

# CS 161 Fundamentals of Artificial Intelligence

## Lecture 11

### Uncertainty Quantification

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# Teaching/Course Evaluation

- The online evaluations has opened last week and will close 8:00 AM Saturday, March 12.
- Your feedback is valuable and more than welcome!
- Students who have done the online evaluation will receive 1 extra point in the final grade:)

# Outline

- Uncertainty
- Probability
- Syntax and Semantics
- Inference
- Independence and Bayes' Rule

# Uncertainty

Let action  $A_t$  = leave for airport  $t$  minutes before flight

Will  $A_t$  get me there on time?

Hence a purely logical approach:

- ▶ “ $A_{25}$  will get me there on time”, may be wrong!
- ▶ “ $A_{25}$  will get me there on time if there's no accident on the bridge and it doesn't rain and my tires remain intact, etc.”, there exists uncertainty!

How to handle uncertainty?

# Methods for handling uncertainty

Making **assumptions**:

- ▶ Assume my car does not have a flat tire
- ▶ Assume  $A_{25}$  works unless contradicted by evidence

Issues: What assumptions are reasonable? How to handle contradiction?

**Probability** can help us!

- ▶ Given the available evidence,  $A_{25}$  will get me there on time with probability 0.04

What is probability?

# Probability

- Probabilistic assertions **summarize** effects of  
  **laziness**: failure to enumerate exceptions, qualifications, etc.  
  **ignorance**: lack of relevant facts, initial conditions, etc.

- **Subjective** or **Bayesian** probability:

Probabilities relate propositions to one's own state of knowledge

e.g.,  $P(A_{25}|\text{no reported accidents}) = 0.06$

- Probabilities of propositions change with new evidence:  
  e.g.,  $P(A_{25}|\text{no reported accidents, 5 a.m.}) = 0.15$

# Making decisions under uncertainty

- Suppose I believe the following:

$$P(A_{25} \text{ gets me there on time} | \dots) = 0.04$$

$$P(A_{90} \text{ gets me there on time} | \dots) = 0.70$$

$$P(A_{120} \text{ gets me there on time} | \dots) = 0.95$$

$$P(A_{1440} \text{ gets me there on time} | \dots) = 0.9999$$

Which action to choose?

- Depends on my **preferences** for missing flight vs. airport cuisine, etc.
- **Utility theory** says that every state has a degree of usefulness, or utility, to an agent and that the agent will prefer states with higher utility.
- **Decision theory** = utility theory + probability theory

# Probability basics

- Begin with a set  $\Omega$ —the **sample space**  
e.g., 6 possible rolls of a die.  
 $\omega \in \Omega$  is a **sample point/possible world/atomic event**
- A **probability space** or **probability model** is a sample space with an assignment  $P(\omega)$  for every  $\omega \in \Omega$  s.t.  
 $0 \leq P(\omega) \leq 1$   
 $\sum_{\omega} P(\omega) = 1$   
e.g.,  $P(1) = P(2) = P(3) = P(4) = P(5) = P(6) = 1/6$ .
- An **event**  $A$  is any subset of  $\Omega$

$$P(A) = \sum_{\{\omega \in A\}} P(\omega)$$

E.g.,

$$P(\text{die roll} < 4) = P(1) + P(2) + P(3) = 1/6 + 1/6 + 1/6 = 1/2$$



# Random variables

- A **random variable** is a function from sample points to some range, e.g., the reals or Booleans  
e.g.,  $Odd(1) = true$ .
- $P$  induces a **probability distribution** for any r.v.  $X$ :

$$P(X = x_i) = \sum_{\{\omega: X(\omega) = x_i\}} P(\omega)$$

e.g.,

$$P(Odd = true) = P(1) + P(3) + P(5) = 1/6 + 1/6 + 1/6 = 1/2$$

# Propositions

- We call events in probability as **propositions** in AI.
  - ▶ Events: given Boolean random variables  $A$  and  $B$ :
    - ▶ Event  $a$  = set of sample points where  $A(\omega) = \text{true}$
    - ▶ Event  $\neg a$  = set of sample points where  $A(\omega) = \text{false}$
    - ▶ Event  $a \wedge b$  = points where  $A(\omega) = \text{true}$  and  $B(\omega) = \text{true}$
- With Boolean variables, sample point = propositional logic model  
e.g.,  $A = \text{true}$ ,  $B = \text{false}$ , or  $a \wedge \neg b$ .
- Proposition = disjunction of events in which it is true  
e.g.,  $(a \vee b) \equiv (\neg a \wedge b) \vee (a \wedge \neg b) \vee (a \wedge b)$   
 $\Rightarrow P(a \vee b) = P(\neg a \wedge b) + P(a \wedge \neg b) + P(a \wedge b)$

# Syntax for propositions

- **Propositional** or **Boolean** random variables  
e.g., *Cavity* (do I have a cavity?)  
*Cavity = true* is a proposition, also written *cavity*
- **Discrete** random variables (**finite** or **infinite**)  
e.g., *Weather* is one of  $\langle \text{sunny, rain, cloudy, snow} \rangle$   
*Weather = rain* is a proposition  
Values must be exhaustive and mutually exclusive
- **Continuous** random variables (**bounded** or **unbounded**)  
e.g., *Temp* = 21.6; also allow, e.g., *Temp* < 22.0.
- Arbitrary Boolean combinations of basic propositions

## Prior probability

- **Prior** or **unconditional probabilities** of propositions

e.g.,  $P(\text{Cavity} = \text{true}) = 0.1$  and  $P(\text{Weather} = \text{sunny}) = 0.72$   
correspond to belief prior to arrival of any (new) evidence

- **Probability distribution** gives values for all possible assignments:

$\mathbf{P}(\text{Weather}) = \langle 0.72, 0.1, 0.08, 0.1 \rangle$  (**normalized**, i.e., sums to 1)

- ▶ Tips: we use  $P$  to denote probability for specific event,  $\mathbf{P}$  to denote the distribution over all events— a vector!

- **Joint probability distribution** for a set of r.v.s gives the probability of every atomic event on those r.v.s (i.e., every sample point)

$\mathbf{P}(\text{Weather}, \text{Cavity}) =$  a  $4 \times 2$  matrix of values:

$\text{Weather} =$	$\text{sunny}$	$\text{rain}$	$\text{cloudy}$	$\text{snow}$
$\text{Cavity} = \text{true}$	0.144	0.02	0.016	0.02
$\text{Cavity} = \text{false}$	0.576	0.08	0.064	0.08

**Every question about a domain can be answered by the joint distribution because every event is a sum of sample points**

# Conditional probability

- **Conditional or posterior probabilities**

e.g.,  $P(\text{cavity}|\text{toothache}) = 0.8$

- ▶ “if *toothache* and **no further information we have**, then 80% chance of *cavity*”

- ▶ **NOT** “if *toothache* then 80% chance of *cavity*”!

- ▶ If we know more, e.g., *cavity* is also given, then we have  $P(\text{cavity}|\text{toothache}, \text{cavity}) = 1$

- New evidence may be irrelevant, allowing simplification, e.g.,  $P(\text{cavity}|\text{toothache}, \text{LakersWin}) = P(\text{cavity}|\text{toothache}) = 0.8$

# Conditional probability

- Definition of conditional probability:

$$P(a|b) = \frac{P(a \wedge b)}{P(b)} \text{ if } P(b) \neq 0$$

- **Product rule** gives an alternative formulation:

$$P(a \wedge b) = P(a|b)P(b) = P(b|a)P(a)$$

A general version holds for whole distributions, e.g.,

$$\mathbf{P}(Weather, Cavity) = \mathbf{P}(Weather|Cavity)\mathbf{P}(Cavity)$$

(View as a  $4 \times 2$  set of equations, **not** matrix mult.)

- **Chain rule** is derived by successive application of product rule:

$$\mathbf{P}(X_1, \dots, X_n) = \mathbf{P}(X_1, \dots, X_{n-1}) \mathbf{P}(X_n|X_1, \dots, X_{n-1})$$

=

$$\mathbf{P}(X_1, \dots, X_{n-2}) \mathbf{P}(X_{n-1}|X_1, \dots, X_{n-2}) \mathbf{P}(X_n|X_1, \dots, X_{n-1})$$

=

$$= \prod_{i=1}^n \mathbf{P}(X_i|X_1, \dots, X_{i-1})$$

# Inference by enumeration

- A naive way of doing probabilistic inference is inference by enumeration.
- Start with the joint distribution:

	<i>toothache</i>		$\neg$ <i>toothache</i>	
	<i>catch</i>	$\neg$ <i>catch</i>	<i>catch</i>	$\neg$ <i>catch</i>
<i>cavity</i>	<b>.108</b>	<b>.012</b>	<b>.072</b>	<b>.008</b>
$\neg$ <i>cavity</i>	<b>.016</b>	<b>.064</b>	<b>.144</b>	<b>.576</b>

Here catch: the dentist's nasty steel probe catches in tooth.

- For any proposition  $\phi$ , sum the atomic events where it is true:

$$P(\phi) = \sum_{\omega: \omega \models \phi} P(\omega)$$

# Inference by enumeration

- Start with the joint distribution:

	<i>toothache</i>		$\neg$ <i>toothache</i>	
	<i>catch</i>	$\neg$ <i>catch</i>	<i>catch</i>	$\neg$ <i>catch</i>
<i>cavity</i>	<b>.108</b>	<b>.012</b>	<b>.072</b>	<b>.008</b>
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- For any proposition  $\phi$ , sum the atomic events where it is true:

$$P(\phi) = \sum_{\omega: \omega \models \phi} P(\omega)$$

$$P(\text{toothache}) = 0.108 + 0.012 + 0.016 + 0.064 = 0.2$$



# Inference by enumeration

- Start with the joint distribution:

	<i>toothache</i>		$\neg$ <i>toothache</i>	
	<i>catch</i>	$\neg$ <i>catch</i>	<i>catch</i>	$\neg$ <i>catch</i>
<i>cavity</i>	<b>.108</b>	<b>.012</b>	<b>.072</b>	<b>.008</b>
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- For any proposition  $\phi$ , sum the atomic events where it is true:

$$P(\phi) = \sum_{\omega: \omega \models \phi} P(\omega)$$
$$P(\text{cavity} \vee \text{toothache}) =$$
$$0.108 + 0.012 + 0.072 + 0.008 + 0.016 + 0.064 = 0.28$$

# Inference by enumeration

- Start with the joint distribution:

	<i>toothache</i>		$\neg$ <i>toothache</i>	
	<i>catch</i>	$\neg$ <i>catch</i>	<i>catch</i>	$\neg$ <i>catch</i>
<i>cavity</i>	<b>.108</b>	<b>.012</b>	<b>.072</b>	<b>.008</b>
$\neg$ <i>cavity</i>	<b>.016</b>	<b>.064</b>	<b>.144</b>	<b>.576</b>

- Can also compute conditional probabilities:

$$\begin{aligned}P(\neg \text{cavity} | \text{toothache}) &= \frac{P(\neg \text{cavity} \wedge \text{toothache})}{P(\text{toothache})} \\&= \frac{0.016 + 0.064}{0.108 + 0.012 + 0.016 + 0.064} = 0.4\end{aligned}$$

# Normalization

	<i>toothache</i>		$\neg$ <i>toothache</i>	
	<i>catch</i>	$\neg$ <i>catch</i>	<i>catch</i>	$\neg$ <i>catch</i>
<i>cavity</i>	<b>.108</b>	<b>.012</b>	<b>.072</b>	<b>.008</b>
$\neg$ <i>cavity</i>	<b>.016</b>	<b>.064</b>	<b>.144</b>	<b>.576</b>

- Denominator can be viewed as a **normalization constant**  $\alpha$

$$\begin{aligned}\mathbf{P}(Cavity|toothache) &= \alpha \mathbf{P}(Cavity, toothache) \\ &= \alpha [\mathbf{P}(Cavity, toothache, catch) + \mathbf{P}(Cavity, toothache, \neg catch)] \\ &= \alpha [\langle 0.108, 0.016 \rangle + \langle 0.012, 0.064 \rangle] \\ &= \alpha \langle 0.12, 0.08 \rangle = \langle 0.6, 0.4 \rangle\end{aligned}$$

- General idea: compute distribution on query variable by fixing **evidence variables** and summing over **hidden variables**

## Inference by enumeration, contd.

- Let **X** be all the variables. Typically, we want the posterior joint distribution of the **query variables Y** given specific values **e** for the **evidence variables E**
- Let the **hidden variables** be **H = X - Y - E**

Then the required summation of joint entries is done by **summing out** the hidden variables:

$$P(Y|E=e) = \alpha P(Y, E=e) = \alpha \sum_h P(Y, E=e, H=h)$$

- The terms in the summation are joint entries because **Y**, **E**, and **H** together exhaust the set of random variables
- Obvious problems:
  - 1) Worst-case time complexity  $O(d^n)$  where  $d$  is the largest domain size
  - 2) Space complexity  $O(d^n)$  to store the joint distribution
  - 3) How to find the numbers for  $O(d^n)$  entries???

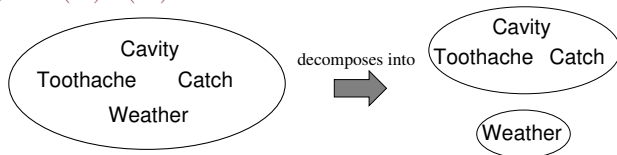
# Independence

- Those problems can be solved by exploring independencies between variables.

$A$  and  $B$  are **independent** iff

$$\mathbf{P}(A|B) = \mathbf{P}(A) \quad \text{or} \quad \mathbf{P}(B|A) = \mathbf{P}(B) \quad \text{or}$$

$$\mathbf{P}(A, B) = \mathbf{P}(A)\mathbf{P}(B)$$



$$\begin{aligned} &\mathbf{P}(\textit{Toothache}, \textit{Catch}, \textit{Cavity}, \textit{Weather}) \\ &= \mathbf{P}(\textit{Toothache}, \textit{Catch}, \textit{Cavity})\mathbf{P}(\textit{Weather}) \end{aligned}$$

- 32 entries reduced to 12; for  $n$  independent biased coins,  $2^n \rightarrow n$
- Absolute independence is powerful but rare  
e.g., Dentistry is a large field with hundreds of variables,  
none of which are independent. What to do?

# Conditional independence

- $\mathbf{P}(\textit{Toothache}, \textit{Cavity}, \textit{Catch})$  has  $2^3 - 1 = 7$  independent entries
- If I have a cavity, the probability that the probe catches in it doesn't depend on whether I have a toothache:
  - (1)  $P(\textit{catch}|\textit{toothache}, \textit{cavity}) = P(\textit{catch}|\textit{cavity})$
- The same independence holds if I haven't got a cavity:
  - (2)  $P(\textit{catch}|\textit{toothache}, \neg\textit{cavity}) = P(\textit{catch}|\neg\textit{cavity})$

*Catch* is **conditionally independent** of *Toothache* given *Cavity*:

$$\mathbf{P}(\textit{Catch}|\textit{Toothache}, \textit{Cavity}) = \mathbf{P}(\textit{Catch}|\textit{Cavity})$$

- Equivalent statements:

$$\mathbf{P}(\textit{Toothache}|\textit{Catch}, \textit{Cavity}) = \mathbf{P}(\textit{Toothache}|\textit{Cavity})$$

$$\mathbf{P}(\textit{Toothache}, \textit{Catch}|\textit{Cavity}) =$$

$$\mathbf{P}(\textit{Toothache}|\textit{Cavity})\mathbf{P}(\textit{Catch}|\textit{Cavity})$$

## Conditional independence contd.

- Write out full joint distribution using chain rule:

$$\begin{aligned} & \mathbf{P}(\textit{Toothache}, \textit{Catch}, \textit{Cavity}) \\ &= \mathbf{P}(\textit{Toothache} | \textit{Catch}, \textit{Cavity}) \mathbf{P}(\textit{Catch}, \textit{Cavity}) \\ &= \mathbf{P}(\textit{Toothache} | \textit{Catch}, \textit{Cavity}) \mathbf{P}(\textit{Catch} | \textit{Cavity}) \mathbf{P}(\textit{Cavity}) \\ &= \mathbf{P}(\textit{Toothache} | \textit{Cavity}) \mathbf{P}(\textit{Catch} | \textit{Cavity}) \mathbf{P}(\textit{Cavity}) \end{aligned}$$

i.e.,  $2 + 2 + 1 = 5$  independent numbers

- In most cases, the use of conditional independence reduces the size of the representation of the joint distribution from exponential in  $n$  to linear in  $n$ .

**Conditional independence is our most basic and robust form of knowledge about uncertain environments.**

## Bayes' Rule

- Bayes' Rule can be used in probability inference when we have  $P(b|a)$  but not  $P(a|b)$ .
- Product rule  $P(a \wedge b) = P(a|b)P(b) = P(b|a)P(a)$

$$\Rightarrow \text{Bayes' rule } P(a|b) = \frac{P(b|a)P(a)}{P(b)}$$

or in distribution form

$$\mathbf{P}(Y|X) = \frac{\mathbf{P}(X|Y)\mathbf{P}(Y)}{\mathbf{P}(X)} = \alpha \mathbf{P}(X|Y)\mathbf{P}(Y)$$

- Useful for assessing **diagnostic** probability from **causal** probability:

$$P(Cause|Effect) = \frac{P(Effect|Cause)P(Cause)}{P(Effect)}$$

e.g., let  $C$  be COVID-19,  $M$  be cough:

$$P(c|m) = \frac{P(m|c)P(c)}{P(m)} = \frac{0.8 \times 0.0001}{0.1} = 0.0008$$

Note: posterior probability of COVID-19 still very small!

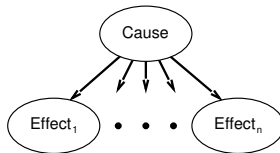
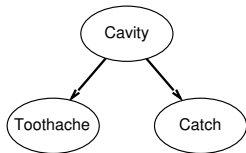


# Bayes' Rule and conditional independence

$$\begin{aligned} & \mathbf{P}(Cavity|toothache \wedge catch) \\ &= \alpha \mathbf{P}(toothache \wedge catch|Cavity)\mathbf{P}(Cavity) \\ &= \alpha \mathbf{P}(toothache|Cavity)\mathbf{P}(catch|Cavity)\mathbf{P}(Cavity) \end{aligned}$$

This is an example of a **naive Bayes** model:

$$\mathbf{P}(Cause, Effect_1, \dots, Effect_n) = \mathbf{P}(Cause) \prod_i \mathbf{P}(Effect_i|Cause)$$



Total number of parameters is **linear** in  $n$

## Example: Wumpus World

- Suppose we have the information of  $B_{1,1}, B_{1,2}, B_{2,1}$  and we want to know the probability distributions of the unknown squares.

1,4	2,4	3,4	4,4
1,3	2,3	3,3	4,3
1,2 B OK	2,2	3,2	4,2
1,1 OK	2,1 B OK	3,1	4,1

$P_{ij} = \text{true}$  iff square  $[i, j]$  contains a pit

$B_{ij} = \text{true}$  iff square  $[i, j]$  is breezy

Include only  $B_{1,1}, B_{1,2}, B_{2,1}$  in the probability model

## Specifying the probability model

- The full joint distribution is  $\mathbf{P}(P_{1,1}, \dots, P_{4,4}, B_{1,1}, B_{1,2}, B_{2,1})$

- Apply product rule:

$$\mathbf{P}(B_{1,1}, B_{1,2}, B_{2,1} \mid P_{1,1}, \dots, P_{4,4}) \mathbf{P}(P_{1,1}, \dots, P_{4,4})$$

(Do it this way to get  $P(\textit{Effect} \mid \textit{Cause})$ .)

- ▶ First term: 1 if pits are adjacent to breezes, 0 otherwise
- ▶ Second term: pits are placed randomly, probability 0.2 per square:

$$\mathbf{P}(P_{1,1}, \dots, P_{4,4}) = \prod_{i,j=1,1}^{4,4} \mathbf{P}(P_{i,j}) = 0.2^n \times 0.8^{16-n}$$

for  $n$  pits.

## Observations and query

- We know the following facts:

$$b = \neg b_{1,1} \wedge b_{1,2} \wedge b_{2,1}$$

$$known = \neg p_{1,1} \wedge \neg p_{1,2} \wedge \neg p_{2,1}$$

- Query is  $\mathbf{P}(P_{1,3}|known, b)$
- Define  $Unknown = P_{ij}$ 's other than  $P_{1,3}$  and  $known$
- For inference by enumeration, we have

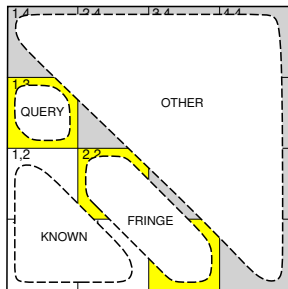
$$\mathbf{P}(P_{1,3}|known, b) = \alpha \sum_{unknown} \mathbf{P}(P_{1,3}, unknown, known, b)$$

Grows exponentially with number of squares!

- How to solve this problem? Use conditional independence relationships between variables.

# Using conditional independence

- Basic insight: observations are conditionally independent of other hidden squares given neighbouring hidden squares

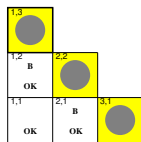


- Define  $Unknown = Fringe \cup Other$   
 $\mathbf{P}(b|P_{1,3}, Known, Unknown) = \mathbf{P}(b|P_{1,3}, Known, Fringe)$
- Manipulate query into a form where we can use this!

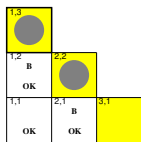
## Using conditional independence contd.

$$\begin{aligned} \mathbf{P}(P_{1,3}|\textit{known}, b) &= \alpha \sum_{\textit{unknown}} \mathbf{P}(P_{1,3}, \textit{unknown}, \textit{known}, b) \\ &= \alpha \sum_{\textit{unknown}} \mathbf{P}(b|P_{1,3}, \textit{known}, \textit{unknown}) \mathbf{P}(P_{1,3}, \textit{known}, \textit{unknown}) \\ &= \alpha \sum_{\textit{fringe}} \sum_{\textit{other}} \mathbf{P}(b|\textit{known}, P_{1,3}, \textit{fringe}, \textit{other}) \mathbf{P}(P_{1,3}, \textit{known}, \textit{fringe}, \textit{other}) \\ &= \alpha \sum_{\textit{fringe}} \sum_{\textit{other}} \mathbf{P}(b|\textit{known}, P_{1,3}, \textit{fringe}) \mathbf{P}(P_{1,3}, \textit{known}, \textit{fringe}, \textit{other}) \\ &= \alpha \sum_{\textit{fringe}} \mathbf{P}(b|\textit{known}, P_{1,3}, \textit{fringe}) \sum_{\textit{other}} \mathbf{P}(P_{1,3}, \textit{known}, \textit{fringe}, \textit{other}) \\ &= \alpha \sum_{\textit{fringe}} \mathbf{P}(b|\textit{known}, P_{1,3}, \textit{fringe}) \sum_{\textit{other}} \mathbf{P}(P_{1,3}) P(\textit{known}) P(\textit{fringe}) P(\textit{other}) \\ &= \alpha P(\textit{known}) \mathbf{P}(P_{1,3}) \sum_{\textit{fringe}} \mathbf{P}(b|\textit{known}, P_{1,3}, \textit{fringe}) P(\textit{fringe}) \sum_{\textit{other}} P(\textit{other}) \\ &= \alpha' \mathbf{P}(P_{1,3}) \sum_{\textit{fringe}} \mathbf{P}(b|\textit{known}, P_{1,3}, \textit{fringe}) P(\textit{fringe}) \end{aligned}$$

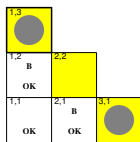
## Using conditional independence contd.



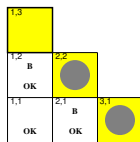
$$0.2 \times 0.2 = 0.04$$



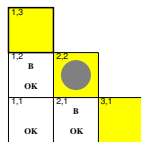
$$0.2 \times 0.8 = 0.16$$



$$0.8 \times 0.2 = 0.16$$



$$0.2 \times 0.2 = 0.04$$



$$0.2 \times 0.8 = 0.16$$

$$\begin{aligned} \mathbf{P}(P_{1,3} | \text{known}, b) &= \alpha' \langle 0.2(0.04 + 0.16 + 0.16), 0.8(0.04 + 0.16) \rangle \\ &\approx \langle 0.31, 0.69 \rangle \end{aligned}$$

# Summary

- Probability is a rigorous formalism for uncertain knowledge
- **Joint probability distribution** specifies probability of every **atomic event**
- Queries can be answered by summing over atomic events
- For nontrivial domains, we must find a way to reduce the joint size. **Independence** and **conditional independence** provide the tools to achieve this.



# Acknowledgment

The slides are adapted from Stuart Russell