# Introduction to Graphical Models

Readings in Prince textbook: Chapters 10 and 11 but mainly only on directed graphs at this time

#### Credits: Several slides are from:

# Bayes Nets for representing and reasoning about uncertainty

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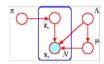
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Oct 15th, 2001

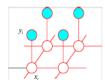
# Machine Learning Techniques for Computer Vision

Part 1: Graphical Models

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ECCV 2004, Prague



## Review: Probability Theory

Sum rule (marginal distributions)

$$p(\mathbf{x}) = \sum_{\mathbf{y}} p(\mathbf{x}, \mathbf{y})$$

Product rule

$$p(\mathbf{x}, \mathbf{y}) = p(\mathbf{x}|\mathbf{y})p(\mathbf{y})$$

From these we have Bayes' theorem

$$p(\mathbf{y}|\mathbf{x}) = \frac{p(\mathbf{x}|\mathbf{y})p(\mathbf{y})}{p(\mathbf{x})}$$

with normalization factor

$$p(\mathbf{x}) = \sum_{\mathbf{y}} p(\mathbf{x}|\mathbf{y}) p(\mathbf{y})$$

#### Review: Conditional Probabilty

Conditional Probability (rewriting product rule)

$$P(A | B) = P(A, B) / P(B)$$

Chain Rule

$$P(A,B,C,D) = P(A) \quad \underline{P(A,B)} \quad \underline{P(A,B,C)} \quad \underline{P(A,B,C,D)}$$

$$P(A) \quad P(A,B) \quad P(A,B,C)$$

$$= P(A) \quad P(B \mid A) \quad P(C \mid A,B) \quad P(D \mid A,B,C)$$

Conditional Independence

$$P(A, B \mid C) = P(A \mid C) P(B \mid C)$$

statistical independence

$$P(A, B) = P(A) P(B)$$

#### Overview of Graphical Models

- Graphical Models model conditional dependence/ independence
- Graph structure specifies how joint probability factors
- Directed graphs

$$p(x_1, \dots, x_D) = \prod_{i=1}^D p(x_i|pa_i)$$
 Example:HMM

Undirected graphs

$$p(\mathbf{x}) = \frac{1}{Z} \prod_{C} \psi_{C}(\mathbf{x}_{C})$$

**Example:MRF** 

- Inference by message passing: belief propagation
  - Sum-product algorithm
  - Max-product (Min-sum if using logs)

We will focus mainly on directed graphs right now.

#### The Joint Distribution

Example: Boolean variables A, B, C

Recipe for making a joint distribution of M variables:

Recipe for making a joint distribution of M variables:

 Make a truth table listing all combinations of values of your variables (if there are M Boolean variables then the table will have 2<sup>M</sup> rows).

Α	В	С
0	0	0
0	0	1
0	1	0
0	1	1
1	0	0
1	0	1
1	1	0
1	1	1

Recipe for making a joint distribution of M variables:

- Make a truth table listing all combinations of values of your variables (if there are M Boolean variables then the table will have 2<sup>M</sup> rows).
- 2. For each combination of values, say how probable it is.

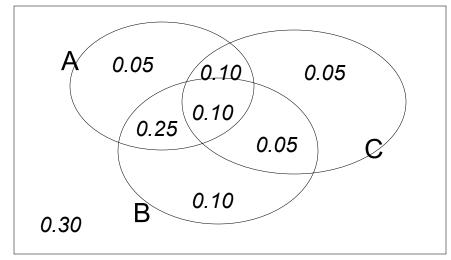
Α	В	С	Prob
0	0	0	0.30
0	0	1	0.05
0	1	0	0.10
0	1	1	0.05
1	0	0	0.05
1	0	1	0.10
1	1	0	0.25
1	1	1	0.10

Recipe for making a joint distribution of M variables:

- Make a **truth table** listing all combinations of values of your variables (if there are M Boolean variables then the table will have 2<sup>M</sup> rows).
- 2. For each combination of values, say how probable it is.
- 3. If you subscribe to the axioms of probability, those numbers must sum to 1.

#### truth table

Α	В	С	Prob
0	0	0	0.30
0	0	1	0.05
0	1	0	0.10
0	1	1	0.05
1	0	0	0.05
1	0	1	0.10
1	1	0	0.25
1	1	1	0.10

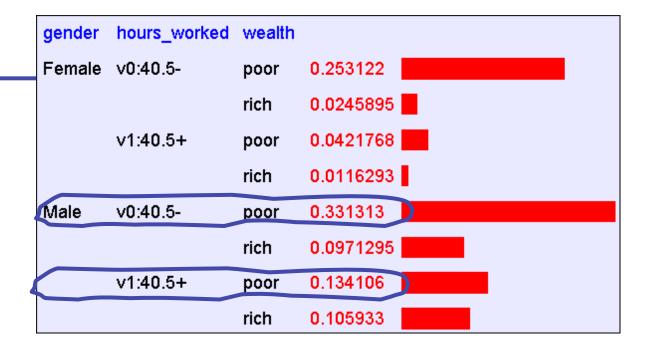


#### Joint distributions

#### Good news

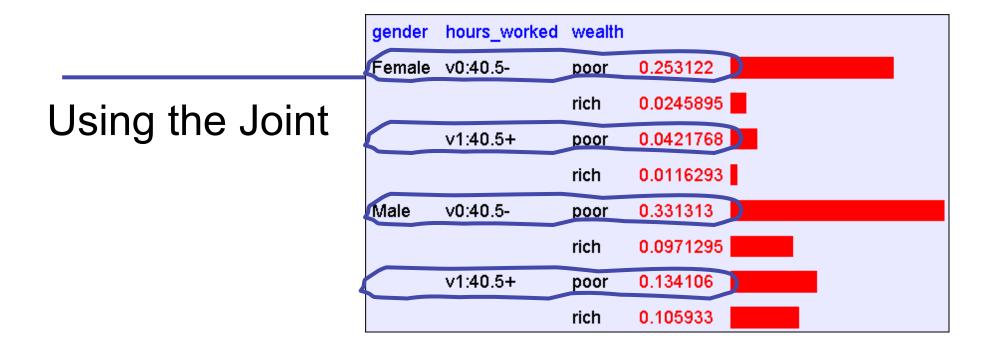
Once you have a joint distribution, you can answer all sorts of probabilistic questions involving combinations of attributes

# Using the Joint



$$P(Poor Male) = 0.4654$$

$$P(E) = \sum_{\text{rows matching } E} P(\text{row})$$



$$P(Poor) = 0.7604$$

$$P(E) = \sum_{\text{rows matching } E} P(\text{row})$$

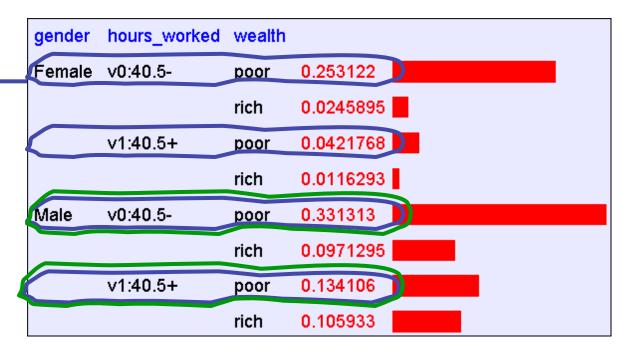
# Inference with the Joint

computing conditional probabilities

gender	hours_worked	wealth	
Female	v0:40.5-	poor	0.253122
		rich	0.0245895
	v1:40.5+	poor	0.0421768
		rich	0.0116293
Male	v0:40.5-	poor	0.331313
		rich	0.0971295
	v1:40.5+	poor	0.134106
		rich	0.105933

ties
$$P(E_1 | E_2) = \frac{P(E_1 \land E_2)}{P(E_2)} = \frac{\sum_{\text{rows matching } E_1 \text{ and } E_2}}{\sum_{\text{rows matching } E_2}} P(\text{row})$$

# Inference with the Joint



$$P(E_1 | E_2) = \frac{P(E_1 \land E_2)}{P(E_2)} = \frac{\sum_{\text{rows matching } E_1 \text{ and } E_2}}{\sum_{\text{rows matching } E_2}} P(\text{row})$$

 $P(Male \mid Poor) = 0.4654 / 0.7604 = 0.612$ 

#### Joint distributions

#### Good news

Once you have a joint distribution, you can answer all sorts of probabilistic questions involving combinations of attributes

#### Bad news

Impossible to create JD for more than about ten attributes because there are so many numbers needed when you build the thing.

For 10 binary variables you need to specify  $2^{10}$ -1 numbers = 1023.

(question for class: why the -1?)

#### How to use Fewer Numbers

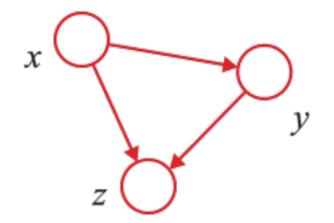
- Factor the joint distribution into a product of distributions over subsets of variables
- Identify (or just assume) independence between some subsets of variables
- Use that independence to simplify some of the distributions
- Graphical models provide a principled way of doing this.

## Factoring

Consider an arbitrary joint distribution

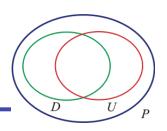
We can always factor it, by application of the chain rule

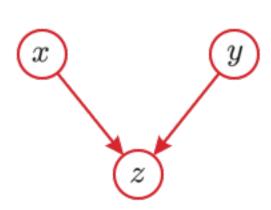
$$p(x, y, z) = p(x)p(y, z|x)$$
$$= p(x)p(y|x)p(z|x, y)$$



what this factored form looks like as a graphical model

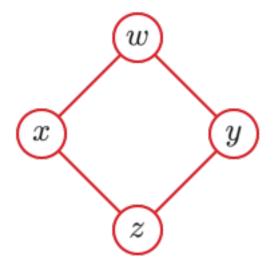
#### Directed versus Undirected Graphs





Directed Graph Examples:

- Bayes nets
- •HMMs

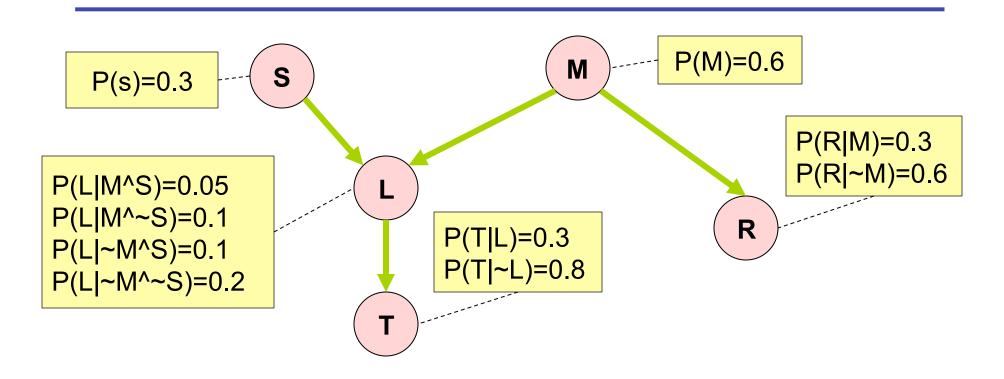


Undirected Graph Examples

MRFS

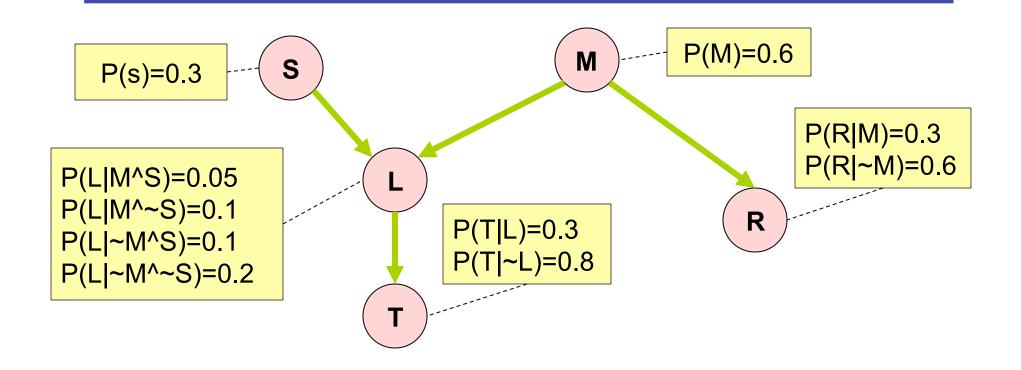
Note: The word "graphical" denotes the graph structure underlying the model, not the fact that you can draw a pretty picture of it (although that helps).

#### **Graphical Model Concepts**



- Nodes represent random variables.
- Edges (or lack of edges) represent conditional dependence (or independence).
- Each node is annotated with a table of conditional probabilities wrt parents.

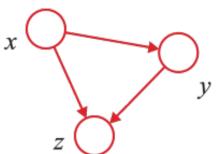
#### **Graphical Model Concepts**



Note: The word "graphical" denotes the graph structure underlying the model, not the fact that you can draw a pretty picture of it using graphics.

## **Directed Acyclic Graphs**

- Directed acyclic means we can't follow arrows around in a cycle.
- Examples: chains; trees
- Also, things that look like this:



 We can "read" the factored form of the joint distribution immediately from a directed graph

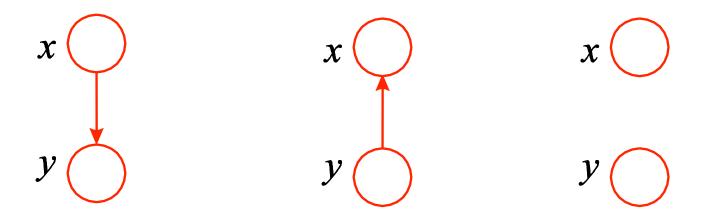
$$p(x_1,\ldots,x_D) = \prod_{i=1}^D p(x_i|pa_i)$$

where pa<sub>i</sub> denotes the parents of i

Joint distribution

$$p(x_1,\ldots,x_D) = \prod_{i=1}^D p(x_i|\mathsf{pa}_i)$$

where  $pa_i$  denotes the parents of i

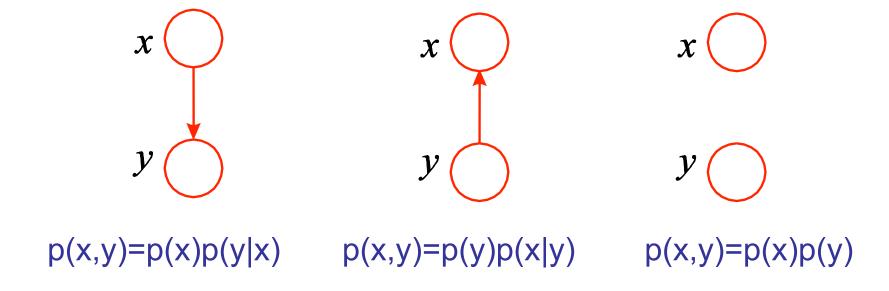


P(x| parents of x) P(y| parents of y)

Joint distribution

$$p(x_1,\ldots,x_D) = \prod_{i=1}^D p(x_i|\mathsf{pa}_i)$$

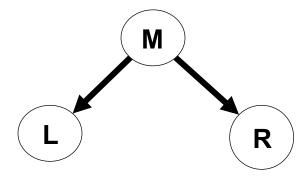
where pa<sub>i</sub> denotes the parents of i



 We can "read" the form of the joint distribution directly from the directed graph

$$p(x_1,\ldots,x_D) = \prod_{i=1}^D p(x_i|pa_i)$$

where  $pa_i$  denotes the parents of i

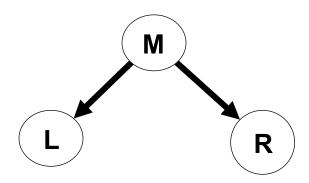


P(L| parents of L) P(M| parents of M) P(R| parents of R)

 We can "read" the form of the joint distribution directly from the directed graph

$$p(x_1,\ldots,x_D) = \prod_{i=1}^D p(x_i|pa_i)$$

where pa<sub>i</sub> denotes the parents of i

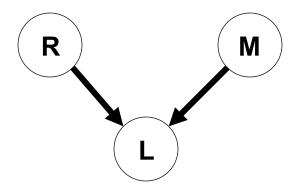


 $P(L,R,M) = P(M) P(L \mid M) P(R \mid M)$ 

 We can "read" the form of the joint distribution directly from a directed graph

$$p(x_1,\ldots,x_D) = \prod_{i=1}^D p(x_i|\mathsf{pa}_i)$$

where pa<sub>i</sub> denotes the parents of i

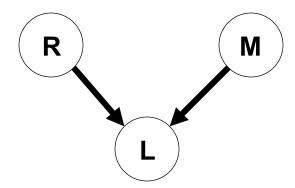


P(L| parents of L) P(M| parents of M) P(R| parents of R)

 We can "read" the form of the joint distribution directly from a directed graph

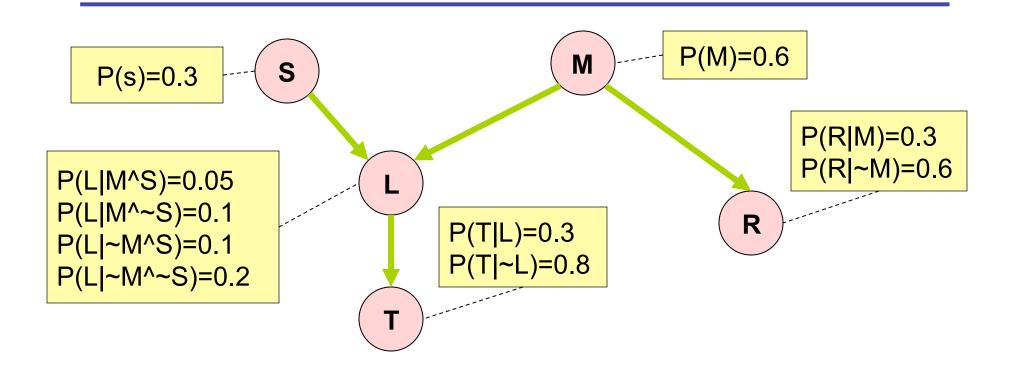
$$p(x_1,\ldots,x_D) = \prod_{i=1}^D p(x_i|pa_i)$$

where pa<sub>i</sub> denotes the parents of i



Note: P(L,R,M) = P(L|R,M)P(R)P(M)

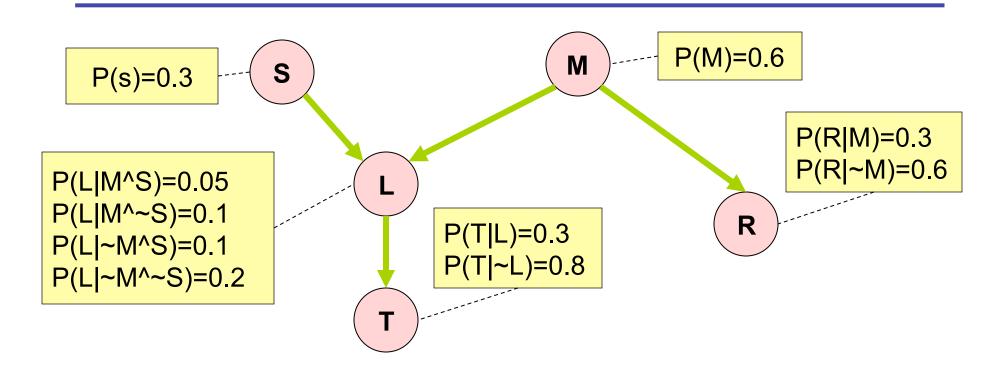
## **Graphical Model Concepts**



How about this one?

$$P(L,M,R,S,T) =$$

#### **Graphical Model Concepts**



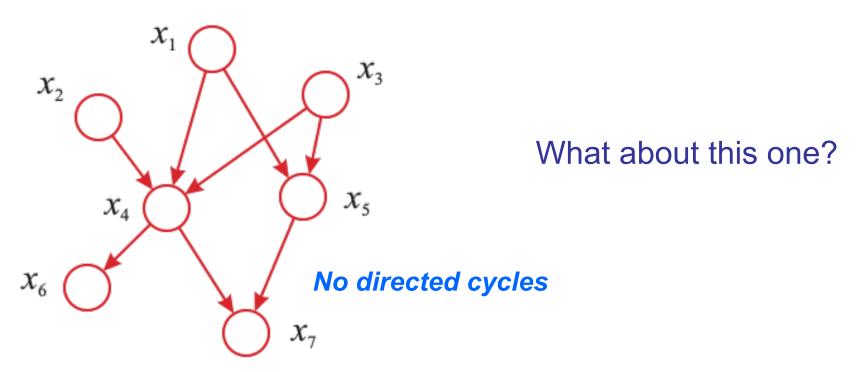
How about this one?

P(L,M,R,S,T) = P(S)P(M)P(L|S,M)P(R|M)P(T|L)

Joint distribution

$$p(x_1,\ldots,x_D) = \prod_{i=1}^D p(x_i|pa_i)$$

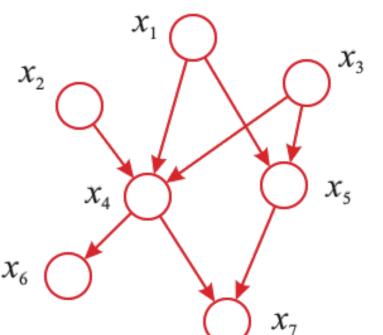
where pa<sub>i</sub> denotes the parents of i



 How many probabilities do we have to specify/learn (assuming each x<sub>i</sub> is a binary variable)?

if fully connected, we would need 2^7-1 = 127

but, for this connectivity, we need 1+1+1+8+4+2+4 = 21



$$p(x_{1} - x_{4}) = p(x_{1}) p(x_{2})$$

$$p(x_{3}) p(x_{4}|x_{1}, x_{2}, x_{3})$$

$$p(x_{5}|x_{1}, x_{3}) p(x_{6}|x_{4})$$

$$p(x_{7}|x_{1}, x_{5})$$

Note: If all nodes were independent, we would only need 7!

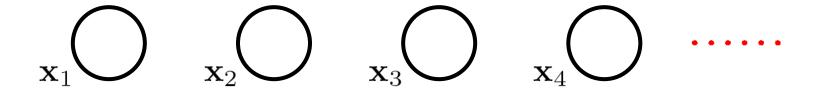
#### Important Case: Time Series

Consider modeling a time series of sequential data x1, x2, ..., xN

#### These could represent

- locations of a tracked object over time
- observations of the weather each day
- spectral coefficients of a speech signal
- joint angles during human motion

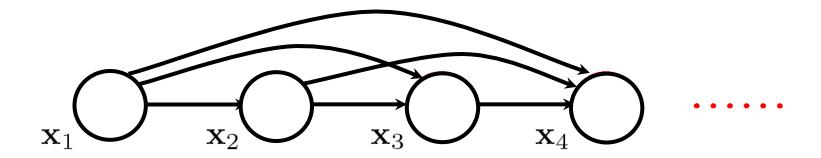
Simplest model of a time series is that all observations are independent.



This would be appropriate for modeling successive tosses {heads,tails} of an unbiased coin.

However, it doesn't really treat the series as a sequence. That is, we could permute the ordering of the observations and not change a thing.

In the most general case, we could use chain rule to state that any node is dependent on all previous nodes...



$$P(x1,x2,x3,x4,...) = P(x1)P(x2|x1)P(x3|x1,x2)P(x4|x1,x2,x3)...$$

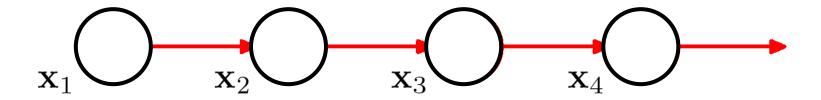
Look for an intermediate model between these two extremes.

Markov assumption:

$$P(xn | x1,x2,...,xn-1) = P(xn | xn-1)$$

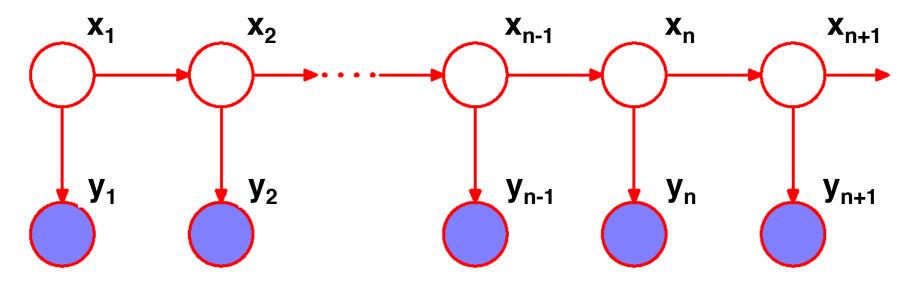
that is, assume all conditional distributions depend only on the most recent previous observation.

The result is a first-order Markov Chain



P(x1,x2,x3,x4,...) = P(x1)P(x2|x1)P(x3|x2)P(x4|x3)...

Generalization: State-Space Models
You have a Markov chain of latent (unobserved) states
Each state generates an observation

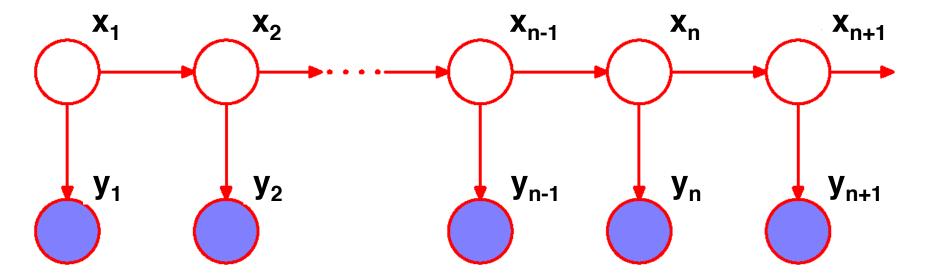


Goal: Given a sequence of observations, predict the sequence of unobserved states that maximizes the joint probability.

# Modeling Time Series

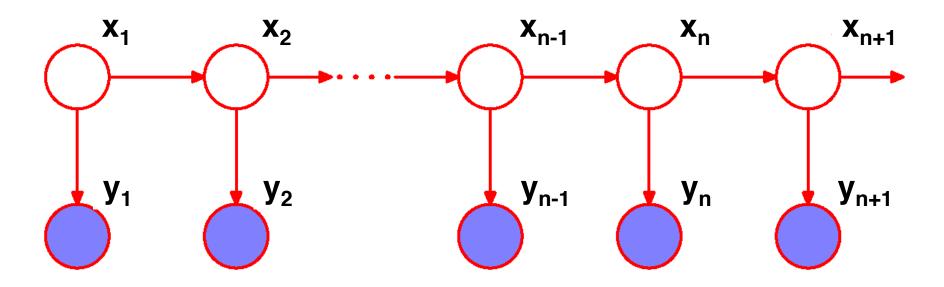
#### **Examples of State Space models**

- Hidden Markov model
- Kalman filter

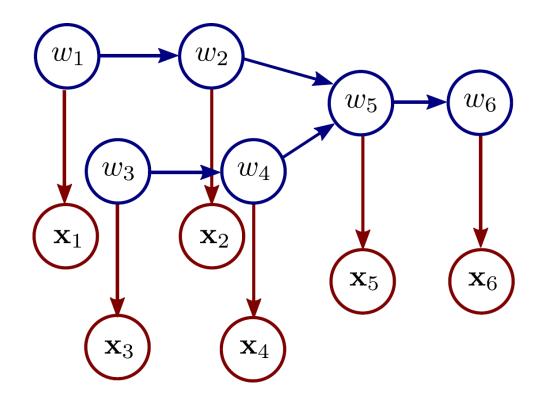


### Modeling Time Series

P(x1,x2,x3,x4,...,y1,y2,y3,y4,...) =P(x1)P(y1|x1)P(x2|x1)P(y2|x2)P(x3|x2)P(y3|x3)P(x4|x3)P(y4|x4).....



#### Example of a Tree-structured Model



Confusion alert: Our textbook uses "w" to denote a world state variable and "x" to denote a measurement. (we have been using "x" to denote world state and "y" as the measurement).

### Message Passing: Belief Propagation

Example: 1D chain



Find marginal for a particular node

$$p(x_i) = \sum_{x_1} \dots \sum_{x_{i-1}} \sum_{x_{i+1}} \dots \sum_{x_L} p(x_1, \dots, x_L)$$

- for M-state nodes, cost is  $O(M^L)$  M is number of discrete
  - values a variable can take
    L is number of variables

- exponential in length of chain
- but, we can exploit the graphical structure (conditional independences)

Applicable to both directed and undirected graphs.

### Key Idea of Message Passing

multiplication distributes over addition

$$a * b + a * c = a * (b + c)$$

as a consequence:

$$\sum_{i} \sum_{j} \sum_{k} a_{i} b_{j} c_{k} = \sum_{i} \sum_{j} a_{i} b_{j} \left( \sum_{k} c_{k} \right)$$

$$= \sum_{i} a_{i} \left[ \sum_{j} b_{j} \left( \sum_{k} c_{k} \right) \right]$$

### Example

$$\sum_{i=1}^{2} \sum_{j=1}^{3} \sum_{k=1}^{4} a_i b_j c_k =$$

$$a_1b_1c_1 + a_1b_1c_2 + a_1b_1c_3 + a_1b_1c_4 + a_1b_2c_1 + a_1b_2c_2 + a_1b_2c_3 + a_1b_2c_4 \\ + a_1b_3c_1 + a_1b_3c_2 + a_1b_3c_3 + a_1b_3c_4 + a_2b_1c_1 + a_2b_1c_2 + a_2b_1c_3 + a_2b_1c_4 \\ + a_2b_2c_1 + a_2b_2c_2 + a_2b_2c_3 + a_2b_2c_4 + a_2b_3c_1 + a_2b_3c_2 + a_2b_3c_3 + a_2b_3c_4 \\ + a_2b_2c_1 + a_2b_2c_2 + a_2b_2c_3 + a_2b_2c_4 + a_2b_3c_1 + a_2b_3c_2 + a_2b_3c_3 + a_2b_3c_4 \\ + a_2b_2c_1 + a_2b_2c_2 + a_2b_2c_3 + a_2b_2c_4 + a_2b_3c_1 + a_2b_3c_2 + a_2b_3c_3 + a_2b_3c_4 \\ + a_2b_2c_1 + a_2b_2c_2 + a_2b_2c_3 + a_2b_2c_4 + a_2b_3c_1 + a_2b_3c_2 + a_2b_3c_3 + a_2b_3c_4 \\ + a_2b_2c_1 + a_2b_2c_2 + a_2b_2c_3 + a_2b_2c_4 + a_2b_3c_1 + a_2b_3c_2 + a_2b_3c_3 + a_2b_3c_4 \\ + a_2b_2c_1 + a_2b_2c_2 + a_2b_2c_3 + a_2b_2c_4 + a_2b_3c_1 + a_2b_3c_2 + a_2b_3c_3 + a_2b_3c_4 \\ + a_2b_2c_1 + a_2b_2c_2 + a_2b_2c_3 + a_2b_2c_4 + a_2b_3c_1 + a_2b_3c_2 + a_2b_3c_3 + a_2b_3c_4 \\ + a_2b_2c_1 + a_2b_2c_2 + a_2b_2c_3 + a_2b_2c_4 + a_2b_3c_1 + a_2b_3c_2 + a_2b_3c_3 + a_2b_3c_4 \\ + a_2b_2c_1 + a_2b_2c_2 + a_2b_2c_3 + a_2b_2c_4 + a_2b_3c_1 + a_2b_3c_2 + a_2b_3c_3 + a_2b_3c_4 \\ + a_2b_2c_1 + a_2b_2c_2 + a_2b_2c_3 + a_2b_2c_4 + a_2b_3c_1 + a_2b_3c_2 + a_2b_3c_3 + a_2b_3c_4 \\ + a_2b_2c_1 + a_2b_2c_2 + a_2b_2c_3 + a_2b_2c_4 + a_2b_3c_1 + a_2b_3c_2 + a_2b_3c_3 + a_2b_3c_4 \\ + a_2b_2c_1 + a_2b_2c_2 + a_2b_2c_3 + a_2b_2c_4 + a_2b_3c_1 + a_2b_3c_2 + a_2b_3c_3 + a_2b_3c_4 \\ + a_2b_1c_1 + a_2b_1c_2 + a_2b_1c_3 +$$

#### 48 multiplications + 23 additions

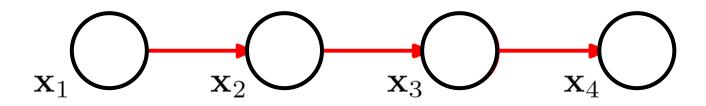
$$\sum_{i=1}^{2} a_i \left[ \sum_{j=1}^{3} b_j \left( \sum_{k=1}^{4} c_k \right) \right] =$$

$$a_1[b_1(c_1+c_2+c_3+c_4)+b_2(c_1+c_2+c_3+c_4)+b_3(c_1+c_2+c_3+c_4)]\\+a_2[b_1(c_1+c_2+c_3+c_4)+b_2(c_1+c_2+c_3+c_4)+b_3(c_1+c_2+c_3+c_4)]$$

#### 5 multiplications + 6 additions

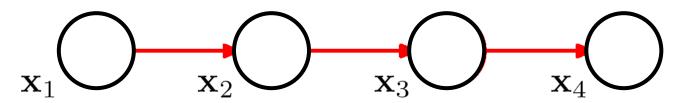
For message passing, this principle is applied to functions of random variables, rather than the variables as done here.

In the next several slides, we will consider an example of a simple, four-variable Markov chain.



$$P(x1,x2,x3,x4) = P(x1) P(x2|x1) P(x3|x2) P(x4|x3)$$

Now consider computing the marginal distribution of variable x3



$$P(x1,x2,x3,x4) = P(x1) P(x2|x1) P(x3|x2) P(x4|x3)$$

$$P(x3) = \sum_{x1} \sum_{x2} \sum_{x4} P(x1, x2, x3, x4)$$

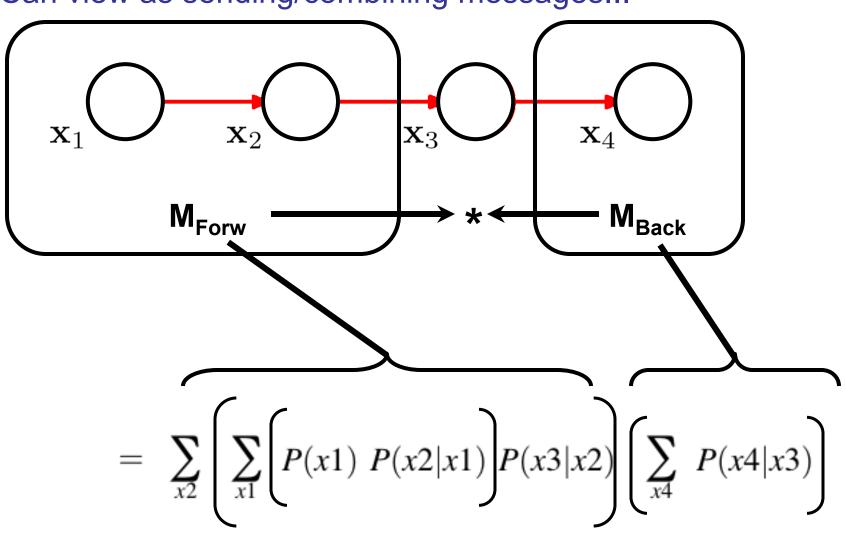
$$= \sum_{x1} \sum_{x2} \sum_{x4} P(x1) P(x2|x1) P(x3|x2) P(x4|x3)$$

Multiplication distributes over addition...

$$x_{1} \longrightarrow x_{2} \longrightarrow x_{3} \longrightarrow x_{4} \longrightarrow x_{4} \longrightarrow x_{4} \longrightarrow x_{5} \longrightarrow x_{5$$

#### Message Passing, aka Forward-Backward Algorithm

#### Can view as sending/combining messages...



### Forward-Backward Algorithm

 Express marginals as product of messages evaluated forward from ancesters of xi and backwards from decendents of xi

$$p(x_i) = \frac{1}{Z} m_{\alpha}(x_i) m_{\beta}(x_i)$$

$$x_{i-1} x_i x_{i+1}$$

$$m_{\alpha}(x_i) m_{\beta}(x_i)$$

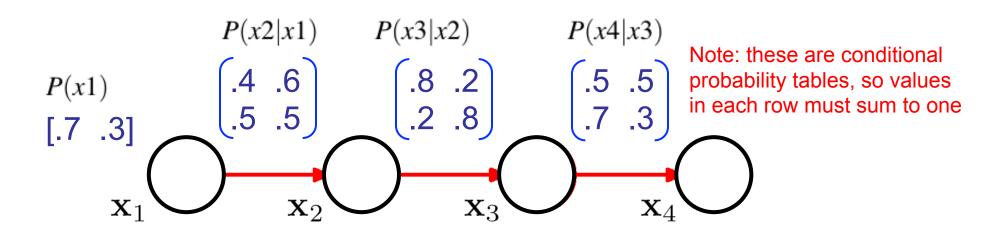
$$x_{i+1} x_{i+1}$$

Recursive evaluation of messages

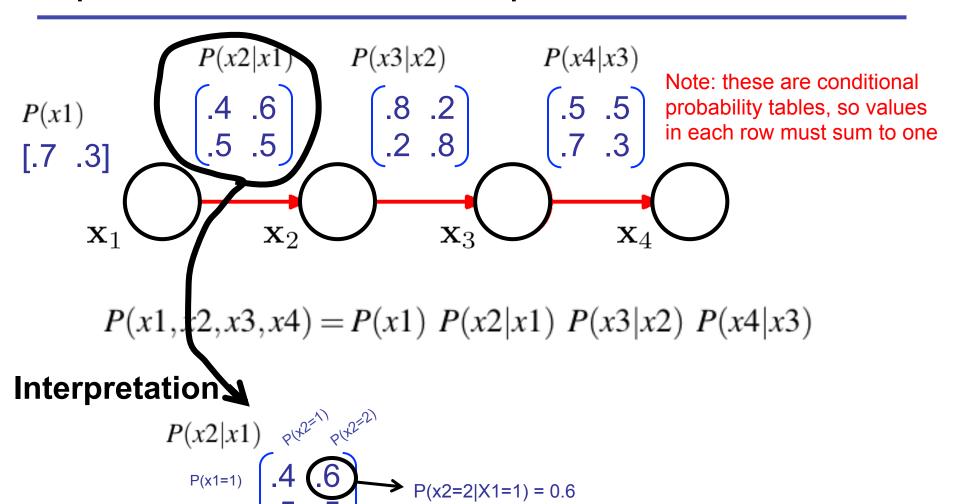
$$m_{\alpha}(x_i) = \sum_{x_{i-1}} \psi(x_{i-1}, x_i) m_{\alpha}(x_{i-1})$$
  
 $m_{\beta}(x_i) = \sum_{x_{i+1}} \psi(x_i, x_{i+1}) m_{\beta}(x_{i+1})$ 

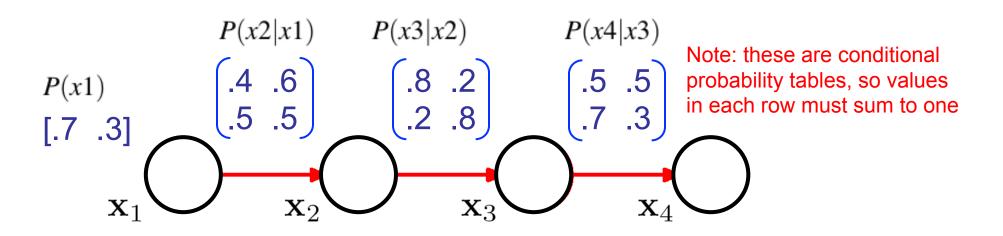
• Find Z by normalizing  $p(x_i)$ 

Works in both directed and undirected graphs



$$P(x1,x2,x3,x4) = P(x1) P(x2|x1) P(x3|x2) P(x4|x3)$$





$$P(x1,x2,x3,x4) = P(x1) P(x2|x1) P(x3|x2) P(x4|x3)$$

#### Sample computations:

$$P(x1=1, x2=1, x3=1, x4=1) = (.7)(.4)(.8)(.5) = .112$$

$$P(x1=2, x2=1, x3=2, x4=1) = (.3)(.5)(.2)(.7) = .021$$

#### Joint Probability, represented in a truth table

<b>x</b> 1	x2	<b>x</b> 3	x4	P(x1,x2,x3,x4)
1.0000	1.0000	1.0000	1.0000	0.1120
1.0000	1.0000	1.0000	2.0000	0.1120
1.0000	1.0000	2.0000	1.0000	0.0392
1.0000	1.0000	2.0000	2.0000	0.0168
1.0000	2.0000	1.0000	1.0000	0.0420
1.0000	2.0000	1.0000	2.0000	0.0420
1.0000	2.0000	2.0000	1.0000	0.2352
1.0000	2.0000	2.0000	2.0000	0.1008
2.0000	1.0000	1.0000	1.0000	0.0600
2.0000	1.0000	1.0000	2.0000	0.0600
2.0000	1.0000	2.0000	1.0000	0.0210
2.0000	1.0000	2.0000	2.0000	0.0090
2.0000	2.0000	1.0000	1.0000	0.0150
2.0000	2.0000	1.0000	2.0000	0.0150
2.0000	2.0000	2.0000	1.0000	0.0840
2.0000	2.0000	2.0000	2.0000	0.0360

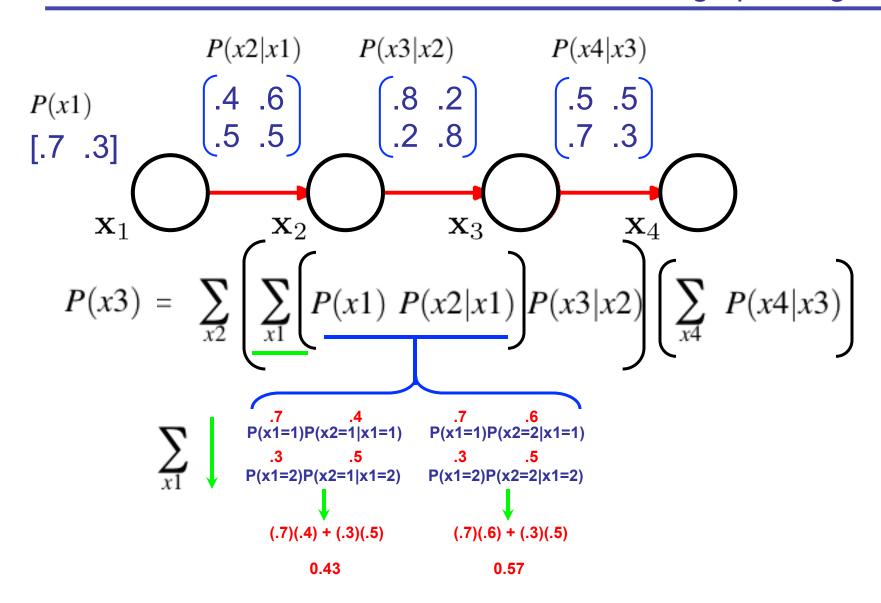
#### **Joint Probability**

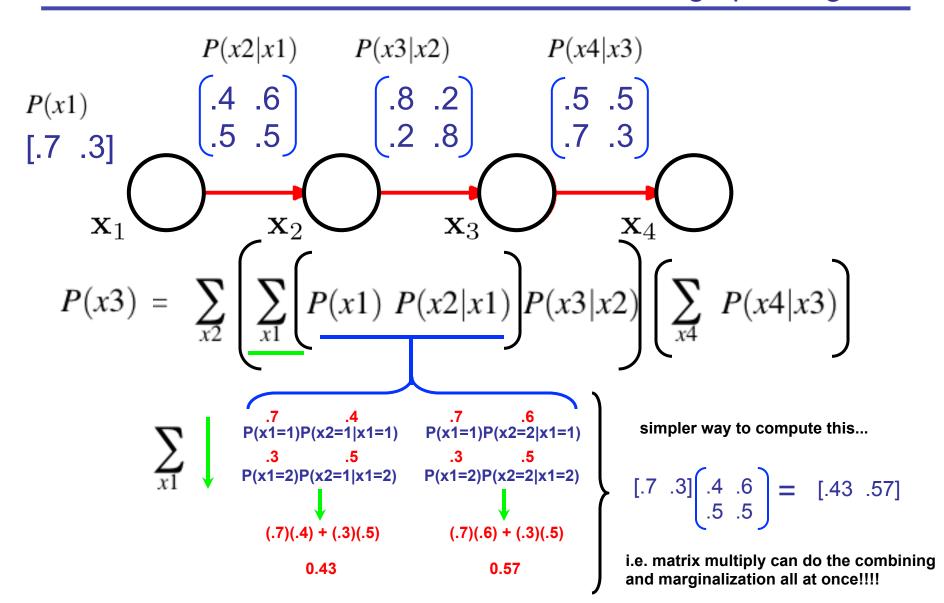
X	1	x2	<b>x</b> 3	x4	P(x1,x	2,x3,x4)
1.000	00	1.0000	1.0000	1.0000	0.1120	
1.000	00	1.0000	1.0000	2.0000	0.1120	
1.000	00	1.0000	2.0000	1.0000	0.0392	
1.000	00	1.0000	2.0000	2.0000	0.0168	
1.000	00	2.0000	1.0000	1.0000	0.0420	
1.000	00	2.0000	1.0000	2.0000	0.0420	
1.000	00	2.0000	2.0000	1.0000	0.2352	
1.000	00	2.0000	2.0000	2.0000	0.1008	
2.000	00	1.0000	1.0000	1.0000	0.0600	
2.000	00	1.0000	1.0000	2.0000	0.0600	
2.000	00	1.0000	2.0000	1.0000	0.0210	
2.000	00	1.0000	2.0000	2.0000	0.0090	
2.000	00	2.0000	1.0000	1.0000	0.0150	
2.000	00	2.0000	1.0000	2.0000	0.0150	
2.000	00	2.0000	2.0000	1.0000	0.0840	
2.000	00	2.0000	2.0000	2.0000	0.0360	

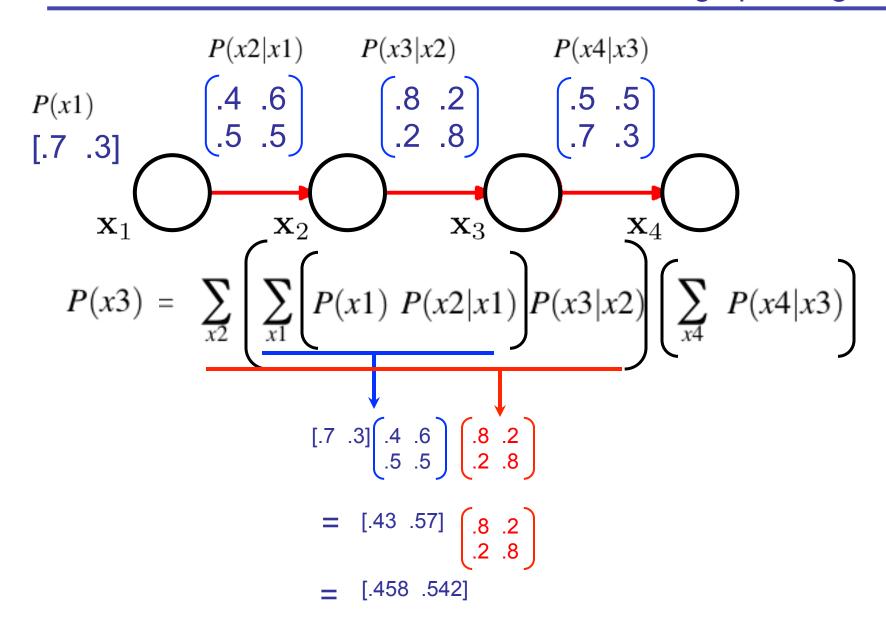
#### Compute marginal of x3:

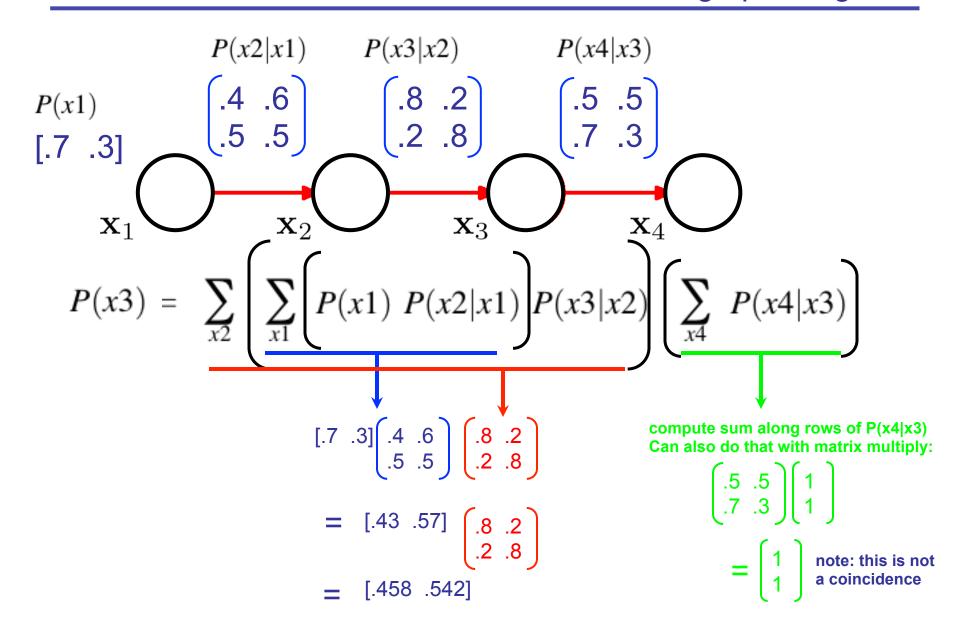
$$P(x3=1) = 0.458$$

$$P(x3=2) = 0.542$$

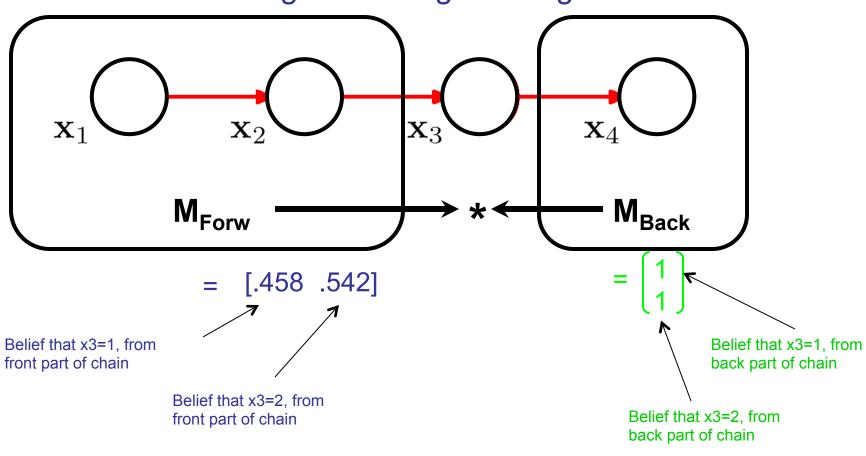






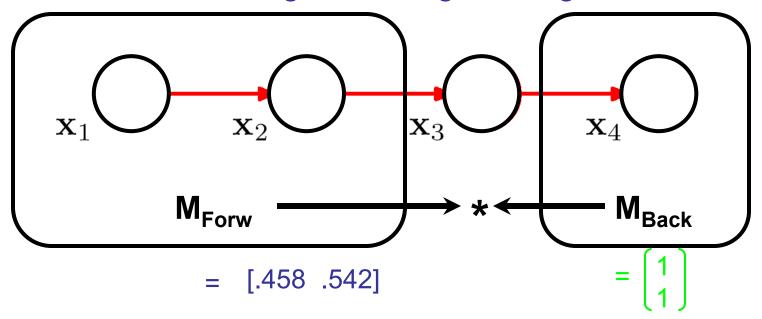


#### Can view as sending/combining messages...



How to combine them?

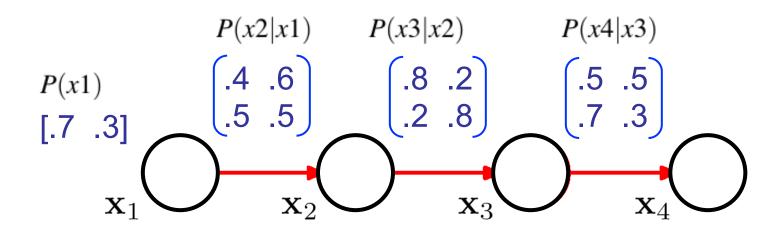
#### Can view as sending/combining messages...



$$p(x_i) = \frac{1}{Z} m_{\alpha}(x_i) m_{\beta}(x_i) = [(.458)(1) \quad (.542)(1)]$$

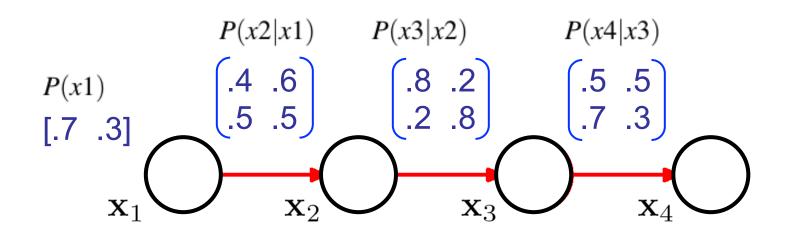
$$= [.458 \quad .542] \quad \text{(after normalizing, but note that it was already normalized.} \quad \text{Again, not a coincidence)}$$

These are the same values for the marginal P(x3) that we computed from the raw joint probability table. Whew!!!



If we want to compute all marginals, we can do it in one shot by cascading, for a big computational savings.

We need one cascaded forward pass, one separate cascaded backward pass, then a combination and normalization at each node.



#### forward pass

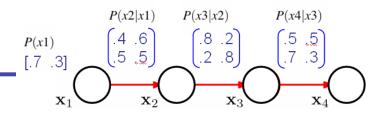
[.7 .3] 
$$(.4 .6)(.8 .2)(.5 .5)(.7 .3)$$

backward pass
$$(.4 .6)(.8 .2)(.5 .5)(.7 .3)$$

$$(.4 .6)(.8 .2)(.5 .5)(.1)(.1)$$

$$(.5 .5)(.2 .8)(.7 .3)(1)$$

Then combine each by elementwise multiply and normalize



#### forward pass

$$\begin{bmatrix} .7 & .3 \end{bmatrix} \begin{pmatrix} .4 & .6 \\ .5 & .5 \end{pmatrix} \begin{pmatrix} .8 & .2 \\ .2 & .8 \end{pmatrix} \begin{pmatrix} .5 & .5 \\ .7 & .3 \end{pmatrix}$$

#### backward pass

$$\begin{pmatrix} .4 & .6 \\ .5 & .5 \end{pmatrix} \begin{pmatrix} .8 & .2 \\ .2 & .8 \end{pmatrix} \begin{pmatrix} .5 & .5 \\ .7 & .3 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \end{pmatrix}$$

Then combine each by elementwise multiply and normalize

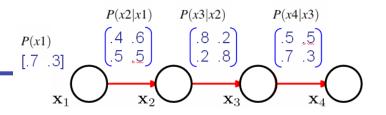
Forward: [.7 .3] [.43 .57] [.458 .542] [.6084 .3916]

Backward: [11] [11] [11]

combined+ [.7 .3] [.43 .57] [.458 .542] [.6084 .3916]

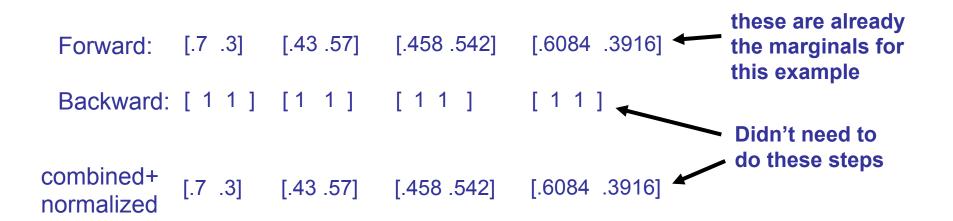
```
0.1120
1.0000
          1.0000
                     1.0000
                                1.0000
1.0000
          1.0000
                     1.0000
                                2.0000
                                          0.1120
1.0000
          1.0000
                     2.0000
                                1.0000
                                          0.0392
1.0000
          1.0000
                     2.0000
                                2.0000
                                          0.0168
1.0000
          2.0000
                     1.0000
                                1.0000
                                          0.0420
1.0000
          2.0000
                     1.0000
                                2.0000
                                          0.0420
1.0000
          2.0000
                                1.0000
                                          0.2352
                     2.0000
1.0000
          2.0000
                     2.0000
                                2.0000
                                          0.1008
                                          0.0600
2.0000
          1.0000
                     1.0000
                                1.0000
2.0000
                                2.0000
                                          0.0600
          1.0000
                     1.0000
2.0000
          1.0000
                     2.0000
                                1.0000
                                          0.0210
2.0000
          1.0000
                     2.0000
                                2.0000
                                          0.0090
                                          0.0150
2.0000
          2.0000
                     1.0000
                                1.0000
2.0000
          2.0000
                                2.0000
                                          0.0150
                     1.0000
2.0000
          2.0000
                     2.0000
                                1.0000
                                          0.0840
2.0000
          2.0000
                     2.0000
                                2.0000
                                          0.0360
```

```
num truth table entries = 16
Computation using joint prob table took 0.062000 sec
marginal x1:
                0.700000
                             0.300000
marginal x2:
                0.430000
                             0.570000
marginal x3:
                0.458000
                             0.542000
marginal x4:
                0.608400
                             0.391600
Computation using BP sum-product took 0.000000 sec
marginal x1:
                0.700000
                             0.300000
marginal x2:
                0.430000
                             0.570000
marginal x3:
                0.458000
                             0.542000
marginal x4:
                0.608400
                             0.391600
```



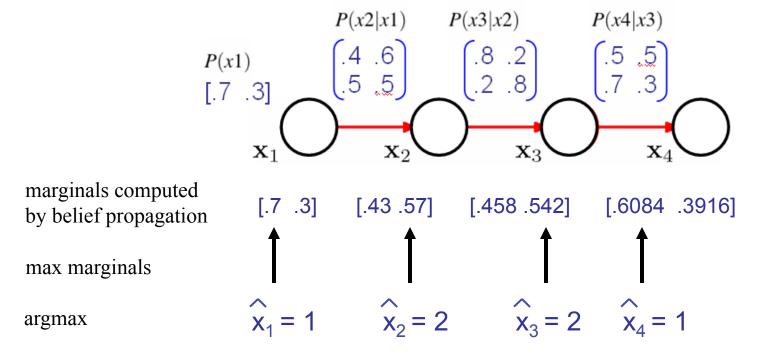
Note: In this example, a directed Markov chain using true conditional probabilities (rows sum to one), only the forward pass is needed. This is true because the backward pass sums along rows, and always produces [1 1]'.

We didn't really need forward AND backward in this example.



### Max Marginals

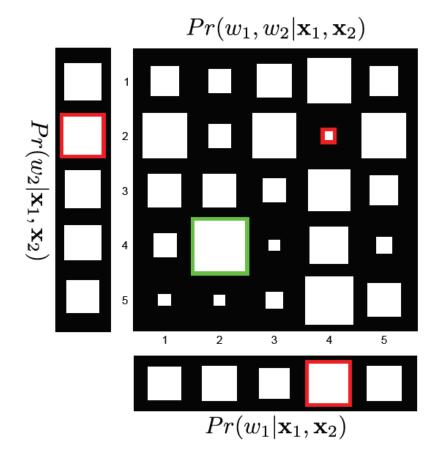
What if we want to know the most probably state (mode of the distribution)? Since the marginal distributions can tell us which value of each variable yields the highest marginal probability (that is, which value is most likely), we might try to just take the argmax of each marginal distribution.



Although that's correct in this example, it isn't always the case

### Max Marginals can Fail to Find the MAP

However, the max marginals find most likely values of each variable treated <u>individually</u>, which may not be the combination of values that <u>jointly</u> maximize the distribution.



max marginals: w1=4, w2=2

actual MAP solution: w1=2, w2=4

### Max-product Algorithm

Goal: find

$$\mathbf{x}^{\mathsf{MAP}} = \arg\max_{\mathbf{x}} p(\mathbf{x})$$

- define the "max marginal"

$$\mathbf{M}(x_i) = \max_{x_1} \cdots \max_{x_{i-1}} \max_{x_{i+1}} \cdots \max_{x_L} p(x_1, \dots, x_L)$$

then

$$x_i^{\mathsf{MAP}} = \arg\max_{x_i} \phi(x_i)$$

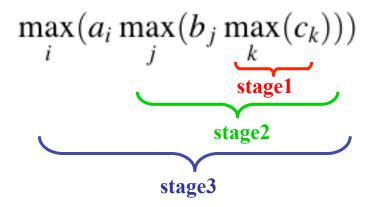
- Message passing algorithm with "sum" replaced by "max"
- Generalizes to any two operations forming a semiring

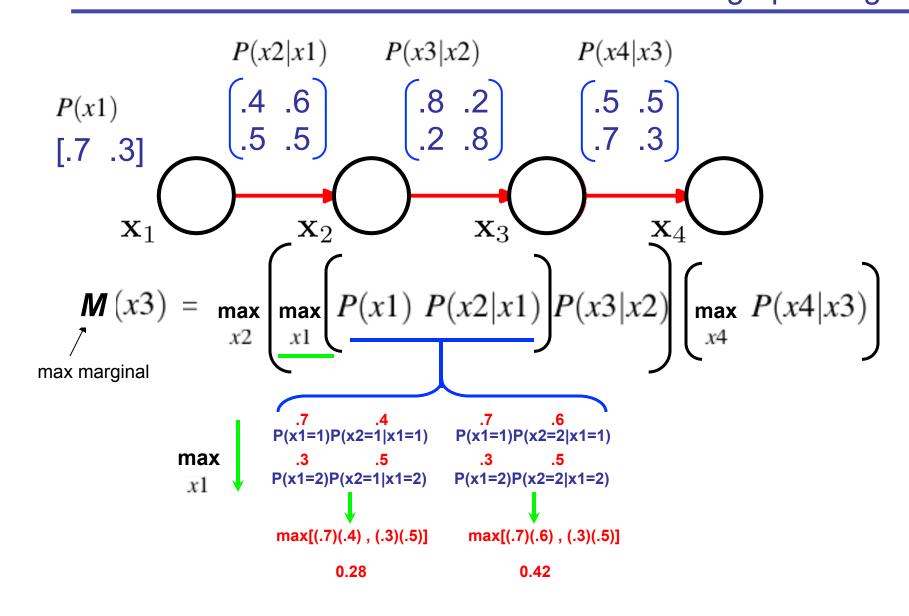
### Computing MAP Value

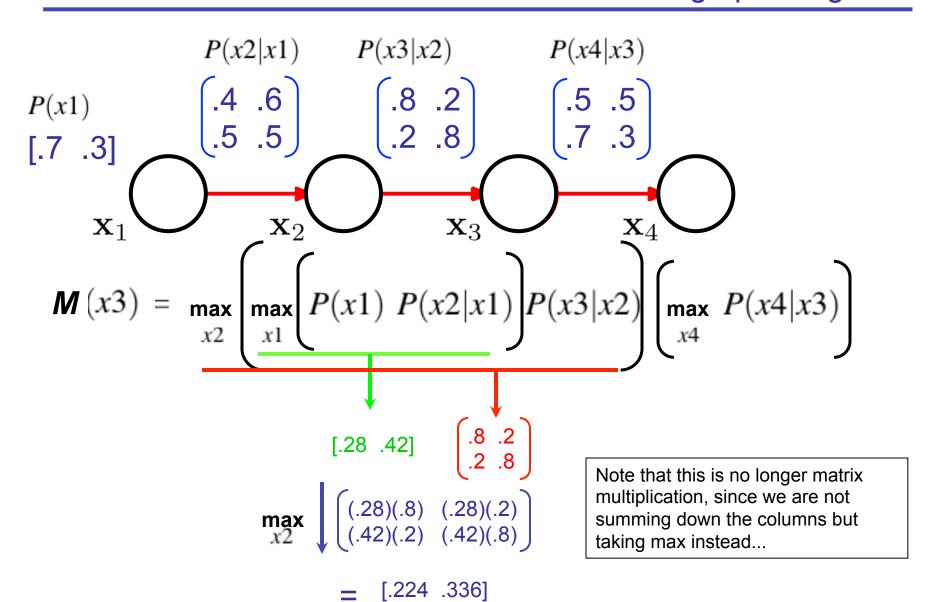
$$\mathbf{M}(x_i) = \max_{x_1} \cdots \max_{x_{i-1}} \max_{x_{i+1}} \cdots \max_{x_L} p(x_1, \dots, x_L)$$

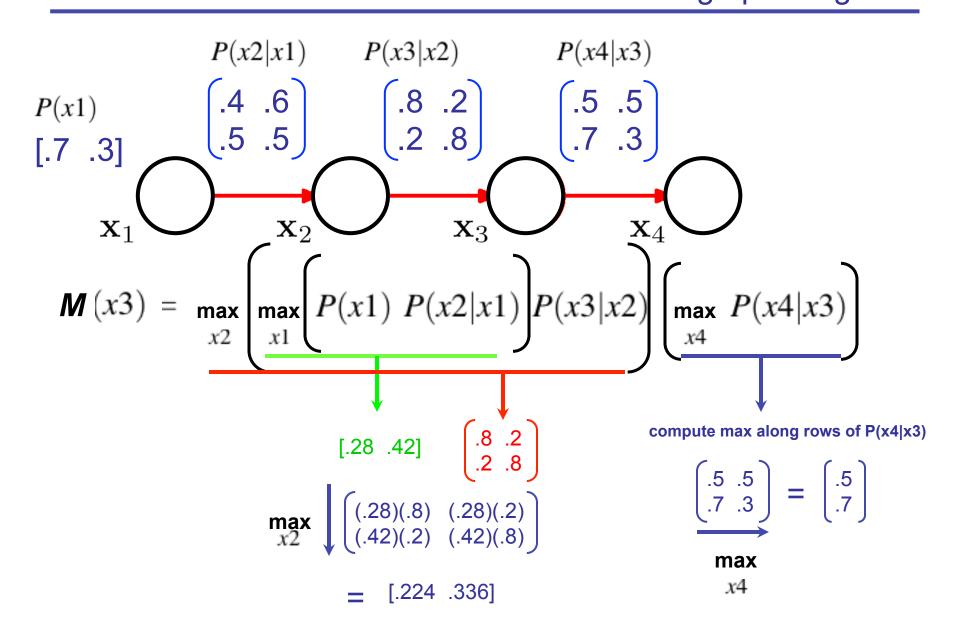
Can solve using message passing algorithm with "sum" replaced by "max".

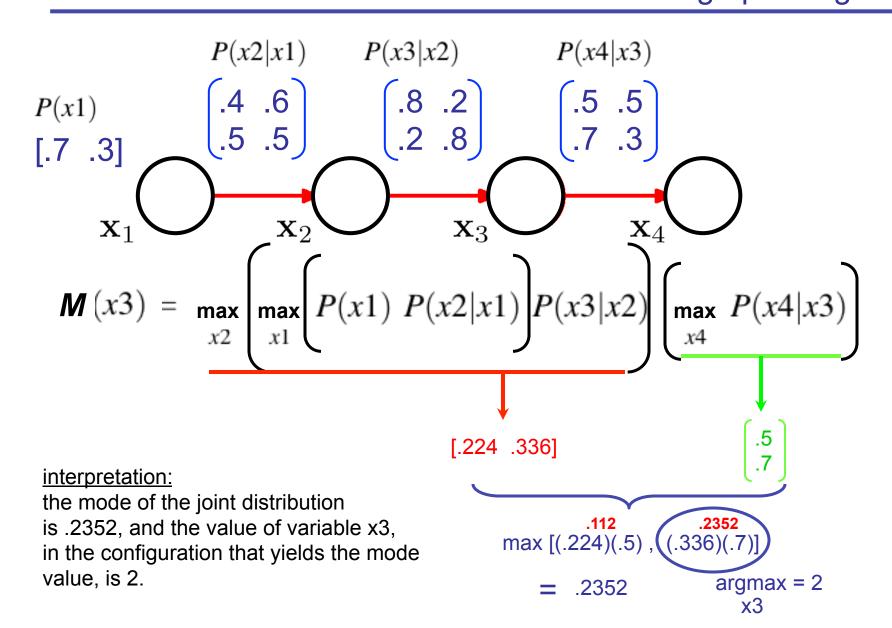
In our chain, we start at the end and work our way back to the root (x1) using the max-product algorithm, keeping track of the max value as we go.









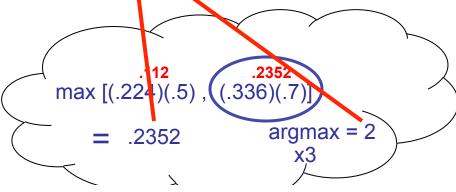


#### Joint Probability, represented in a truth table

x1	x2	<b>x</b> 3	<b>x4</b>	P(x1,x2,x3,x4)
1.0000	1.0000	1.0000	1.0000	0.1120
1.0000	1.0000	1.0000	2.0000	0.1120
1.0000	1.0000	2.0000	1.0000	0.0392
1.0000	1.0000	2.0000	2.0000	0.0168
1.0000	2.0000	1.0000	1.0000	0.0420
1.0000	2.0000	1.0000	2.0000	0.0420 argost value of joint prob
1.0000	2.0000	2.0000	1.0000	argest value of joint prob
1.0000	2.0000	2.0003	2.0000	= mode = MAP
2.0000	1.0000	1.0000	1.0000	0.0600
2.0000	1.0000	1.0000	2.0000	0.0600
2.0000	1.0000	2.0000	1.0080	0.02:0
2.0000	1.0000	2.0000	2.0000	0.0090
2.0000	2.0000	1.0000	1.0000	0.0150
2.0000	2.0000	1.0000	2.0000	0.0150
2.0000	2.0000	2.0000	1.0000	0.0840
2.0000	2.0000	2.0000	2.0000	0.0360

#### interpretation:

the mode of the joint distribution is .2352, and the value of variable x3, in the configuration that yields the mode value, is 2.



### Computing Arg-Max of MAP Value

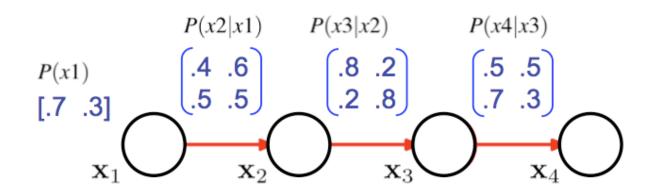
$$x_i^{\mathsf{MAP}} = \arg\max_{x_i} \phi(x_i)$$

Chris Bishop, PRML:

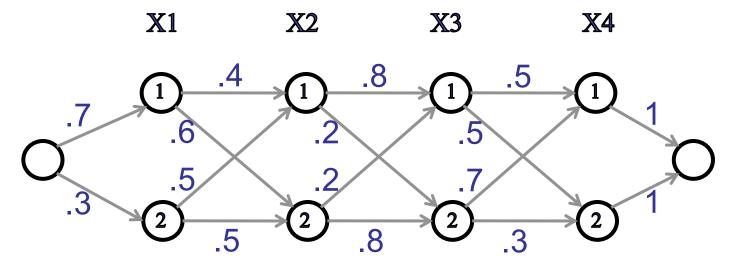
"At this point, we might be tempted simply to continue with the message passing algorithm [sending forward-backward messages and combining to compute argmax for each variable node]. However, because we are now maximizing rather than summing, it is possible that there may be multiple configurations of x all of which give rise to the maximum value for p(x). In such cases, this strategy can fail because it is possible for the individual variable values obtained by maximizing the product of messages at each node to belong to different maximizing configurations, giving an overall configuration that no longer corresponds to a maximum. The problem can be resolved by adopting a rather different kind of message passing..."

Essentially, the solution is to write a dynamic programming algorithm based on max-product.

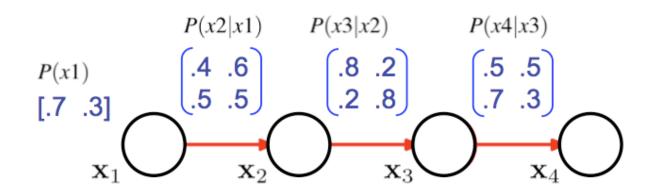
#### Specific numerical example: MAP Estimate



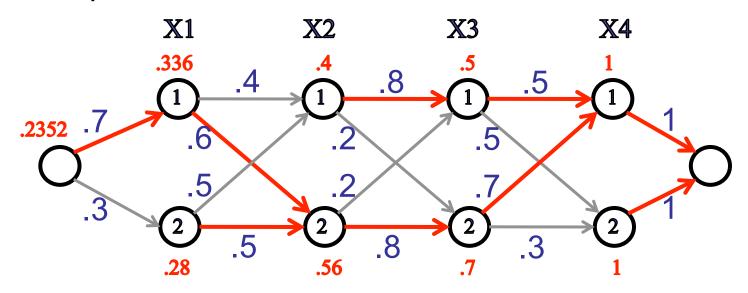
#### **DP State Space Trellis**



#### Specific numerical example: MAP Estimate



#### **DP State Space Trellis**

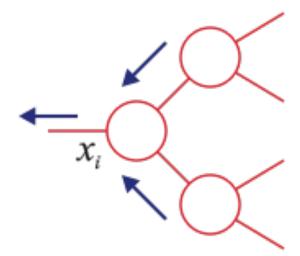


#### Joint Probability, represented in a truth table

x2	<b>x</b> 3	<b>x4</b>	P(x1,x2,x3,x4)
1.0000 1.0000 1.0000	1.0000 1.0000 2.0000 2.0000 1.0000	1.0000 2.0000 1.0000 2.0000	0.1120 0.1120 0.0392 0.0168 0.0420
2.0000	1.0000	2.0000	Largest value of joint prob
2.0000 1.0000 1.0000 1.0000 2.0000 2.0000 2.0000	2.0000 1.0000 1.0000 2.0000 1.0000 1.0000 2.0000	2.0000 1.0000 2.0000 1.0000 2.0000 1.0000 2.0000	0.1008 = mode = MAP 0.0600 0.0600 0.0210 achieved for 0.0090 0.0150 0.0150 0.0840 0.0360
	1.0000 1.0000 1.0000 2.0000 2.0000 2.0000 1.0000 1.0000 1.0000 1.0000 2.0000 2.0000	1.0000 1.0000 1.0000 2.0000 1.0000 2.0000 2.0000 1.0000 2.0000 1.0000 2.0000 2.0000 1.0000 2.0000 1.0000 1.0000 1.0000 2.0000 1.0000 2.0000 2.0000 1.0000 2.0000 1.0000 2.0000 2.0000	1.0000 1.0000 1.0000 1.0000 1.0000 2.0000 1.0000 2.0000 1.0000 1.0000 2.0000 1.0000 2.0000 1.0000 2.0000 2.0000 2.0000 1.0000 2.0000 2.0000 1.0000 1.0000 1.0000 1.0000 1.0000 1.0000 1.0000 1.0000 2.0000 1.0000 1.0000 2.0000 1.0000 2.0000 1.0000 2.0000 2.0000 2.0000 1.0000 2.0000 1.0000 1.0000

### **Belief Propagation Summary**

- Definition can be extended to general tree-structured graphs
- Works for both directed AND undirected graphs
- Efficiently computes marginals and MAP configurations
- At each node:
  - form product of *incoming* messages and local evidence
  - marginalize to give outgoing message
  - one message in each direction across every link



Gives exact answer in any acyclic graph (no loops).

### **Loopy Belief Propagation**

- BP applied to graph that contains loops
  - needs a propagation "schedule"
  - needs multiple iterations
  - might not converge
- Typically works well, even though it isn't supposed to
- State-of-the-art performance in error-correcting codes