## Graphical Models Tutorials

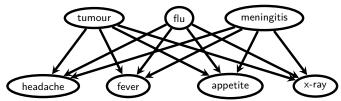
Real-World Applications

Dmitry Adamskiy, David Barber

UCL

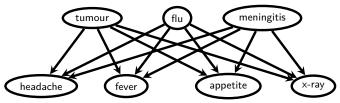
### Belief Networks

► Medical Diagnosis (QMR network, Promedas)

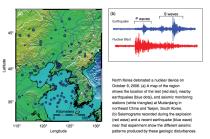


#### Belief Networks

Medical Diagnosis (QMR network, Promedas)



Seismic Monitoring: a Bayesian approach



# Undirected Models: Markov Random Fields for Computer Vision



Image segmentation

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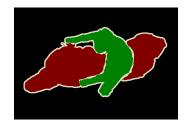


Image segmentation

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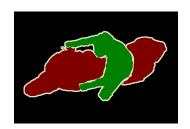
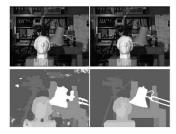


Image segmentation



Stereo vision

Loopy Belief Propagation is used in LPDC-codes (aka Gallager codes)

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LDPC decoding

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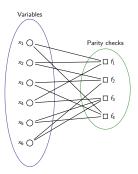


LDPC decoding
(NB: this is not image denoising!
The digit is here just to represent meaningful binary message)

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Factor-graph for LDPC-decoding.

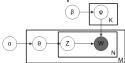
## Ranking: True Skill

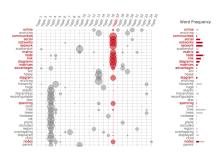


- ► Players' skills need to be evaluated for matching.
- Games could be played with more than two players (not possible to use, say, ELO system).
- TrueSkill developed by Miscrosoft, used on Xbox Live.

## Topic Modelling

- Topic models are generative models of documents.
- The assumption is that there are underlying latent variables (topics). Each document has some topics associated with it and the words are generated from the topics.





#### Variational Autoencoders

- ► Connection to Deep Learning
- Unsupervised learning of complicated distributions
- ► Powerful generative model

