

# Basics of Probability

# Logic-based Systems: Assumptions

- ▶ Assertions are **completely accurate**
- ▶ Observations are **complete** and **error-free**
- ▶ Conclusions are **equally viable**
- ▶ Inference rules are **truth-preserving**

*Each of these may be unrealistic when modelling complex systems*

# Logic-Based Systems: Assumptions I

- ▶ Assertions are **completely accurate**
  - ▶ Initial intuition: inaccuracy can be eliminated by increasing specificity

**if** car won't start **then** battery flat  
↓  
**if** car won't start **and** lights OK **and** starter motor OK **and** ...

- ▶ Untenable for really complex systems (**Qualification** problem)
- ▶ Observations are **complete** and **error-free**

## Logic-Based Systems: Assumptions II

- ▶ Random and systematic errors are common
- ▶ Some tests are impossible, too costly, or too dangerous
- ▶ Conclusions are **equally viable**
  - ▶ Alternative ligands may be indicated as binding well to a target protein
  - ▶ But, both may not be equally viable as new drugs (toxicity, ease of manufacture, . . . )

# Logic-Based Systems: Assumptions III

- ▶ Inference rules are **truth-preserving**
- ▶ No role for uncertainty
- ▶ Even if inference rules are sound, any errors (however small) in the assertions or observations can compound with chaining

# Solution: Explicit Methods for Handling Uncertainty

- ▶ **Joint probability distributions**
- ▶ 'Certainty factors' attached to rules
- ▶ Dempster-Shafer Theory
- ▶ Non-monotonic reasoning
- ▶ Possibility Theory
- ▶ **Bayesian Networks**

# Simple logic-based systems: Terminology

- ▶ **Variables** (features): usually boolean, discrete or continuous
- ▶ **Atomic Proposition**: assignment of a value to a variable

$Cavity = \text{true}$      $Weather = \text{sunny}$      $X = 5.1$

- ▶ **Compound Proposition**: atomic propositions combined with standard logical connectives  $\neg, \wedge, \vee$
- ▶ **State** (interpretation): assignment of values to all variables
  - Mutually exclusive (at most one is actually the case)
  - Collectively exhaustive (at least one must be the case)

# To Add Probability

- ▶ Variables → **Random Variables** (intuitively, a variable that takes one of several values, depending on some observed outcome)
- ▶ Probabilities are applied to propositions

$$P(Weather = \text{sunny}) = 0.70$$

- ▶ State: assignment of values to all the random variables (sometimes called an **atomic event**)

# Probabilities I

- Toss a coin

$$P(H) = \frac{1}{2} \quad P(T) =$$

$$P(H) = \frac{1}{4} \quad P(T) =$$

- Toss a coin several times

$$P(H) = \frac{1}{2} \quad P(HHH) =$$

$$P(H) = \frac{1}{2} \quad P(\text{identical result 4 tosses}) =$$

$$P(H) = \frac{1}{2} \quad P(\text{at least 3 H on 4}) =$$

# Axioms of Probability

- ▶  $0 \leq P(a) \leq 1$
- ▶  $P(true) = 1$
- ▶ The sum of probabilities = 1. So,  $P(A) + P(\neg A) = 1$

# Prior Probability

**Unconditional and prior probability** of a proposition is the degree of belief accorded to it  
in the absence of any other information

$P(Cavity = \text{true})$  or simply  $P(cavity)$

$P((Cavity = \text{false}) \wedge (Weather = \text{sunny}))$  or simply  
 $P(\neg cavity, (Weather = \text{sunny}))$

# Probability Distribution

- ▶ For a discrete random variable a probability distribution tells us how the probability is distributed over the set of events for which the random variable takes a particular value:

$$P(\text{Weather} = \text{sunny}) = 0.70$$

$$P(\text{Weather} = \text{rain}) = 0.20$$

$$P(\text{Weather} = \text{cloudy}) = 0.08$$

$$P(\text{Weather} = \text{snow}) = 0.02$$

- ▶ For the continuous case, a probability density function (p.d.f.) often can be used. We will not be looking at this case.

# Joint Probability Distribution

		<i>toothache</i>	$\neg$ <i>toothache</i>
		<i>catch</i>	$\neg$ <i>catch</i>
<i>cavity</i>		0.108	0.012
$\neg$ <i>cavity</i>		0.016	0.064
		0.072	0.008
		0.144	0.576

where

*toothache*: I have a toothache

*cavity*: I have a cavity

*catch*: the dentist's probe catches in my tooth

# Conditional (Posterior) Probability

$P(a|b)$ : the probability of  $a$  given that all we know is  $b$

$$P(a|b) = \frac{P(a \wedge b)}{P(b)}$$

## Example

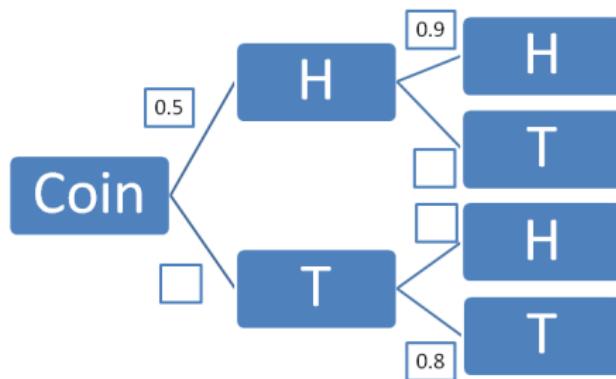
$$\begin{aligned} P(cavity|toothache) &= \frac{P(cavity \wedge toothache)}{P(toothache)} \\ &= \frac{0.108 + 0.012}{0.108 + 0.012 + 0.016 + 0.064} \\ &= 0.60 \end{aligned}$$

$$\begin{aligned} P(\neg cavity|toothache) &= \frac{P(\neg cavity \wedge toothache)}{P(toothache)} \\ &= 0.40 \end{aligned}$$

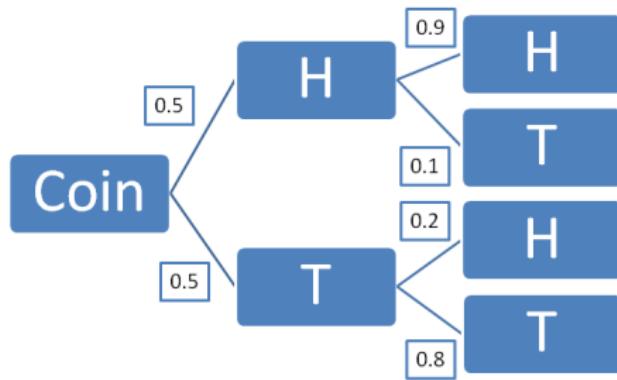
# Probability Trees

In general, many (all?) probability questions are solvable by drawing out probability trees

# Conditional Probabilities: Coins

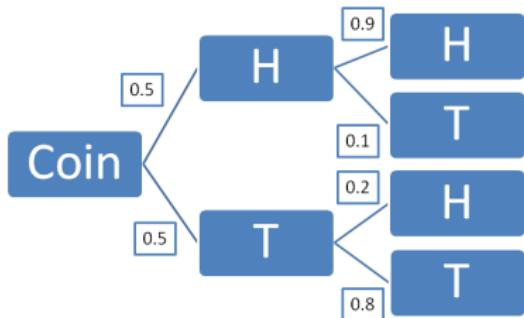


# Conditional Probabilities: Coins



$$P(X_2 = H) = 0.9 \times 0.5 + 0.5 \times 0.2 = 0.55$$

# Conditional Probabilities: Coins I



$$\begin{aligned} P(X_2 = H) &= P(X_2 = H | X_1 = H)P(X_1 = H) \\ &\quad + P(X_2 = H | X_1 = T)P(X_1 = T) \end{aligned}$$

## Conditional Probabilities: Coins II

In general:

$$P(Y) = \sum_i P(Y|X = X_i)P(X = X_i)$$

## Conditional Probabilities: Weather

$P(D_1 = \text{sunny}) = \text{Prob. Day1 is sunny} = 0.9$

$P(D_2 = \text{sunny}|D_1 = \text{sunny}) = 0.8.$  Then:

$P(D_2 = \text{rainy}|D_1 = \text{sunny}) = \dots$

# Dependent Events

$P(D_1 = \text{sunny}) = \text{Prob. Day1 is sunny} = 0.9$

$P(D_2 = \text{sunny}|D_1 = \text{sunny}) = 0.8.$  Then:

$P(D_2 = \text{rainy}|D_1 = \text{sunny}) = 0.2$

## Conditional Probabilities: Weather

$P(D_1 = \text{sunny}) = \text{Prob. Day1 is sunny} = 0.9$

$P(D_2 = \text{sunny}|D_1 = \text{sunny}) = 0.8$ . Then:

$P(D_2 = \text{rainy}|D_1 = \text{sunny}) = 0.2$

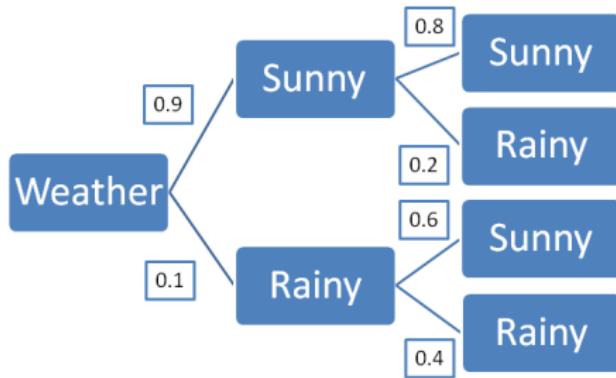
Now, if:

$P(D_2 = \text{sunny}|D_1 = \text{rainy}) = 0.6$ . Then:

$P(D_2 = \text{rainy}|D_1 = \text{rainy}) = 0.4$

Now, what is  $P(D_2 = \text{sunny})$ ?

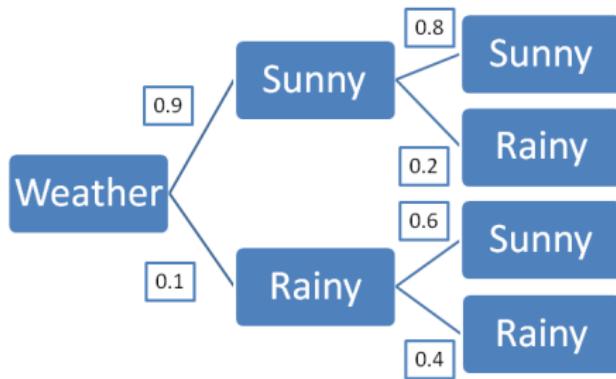
# Conditional Probabilities: Weather I



$$P(D_2 = \text{sunny}) = 0.9 \times 0.8 + 0.1 \times 0.6 = 0.78$$

Now, what is  $P(D_3 = \text{sunny})$ ?

# Conditional Probabilities: Weather I

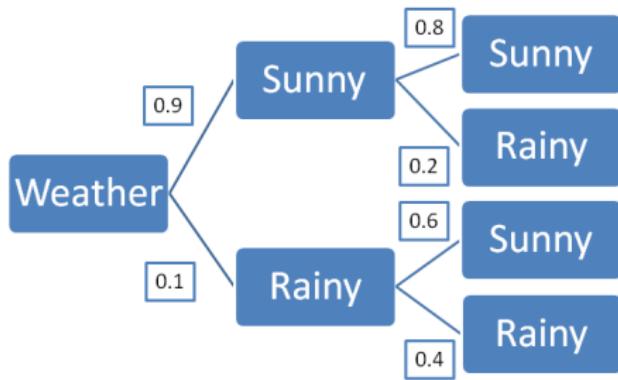


$$P(D_2 = \text{sunny}) = 0.9 \times 0.8 + 0.1 \times 0.6 = 0.78$$

## Conditional Probabilities: Weather II

$$\begin{aligned}P(D_3 = \text{sunny}) &= P(D_3 = \text{sunny}|D_2 = \text{sunny})P(D_2 = \text{sunny}) \\&\quad + P(D_3 = \text{sunny}|D_2 = \text{rainy})P(D_2 = \text{rainy}) \\&= 0.8 \times 0.78 + 0.6 \times 0.22 \\&= 0.756\end{aligned}$$

# Conditional Probabilities: Weather I

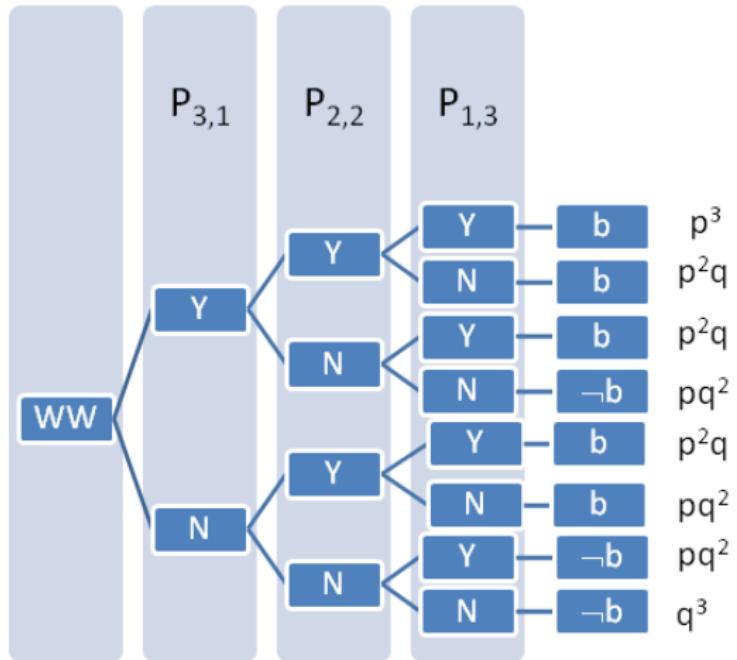


$$P(D_2 = \text{sunny}) = 0.9 \times 0.8 + 0.1 \times 0.6 = 0.78$$

## Conditional Probabilities: Weather II

$$\begin{aligned}P(D_3 = \text{sunny}) &= P(D_3 = \text{sunny}|D_2 = \text{sunny})P(D_2 = \text{sunny}) \\&\quad + P(D_3 = \text{sunny}|D_2 = \text{rainy})P(D_2 = \text{rainy}) \\&= 0.8 \times 0.78 + 0.6 \times 0.22 \\&= 0.756\end{aligned}$$

# Conditional Probabilities: Wumpus I



$$P(P_{1,3} = y|b) = \frac{(P_{1,3} = y, b)}{P(b)} = \frac{p^3 + 2p^2q}{p^3 + 3p^2q + pq^2}$$

## Conditional Probabilities: Wumpus II

That is:

$$P(P_{1,3} = y|b) = \frac{p^2 + 2pq}{p^2 + 3pq + q^2}$$

If  $p = 0.2$ , then  $q = 0.8$  and:

$$P(P_{1,3} = y|b) = \frac{0.04 + 2(0.2)(0.8)}{(0.04) + 3(0.2)(0.8) + (0.8)(0.8)} = \frac{0.36}{0.04 + 0.48 + 0.64}$$

## Conditional Probabilities: Cancer

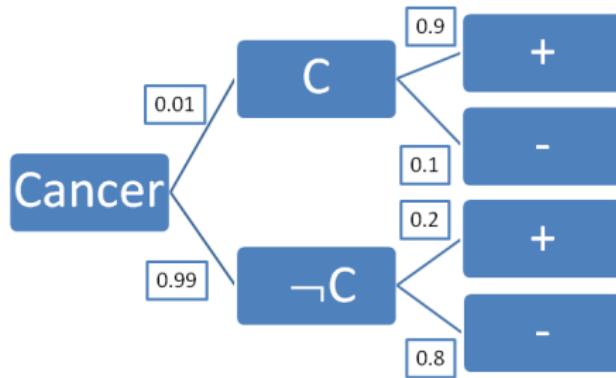
$P(C) = 0.01$ . Then  $P(\neg C) = 0.99$

Suppose there is a test for this, and  $P(+|C) = 0.9$ . Again,  
 $P(-|\neg C) = 0.1$ .

Also, let  $P(+|\neg C) = 0.2$ . Then  $P(-|\neg C) = 0.8$

Now, what can we say about  $P(C|+)$

# Conditional Probabilities: Cancer I



By definition of conditional probability:  
 $P(C, +) = P(C|+) \times P(+)$ .

## Conditional Probabilities: Cancer II

So, we want:

$$P(C|+) = \frac{P(C,+)}{P(+)}$$

Now  $P(C,+) = 0.01 \times 0.9$ , and  $P(+) = (0.01 \times 0.9 + 0.99 \times 0.2)$ .

So  $P(C|+) = 0.009/0.207 = 0.043$ .

We have just done the calculations for a formula known as Bayes' Rule

Since  $P(C,+) = P(+,C)$ , we have:

$P(C,+) = P(+,C) = P(+|C) \times P(C)$ . So, we have:

$P(C|+) \times P(+) = P(+|C) \times P(C)$ . Or:

$$P(C|+) = \frac{P(+|C) \times P(C)}{P(+)}$$

This is Bayes' formula or Bayes' Rule.

# Product Rule

Equivalent to the previous equation is the following, known as the **product rule**

$$P(a \wedge b) = P(a|b)P(b)$$

$$P(b \wedge a) = P(b|a)P(a)$$

# Note on Boldface Notation

- ▶  $X$  denotes a random variable but  $\mathbf{X}$  denotes a set of random variables
- ▶  $P(X = x)$  denotes the probability that random variable  $X$  takes the value  $x$ , but  $\mathbf{P}(X)$  denotes a probability distribution over  $X$ 
  - ▶  $\mathbf{P}(\text{Weather}) = \langle 0.70, 0.20, 0.08, 0.02 \rangle$
  - ▶  $\mathbf{P}(X, Y) = \mathbf{P}(X|Y)\mathbf{P}(Y)$  stands for a set of equations (not matrix multiplication)

$$P(X = x_1 \wedge Y = y_1) = P(X = x_1 | Y = y_1)P(Y = y_1)$$

$$P(X = x_1 \wedge Y = y_2) = P(X = x_1 | Y = y_2)P(Y = y_2)$$

...

# Marginalisation and Conditioning

- ▶ Marginalisation or **summing out** for any sets of variables  $\mathbf{Y}, \mathbf{Z}$

$$P(\mathbf{Y}) = \sum_{Z \in \mathbf{Z}} P(\mathbf{Y}, Z)$$

This follows from the Law of Total Probability.

- ▶ Conditioning (variant of marginalisation, using the product rule)

$$P(\mathbf{Y}) = \sum_{Z \in \mathbf{Z}} P(\mathbf{Y}|Z)P(Z)$$

# Some Important Relations

Total Probability:

$$P(Y) = \sum_x P(Y, X = x) = \sum_x P(Y|X = x)P(X = x)$$

Conditional form of this:

$$P(Y|e) = \sum_x P(Y, X = x|e) = \sum_x P(Y|X = x, e)P(X = x|e)$$

Also:

$$P(\neg A|B) = 1 - P(A|B)$$

But:

$$P(A|\neg B) \neq 1 - P(A|B)$$

# Normalisation

$$P(cavity|toothache) = \frac{P(cavity \wedge toothache)}{P(toothache)}$$

$$P(\neg cavity|toothache) = \frac{P(\neg cavity \wedge toothache)}{P(toothache)}$$

- ▶ The denominator in both cases is the same
- ▶ It can be viewed as a normalisation constant  $\alpha$

$$\mathbf{P}(\mathbf{X}|\mathbf{Y}) = \alpha \mathbf{P}(\mathbf{X}, \mathbf{Y})$$

# General Inference Procedure

Let  $X$  be a random variable. We want to know its probabilities, given some values  $\mathbf{e}$  for observable evidence variables  $\mathbf{E}$ . Let  $\mathbf{Y}$  be the remaining unobserved variables. The query  $\mathbf{P}(X|\mathbf{e})$  can be answered by:

$$\mathbf{P}(X|\mathbf{e}) = \alpha \mathbf{P}(X, \mathbf{e}) = \alpha \sum_{\mathbf{y}} \mathbf{P}(X, \mathbf{e}, \mathbf{y})$$

# Toothache Again

		<i>toothache</i>	$\neg$ <i>toothache</i>
		<i>catch</i>	$\neg$ <i>catch</i>
<i>cavity</i>		0.108	0.012
$\neg$ <i>cavity</i>		0.016	0.064
		0.072	0.008
		0.144	0.576

## Inference: Example

$$\begin{aligned}\mathbf{P}(Cavity|toothache) &= \alpha \mathbf{P}(Cavity, toothache) \\ &= \alpha \sum \mathbf{P}(Cavity, toothache, Catch) \\ &= \alpha [\mathbf{P}(Cavity, toothache, catch) + \\ &\quad \mathbf{P}(Cavity, toothache, \neg catch)] \\ &= \alpha [\langle 0.108, 0.016 \rangle + \langle 0.012, 0.064 \rangle] \\ &= \alpha \langle 0.12, 0.08 \rangle \\ &= \langle 0.60, 0.40 \rangle\end{aligned}$$

# Independence

- ▶ Propositions  $a$  and  $b$  are independent if and only if

$$P(a \wedge b) = P(a)P(b)$$

- ▶ Or, by the product rule

$$P(a|b) = P(a) \quad \text{and} \quad P(b|a) = P(b)$$

- ▶ Between variables, this is

$$\mathbf{P}(X, Y) = \mathbf{P}(X)\mathbf{P}(Y) \quad \text{and}$$

$$\mathbf{P}(X|Y) = \mathbf{P}(X) \quad \text{and} \quad \mathbf{P}(Y|X) = \mathbf{P}(Y)$$

## Illustration of Independence

Suppose we add a fourth variable: *Weather* with 4 values. We know (product rule) that:

$$\begin{aligned} & P(\text{toothache}, \text{catch}, \text{cavity}, \text{Weather} = \text{cloudy}) \\ &= P(\text{Weather} = \text{cloudy} | \text{toothache}, \text{catch}, \text{cavity}) \\ &= P(\text{Weather} = \text{cloudy})P(\text{toothache}, \text{catch}, \text{cavity}) \end{aligned}$$

We can do the same for every value of the 4 variables. That is:

$$\begin{aligned} & \mathbf{P}(\text{Toothache}, \text{Catch}, \text{Cavity}, \text{Weather}) \\ &= \mathbf{P}(\text{Weather})\mathbf{P}(\text{Toothache}, \text{Catch}, \text{Cavity}) \end{aligned}$$

# Bayes' Rule I

$$P(C|+) = \frac{P(+/C) \times P(C)}{P(+)}$$

In general:

$$P(A|B) = \frac{P(B|A) \times P(A)}{P(B)}$$

Here is some terminology:

$P(A)$  is called the prior probability of  $A$

$P(A|B)$  is called the posterior probability of  $A$  given  $B$

$P(B|A)$  is called the likelihood of  $B$  given  $A$

$P(B)$  is called the marginal likelihood of  $B$

$$P(B) = \sum_a P(B|A=a)P(A=a).$$

(This is the rule of total probability.)

Conditional form of Bayes' rule:

$$P(A|B, e) = \frac{P(B|A, e) \times P(A|e)}{P(B|e)} \text{ (Check!)}$$

# Bayes' Rule Calculations I

$$P(A|B) = \frac{P(B|A) \times P(A)}{P(B)}$$

$$P(\neg A|B) =$$

# Bayes' Rule Calculations I

$$P(A|B) = \frac{P(B|A) \times P(A)}{P(B)}$$
$$P(\neg A|B) = \frac{P(B|\neg A) \times P(\neg A)}{P(B)}$$

So,  $P(A|B) = \alpha P(B|A)P(A)$  and  $P(\neg A|B) = \alpha P(B|\neg A)P(\neg A)$ .  
Since  $P(A|B) + P(\neg A|B) = 1$ , we get  $\alpha$  as:

$$\alpha = \frac{1}{P(B|A)P(A) + P(B|\neg A)P(\neg A)}$$

Although we knew this anyway, it still gives us a slightly different way of calculating with Bayes' rule, by postponing the calculation of the normalising factor  $\alpha$

# Bayes' Rule with Multivalued Variables

$$\mathbf{P}(Y|X) = \frac{\mathbf{P}(X|Y)\mathbf{P}(Y)}{\mathbf{P}(X)}$$

Or, with normalisation:

$$\mathbf{P}(Y|X) = \alpha \mathbf{P}(X|Y)\mathbf{P}(Y)$$

# Why Use Bayes' Rule?

- ▶ Causal knowledge such as  $P(\text{effect}|\text{cause})$  is often more readily available, and reliable, than diagnostic knowledge such as  $P(\text{cause}|\text{effect})$   
 $P(\text{stiff neck}|\text{meningitis})$  versus  $P(\text{meningitis}|\text{stiff neck})$
- ▶ Bayes' rule lets us use causal knowledge to make diagnostic inferences  
Use  $P(\text{stiff neck}|\text{meningitis})$  to derive  $P(\text{meningitis}|\text{stiff neck})$

# Bayes' Rule with Several Variables

$$\begin{aligned}\mathbf{P}(Y_1, \dots, Y_m | X_1, \dots, X_n) &= \\ \alpha \mathbf{P}(X_1, \dots, X_n | Y_1, \dots, Y_m) \mathbf{P}(Y_1, \dots, Y_m)\end{aligned}$$

- ▶ We need to know the conditional probabilities for all possible combinations of the  $X_i, Y_j$ s
  - With just boolean variables, this is  $2^n 2^m$
  - Just like using the full joint distribution
- ▶ Can we use the idea of independence to reduce these requirements?

# Conditional Independence

- ▶ If  $X$  and  $Y$  are conditionally independent given  $Z$  then
  - $\mathbf{P}(X, Y|Z) = \mathbf{P}(X|Z)\mathbf{P}(Y|Z)$  and
  - $\mathbf{P}(X|Y, Z) = \mathbf{P}(X|Z)$  and  $\mathbf{P}(Y|X, Z)\mathbf{P}(Y|Z)$
- ▶  $X_1, \dots, X_n$  are conditionally independent, given  $Y_1, \dots, Y_m$  if and only if
$$\mathbf{P}(X_1, \dots, X_n|Y_1, \dots, Y_m) = \alpha \mathbf{P}(X_1|Y_1, \dots, Y_m) \cdots \mathbf{P}(X_n|Y_1, \dots, Y_m)$$
- ▶ For boolean variables, this reduces the representation to  $2n2^m$  combinations

## Benefits of Conditional Independence

- ▶ Conditional independence allows probabilistic systems to scale up (tabular representations of full joint distributions become very large)

$$\mathbf{P}(\textit{Toothache}, \textit{Catch}, \textit{Cavity})$$

$$= \mathbf{P}(\textit{Toothache}, \textit{Catch}|\textit{Cavity})\mathbf{P}(\textit{Cavity})$$

$$= \mathbf{P}(\textit{Toothache}|\textit{Cavity})\mathbf{P}(\textit{Catch}|\textit{Cavity})\mathbf{P}(\textit{Cavity})$$

- ▶ Conditional independence information is much more commonly available than absolute independence. For example, *Toothache* and *Catch* are not independent *per se*. But they are, given the knowledge about the presence or absence of a cavity.

# Summary

- ▶ Basic probability statements include **prior** and **conditional** probabilities over simple and compound propositions.
- ▶ The **full joint distribution** specifies the probability of each complete assignment of values to random variables.
- ▶ **Absolute independence** between subsets of random variables may allow the full joint to be factored into smaller joint distributions.
- ▶ Bayes' rule performs computations using conditional distributions.
- ▶ **Conditional independence** may allow the full joint into smaller conditional distributions. It may allow more efficient computations using Bayes' rule.