

Probabilistic programming in production with Infer.NET

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infer.net

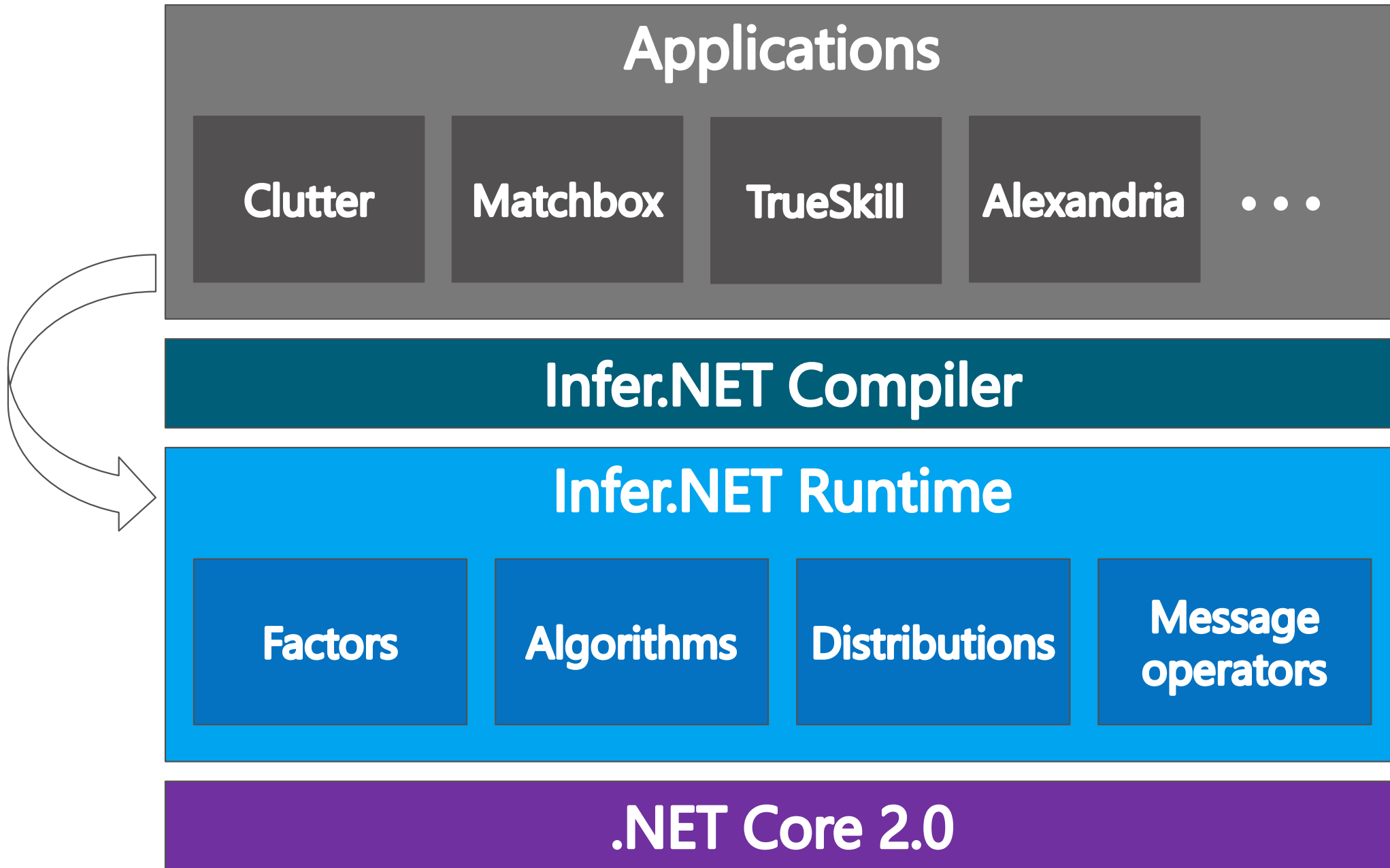
- Runs probabilistic inference in graphical models
- First public release in 2008
- Used in hundreds of research publications
 - Won "Patents for Humanity" Award from USPTO
- Used in several Microsoft products

Announcement:

Infer.NET goes open source

<https://github.com/dotnet/infer>

- Released under the .NET Foundation and MIT license
- External contributions welcome
- Cross-platform support through .NET Core

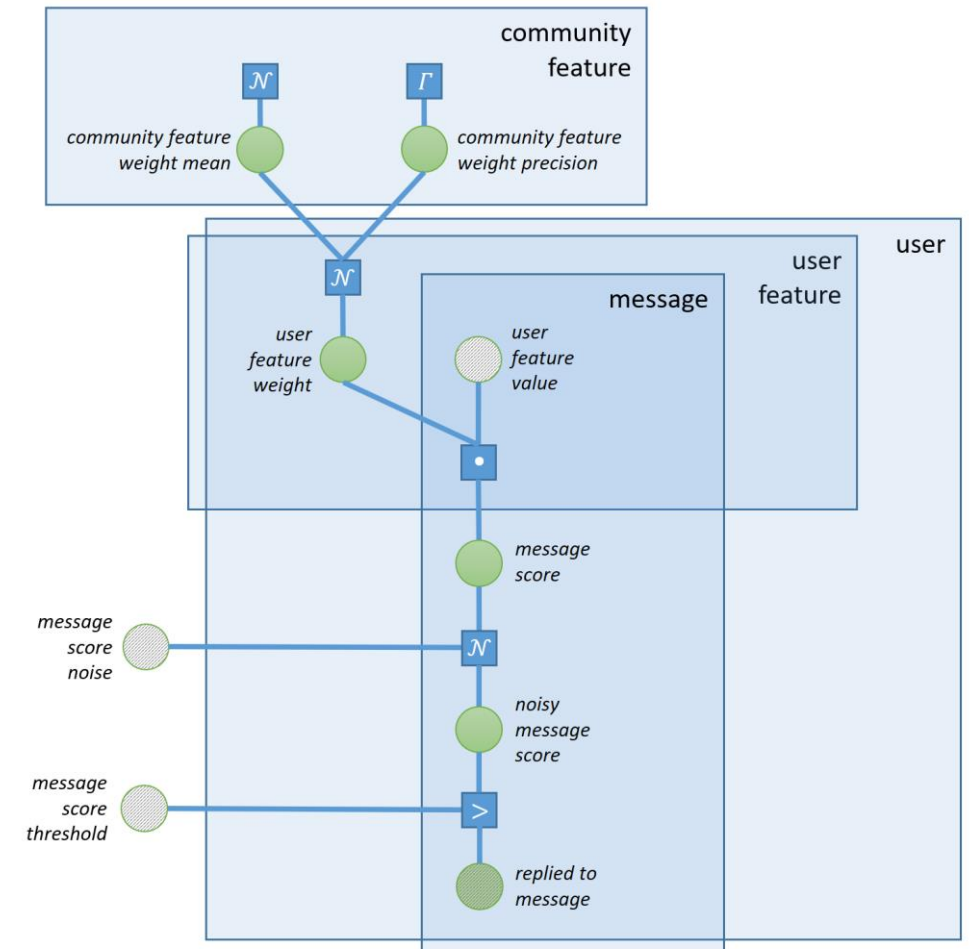


Clutter

Personalized email classification



- De-clutter user's mailbox
Based on past behaviour, e.g. replying to emails
- Hierarchical classifier
 1. Community training on historical data
 2. Gradual online personalization
- Launched in 2014 in Exchange
Hundreds of millions of emails
Tens of millions of users



TrueSkill

Skill rating for player matchmaking



- Model of player performance

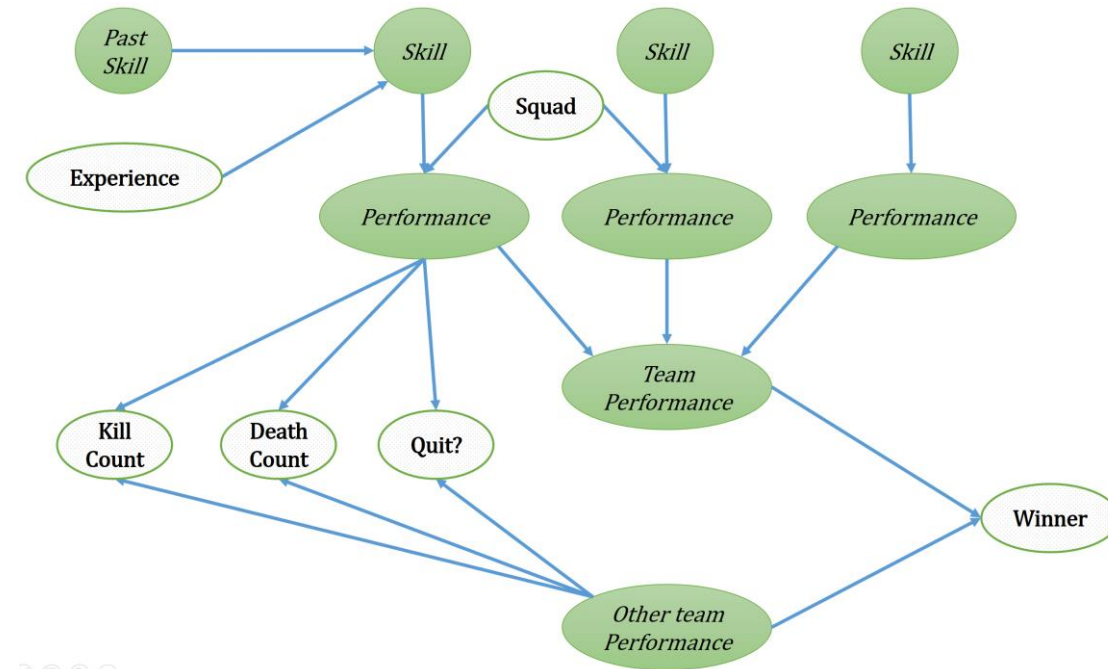
Based on match participants and outcome as well as player experience, event counts and skill in other game modes

- Offline and online phase

1. Learn model parameters on historical data
2. Update skills as matches are played

- Live in Halo and Gears of War

Processing hundreds of millions of matches

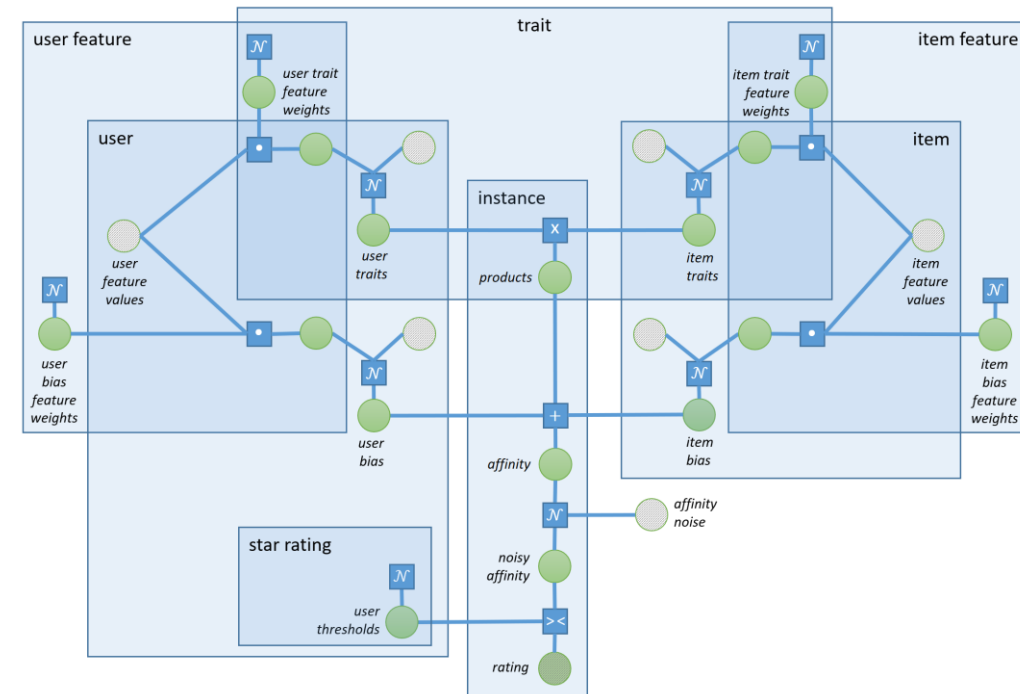


Matchbox

Personalized recommendations



- General-purpose recommender
Combines collaborative and content-based filtering in a single coherent model
- Initially shipped in Xbox Live
Recommend movies and games
Offline and online phase
- Later shipped in Azure ML
Module that can be deployed as a web service



Alexandria

Automatic knowledge base construction



- Inference over strings

Generative model for converting knowledge base facts into unstructured text

- Automatic retrieval from the web

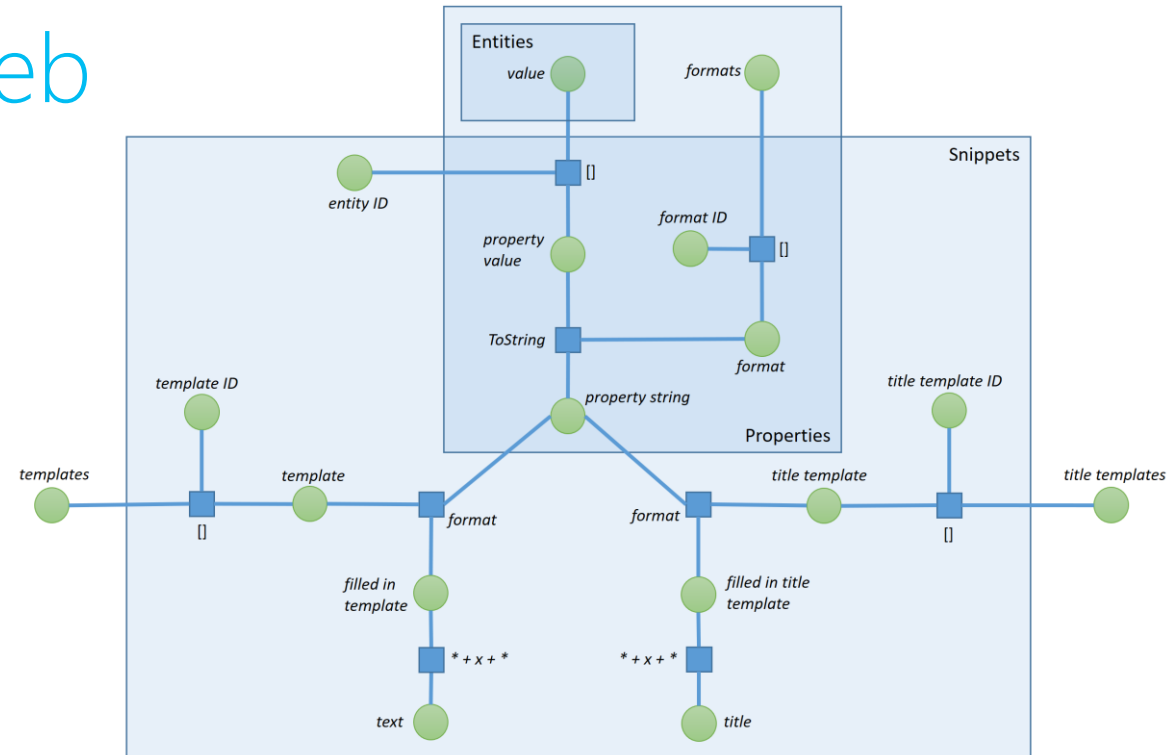
Facts, entities, and attribute schemas

- High precision and coverage

Text uncertainty propagation through to retrieved facts

- Internet scale

Processing billions of web documents comprising petabytes of text data



Infer.NET features enabling productization

- Online Bayesian learning
 - Fixed point iteration, same functional form of prior and posterior
- Performance and scalability
 - Compilation, efficient inference, distribution over a cluster
- Capability for rapidly exploring models
 - Automatic inference, easy model evidence computation
- Rich modelling blocks
 - Types: double, bool, int, vector/list, string; adding date and dictionary
 - Plates, power plates, stochastic gates, arrays of arrays

Hello uncertain world

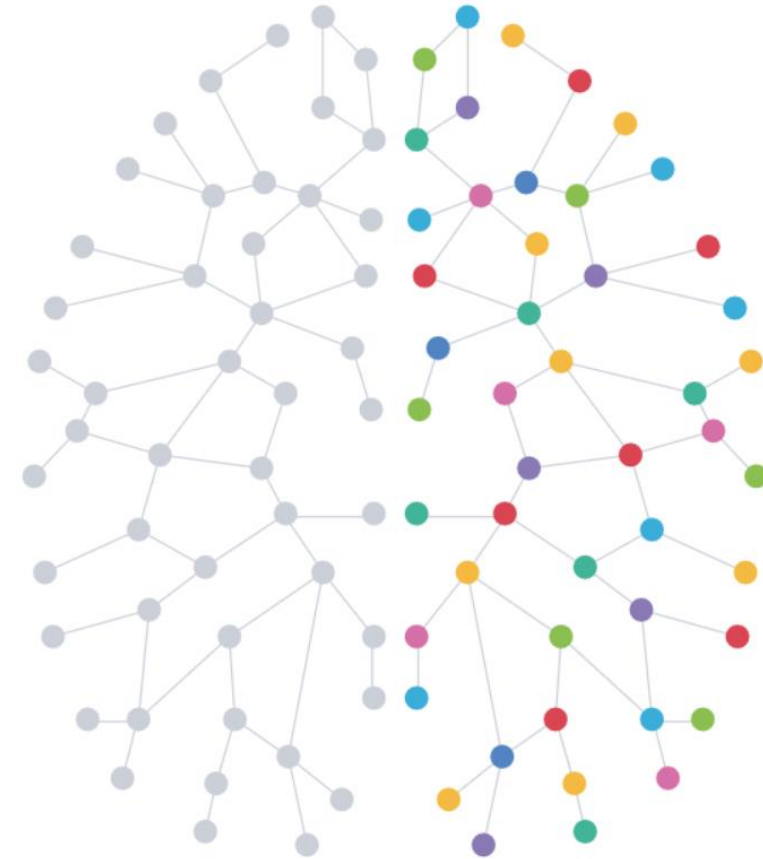
```
var str1 = Variable.StringUniform();  
var str2 = Variable.StringUniform();  
var text = str1 + " " + str2;  
text.ObservedValue = "Hello uncertain world";  
  
var engine = new InferenceEngine();  
Console.WriteLine("str1: {0}", engine.Infer(str1));  
Console.WriteLine("str2: {0}", engine.Infer(str2));
```

Free online book

MBMLbook.com

EARLY ACCESS

Model-Based Machine Learning



John Winn and Christopher Bishop
with
Thomas Diethe, John Guiver and Yordan Zaykov

