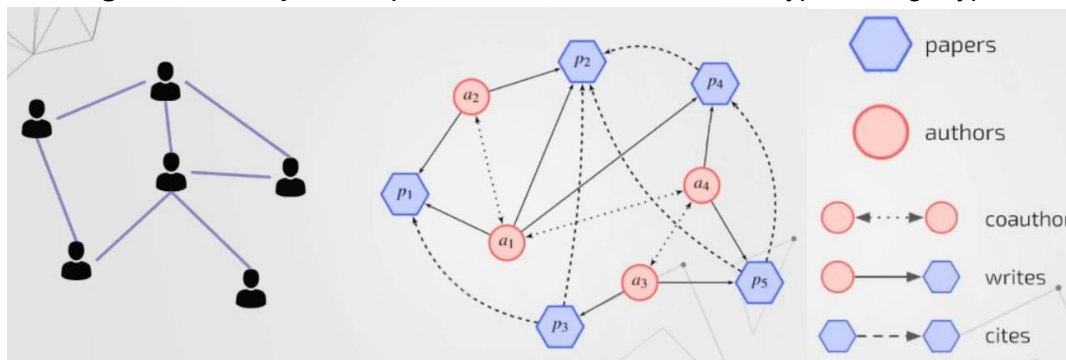


Explores using **message-passing algorithms** to approximate complex **Bayesian Networks** with a simpler network, while **minimising information divergence**

- This is done by minimising the **local divergence**, for each node in the network
 - Very parallelisable, and each calculation is of much lower complexity
- This approach works because belief networks benefit from the **averaging effect**
 - **Averaging Effect** - a big, complex network behaves similarly to a simpler network
- We can **use variational methods to approximate** a complex network **p** with a simple network **q**
 - We can split a large network into **smaller parts, each of which are estimated variationally**
- **Message Passing** - a distributed method for fitting variational approximations
- **Homogeneous** - of the same kind; alike
- **Heterogeneous** - diverse in character or content
- **Homogeneous Graph** - graphs in which the nodes in a graph are of a single type
 - The edges of connecting the nodes also belong to a single type
 - For example, all edges are undirected
 - For example, in a social network, the only node type is people, and only edge type is friendship
- **Heterogeneous Graph** - Graphs with more than one node type or edge type



Entropy - The average **surprise** that we get per sample

- We average out the surprise by summing up the product of the surprise and probability for each class

$$\text{Entropy} = \sum \log\left(\frac{1}{p(x)}\right) p(x)$$

Surprise The probability of the **Surprise**.

- $\text{Surprise} = \log\left(\frac{1}{\text{Probability}}\right)$
- **Surprise =**
 - We do log, so that when we plug in 1 for probability, we get 0
 - Also, when we plug in 0 for probability, we get undefined
 - The base of the log should be the number of classes we have

We **don't normalise distributions**, because we don't know what is the **integral** of the target distribution, and our estimation distribution **helps us estimate it**