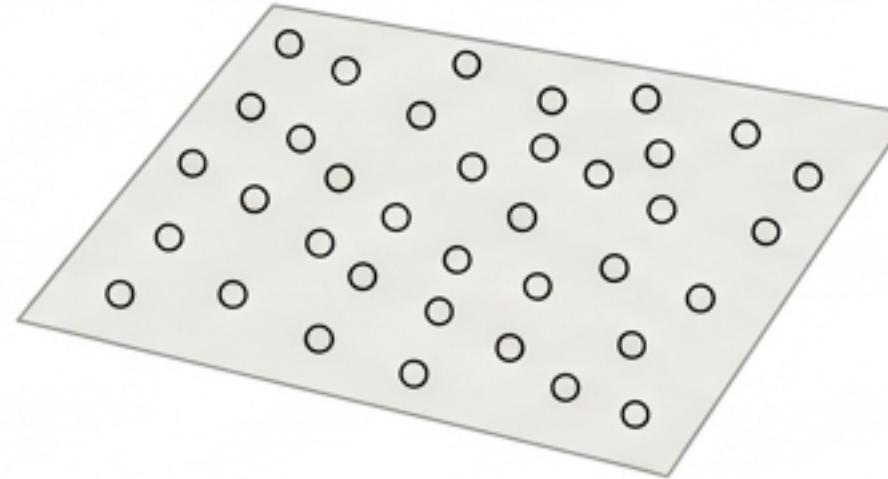
# Approximate Inference Methods

When exact inference is NP-hard (large networks), we use Monte Carlo simulation.

## Direct Sampling

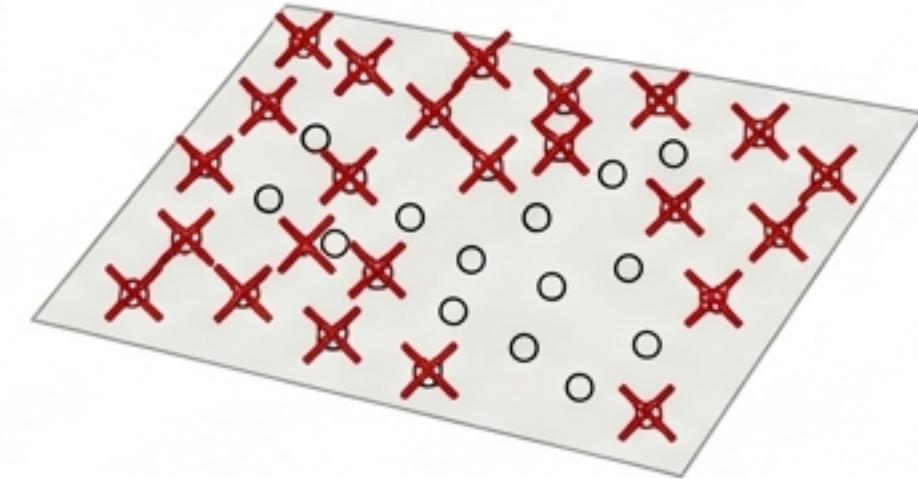
Generate samples from the prior distribution.

$$P(x) \approx \prod P(x_i|\text{parents})$$



## Rejection Sampling

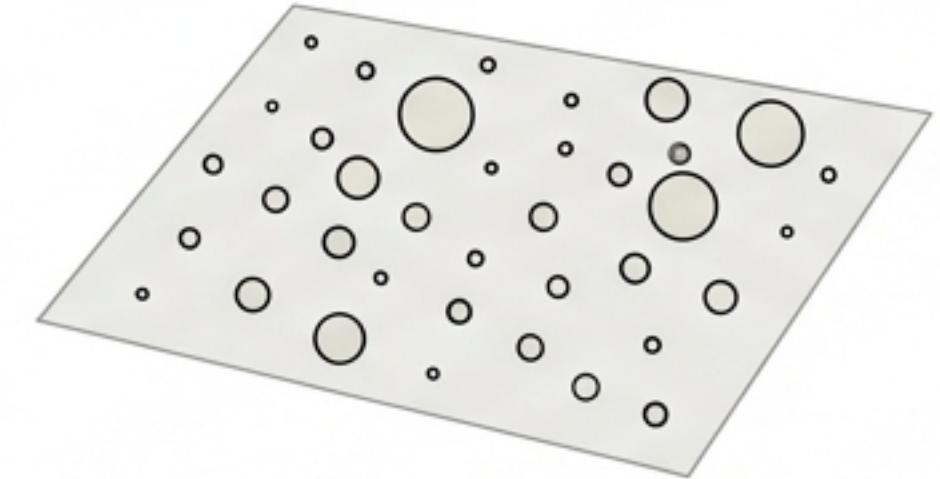
Generate samples, but **reject** those that do not match the evidence.



## Likelihood Weighting

Fix evidence variables to observed values. Weight samples by likelihood.

$$w(x, e) = \prod P(e_i|\text{parents}(E_i))$$



# The Transition to Time: Stochastic Processes

Static

$$t - 1 \rightarrow t \rightarrow t + 1$$

Dynamic

**Stochastic Process:** A sequence of random variables  $X_1, X_2, X_3, \dots$

**Markov Property:** The future depends only on the present state, not the past history.

The Markov Assumption:

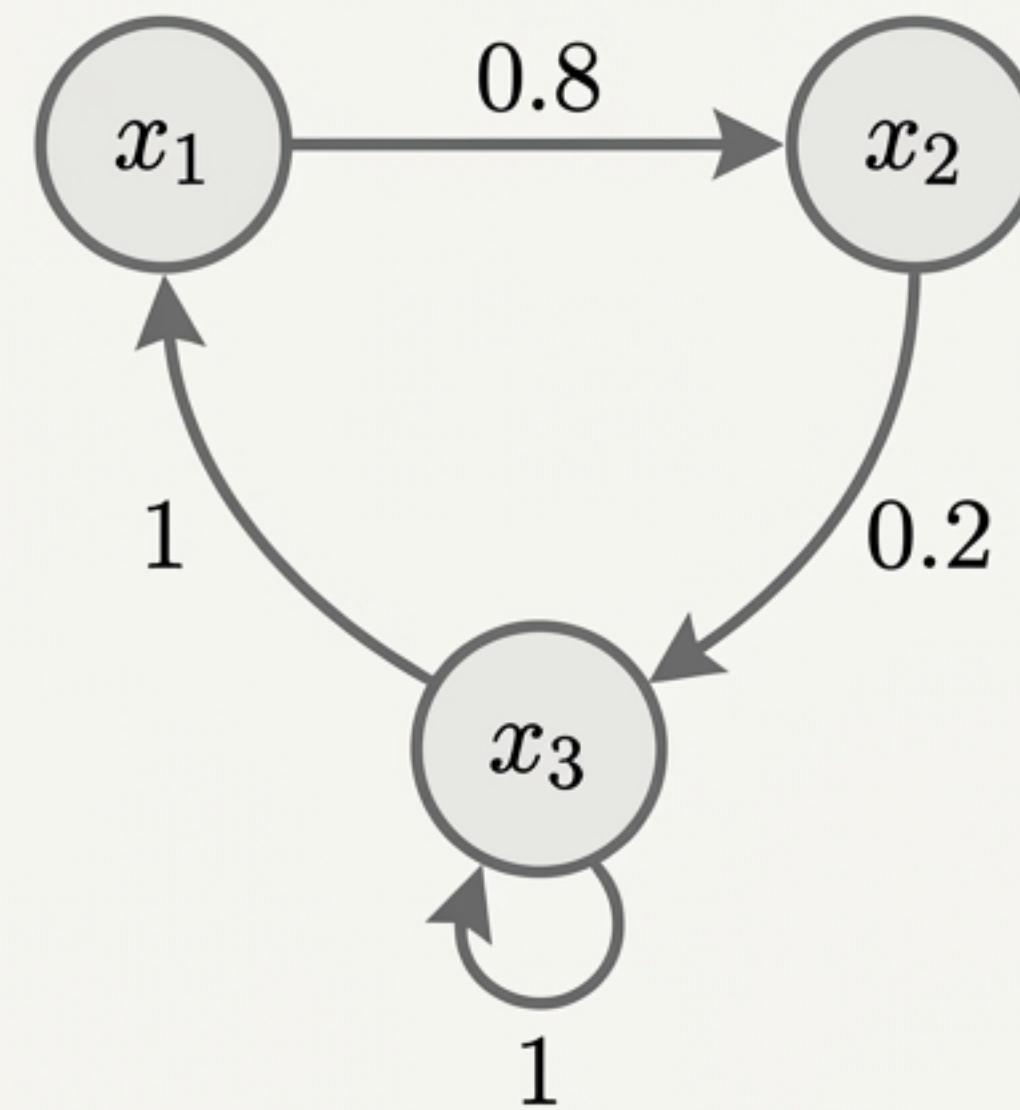
$$P(X_n = x_i | X_{n-1} = x_j, \dots, X_0 = x_l) = P(X_n = x_i | X_{n-1} = x_j)$$

Stationary Process Assumption:  
(Physics don't change over time)

$$\forall t : P(X_n = x_i | X_{n-1} = x_j) = P(X_{n+t} = x_i | X_{n-1+t} = x_j)$$

Source: Lecture 10; Summary Note 5.3.

# Stationary Markov Chains



A discrete stationary process with the Markov property.

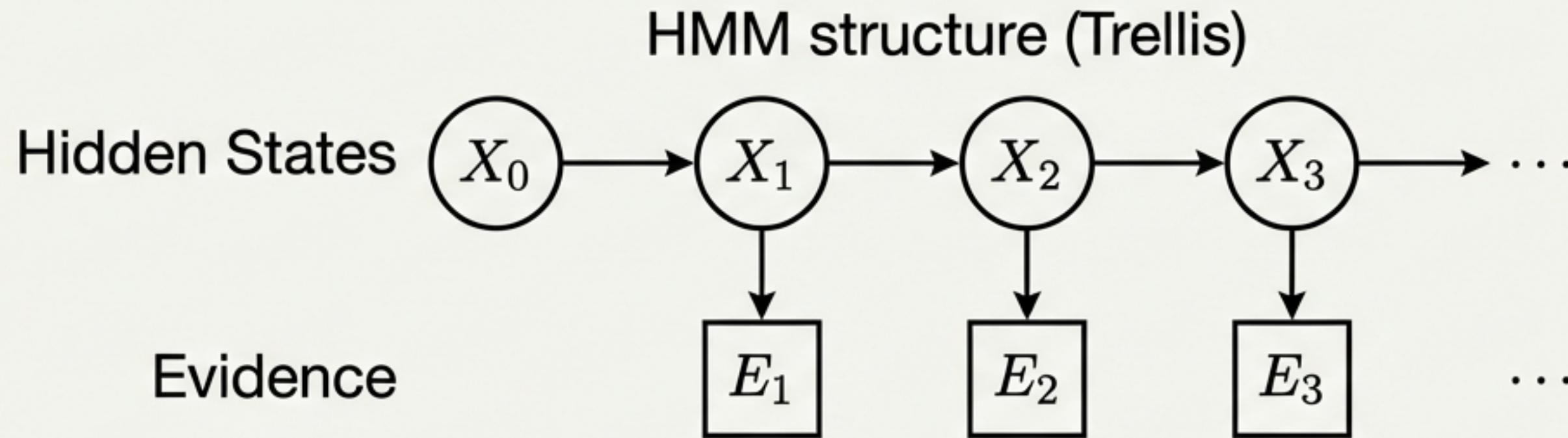
Law of Total Probability:

$$P(X_n = x_i) = \sum_{j=1}^N P(X_n = x_i | X_{n-1} = x_j) P(X_{n-1} = x_j)$$

Matrix Notation:

- Transition Matrix  $T$  where  $T_{i,j} = P(X_n = x_i | X_{n-1} = x_j)$ .
- Update Equation:  $p_n = T p_{n-1}$
- Long-term:  $p_n = T^n p_0$

# Hidden Markov Models (HMM) Architecture



## Transition Model ( $T$ )

$$T_{i,j} = P(X_n = x_i | X_{n-1} = x_j)$$

(System dynamics)

## Sensor Model ( $H$ or $O$ )

$$H_{i,j} = P(E_n = e_i | X_n = x_j)$$

(Observation probability)

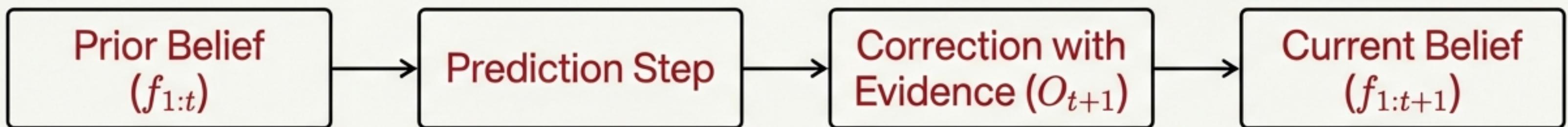
## Full Joint Distribution:

$$P(X_{0:t}, E_{1:t}) = P(X_0) \prod_{i=1}^t P(E_i | X_i) P(X_i | X_{i-1})$$

# Inference Task 1: Filtering

## Goal

Computing Belief State  $P(X_t | e_{1:t})$  given all evidence to date.



## Mathematical Derivation

$$P(X_{t+1} | e_{1:t+1}) = \frac{\alpha P(e_{t+1} | X_{t+1}) \sum_{x_t} P(X_{t+1} | x_t) P(x_t | e_{1:t})}{\text{Sensor Model} \quad \text{Transition Model} \quad \text{Previous Result}}$$

## Matrix Form (Highlight Box)

$$f_{1:t+1} = \alpha O_{t+1} T f_{1:t}$$

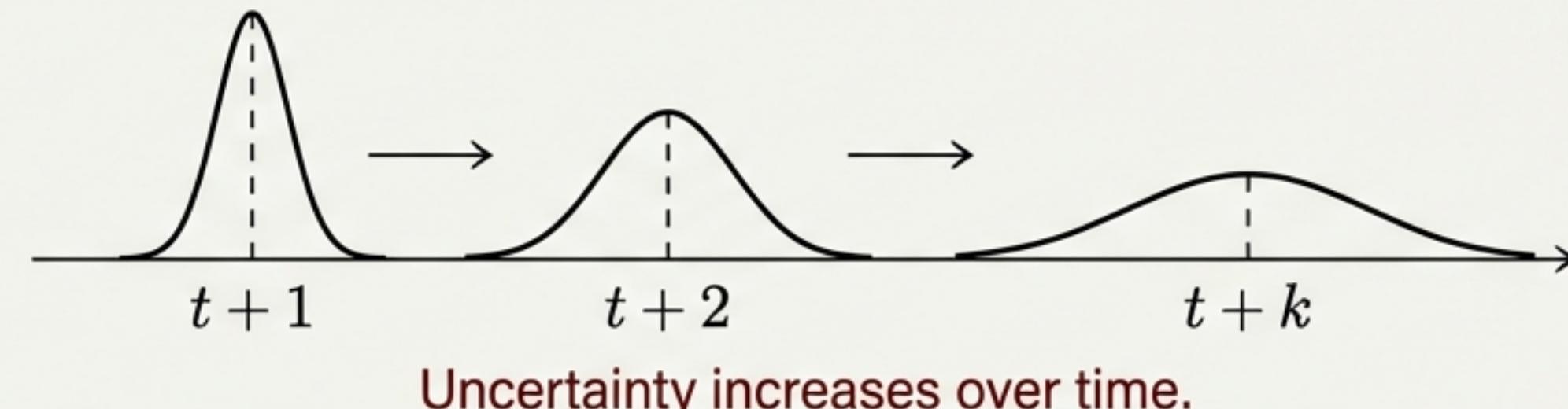
Note:  $O_{t+1}$  is the diagonal matrix of sensor probabilities.

# Inference Task 2: Prediction

## Goal

Computing future state  $P(X_{t+k} | e_{1:t})$  for  $k > 0$  (without new evidence).

## Visual Graph



## Key Formula

$$P(X_{t+k+1} | e_{1:t}) = \sum_{x_{t+k}} P(X_{t+k+1} | x_{t+k}) P(x_{t+k} | e_{1:t})$$

## Insight

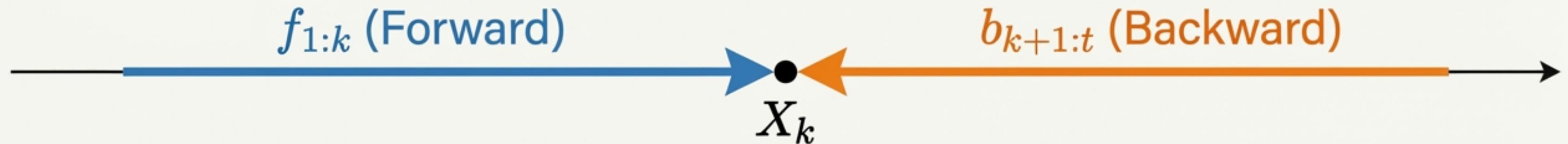
- As  $k \rightarrow \infty$ , the probability converges to the stationary distribution of the Markov chain.
- Prediction is essentially filtering without the sensor update step.

# Inference Task 3: Smoothing

## Goal

Computing past state  $P(X_k | e_{1:t})$  using evidence from the future.

## Concept Visual



## Key Formula

$$P(X_k | e_{1:t}) = \alpha P(X_k | e_{1:k}) P(e_{k+1:t} | X_k)$$

$$P(X_k | e_{1:t}) = \alpha f_{1:k} \times b_{k+1:t}$$

Note:  $\times$  denotes pointwise vector product.

# The Backward Recursion Algorithm

Computing the "message" from future evidence back to the state of interest.

## Algorithm (Pseudo-code style)

```
function Forward-Backward(ev, prior) returns a vector of probability distributions
    inputs: ev, a vector of evidence values for steps 1,...,t;
              prior, the prior distribution on the initial state, P(X0);
    local variables: fv, a vector of forward messages for steps 0,...,t;
                      b, backward message representation, initially all ones;
                      sv, a vector of smoothed estimates for steps 1,...,t
    fv[0]  $\leftarrow$  prior;
    for i = 1 to t do
        fv[i]  $\leftarrow$  Forward(fv[i-1], ev[i]);
    for i = t downto 1 do
        sv[i]  $\leftarrow$  Normalize(fv[i]  $\times$  b);
        b  $\leftarrow$  Backward(b, ev[i]);
    return sv
```

## Matrix Recursion (The Core Math)

$$b_{k+1:t} = T^T O_{k+1} b_{k+2:t}$$

The transition matrix  $T$  is transposed relative to standard definitions.

## Initialization

Initialize  $b_{t+1:t} = \mathbf{1}$  (vector of ones).

# Most Likely Explanation (Viterbi Algorithm)

## Goal

Find the single sequence of states that maximizes the probability:

$$\operatorname{argmax}_{x_{1:t}} P(x_{1:t} | e_{1:t}).$$

## Key Insight

The most likely *sequence* is not necessarily the sequence of most likely *individual states*.

## The Recursive Step

The formula replaces Summation ( $\Sigma$ ) with Maximization ( $\max$ ). The core recursive step is:

$$\max_{x_{1:t}} P(\dots) = \alpha P(e_{t+1} | X_{t+1}) \max_{x_t} (P(X_{t+1} | x_t) \max_{x_{1:t-1}} \dots).$$

## Complexity

Time:  $O(t)$

Space:  $O(t)$  (Requires keeping back-pointers to reconstruct the path).