

CS 188: Artificial Intelligence Fall 2010

Lecture 16: Bayes' Nets III – Inference 10/19/2010

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Announcements

- Midterm on 10/26
 - One page (2 sides) of notes & basic calculator ok
 - Review sessions: Thursday, Sunday, info on web
 - Topic-themed OHs listed on midterm prep page

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Inference

- Inference: calculating some useful quantity from a joint probability distribution

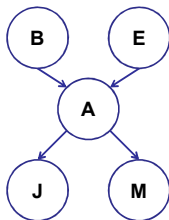
Examples:

- Posterior probability:

$$P(Q|E_1 = e_1, \dots, E_k = e_k)$$

- Most likely explanation:

$$\operatorname{argmax}_q P(Q = q|E_1 = e_1 \dots)$$



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Inference by Enumeration

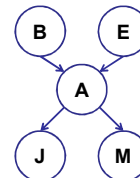
- Given unlimited time, inference in BNs is easy
- Recipe:

- State the marginal probabilities you need
- Figure out ALL the atomic probabilities you need
- Calculate and combine them

Example:

$$P(+b|+j, +m) =$$

$$\frac{P(+b, +j, +m)}{P(+j, +m)}$$



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Example: Enumeration

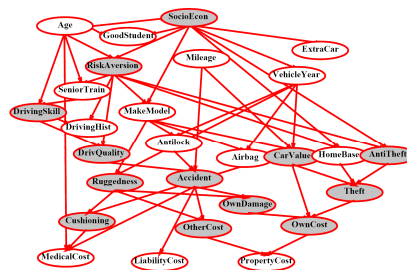
- In this simple method, we only need the BN to synthesize the joint entries

$$P(+b, +j, +m) =$$

$$\begin{aligned}
 &P(+b)P(+e)P(+a|+b, +e)P(+j|+a)P(+m|+a) + \\
 &P(+b)P(+e)P(-a|+b, +e)P(+j|-a)P(+m|-a) + \\
 &P(+b)P(-e)P(+a|+b, -e)P(+j|+a)P(+m|+a) + \\
 &P(+b)P(-e)P(-a|+b, -e)P(+j|-a)P(+m|-a)
 \end{aligned}$$

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Inference by Enumeration?



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Variable Elimination

- Why is inference by enumeration so slow?
 - You join up the whole joint distribution before you sum out the hidden variables
 - You end up repeating a lot of work!
- Idea: **interleave joining and marginalizing!**
 - Called "Variable Elimination"
 - Still NP-hard, but usually much faster than inference by enumeration
- We'll need some new notation to define VE

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Factor Zoo I

- Joint distribution: $P(X,Y)$
 - Entries $P(x,y)$ for all x, y
 - Sums to 1
- Selected joint: $P(x,Y)$
 - A slice of the joint distribution
 - Entries $P(x,y)$ for fixed x , all y
 - Sums to $P(x)$

$P(T,W)$

T	W	P
hot	sun	0.4
hot	rain	0.1
cold	sun	0.2
cold	rain	0.3

$P(cold,W)$

T	W	P
cold	sun	0.2
cold	rain	0.3

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Factor Zoo II

- Family of conditionals: $P(X|Y)$
 - Multiple conditionals
 - Entries $P(x|y)$ for all x, y
 - Sums to $|Y|$
- Single conditional: $P(Y|x)$
 - Entries $P(y|x)$ for fixed x , all y
 - Sums to 1

$P(W|T)$

T	W	P
hot	sun	0.8
hot	rain	0.2
cold	sun	0.4
cold	rain	0.6

$P(W|hot)$

$P(W|cold)$

$P(W|cold)$

T	W	P
cold	sun	0.4
cold	rain	0.6

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Factor Zoo III

- Specified family: $P(y|x)$
 - Entries $P(y|x)$ for fixed y , but for all x
 - Sums to ... who knows!
- In general, when we write $P(Y_1 \dots Y_N | X_1 \dots X_M)$
 - It is a "factor," a multi-dimensional array
 - Its values are all $P(y_1 \dots y_N | x_1 \dots x_M)$
 - Any assigned X or Y is a dimension missing (selected) from the array

$P(rain|T)$

T	W	P
hot	rain	0.2
cold	rain	0.6

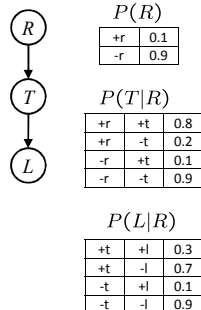
$P(rain|hot)$

$P(rain|cold)$

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Example: Traffic Domain

- Random Variables
 - R: Raining
 - T: Traffic
 - L: Late for class!
- First query: $P(L)$



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Variable Elimination Outline

- Track objects called **factors**
- Initial factors are local CPTs (one per node)

$P(R)$

R	P
+r	0.1
-r	0.9

$P(T|R)$

R	T	P
+r	+t	0.8
+r	-t	0.2
-r	+t	0.1
-r	-t	0.9

$P(L|T)$

T	L	P
+t	+l	0.3
+t	-l	0.7
-t	+l	0.1
-t	-l	0.9

- Any known values are selected
 - E.g. if we know $L = +l$, the initial factors are

$P(R)$

R	P
+r	0.1
-r	0.9

$P(T|R)$

R	T	P
+r	+t	0.8
+r	-t	0.2
-r	+t	0.1
-r	-t	0.9

$P(+l|T)$

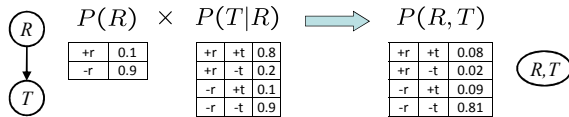
T	P
+t	0.3
-t	0.1

- VE: Alternately join factors and eliminate variables

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Operation 1: Join Factors

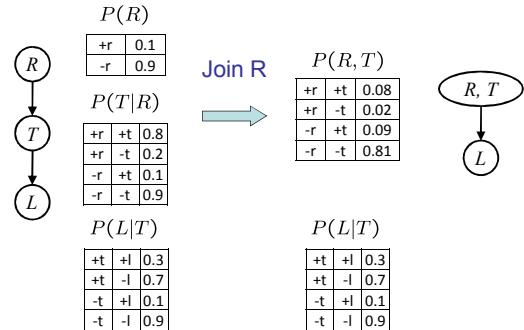
- First basic operation: **joining factors**
- Combining factors:
 - Just like a database join
 - Get all factors over the joining variable
 - Build a new factor over the union of the variables involved
- Example: Join on R



- Computation for each entry: pointwise products
 $\forall r, t: P(r, t) = P(r) \cdot P(t|r)$

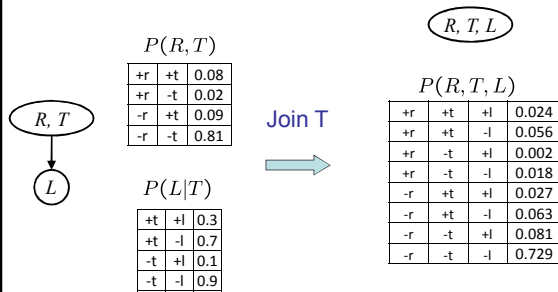
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Example: Multiple Joins



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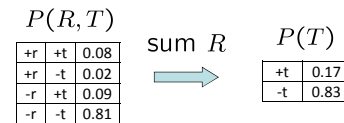
Example: Multiple Joins



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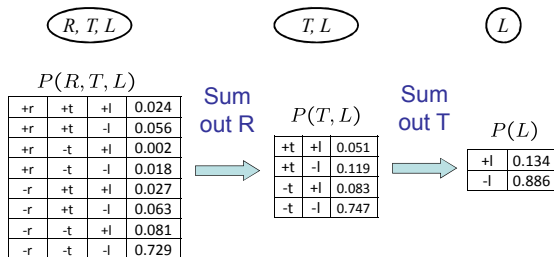
Operation 2: Eliminate

- Second basic operation: **marginalization**
- Take a factor and sum out a variable
 - Shrinks a factor to a smaller one
 - A **projection** operation
- Example:



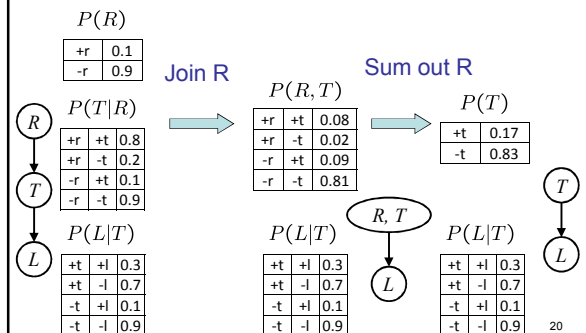
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Multiple Elimination



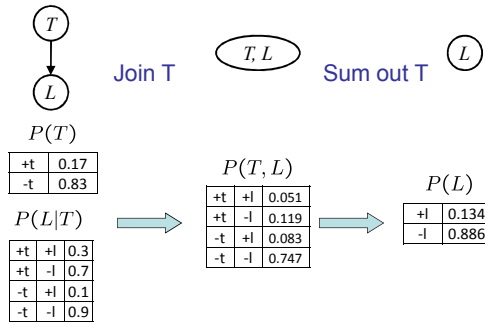
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P(L) : Marginalizing Early!



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Marginalizing Early (aka VE*)



* VE is variable elimination

Evidence

- If evidence, start with factors that select that evidence

- No evidence uses these initial factors:

$P(R)$	
R	P
+r	0.1
-r	0.9

$P(T R)$		
T	R	P
+t	+r	0.8
+t	-r	0.2
-t	+r	0.1
-t	-r	0.9

$P(L T)$		
T	L	P
+t	+l	0.3
+t	-l	0.7
-t	+l	0.1
-t	-l	0.9

- Computing $P(L|+r)$, the initial factors become:

$P(+r)$	
R	P
+r	0.1
-r	0

$P(T +r)$		
T	R	P
+t	+r	0.8
+t	-r	0.2
-t	+r	0
-t	-r	0

$P(L T)$		
T	L	P
+t	+l	0.3
+t	-l	0.7
-t	+l	0.1
-t	-l	0.9

- We eliminate all vars other than query + evidence

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Evidence II

- Result will be a selected joint of query and evidence
 - E.g. for $P(L|+r)$, we'd end up with:

$P(+r, L)$		
R	L	P
+r	+l	0.026
+r	-l	0.074



$P(L +r)$	
L	P
+l	0.26
-l	0.74

- To get our answer, just normalize this!
- That's it!

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General Variable Elimination

- Query: $P(Q|E_1 = e_1, \dots, E_k = e_k)$
- Start with initial factors:
 - Local CPTs (but instantiated by evidence)
- While there are still hidden variables (not Q or evidence):
 - Pick a hidden variable H
 - Join all factors mentioning H
 - Eliminate (sum out) H
- Join all remaining factors and normalize

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Variable Elimination Bayes Rule

Start / Select

Join on B

Normalize

$P(B)$		
B	P	
+b	0.1	
-b	0.9	

$P(A B) \rightarrow P(a B)$		
B	A	P
+b	+a	0.8
+b	-a	0.2
-b	+a	0.1
-b	-a	0.9

$P(a, B)$		
A	B	P
+a	+b	0.08
+a	-b	0.09

$P(B a)$		
A	B	P
+a	+b	8/17
+a	-b	9/17

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Example

$$P(B|j, m) \propto P(B, j, m)$$

$P(B)$	$P(E)$	$P(A B, E)$	$P(j A)$	$P(m A)$
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Choose A

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

$$P(j|A)$$

$$P(m|A)$$



$$P(j, m, A|B, E)$$

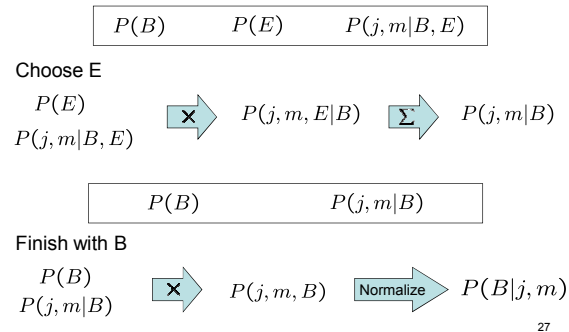


$$P(j, m|B, E)$$

$P(B)$	$P(E)$	$P(j, m B, E)$
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Example



Variable Elimination

- What you need to know:
 - Should be able to run it on small examples, understand the factor creation / reduction flow
 - Better than enumeration: saves time by marginalizing variables as soon as possible rather than at the end
- We will see special cases of VE later
 - On tree-structured graphs, variable elimination runs in polynomial time, like tree-structured CSPs
 - You'll have to implement a tree-structured special case to track invisible ghosts (Project 4)