$! [Causal Graph and Conditional Probability Tables] (https::://paper-attachments.dropbox.com/s_F1FEB98332EEC99C328935F7AB0E929534BB33EF2AB134DF14A85072ADC65A0_1590219806Shot+2020-05-23+at+12.43.14+AM.png)$

Variables:

 $\mathbf{C} - \mathbf{condition}$

T's — tests to detect the condition

 \mathbf{S} — sex of the patient

We first compute the marginal distributions to discuss probabilities. These come in two major forms:

 $![](https : //paper - attachments.dropbox.com/s_5F1FEB98332EEC99C328935F7AB0E929534BB33EF2AB134DF14A85072ADC65A0_159022032122220321247220321472203214722032132120321321203213212032132120321321203203212032032120320321203203212$

We then use this information to find the Most Probable Explanation:

We assume the final consequence (A) and search for the most probable query

Setting A moves us from $32 \rightarrow 8$ states;

result: $\{C=no, S=fe, T1=-ve, T2=-ve\} = 47\%$

This is not applicable in every situation; we generalize into the Maximum a Posteriori Hypothesis:

this is more complex and less efficient, but more often applicable

we find a subset of variables & find the MPE (ex. S=C | A \rightarrow {C=no, S=male} | approx 49.3%

(ex. 5–C | A \rightarrow {C–no, 5–male} |approx 49.5%

When we seek to make inferences, algorithms fall into two major categories:

- 1. variable elimination
- 2. conditioning

In both situations, complexity is tied to the topology of the Bayesian Network

the actual property is $\underline{\mathbf{tree}\ \mathbf{width}}$ — it is roughly analogous to connectivity

 $\mathsf{MPH} = O(nd^w)$ given n=#var, d=#val, w=width

We will not define tree width, as it is complex, but we observe a few special cases:

Trees have width 1 (one path from any node to node)

Poly-trees (>1 parent ok) have width = the maximum parent count of any node

These are both singly connected networks; multiply connected leads to a DAG

 $! [] (https : //paper - attachments.dropbox.com/s_5F1FEB98332EEC99C328935F7AB0E929534BB33EF2AB134DF14A85072ADC65A0_1590224552drawing + 6.jpg)$

0.1 Weighted Model Counting

Consider the statement $\Delta = (A \vee B) \wedge \neg C$

This has 3 variables and suggests 8 worlds

Given an nd-DNNF circuit, we can solve in $\mathcal{O}(\mathcal{N})!$

Consider the example on the right; it is trivial! WMC = 0.04 + 0.10 + 0.00 = 0.14

We therefore only need a compiler which would transform $\Delta \to\! \operatorname{sd-DNNF}$

Unfortunately, in the general case this is intractable

There are tractable subsets of this, though:

 $![](https : //paper - attachments.dropbox.com/s_5F1FEB98332EEC99C328935F7AB0E929534BB33EF2AB134DF14A85072ADC65A0_1590225097AB0E929534BB33EF2AB134DF14A85072ADC65A0_1590225097AB0E929534BB33EF2AB134DF14A85072ADC65A0_1590225097AB0E929534BB33EF2AB134DF14A85072ADC65A0_1590225097AB0E929534BB33EF2AB134DF14A85072ADC65A0_1590225097AB0E929534BB33EF2AB134DF14A85072ADC65A0_1590225097AB0E929534BB33EF2AB134DF14A85072ADC65A0_1590225097AB0E929534BB33EF2AB134DF14A85072ADC65A0_1590225097AB0E929534BB33EF2AB134DF14A85072ADC65A0_1590225097AB0E929534BB33EF2AB134DF14A85072ADC65A0_1590225097AB0E929534BB33EF2AB134DF14A85072ADC65A0_1590225097AB0E929534BB33EF2AB134DF14A85072ADC65A0_1590225097AB0E929534BB33EF2AB134DF14A85072ADC65A0_1590225097AB0E929534BB33EF2AB134DF14A85072ADC65A0_1590225097AB0E929534BB33EF2AB134DF14A85072ADC65A0_1590225097AB0E929534BB33EF2AB134DF14A85072ADC65A0_1590225097AB0E929534BB33EF2AB134DF14A85072ADC65A0_1590225097AB0E929534BB35EP2AB134DF14A85072ADC65A0_1590225097AB0E929534BB35EP2AB134DF14A85072ADC65A0_1590225097AB0E9295AB0E925AB0E92$

```
We can use probability is our weights! \to WMC(\Delta \wedge \alpha) = Pr(\alpha)
So we need to convert \Delta \to \text{boolean circuit}.
We can see that \Delta holds in w_1, w_4, \&w_7
We thus say W(A) = W(\neg A) = \dots = W(\neg C) = 1
We then let W(P_i) = \theta_i \&W(\neg P_i) = 0, so W(A) = W(P_1)W(P_4)W(P_7)
```

Thus we can solve probabilistic reasoning by symbol manipulations! Properties of the algorithm:

- 1. there are many possible representations
- 2. it is not sensitive to tree width
- 3. it is not only applicable to Bayesian Networks

We can see that the size(Bayes) = size(CPT); though size(Bayes) = $O(nd^{k+1})$, size(joint-table) = $O(D^n)$! This shows that Bayesian Networks are much more space efficient!

The process of modeling logic as a Bayesian Network has 3 steps:

- 1. define variables & values
- 2. define edges
- 3. specify CPT

Variables will then be labeled either query or evidence variables depending on the query. This is a common approach used in early spam filters and Google ad Rephil.

 $! [] (https : //paper - attachments.dropbox.com/s_5F1FEB98332EEC99C328935F7AB0E929534BB33EF2AB134DF14A85072ADC65A0_1590256640drawing + 8.jpg)$

Consider the following statements

- The cold causes a sore throat/chill
- The flu causes a sore throat/chill/fever/body ache
- Tonsillitis can show itself in fever/body ache

This network forms a bipartite graph. We could have used one multivariable disease node. We use this to give probabilities of a given condition.

If we have complete information, we can model a system as a Bayesian Network. For incomplete information, however, we must use Expectation Maximization. For example, suppose the following environment:

 $$

What is the marginal $(P|\neg S, \neg B, \neg U)$? – 10.21%!

WHAT?? why is that so high?

It turns out this is because of the false negative rate of the scanning test.

We want a false negative rate of below 5%.

We can address this in one of three ways:

- 1. get a better scanning test a false (-) for S of 4.63% meets our requirement
- 2. lower the success of the procedure 75.59% would meet our requirement
- 3. increase P(L|P) 99.67% meets our requirement
- (b) and (c) turn out to be either impractical or in-economical, so our standard approach is to pay!