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- Causality if this, then that
- But we do not know the whole picture
- Describe events in terms of probabilities
- Allows us to reverse direction of probabilistic statement

#### Uses of BBNs

- Predict what will happen
- Or to infer causes from observed events
- Allow calculation of conditional probabilities of the nodes in the network, given that the values of some of the nodes have been observed

# Types of Inference for BBNs

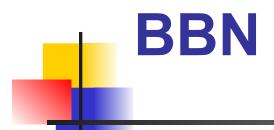
- Causal Inference (abduction, prediction) Given that A implies B, and we know the
  value of A, we can compute the value of B
- Diagnostic Inference (induction) Given that A implies B, and we know the value of B, we can compute the probability of A

# Types of Inference

Intercausal Inference ("explaining away") -Given that both A and B imply C, and we know C, we can compute how a change in the probability of A will affect the probability of B, even though A and B were originally independent

# Bayesian Belief Network (BBN)

- Directed Acyclic Graph
- Causal relations between variables
- Models cause-and-effect relations
- Allows us to make inferences based on limited knowledge of environment and known probabilities
- Allows us to reverse direction of probabilistic statement



- Certain Independence assumptions must hold between random variables
- To specify the probability distribution of a Bayesian network
  - Need to know the a priori probabilities of all root nodes (nodes with no predecessors)
  - Conditional probabilities of all non-root nodes

# Logically

- Only part of the story is considered in the causal (cause-and-effect) relationship between phenomena
- It is  $P \rightarrow Q$  not  $P \leftrightarrow Q$
- Meaning there could be other potential causes of Q

# Directed and Acyclic Graph

- The directions show the causal relations between events
  - thus somewhat important
- If cycles are present we have a Causal Loop



- Bayes described in his famous paper (in 1763)
   "degree-of-belief" as opposed to classical probability (or fuzzy logic which has partial set membership)
- As new information is added to our defined system of beliefs, the probabilities of events occurring should be updated
- Also known as "Bayesian Inference"

## Bayes says a lot of things ...

However in his original paper, didn't explicitly state the rule attributed to him (conveniently called Bayes' Rule or Bayes' Theorem). So I will state it here:

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

# **Explanation of Bayes' Rule**

- $P(A \mid B) = (P(B \mid A) * P(A)) / P(B)$
- Means that the Probability of event A occurring given that event B has occurred is equal to the probability of event B occurring given that A has occurred times the independent probability of A divided by the independent probability of B

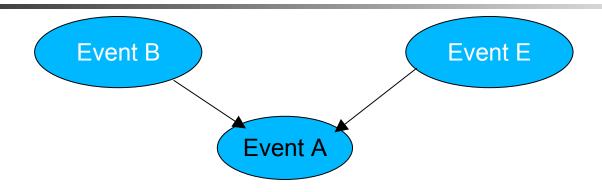
# **Derivation of Bayes' Rule**

- By definition of Conditional Probabilities:
- $P(A | B) = P(A \cap B) / P(B)$
- By the same note:  $P(B | A) = P(B \cap A) / P(A)$
- By the commutative law of probability and set theory:  $P(A \cap B) \equiv P(B \cap A)$
- $P(A \cap B) = P(A \mid B) * P(B) = P(B \mid A) * P(A)$
- Thus:  $P(A \mid B) = (P(B \mid A) * P(A)) / P(B)$

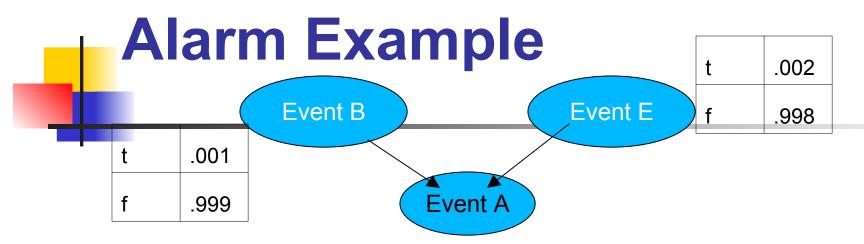
#### **Definitions**

- Bayes' Rule: P(A | B) = (P(B | A) \* P(A)) / P (B)
- P(A) is "prior probability" or "marginal probability" of A
- P(A|B) is "conditional probability of A, given B.
   Also called "posterior probability"
- P(B) is also a "prior" or "marginal" probability and acts as a normalizing constant so event probabilities add to 1

#### **Belief Network**

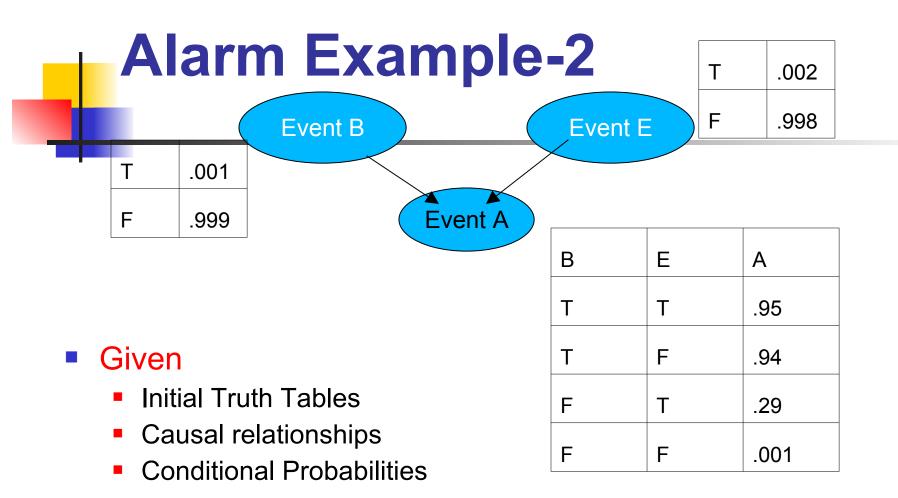


- Event A is "Alarm"
- Event B is "Burglary"
- Event E is "Earthquake"



#### Given

- Initial Truth Tables
- Causal relationships



Can calculate conditional probabilities based on new information



**Event B** 

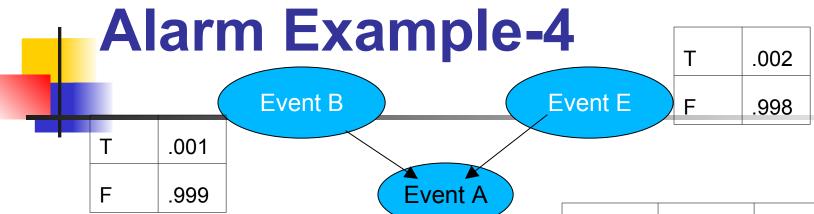
T .002 F .998

**Event E** 

Т	.001
F	.999

Event A

В	Е	Α
Т	Т	.95
Т	F	.94
F	Т	.29
F	F	.001

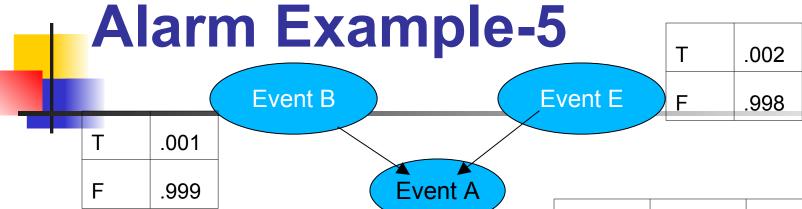


Now Suppose We Observe That E is True!

. . . .

What does this change in the previous equation?

В	E	А
Т	Т	.95
Т	F	.94
F	Т	.29
F	F	.001



- E is True!
- What does this change in the previous equation?
- P(A) = P(A|B,E)\*P(B)\*P(E) +

$$P(A|\neg B,E)*P(\neg B)*P(E) +$$

$$P(A|B, \neg E)*P(B)*P(\neg E)+$$

$$P(A|\neg B, \neg E)*P(\neg B)*P(\sim E) =$$

$$P(A|B,E)*P(B) + P(A|\neg B,E)*P(\neg B) = .95$$
  
\* .001 + .29 \* .999 = .291

В	E	A
Т	Т	.95
Т	F	.94
F	Т	.29
F	F	.001

# Example

- Suppose we want to know the chance that it rained yesterday if we suddenly find out that the lawn is wet
- By Bayes' rule we can calculate this probability from it's inverse: the probability that the lawn would be wet if it had rained yesterday

# P(A|B) = (P(B|A) \* P(A)) / P(B)

- P(A|B) = "the probability of event A, given that we know B" - for example, the probability that it rained yesterday given that the lawn is wet"
- P(A) = the probability of rain, all other things being equal
- P(B) = the probability of the lawn being wet, all other things being equal

# What did we just do?

- We were able to rephrase the probability in terms of the probability of B given A
- ( P(B|A)) and independent probabilities P(A) and P(B)

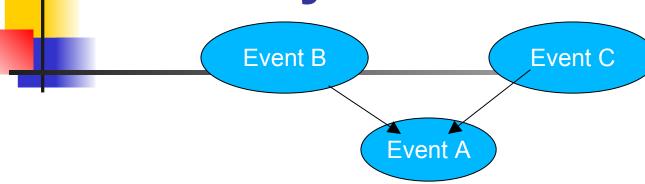
# **More Probability**



- As an extension of Bayes' Theorem:
- Given that event A is dependent upon event B

■ 
$$P(A) = P(A|B) * P(B) +$$
  
 $P(A|\neg B) * P(\neg B)$ 

## **Similarly**



- Event A is dependent upon event B and C
- P(A) = P(A|B,C) \* P(B) \* P(C) +
  P(A|B, ¬C) \* P(B) \* P(¬C) +
  P(A|¬B, C) \* P(¬B) \* P(C) +
  P(A|¬B, ¬C) \* P(¬B) \* P(¬C)

# Problems of Inconsistency

- If we look at the following "reasonable-looking" situation:
  - P(A|B) = .8
  - P(B|A) = .2
  - P(B) = .6
- Bayes' Rule: P(A|B) = (P(B|A)\*P(A))/ P(B)

# Inconsistency

- P(A|B) = (P(B|A)\*P(A))/P(B)
- .8 = .2 \* P(A) / .6
- .48 = .2 \* P(A)
- Thus, P(A) = 2.4

So, What's Wrong With This?



- You can't see it, but you know it's there
- The probability for an event cannot exceed 1
- Problem: failure to keep probabilities consistent
- This is sometimes difficult to see at first
- Need to check for this



- Used in medical problem diagnosis (PATHFINDER) when only limited information and events is known
- Used in map learning and language processing and understanding
- Used in Games to provide human-like reasoning based on incomplete information. (First Person Sneaker)

# A Good Paper to Read

Charniak, E. Bayesian Networks without Tears. American Association for Artificial Intelligence. Al Magazine. 1991.