

# The Junction Tree Algorithm

## A Visual Guide

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December 12, 2021

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# Problem Statement

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# What do these applications have in common?



## INSURANCE

Uncover fraud, identify attempts at money laundering and assess a range of risks that can impact costs and competitive position with predictive analytics. Using predictive analytics insurers can build and deploy intelligent detection solutions that provide a proactive heads-up to risk and abuse, and protect profits for a better bottom line.

BayesFraud



## BANKING

Become more proactive in addressing risk with predictive analytics. Utilize your data to the fullest to create automated solutions for default prediction, risk compliance, operational risk calculation, anti-money laundering and more.

Nykredit



## FORENSICS

Make sense of complex data and resolve questions of identity in a range of forensic contexts. Predictive analytics enable real-time probability calculations of complex evidence, including mixed traces of DNA from multiple sources.

Forensic Identification



## TELECOM

Identify risk scenarios that have a significant impact on telecoms. Real-time assessment solutions based on analytics reduce the risk of non-payment and promote stable customer relationships to keep telecom businesses competitive.

The Cure



## MANUFACTURING

Troubleshoot breakdowns before they happen and keep crucial systems up and running. Predictive analytics help manufacturers automate component replacement and maintenance to protect businesses from costly operational downtime.

ABB



## MEDICAL

An automated decision support solutions can assist physicians in making potentially life-saving diagnoses and managing healthcare treatment. Using predictive analytics medical staff can diagnose illness and select the correct treatment with great speed and accuracy, improving care and cost management.

Treat Steward

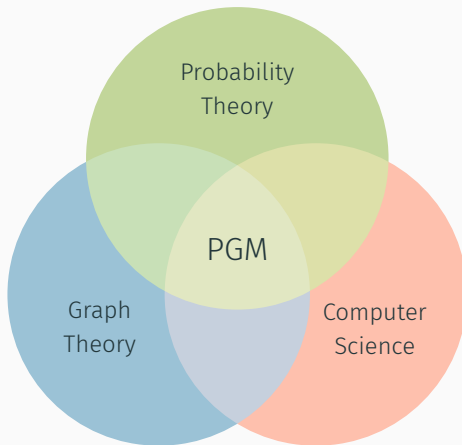
# Complexity and Uncertainty



# Probabilistic Graphical Models

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# Probabilistic Graphical Models



# Examples of PGMs

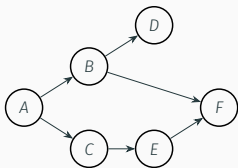


Figure 1: A Bayesian network

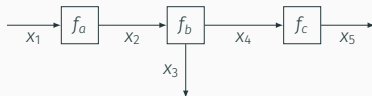


Figure 2: A factor graph

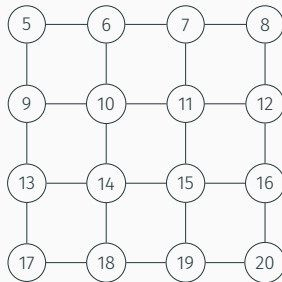


Figure 3: A Markov random field



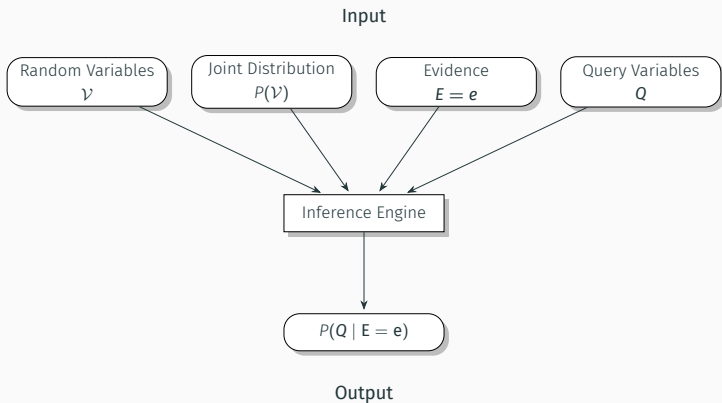
# Bayesian Inference

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# The Inference Problem

*Given a set of **random variables**  $\mathcal{V}$  and their **joint distribution**  $P(\mathcal{V})$ , compute one or more conditional distributions given observations.*

# The Inference Problem



# The Junction Tree Algorithm

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# The Junction Tree Algorithm

*The **junction tree algorithm** is an efficient method to perform Bayesian inference in general graphs.*

# The Junction Tree Algorithm in Practice

**HUGIN**EXPERT



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Treat Steward

# The Junction Tree Algorithm in Practice

**HUGIN**EXPERT



**Steffen Lauritzen**  
Chairman



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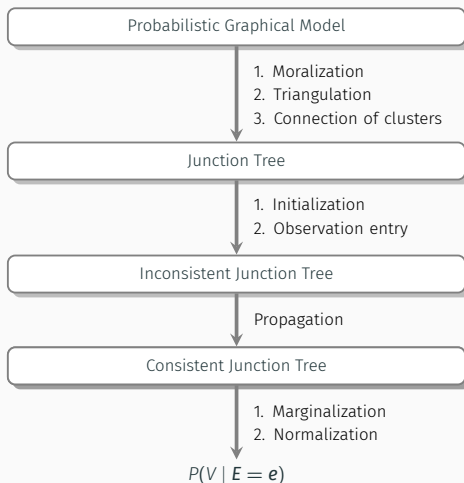


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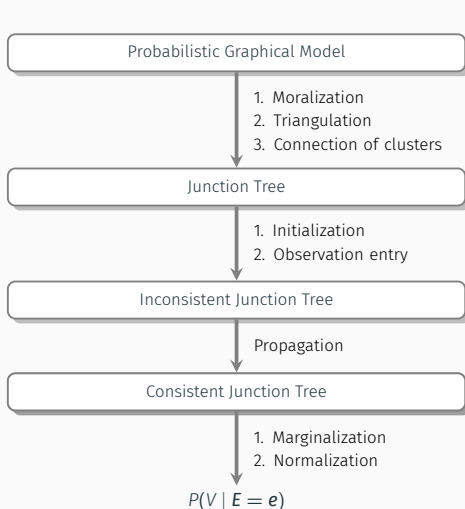
Treat Steward

# Overview of the Junction Tree Algorithm

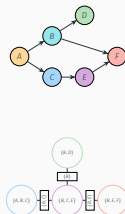
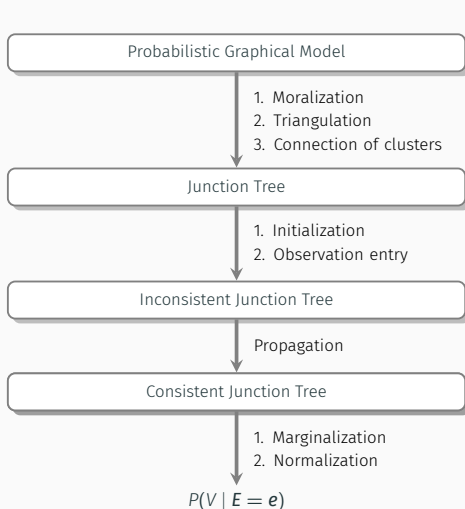




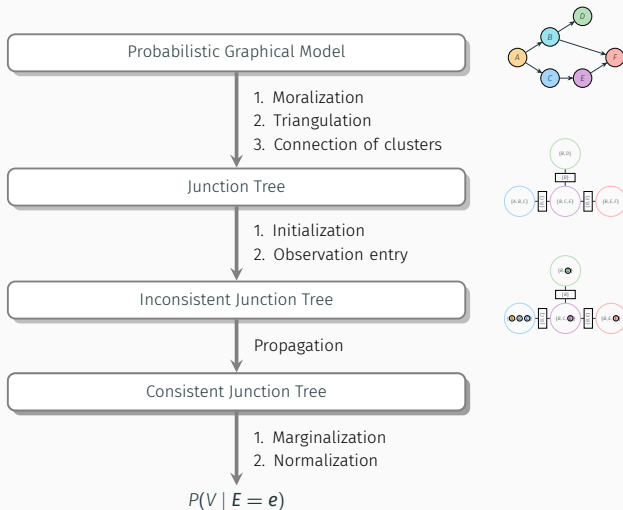
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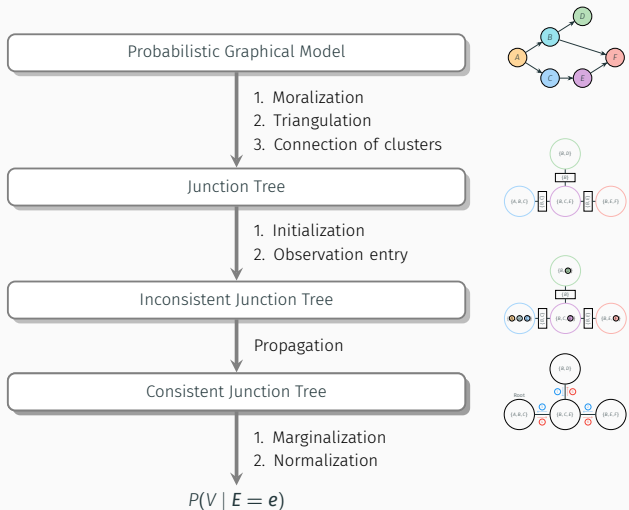
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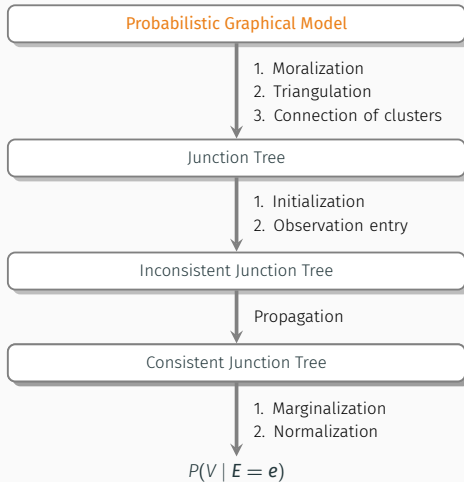


# Overview of the Junction Tree Algorithm



# Overview of the Junction Tree Algorithm





# Probabilistic Graphical Model

Joint probability distribution

$$P(\mathcal{V}) = \prod_{V \in \mathcal{V}} P(V \mid pa(V))$$

Conditional probability distribution

$P(B \mid A) =$	$a$	$P(b \mid a)$	
		yes	no
yes		0.1	0.5
no		0.4	0.3

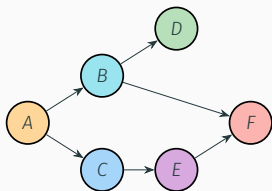


Figure 4: A Bayesian network<sup>1</sup>

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<sup>1</sup>Example borrowed from Mark A. Paskin - A Short Course on Graphical Models

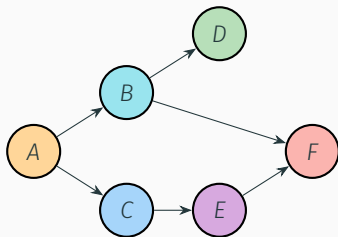
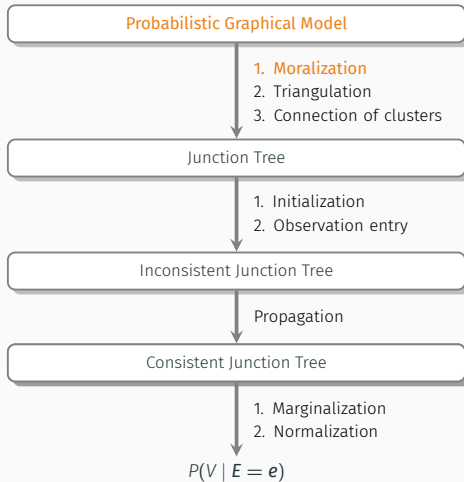


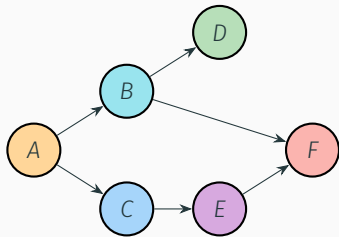
Figure 5: A Bayesian network



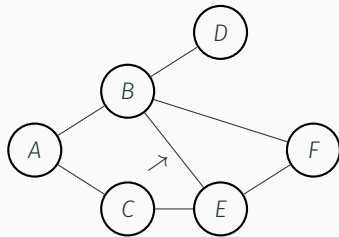


# Moralization

Marry the parents of each variable and drop the directions of the edges.



(a) Bayesian network



(b) Moral graph

Figure 6: Moralization

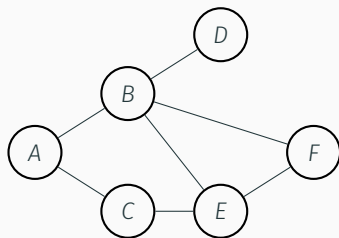
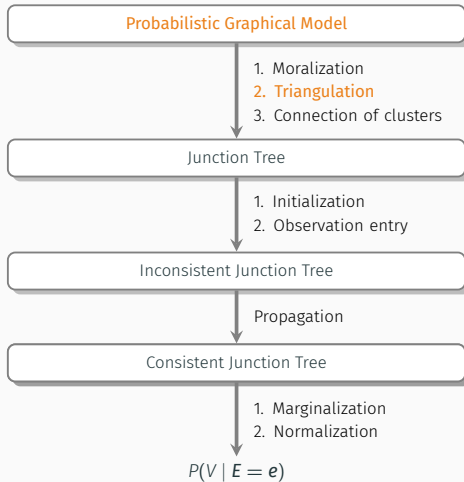
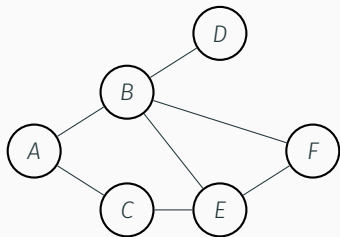


Figure 7: Moral Graph

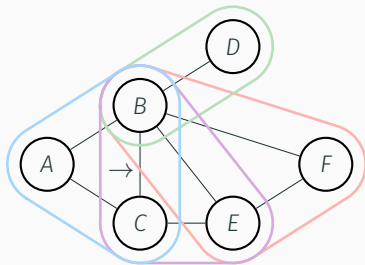


# Triangulation

Consists of removing every cycle of length greater than three in a graph.



(a) Moral graph

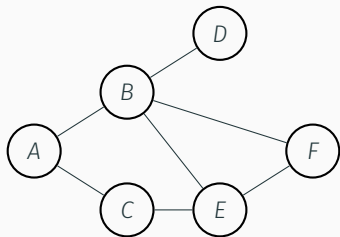


(b) Triangulated graph

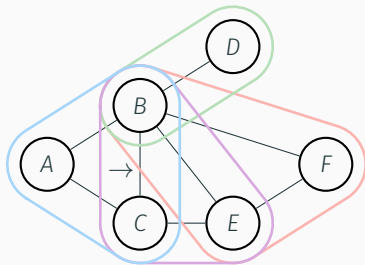
**Figure 8:** Triangulation

# Triangulation

We do so by connecting two nonadjacent nodes in every cycle of length  $> 3$ .



(a) Moral graph

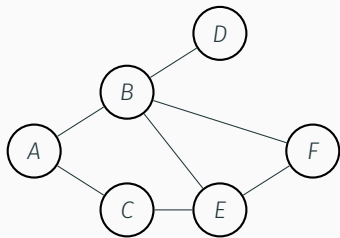


(b) Triangulated graph

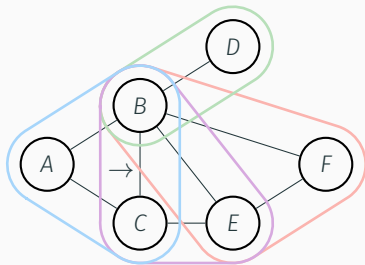
Figure 8: Triangulation

# Triangulation

An optimal triangulation minimizes the sum of the state space sizes of the cliques.



(a) Moral graph

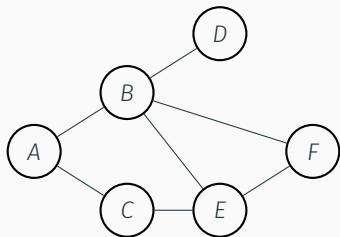


(b) Triangulated graph

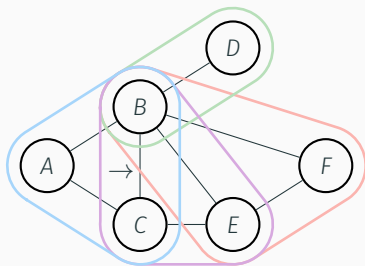
**Figure 8:** Triangulation

# Triangulation

An optimal triangulation minimizes the sum of the state space sizes of the cliques.  
This is equivalent to minimizing the size of the largest clique.



(a) Moral graph

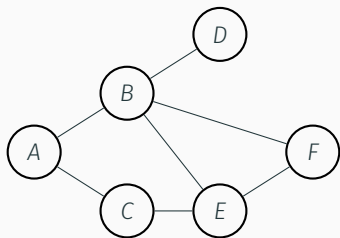


(b) Triangulated graph

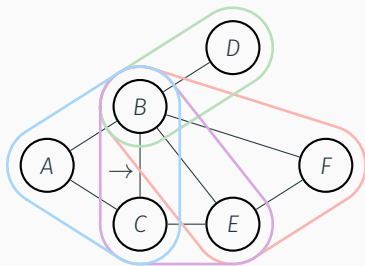
Figure 8: Triangulation

# Triangulation

This problem is *NP-complete*.



(a) Moral graph



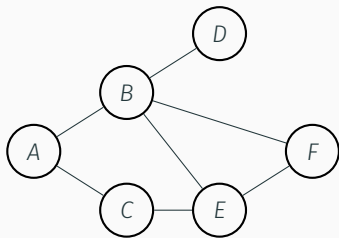
(b) Triangulated graph

**Figure 8:** Triangulation



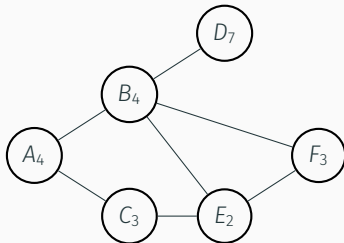
# Triangulation: Min-fill Algorithm

We will now demonstrate the **min-fill algorithm** [3]: A greedy, polynomial-time *heuristic* that produces high-quality triangulations in real-world settings.



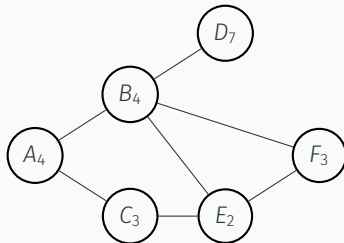
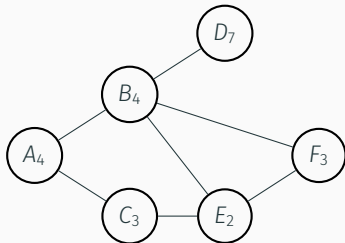
# Triangulation: Min-fill Algorithm

Subscripts denote the variable's *cardinality*.



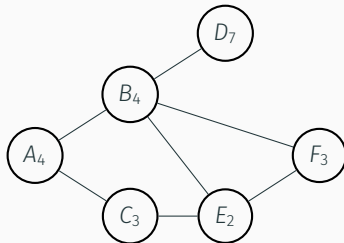
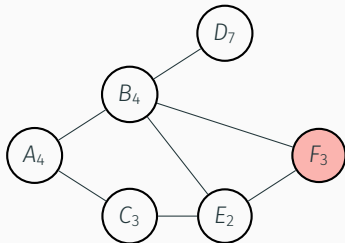
# Triangulation: Min-fill Algorithm

Make a copy of the graph.



# Triangulation: Min-fill Algorithm

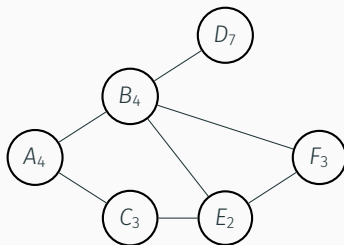
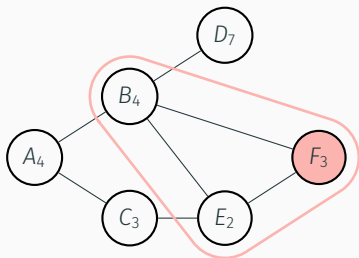
Select a node in the left graph according to the criterion described below.



# Triangulation: Min-fill Algorithm

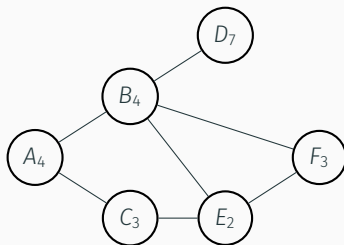
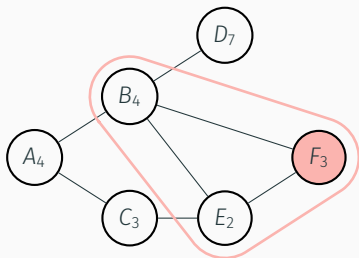
The selected variable and its neighbors form a *cluster*.

Connect all the nodes in the cluster (in this case they are already connected).



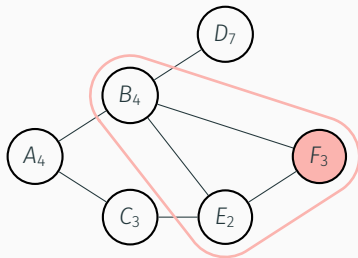
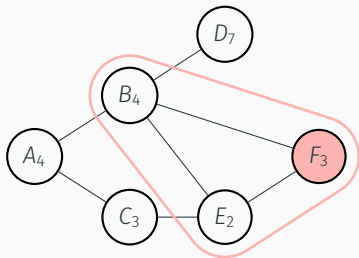
# Triangulation: Min-fill Algorithm

Copy the cluster with the added edges to the right graph *only if* it is not contained inside an already copied cluster.



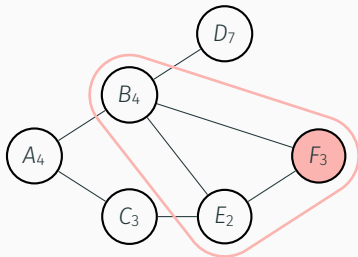
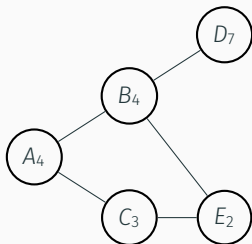
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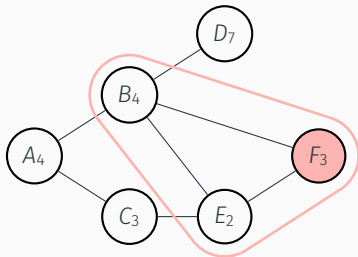
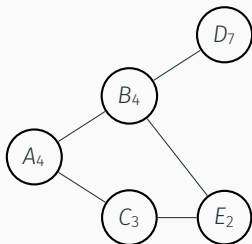
Remove  $F$  from the left graph.





# Triangulation: Min-fill Algorithm

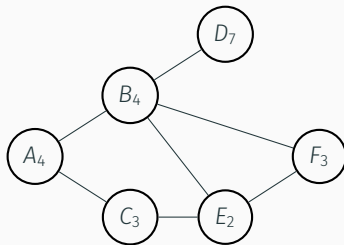
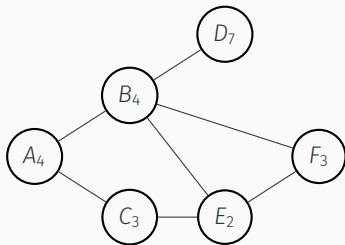
Repeat until there are no nodes left in the left graph.



# Triangulation: Min-fill Algorithm

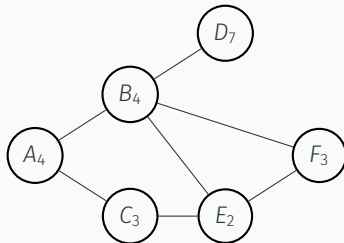
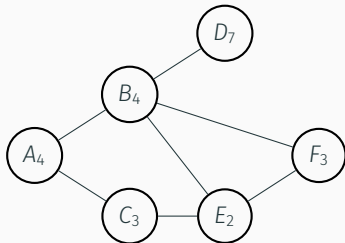
Node selection criterion:

- Select the node that causes the *least* number of edges to be added in the cluster.
- Break ties by choosing the node that induces the cluster with the *smallest* state space size.

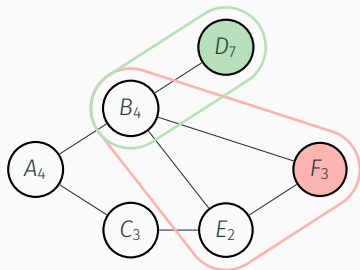


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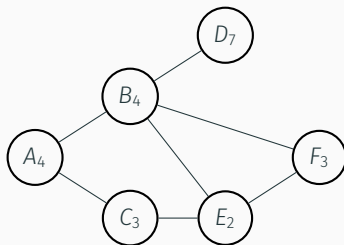
Selecting which node causes the least # of edges to be added in the induced cluster?



# Triangulation: Min-fill Algorithm

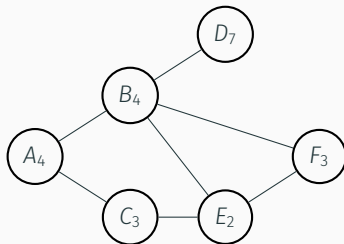
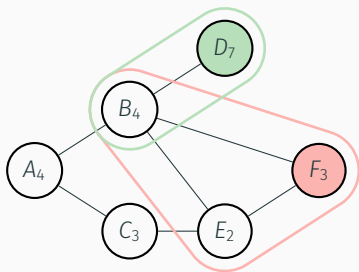


Tie.



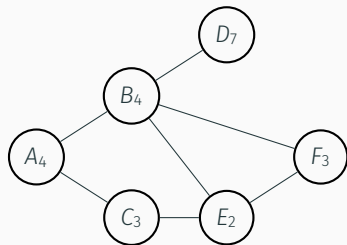
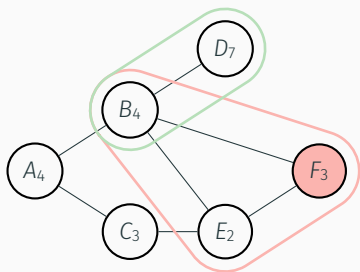
# Triangulation: Min-fill Algorithm

Then which of the two clusters has a smaller state space size?



# Triangulation: Min-fill Algorithm

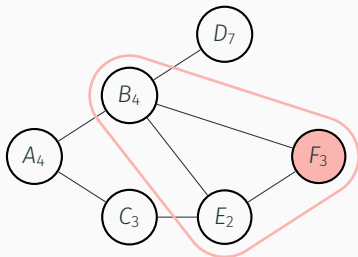
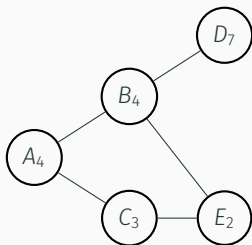
$|BEF| < |BD|$ , therefore  $F$  wins.



# Triangulation: Min-fill Algorithm

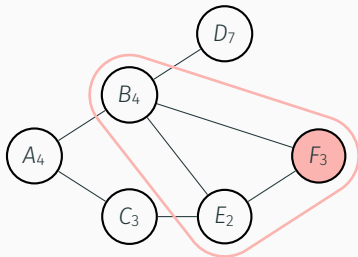
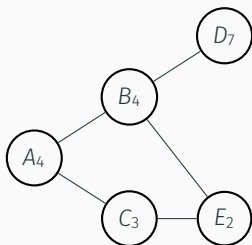
Back to where we were.

Repeat until there are no nodes left in the left graph.



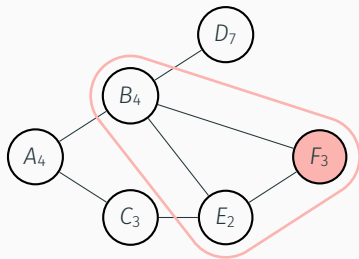
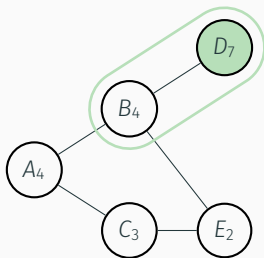
# Triangulation: Min-fill Algorithm

Selecting which node causes the least # of edges to be added in the induced cluster?

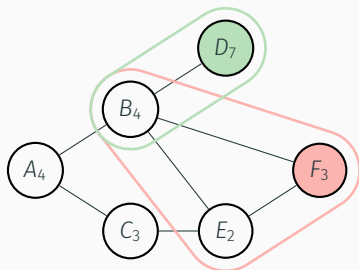
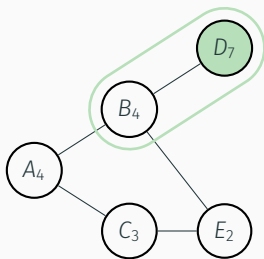




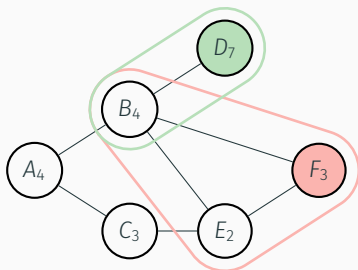
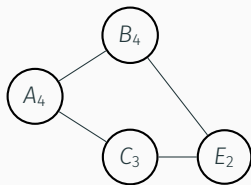
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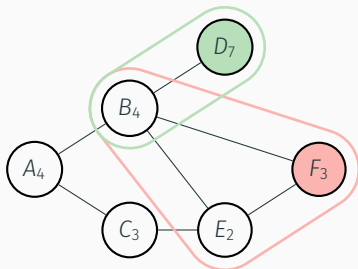
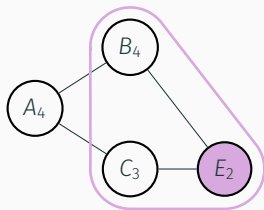
# Triangulation: Min-fill Algorithm



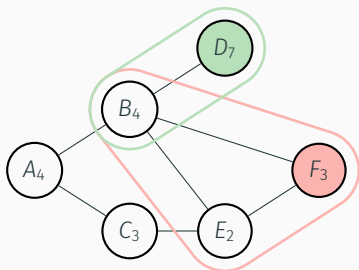
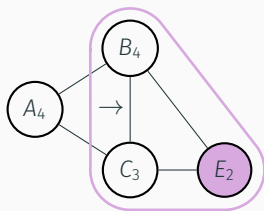
# Triangulation: Min-fill Algorithm



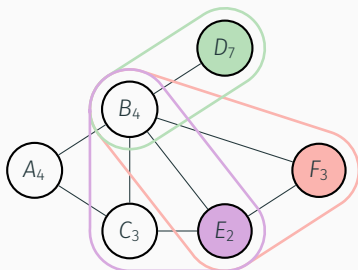
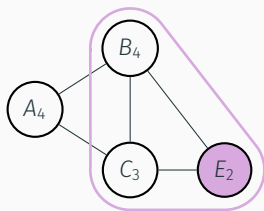
# Triangulation: Min-fill Algorithm



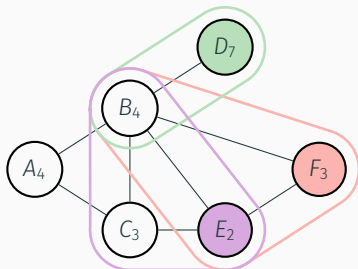
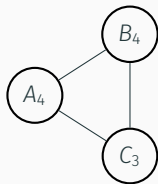
# Triangulation: Min-fill Algorithm



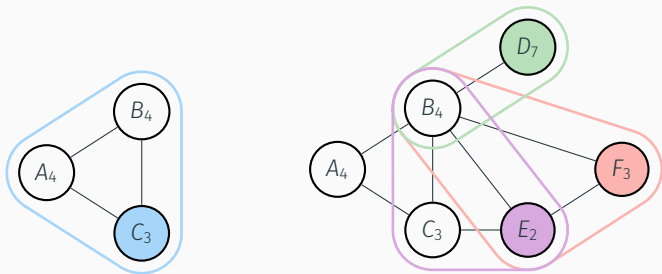
# Triangulation: Min-fill Algorithm



# Triangulation: Min-fill Algorithm

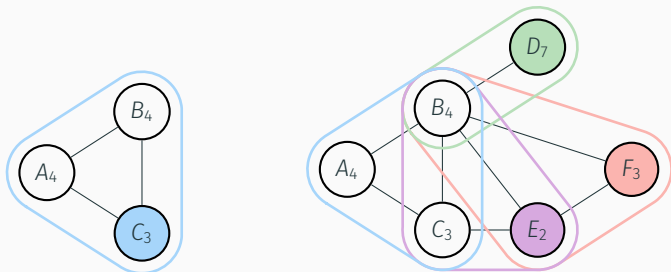


# Triangulation: Min-fill Algorithm

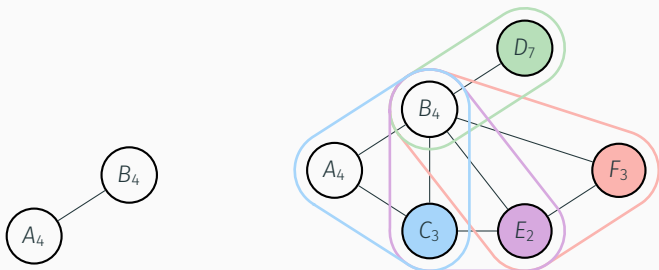




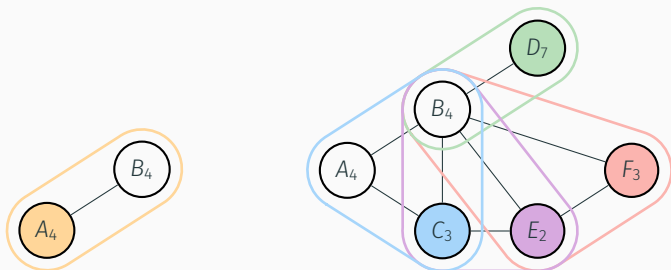
# Triangulation: Min-fill Algorithm



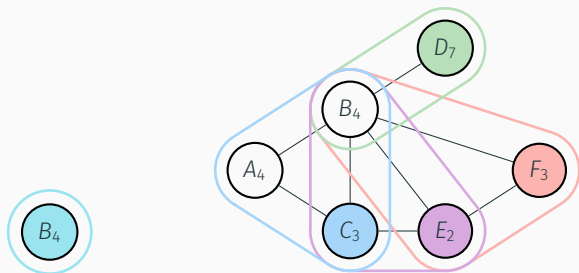
# Triangulation: Min-fill Algorithm



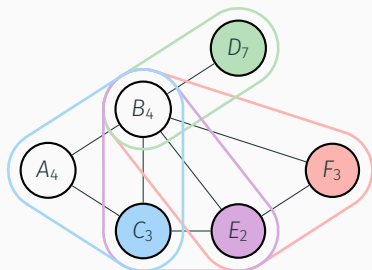
# Triangulation: Min-fill Algorithm



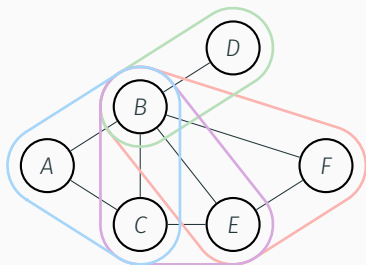
# Triangulation: Min-fill Algorithm



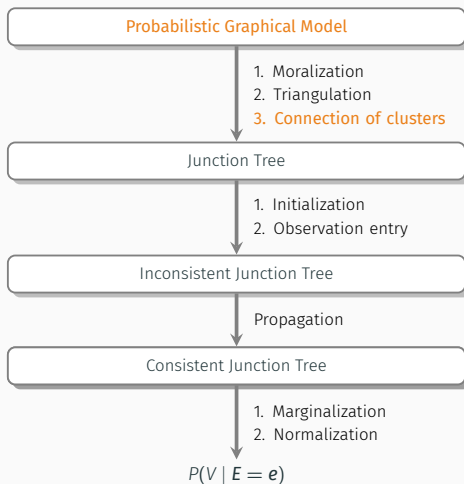
# Triangulation: Min-fill Algorithm



# Triangulated Graph

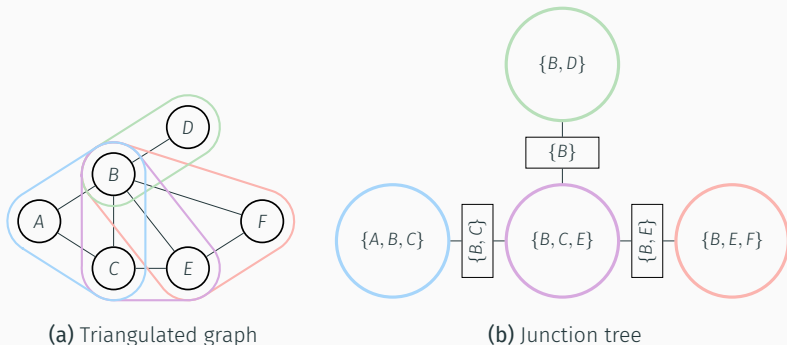


**Figure 9:** Triangulated graph with its set of maximal cliques



# Connection of Clusters

Consists of transforming the triangulated graph into a *junction tree*.



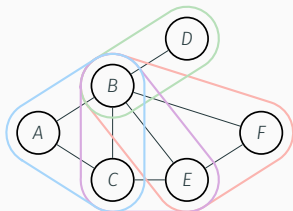
**Figure 10:** Junction tree construction from a triangulated graph



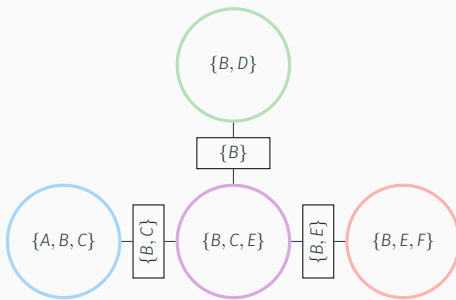
# Connection of Clusters

A junction tree is a tree that satisfies the *running intersection property*:

*All clusters on the path between two given clusters contain their common variables.*



(a) Triangulated graph

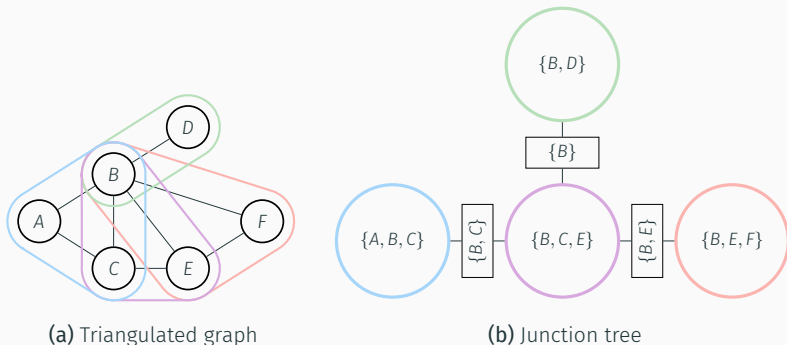


(b) Junction tree

**Figure 10:** Junction tree construction from a triangulated graph

# Connection of Clusters

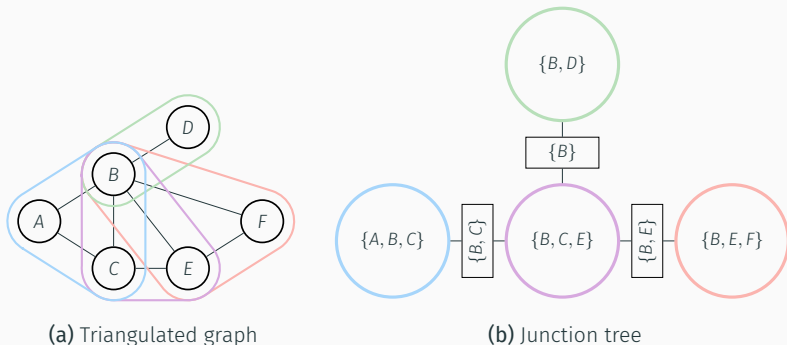
We now present an *optimal* algorithm to perform this transformation [2].



**Figure 10:** Junction tree construction from a triangulated graph

# Connection of Clusters

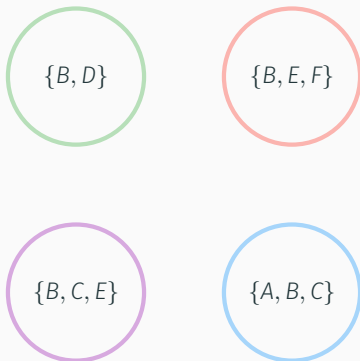
The clusters of the triangulated graphs correspond to the nodes of the junction tree.



**Figure 10:** Junction tree construction from a triangulated graph

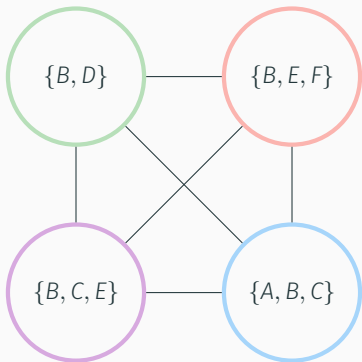
# Connection of Clusters

The clusters of the triangulated graphs correspond to the nodes of the junction tree.



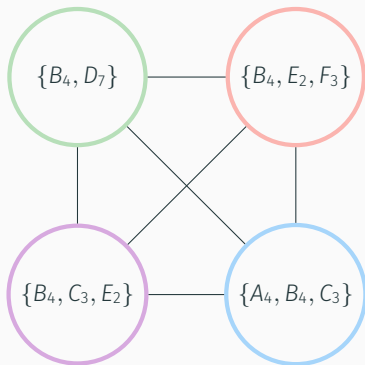
# Connection of Clusters

Form a *complete graph*, i.e. connect each node with every other node.



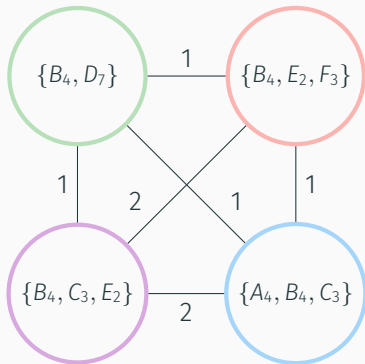
# Connection of Clusters

Like before, subscripts denote the variable's *cardinality*.



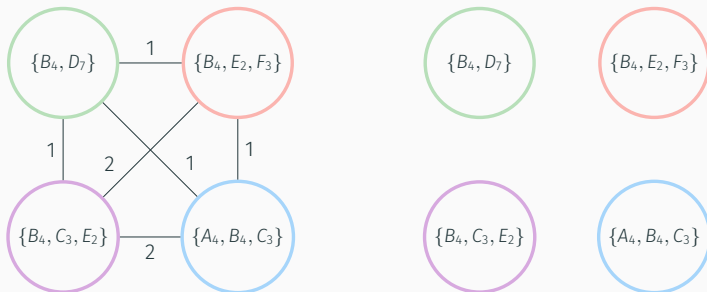
# Connection of Clusters

Count the common variables between each pair of clusters.



# Connection of Clusters

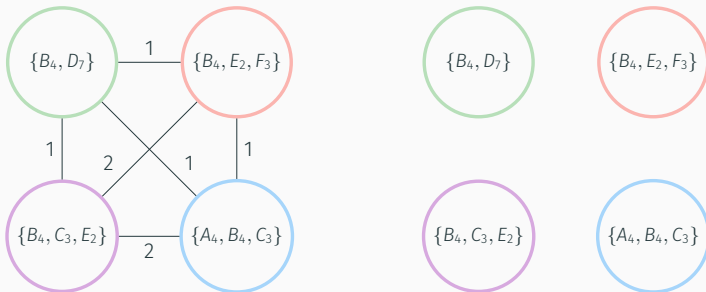
Create a new graph with only the nodes of the complete cluster graph.





# Connection of Clusters

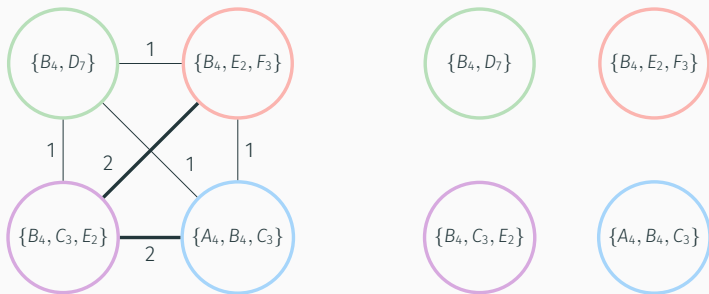
Select the edge that connects the two clusters with the most common variables *and* that would not create a loop in the right graph if moved.



# Connection of Clusters

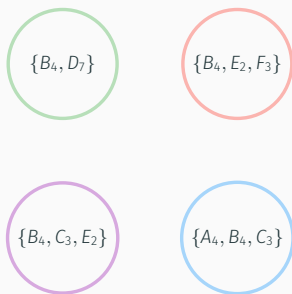
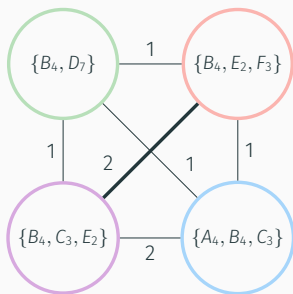
Tie.

Then select the edge connecting the clusters that have the smallest *state space* size.



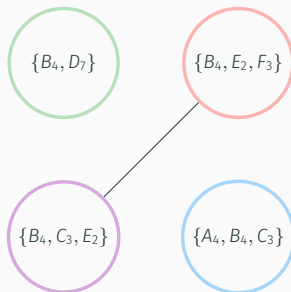
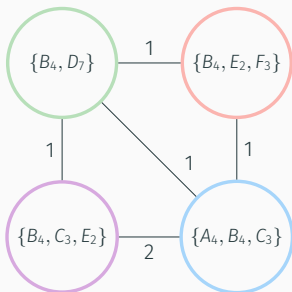
# Connection of Clusters

$|\{B_4, C_3, E_2\}| + |\{B_4, E_2, F_3\}| < |\{B_4, C_3, E_2\}| + |\{A_4, B_4, C_3\}|$ ,  
therefore the edge connecting  $\{B_4, C_3, E_2\}$  and  $\{B_4, E_2, F_3\}$  wins.



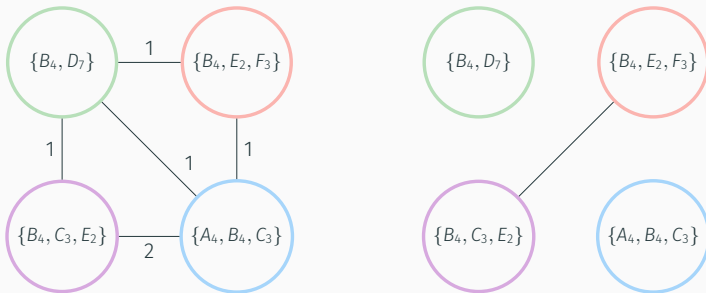
# Connection of Clusters

Move the selected edge to the right graph.

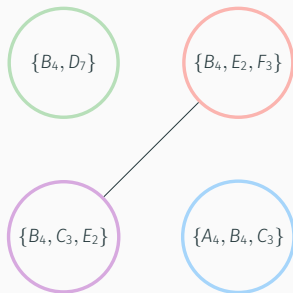
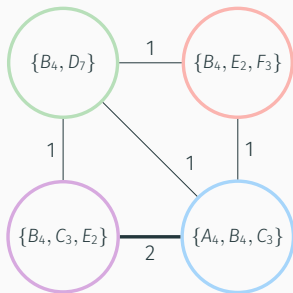


# Connection of Clusters

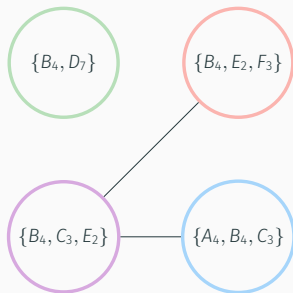
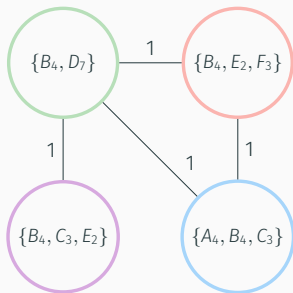
Repeat this procedure until the right graph has  $N - 1$  edges,  
where  $N$  is the number of clusters.



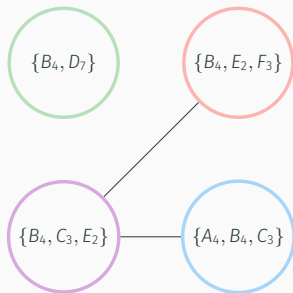
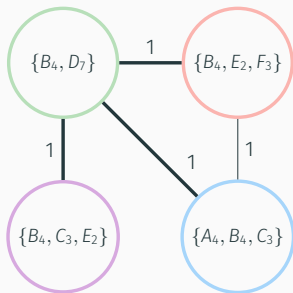
# Connection of Clusters



# Connection of Clusters

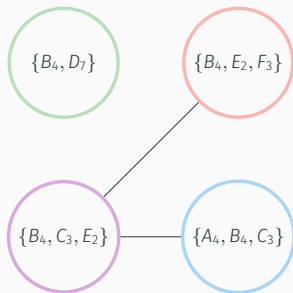
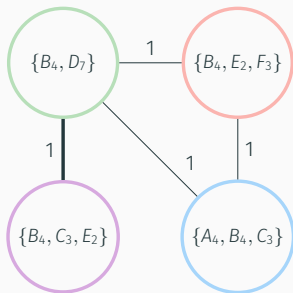


# Connection of Clusters

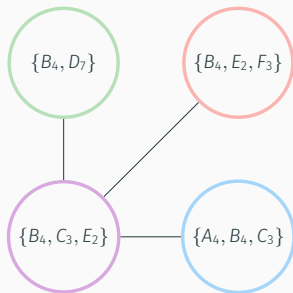
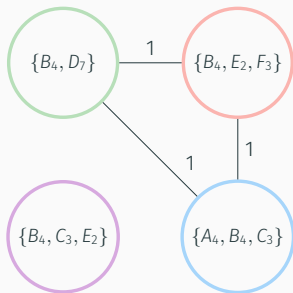




# Connection of Clusters

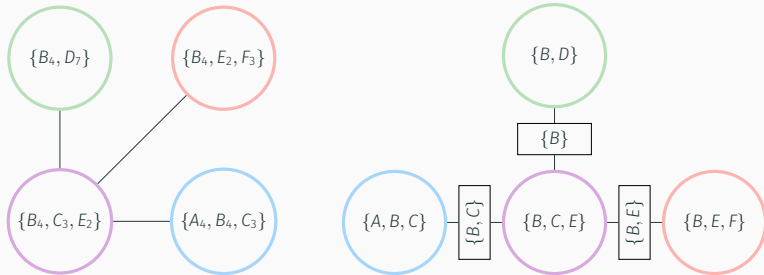


# Connection of Clusters



# Connection of Clusters

Finally, we label each edge with a *sepset*,  
i.e. the intersection of variables between adjacent clusters.



# Junction Tree

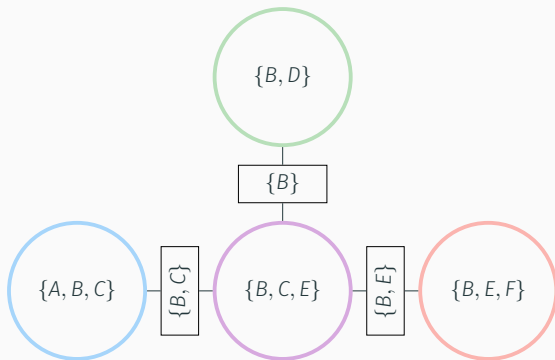
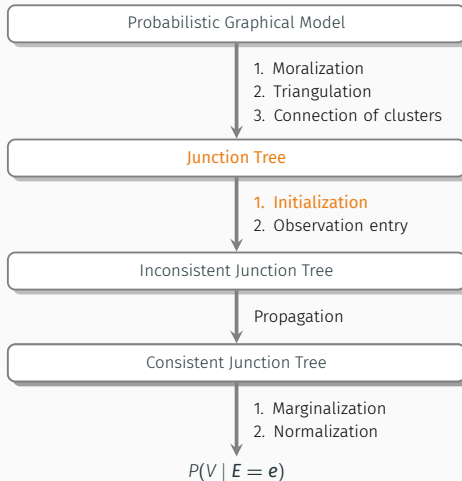
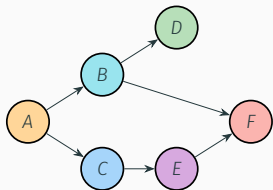


Figure 23: Junction tree

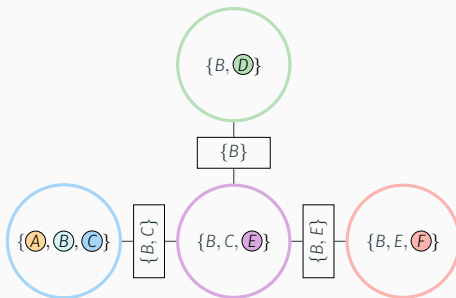


# Initialization

Multiply each conditional probability distribution  $P(V \mid pa(V))$  into a cluster potential that contains its variables.

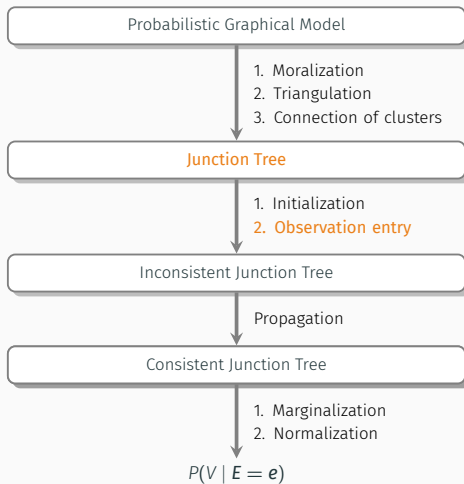


(a) Bayesian network



(b) Initialized junction tree

Figure 24: Initialization



# Observation Entry

Suppose that  $E$  is an observed variable and that the table below is the *factor* associated to cluster  $BEF$ .

$F$	$B$	$E$	Element
0	0	0	0.25
0	0	1	0.35
0	1	0	0.08
0	1	1	0.16
1	0	0	0.05
1	0	1	0.07
1	1	0	0.00
1	1	1	0.00
2	0	0	0.15
2	0	1	0.21
2	1	0	0.09
2	1	1	0.18

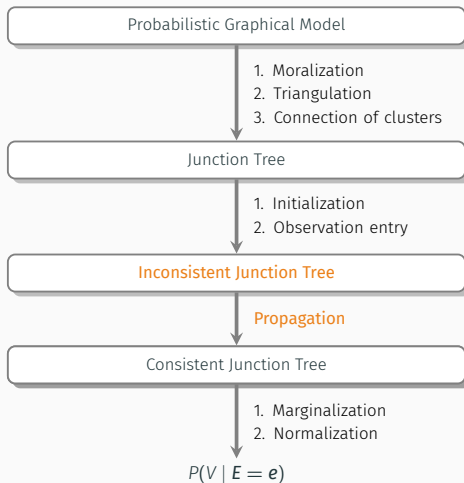


# Observation Entry

Now suppose that we observe that  $E = 0$ .

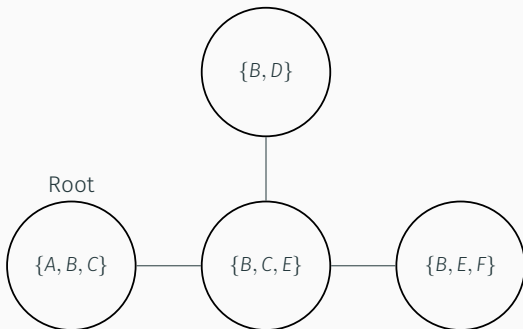
We enter this observation by zeroing all entries that do not agree with the evidence.

$F$	$B$	$E$	$\phi(F, B, E)$
0	0	0	0.25
0	0	1	0.00
0	1	0	0.08
0	1	1	0.00
1	0	0	0.05
1	0	1	0.00
1	1	0	0.00
1	1	1	0.00
2	0	0	0.15
2	0	1	0.00
2	1	0	0.09
2	1	1	0.00



# Message Passing

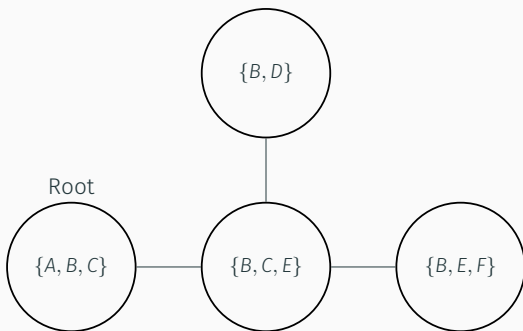
Represents the local computations that are necessary to spread each cluster's information with every other cluster in the graph.



# Message Passing

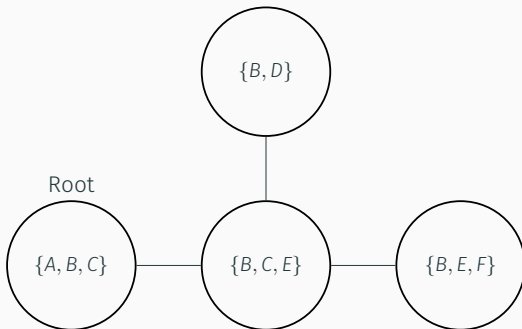
Designate an arbitrary cluster as the *root*.

This gives “direction” to the edges.



# Message Passing

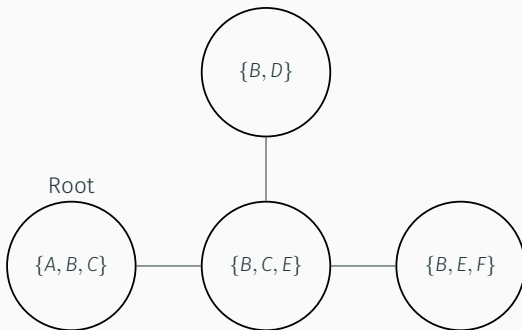
Two passes: *inward* and *outward*.



# Message Passing

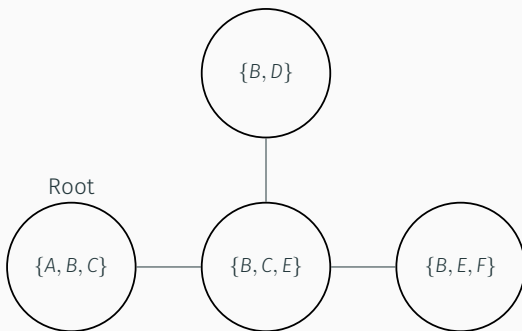
Inward pass: each cluster passes a message to its *parent*.

Backward pass: each cluster passes a message to each of its *children*.

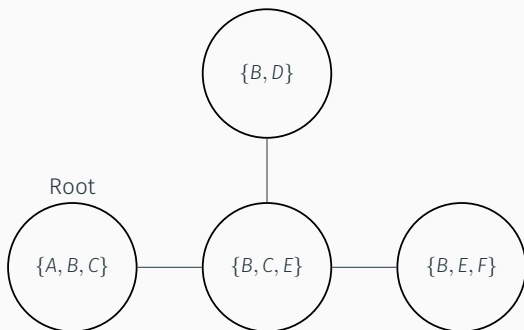


# Message Passing

A cluster can only pass a message to a neighbor after it has received messages from all *other* neighbors.

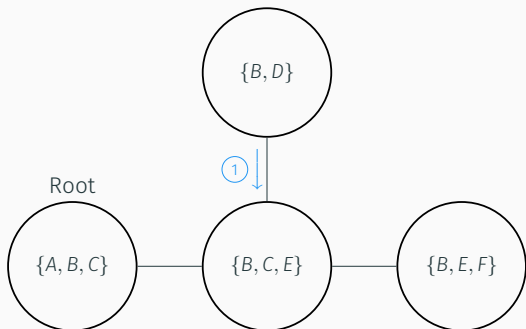


# Message Passing

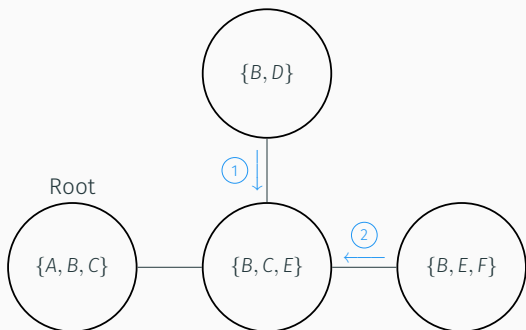




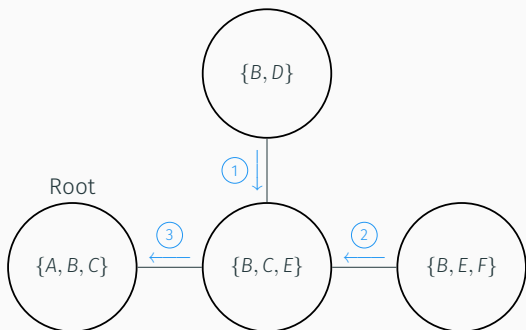
# Message Passing



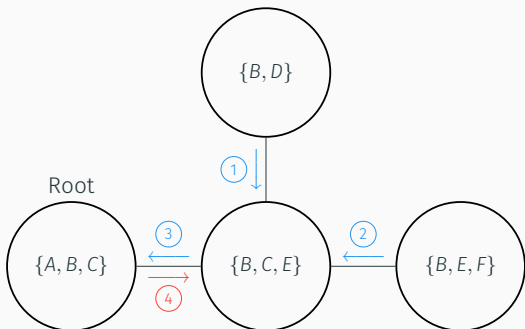
# Message Passing



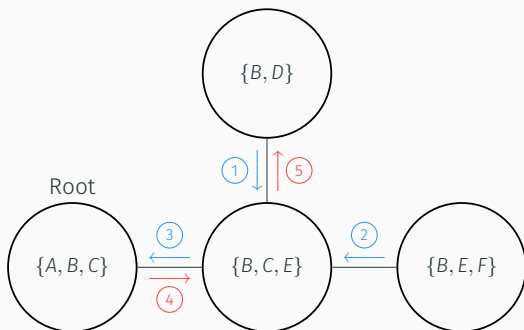
# Message Passing



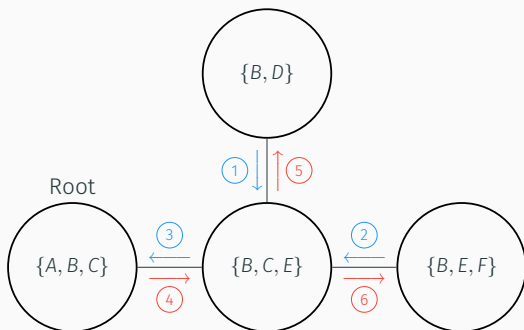
# Message Passing

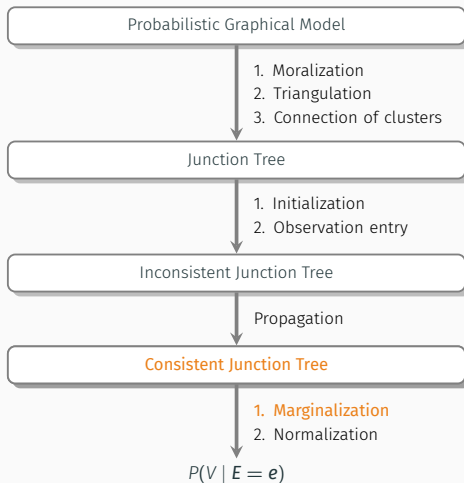


# Message Passing



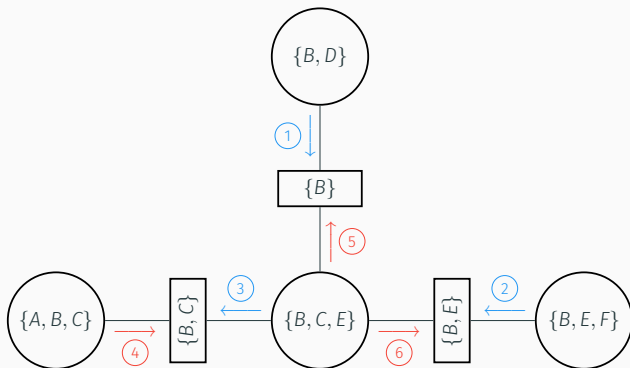
# Message Passing





# Marginalization

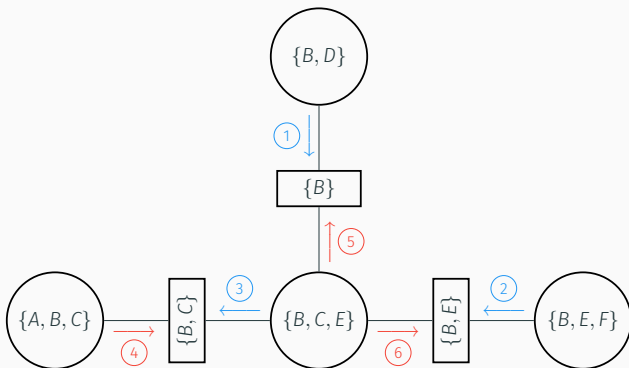
We marginalize each variable of interest from a sepset or cluster that contains it.





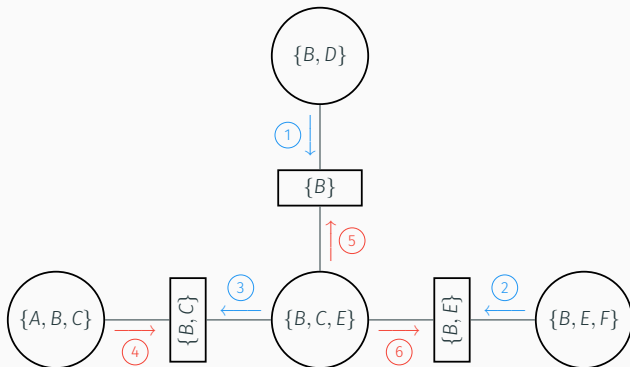
# Marginalization

Suppose we are interested in variables  $A$ ,  $B$ , and  $C$ .



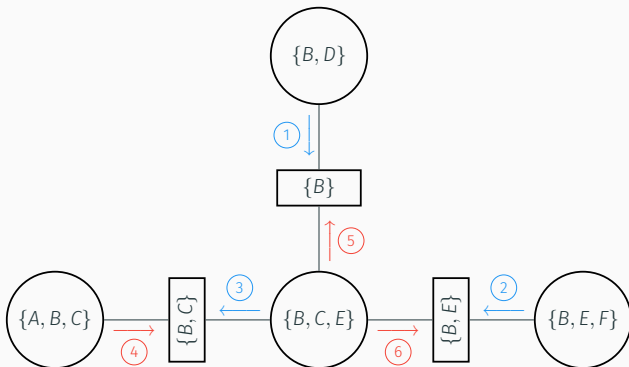
# Marginalization

To marginalize a variable from a *cluster* we perform a product between the incoming messages and the cluster potential, and sum out all other variables.



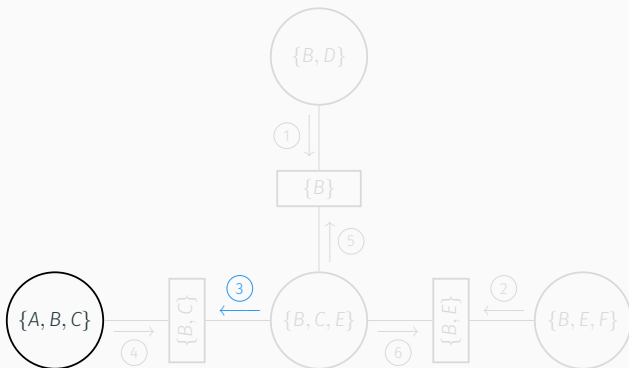
# Marginalization

To marginalize a variable from a *sepset* we perform a product between the two messages incoming messages and sum out all other variables.



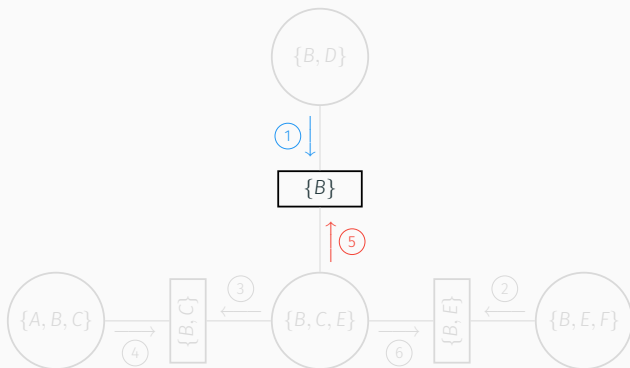
# Marginalization

$$p(A, E = e) = \sum_{B, C} \psi_{\{A, B, C\}} \times \textcircled{3}$$



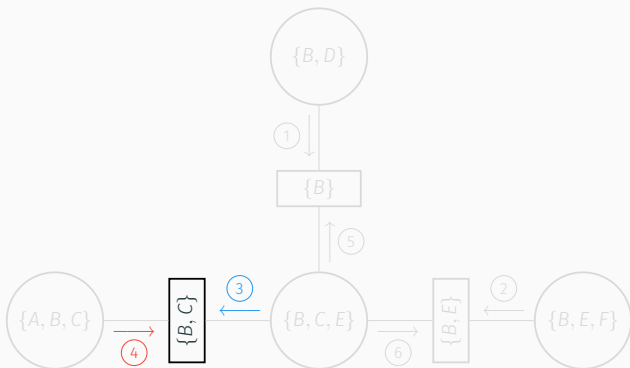
# Marginalization

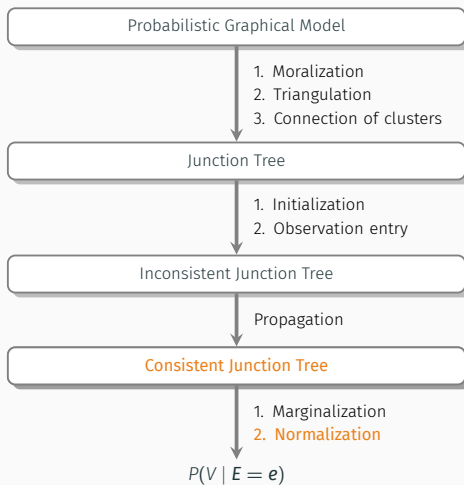
$$p(B, E = e) = \textcircled{1} \downarrow \times \uparrow \textcircled{5}$$



# Marginalization

$$p(C, E = e) = \sum_B \overrightarrow{\textcircled{4}} \times \textcircled{3} \leftarrow$$





# Normalization

The last step is to compute  $P(V \mid E = e)$  for each variable of interest  $V$ .

We do so by normalizing  $P(V, E = e)$ , e.i.

$$P(V \mid E = e) = \frac{P(V, E = e)}{P(E = e)} = \frac{P(V, E = e)}{\sum_V P(V, E = e)}.$$

For example,

$V \mid \phi(V, E = e)$		$V \mid P(V \mid E = e)$
0   0.25	$\rightarrow$	0   0.55
1   0.05		1   0.11
2   0.15		2   0.33



The End



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**Inference in belief networks: A procedural guide.**

International Journal of Approximate Reasoning, 15(3):225–263, 1996.



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