



Lecture Slides for

INTRODUCTION TO

Machine Learning

2nd Edition

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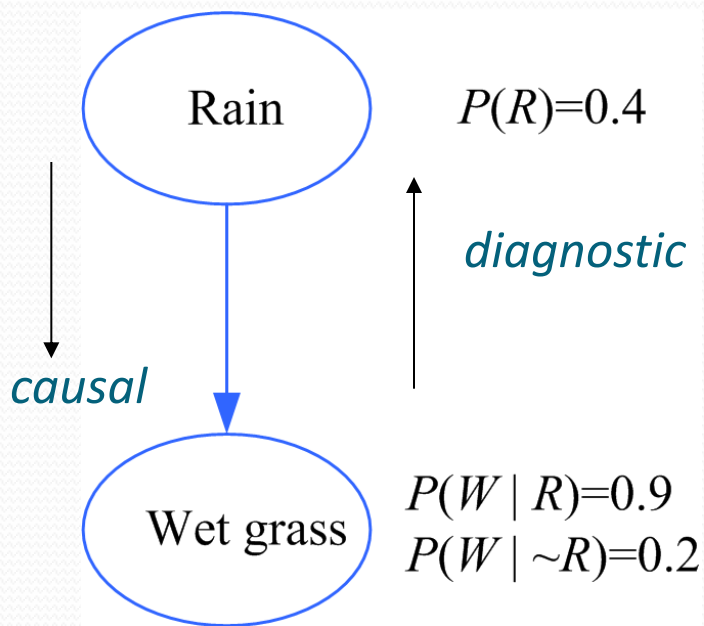
CHAPTER 16:

Graphical Models

Graphical Models

- Aka Bayesian networks, probabilistic networks
- **Nodes** are hypotheses (random vars) and the probabilities corresponds to our belief in the truth of the hypothesis
- **Arcs** are direct influences between hypotheses
- The **structure** is represented as a directed acyclic graph (DAG)
- The **parameters** are the conditional probabilities in the arcs (Pearl, 1988, 2000; Jensen, 1996; Lauritzen, 1996)

Causes and Bayes' Rule



*Diagnostic inference:
Knowing that the grass is wet,
what is the probability that rain is
the cause?*

$$\begin{aligned} P(R | W) &= \frac{P(W | R)P(R)}{P(W)} \\ &= \frac{P(W | R)P(R)}{P(W | R)P(R) + P(W | \sim R)P(\sim R)} \\ &= \frac{0.9 \times 0.4}{0.9 \times 0.4 + 0.2 \times 0.6} = 0.75 \end{aligned}$$

Conditional Independence

- X and Y are independent if

$$P(X, Y) = P(X)P(Y)$$

- X and Y are conditionally independent given Z if

$$P(X, Y | Z) = P(X | Z)P(Y | Z)$$

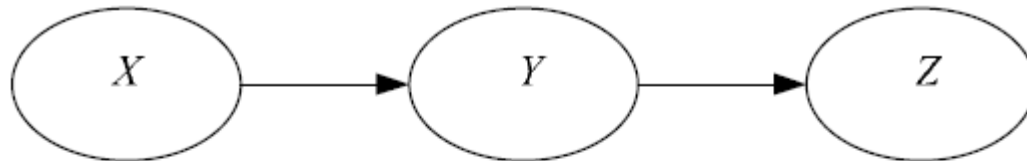
or

$$P(X | Y, Z) = P(X | Z)$$

- Three canonical cases: Head-to-tail, Tail-to-tail, head-to-head

Case 1: Head-to-Head

- $P(X,Y,Z)=P(X)P(Y|X)P(Z|Y)$



(a) Model

$$P(C) = 0.4$$

$$P(R|C) = 0.8$$

$$P(R|\sim C) = 0.1$$

$$P(W|R) = 0.9$$

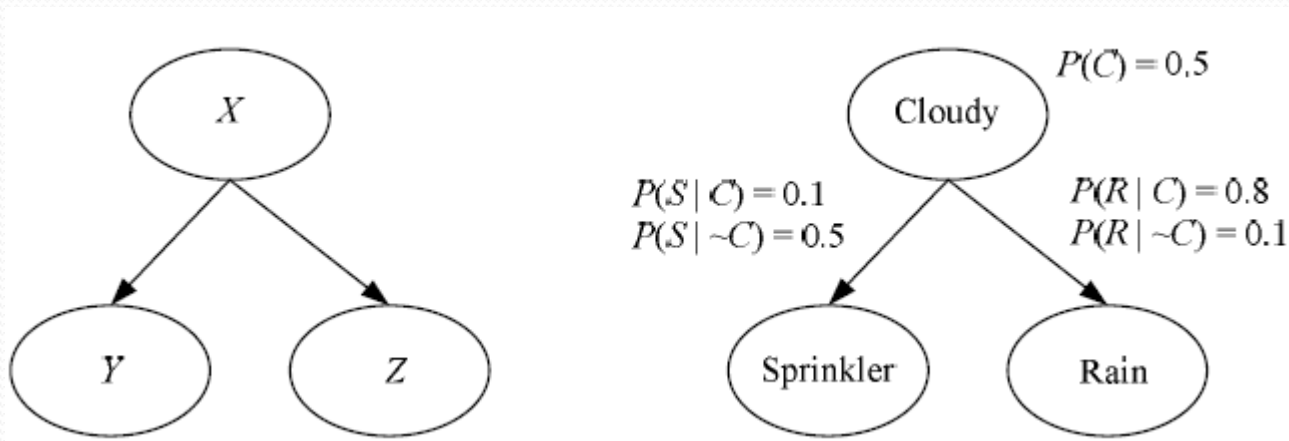
$$P(W|\sim R) = 0.2$$



- $P(W|C)=P(W|R)P(R|C)+P(W|\sim R)P(\sim R|C)$

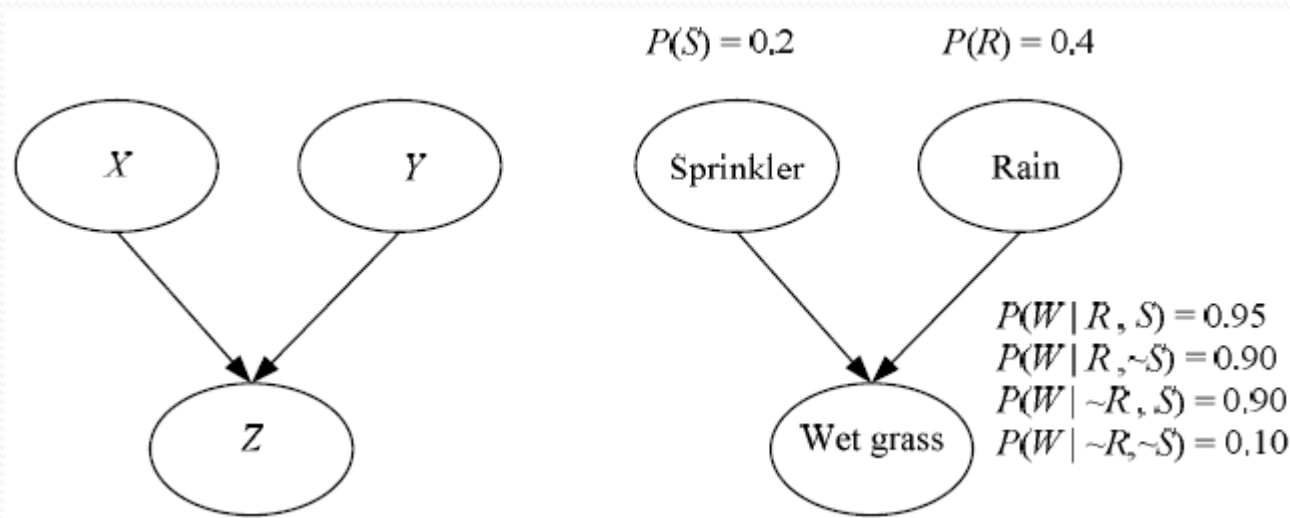
Case 2: Tail-to-Tail

- $P(X,Y,Z)=P(X)P(Y|X)P(Z|X)$



Case 3: Head-to-Head

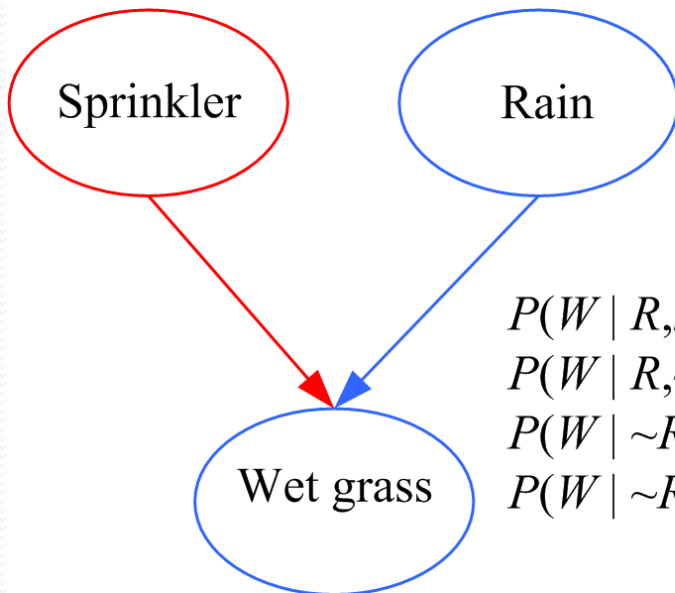
- $P(X,Y,Z)=P(X)P(Y)P(Z|X,Y)$



Causal vs Diagnostic Inference

$$P(S)=0.2$$

$$P(R)=0.4$$



$$P(W | R, S) = 0.95$$

$$P(W | R, \sim S) = 0.90$$

$$P(W | \sim R, S) = 0.90$$

$$P(W | \sim R, \sim S) = 0.10$$

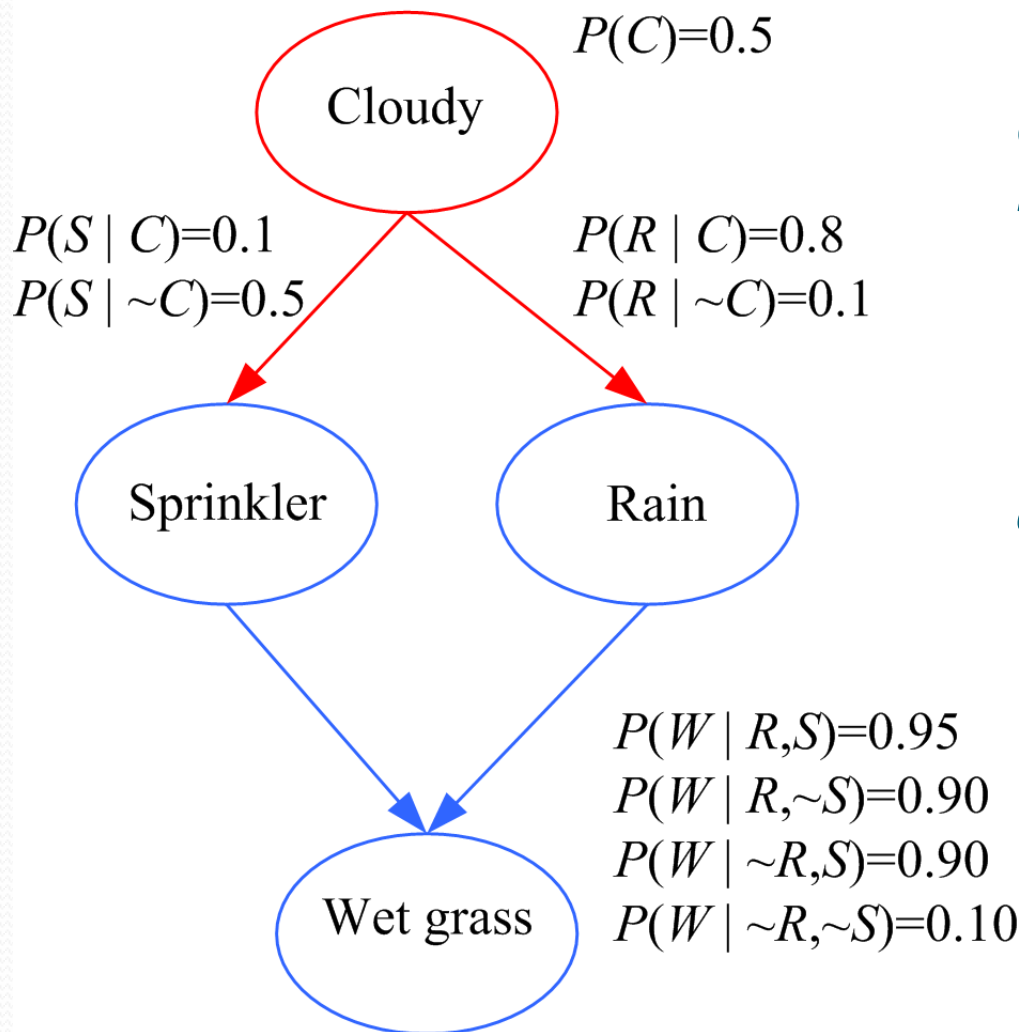
Causal inference: If the sprinkler is on, what is the probability that the grass is wet?

$$\begin{aligned} P(W | S) &= P(W | R, S) P(R | S) + \\ &\quad P(W | \sim R, S) P(\sim R | S) \\ &= P(W | R, S) P(R) + \\ &\quad P(W | \sim R, S) P(\sim R) \\ &= 0.95 \cdot 0.4 + 0.9 \cdot 0.6 = 0.92 \end{aligned}$$

Diagnostic inference: If the grass is wet, what is the probability that the sprinkler is on? $P(S | W) = 0.35 > 0.2 P(S)$

$P(S | R, W) = 0.21$ Explaining away: Knowing that it has rained decreases the probability that the sprinkler is on.

Causes



Causal inference:

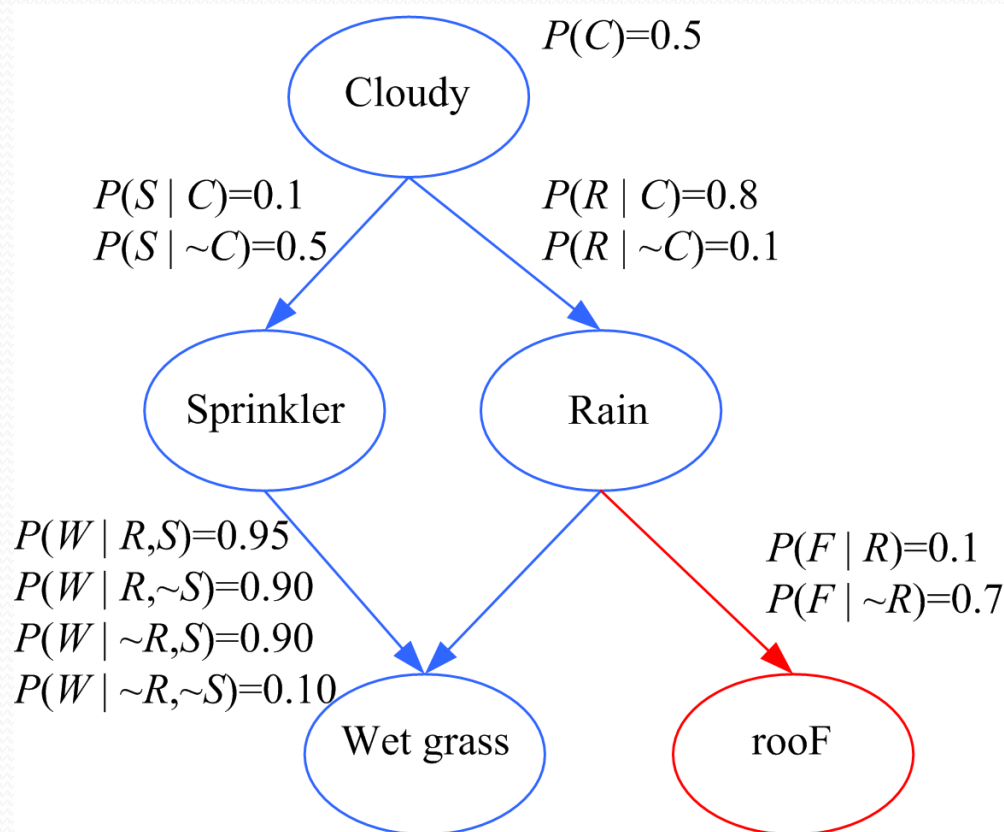
$$P(W | C) = P(W | R, S) P(R, S | C) + P(W | \sim R, S) P(\sim R, S | C) + P(W | R, \sim S) P(R, \sim S | C) + P(W | \sim R, \sim S) P(\sim R, \sim S | C)$$

and use the fact that

$$P(R, S | C) = P(R | C) P(S | C)$$

Diagnostic: $P(C | W) = ?$

Exploiting the Local Structure

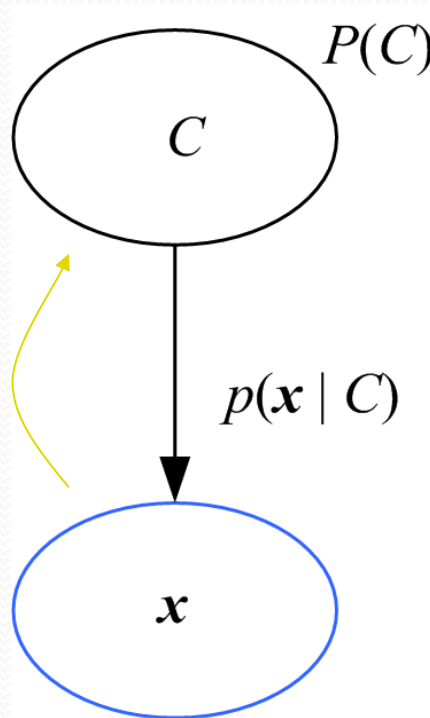


$$P(F | C) = ?$$

$$P(C, S, R, W, F) = P(C)P(S | C)P(R | C)P(W | S, R)P(F | R)$$

$$P(X_1, \dots, X_d) = \prod_{i=1}^d P(X_i | \text{parents}(X_i))$$

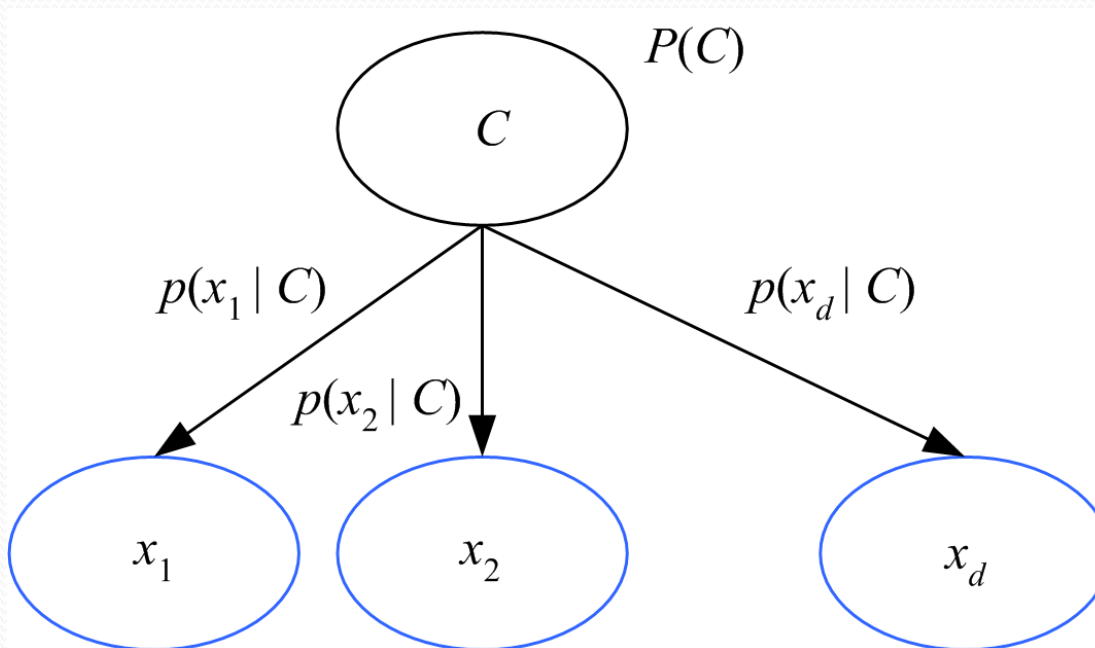
Classification



Bayes' rule inverts the arc:

$$P(C | \mathbf{x}) = \frac{p(\mathbf{x} | C)P(C)}{p(\mathbf{x})}$$

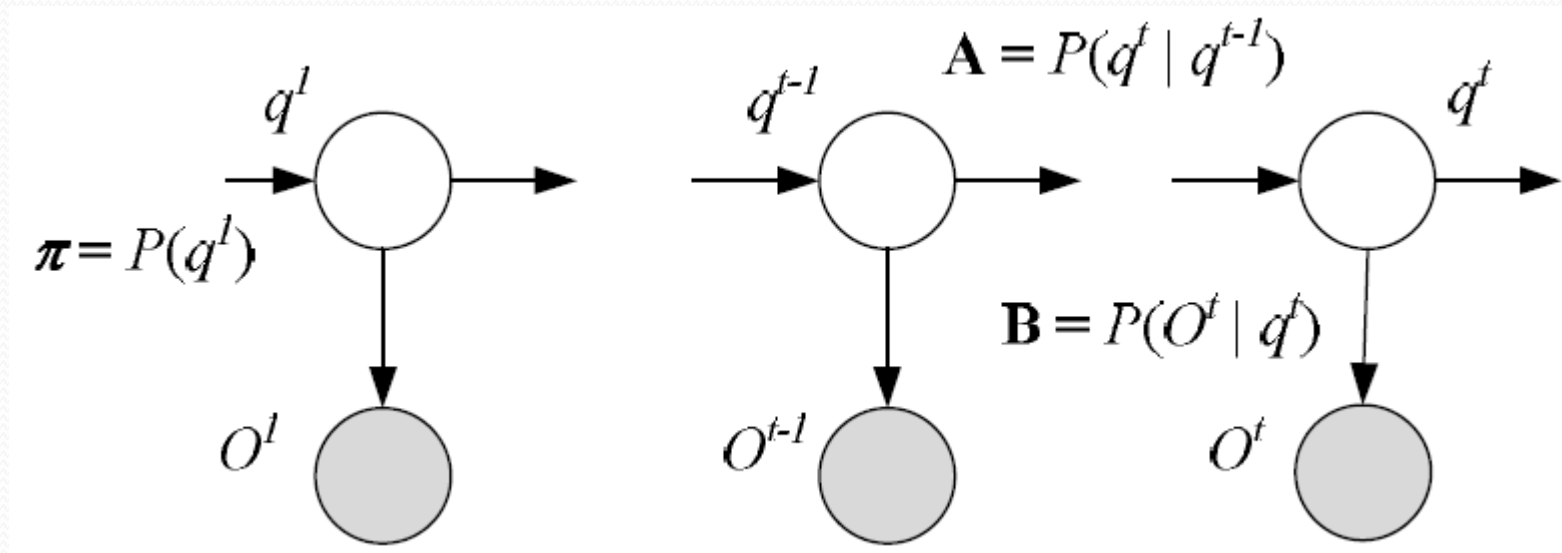
Naive Bayes' Classifier

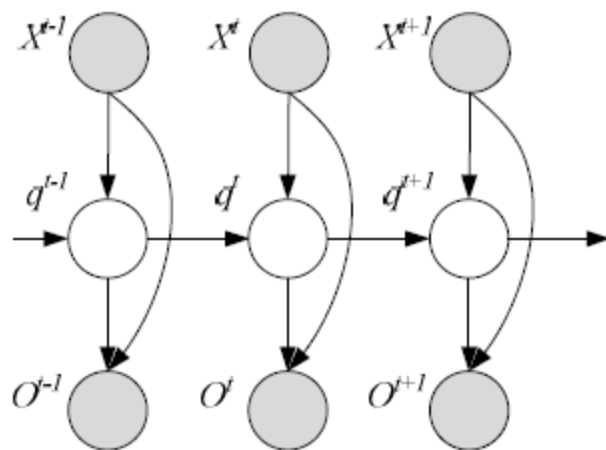


Given C , x_j are independent:

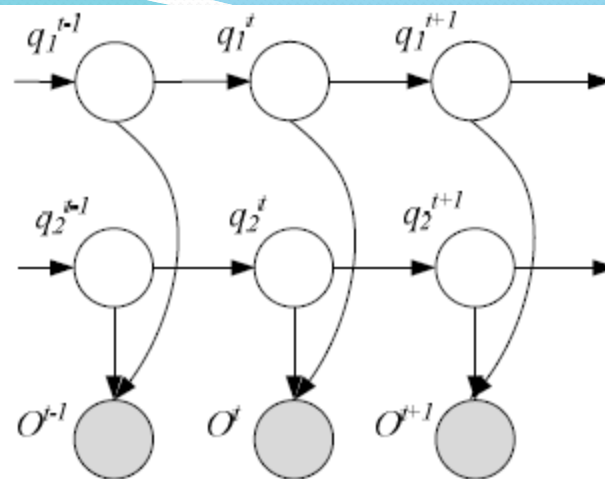
$$p(\mathbf{x} | C) = p(x_1 | C) p(x_2 | C) \dots p(x_d | C)$$

Hidden Markov Model as a Graphical Model

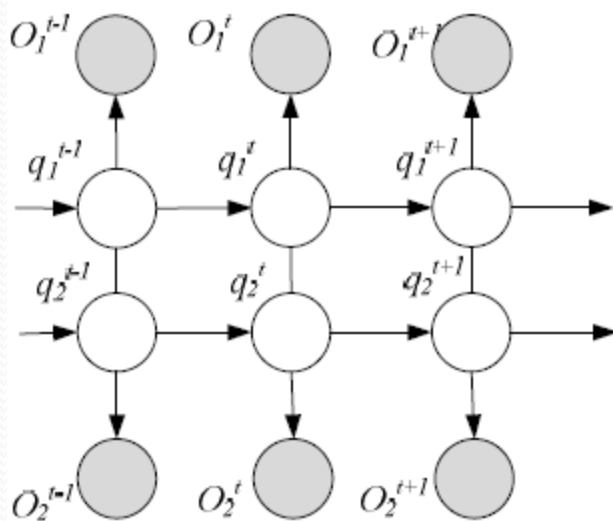




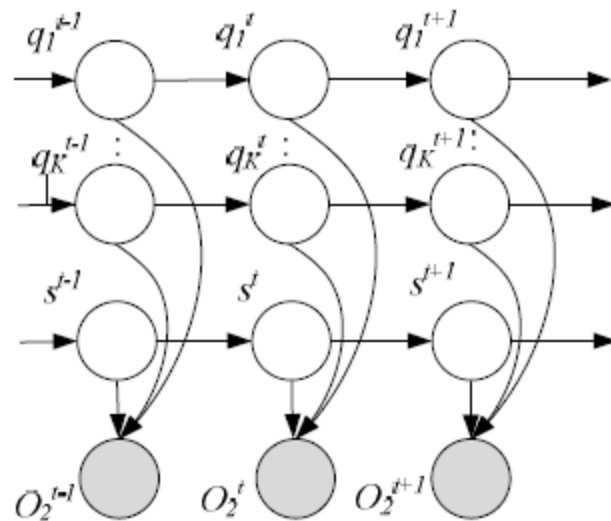
(a) Input-output HMM



(b) Factorial HMM

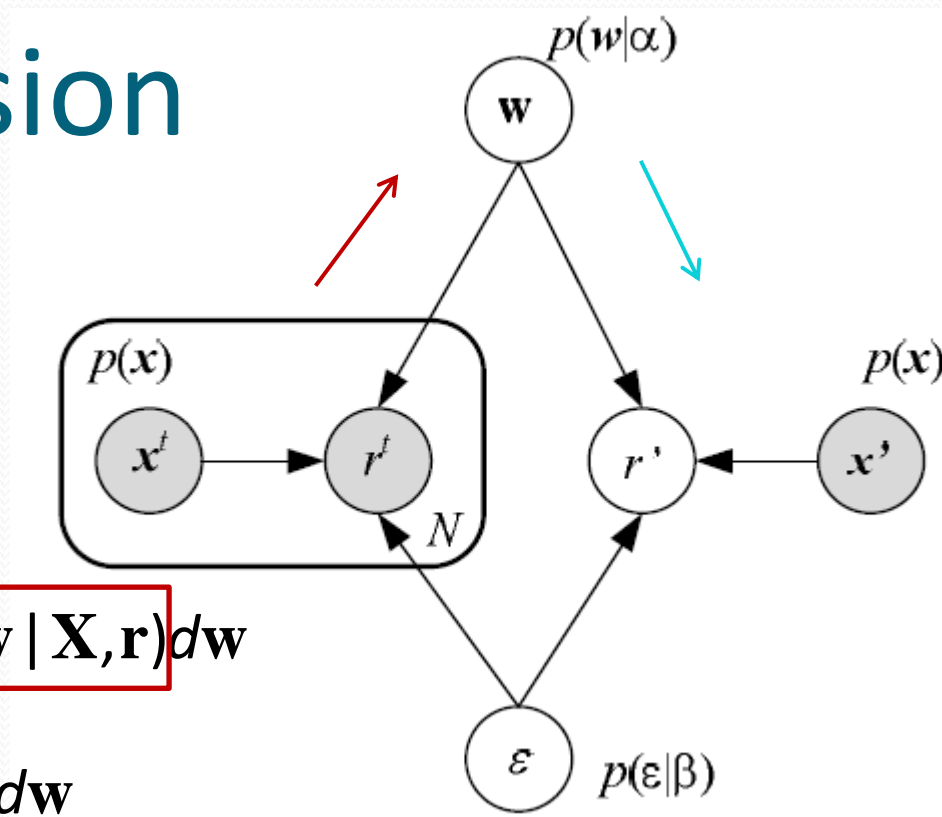


(c) Coupled HMM



(d) Switching HMM

Linear Regression



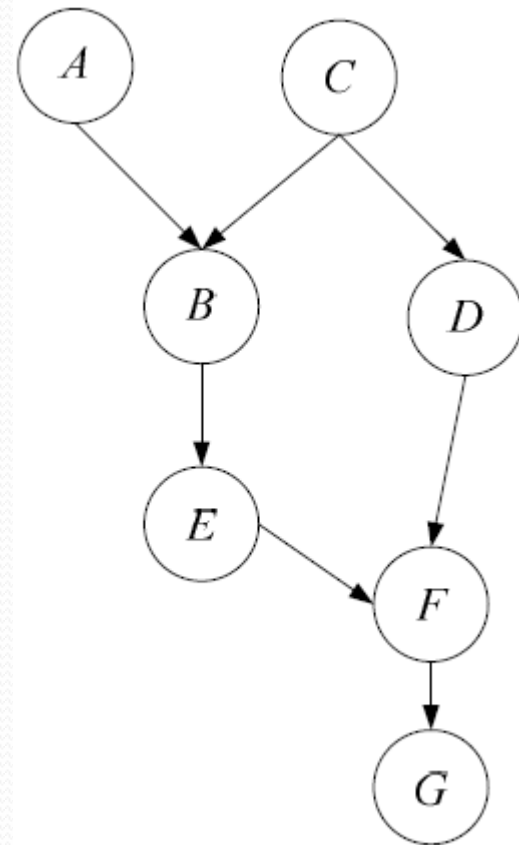
$$p(r' | \mathbf{x}', \mathbf{r}, \mathbf{X}) = \int p(r' | \mathbf{x}', \mathbf{w}) p(\mathbf{w} | \mathbf{X}, \mathbf{r}) d\mathbf{w}$$

$$= \int p(r' | \mathbf{x}', \mathbf{w}) \frac{p(\mathbf{r} | \mathbf{X}, \mathbf{w}) p(\mathbf{w})}{p(\mathbf{r})} d\mathbf{w}$$

$$\propto \int p(r' | \mathbf{x}', \mathbf{w}) \prod_t p(r^t | \mathbf{x}^t, \mathbf{w}) p(\mathbf{w}) d\mathbf{w}$$

d-Separation

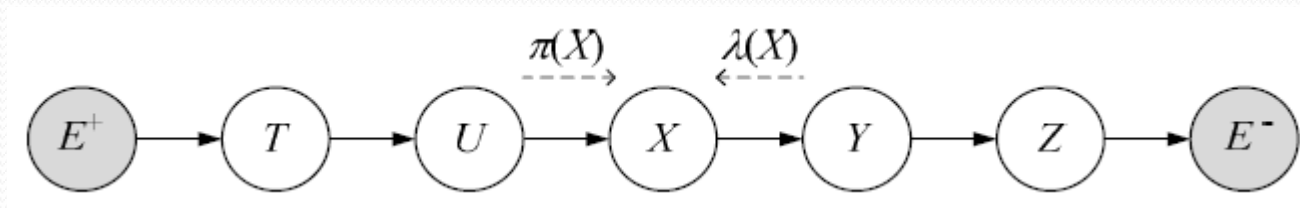
- A path from node A to node B is blocked if
 - a) The directions of edges on the path meet head-to-tail (case 1) or tail-to-tail (case 2) and the node is in C , or
 - b) The directions of edges meet head-to-head (case 3) and neither that node nor any of its descendants is in C .
- If all paths are blocked, A and B are d-separated (conditionally independent) given C .



$BCDF$ is blocked given C .
 $BEFG$ is blocked by F .
 $BEFD$ is blocked unless F (or G) is given.

Belief Propagation (Pearl, 1988)

- Chain:



$$\begin{aligned} P(X|E) &= \frac{P(E|X)P(X)}{P(E)} = \frac{P(E^+, E^- | X)P(X)}{P(E)} \\ &= \frac{P(E^+ | X)P(E^- | X)P(X)}{P(E)} = \alpha \pi(X) \lambda(X) \end{aligned}$$

$$\begin{aligned} \pi(X) &= \sum_U P(X|U) \pi(U) \\ \lambda(X) &= \sum_Y P(Y|X) \lambda(Y) \end{aligned}$$

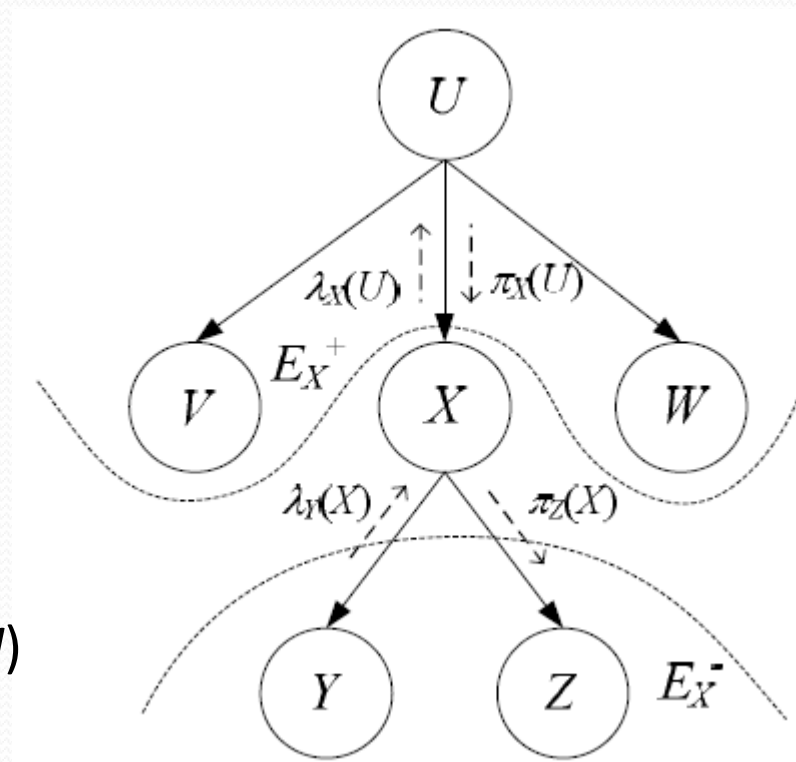
Trees

$$\lambda(X) = P(E_X^- | X) = \lambda_Y(X) \lambda_Z(X)$$

$$\lambda_X(U) = \sum_X \lambda(X) P(X | U)$$

$$\pi(X) = P(X | E_X^+) = \sum_U P(X | U) \pi_X(U)$$

$$\pi_Y(X) = \alpha \lambda_Z(X) \pi(X)$$



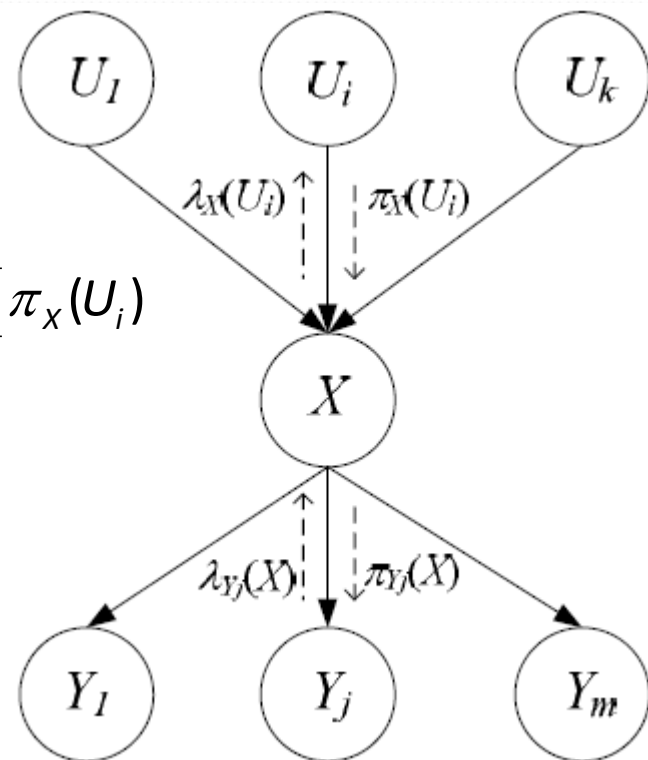
Polytrees

$$\pi(X) = P(X | E_X^+) = \sum_{U_1} \sum_{U_2} \cdots \sum_{U_k} P(X | U_1, U_2, \dots, U_k) \prod_{i=1}^k \pi_X(U_i)$$

$$\pi_{y_j}(X) = \alpha \prod_{s \neq j} \lambda_{y_s}(X) \pi(X)$$

$$\lambda_X(U_i) = \beta \sum_X \lambda(X) \sum_{U_{r \neq i}} P(X | U_1, U_2, \dots, U_k) \prod_{r \neq i} \pi_X(U_r)$$

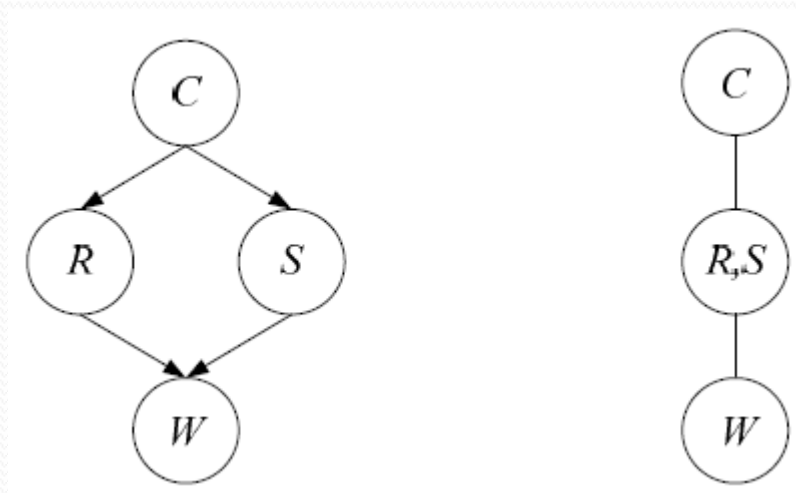
$$\lambda(X) = \prod_{j=1}^m \lambda_{y_j}(X)$$



How can we model $P(X | U_1, U_2, \dots, U_k)$ cheaply?

Junction Trees

- If X does not separate E^+ and E^- , we convert it into a junction tree and then apply the polytree algorithm



Tree of moralized,
clique nodes

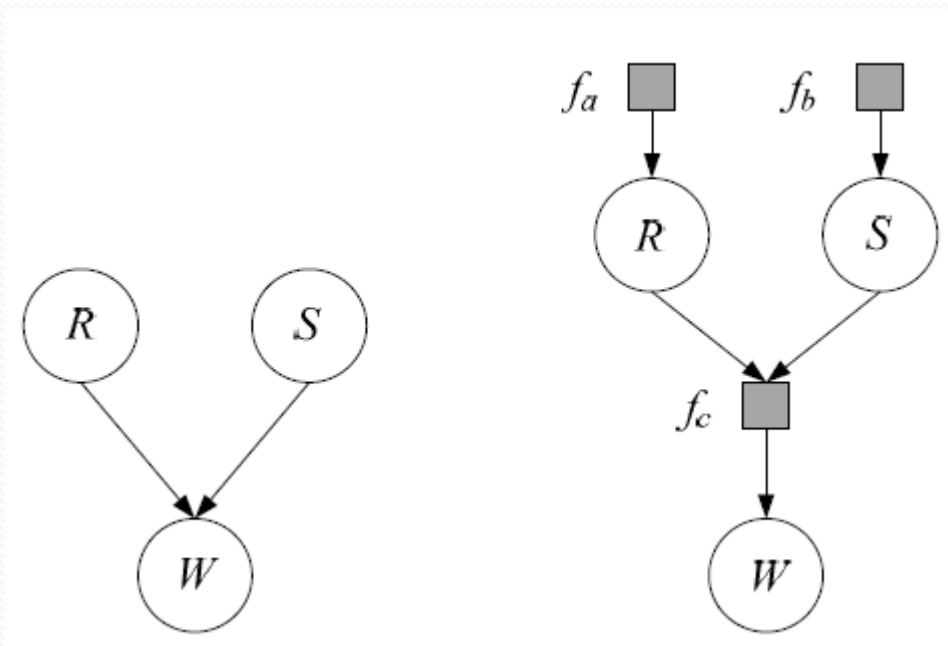
Undirected Graphs: Markov Random Fields

- In a Markov random field, dependencies are symmetric, for example, pixels in an image
- In an undirected graph, A and B are independent if removing C makes them unconnected.
- Potential function $\psi_c(X_c)$ shows how favorable is the particular configuration X over the clique C
- The joint is defined in terms of the clique potentials

$$p(X) = \frac{1}{Z} \prod_c \psi_c(X_c) \text{ where normalizer } Z = \sum_X \prod_c \psi_c(X_c)$$

Factor Graphs

- Define new factor nodes and write the joint in terms of them



$$p(X) = \frac{1}{Z} \prod_s f_s(X_s)$$

Learning a Graphical Model

- Learning the **conditional probabilities**, either as tables (for discrete case with small number of parents), or as parametric functions
- Learning the **structure** of the graph: Doing a state-space search over a **score function** that uses both goodness of fit to data and some measure of complexity

Influence Diagrams

