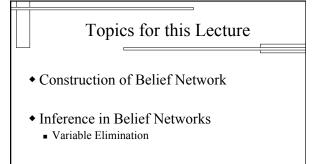


P(Burglary JohnCalls) – using inference		
Rearranging conditional probability expression to exploit CPTs in belief network		
Bayes Rule	k*P(J B)*P(B)	
Marginalization	$k*Sum_A P(J,Alarm B)*P(B)$	
• $P(s_i,s_i d) = P(s_i s_i,d) P(s_i d)$	$k*Sum_A P(J A,B)*P(A B)*P(B)$	
• Case I: a node is conditionally independent of non-descendants given its parents		
_	$k*Sum_A P(J A)*P(A B)*P(B)$	
Marginalization	$k*Sum_A P(J A)*Sum_E P(A,E B)*P(B)$	
• $P(s_i, s_j d) = P(s_i s_j, d) P(s_j d)$ • case 1 $P(E B) = P(E)$	$k*Sum_A P(J A)*Sum_E P(A B,E)*P(E B)*P(B)$ $k*Sum_A P(J A)*Sum_E P(A B,E)*P(E)*P(B)$	
	d everything off the CPT's	



Can read everything off the CPT's

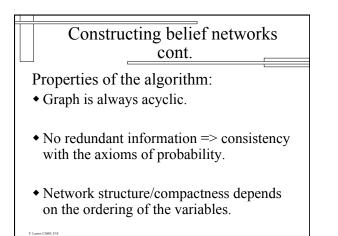
Benefits of belief networks

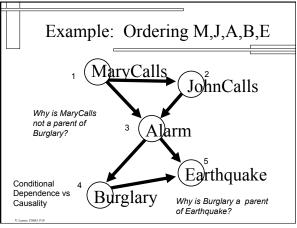
- Individual "design" decisions are understandable: causal structure and conditional probabilities.
- BNs encode conditional independence, without which probabilistic reasoning is hopeless.
- Can do inference even in the presence of missing evidence.

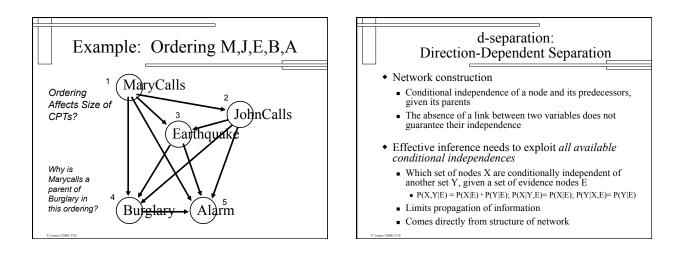
Constructing belief networks

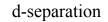
Loop:

- Pick a variable X_i to add to the graph.
- Find (*minimal*) set of parents (previous nodes created) such that
 P(X_i|Parents(X_i)) = P(X_i|X_{i-1}, X_{i-2}, ..., X₁)
 - Conditional Dependence vs Causality
- Draw arcs from Parents(X_i) to X_i.
- Specify the CPT: P(X_i|Parents(X_i)).



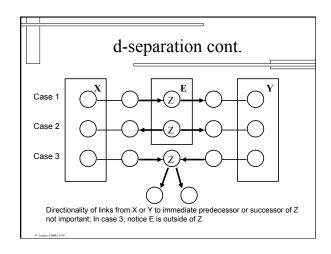


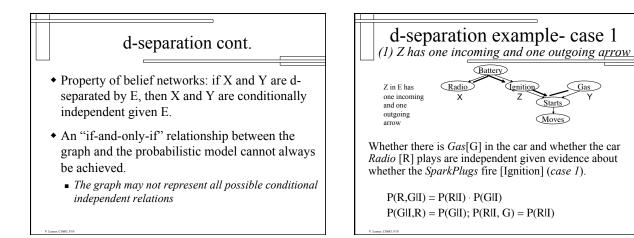


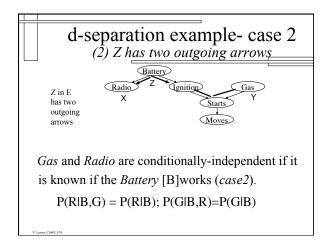


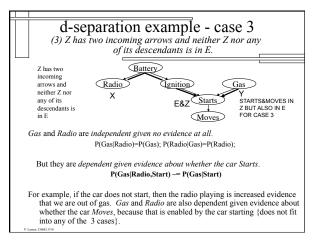
Definition: If X, Y and E are three disjoint subsets of nodes in a DAG, then E is said to d-separate X from Y if *every undirected path from X to Y is blocked by E.* A path is blocked if it contains a node Z such that:

- (1) Z has one incoming and one outgoing arrow; or
- (2) Z has two outgoing arrows; or
- (3) Z has two incoming arrows and neither Z nor any of its descendants is in E.







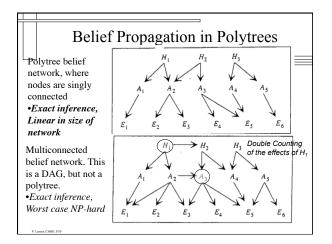


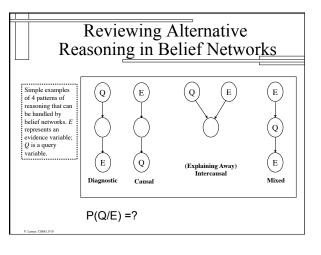
Inference in Belief Networks

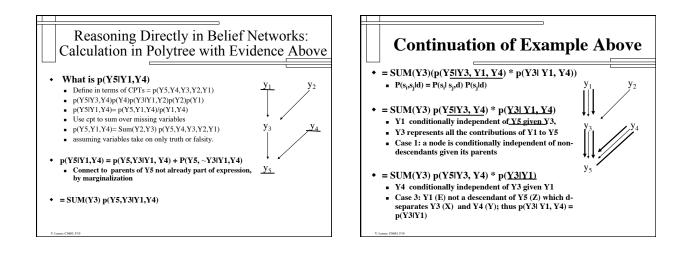
- BNs are fairly expressive and easily engineered representation for knowledge in probabilistic domains.
- They facilitate the development of inference algorithms.
- They are particularly suited for parallelization
- Current inference algorithms are efficient and can solve large real-world problems.

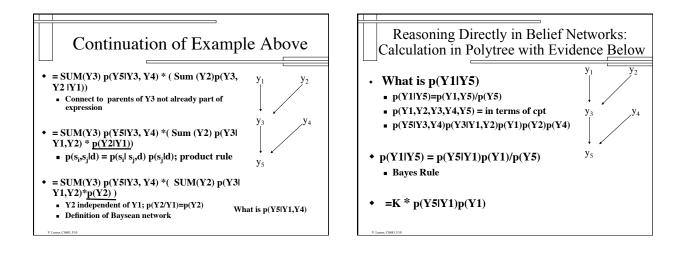
Network Features Affecting Efficiency of Reasoning

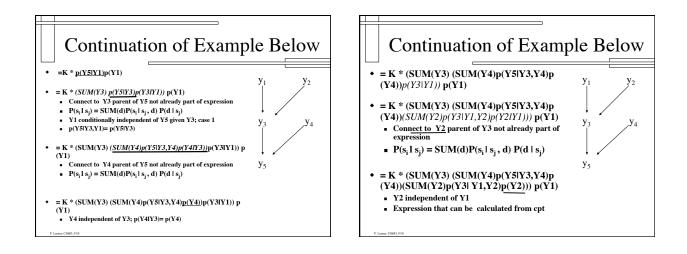
- Topology (trees, singly-connected, sparselyconnected, DAGs).
- Size (number of nodes).
- Type of variables (discrete, cont, functional, noisy-logical, mixed).
- Network dynamics (static, dynamic).











Evidence Above and Below for Polytrees	
If there is evidence both above and below P(Y3IY5,Y2)	
we separate the evidence into above, \mathcal{E}_{i}^{*} and below, \mathcal{E}_{i}^{*} portions and use a version of Bayes' rule to write $p(Q \mid \varepsilon^{*}, \varepsilon^{-}) = \frac{p(\varepsilon^{-1} \mid Q, \varepsilon^{+})p(Q \mid \varepsilon^{+})}{p(\varepsilon^{-1} \mid \varepsilon^{+})} \qquad $	2)
We calculate the first probability in this product as part of the top-down procedure for calculating $p(Q \epsilon^-)$. The second probability is calculated directly by the bottom-up procedure.	
V. Lawer, CS80, F10	



Variable Elimination

- Can remove a lot of re-calculation/multiplications in expression
- K * (SUM(Y3) (SUM(Y4)p(Y5IY3,Y4)p(Y4))(SUM(Y2)p(Y3IY1,Y2)p(Y2))) p(Y1)
- Summations over each variable are done only for those portions of the expression that depend on variable
- Save results of inner summing to avoid repeated calculation
 Create Intermediate Functions
 - F-Y2(Y3,Y1)=(SUM(Y2)p(Y3lY1,Y2)p(Y2))

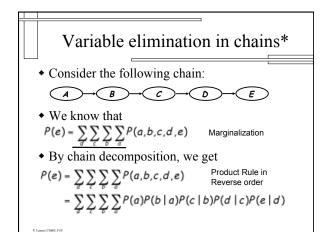
Variable elimination

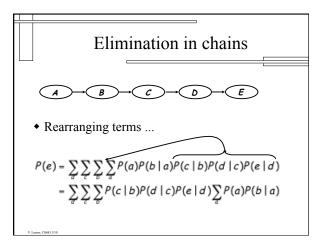
General idea:

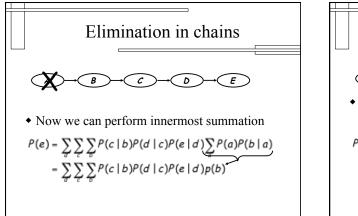
• Write query in the form

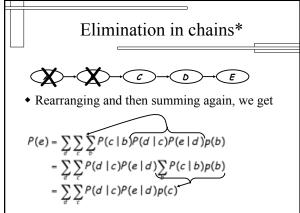
$$P(X_1, \boldsymbol{e}) = \sum_{x_1} \cdots \sum_{x_n} \sum_{x_n} \prod_i P(x_i \mid pa_i)$$

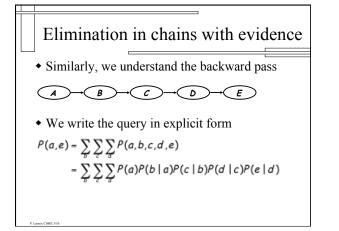
- Iteratively
 - Move all irrelevant terms outside of innermost sum
- Perform innermost sum, getting a new term
- Insert the new term into the product

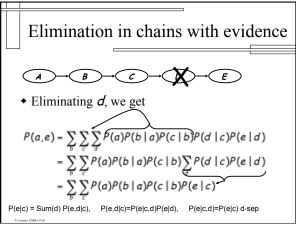


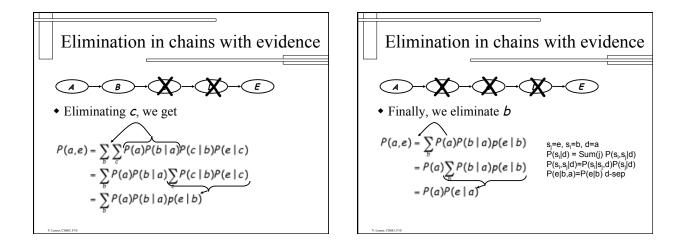


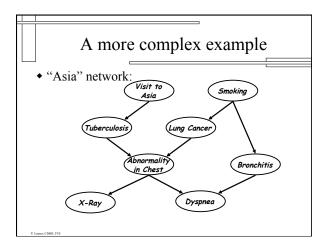


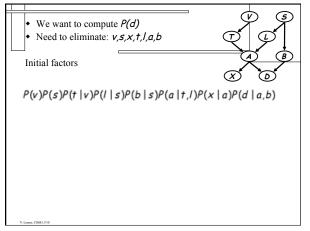


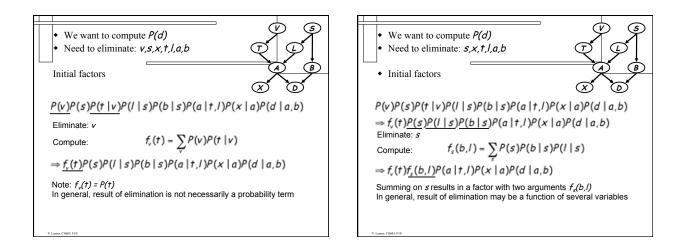


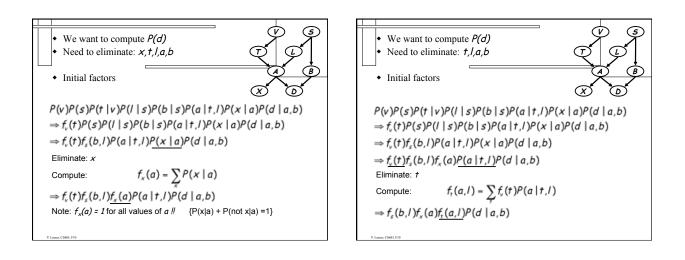


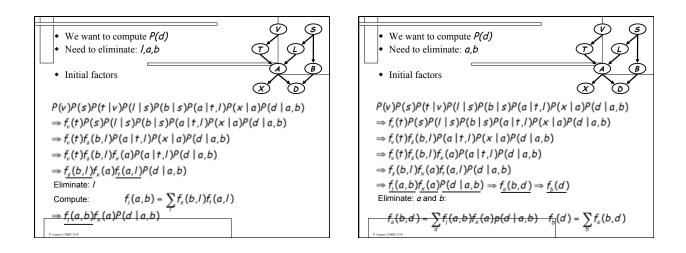


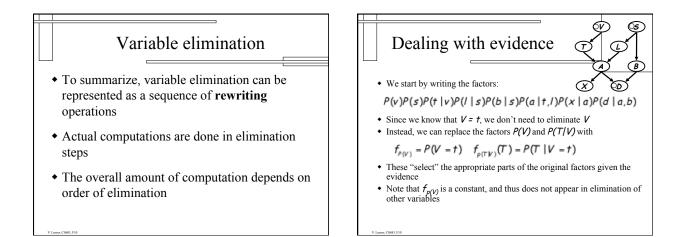


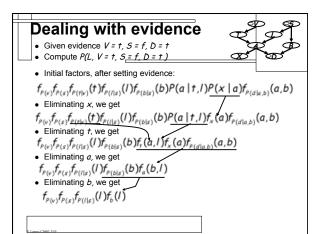


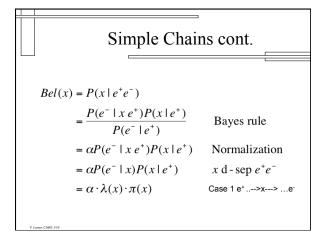


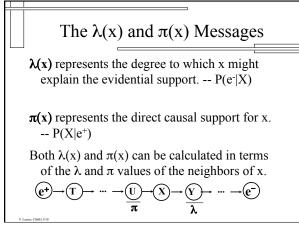


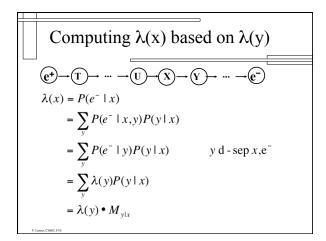




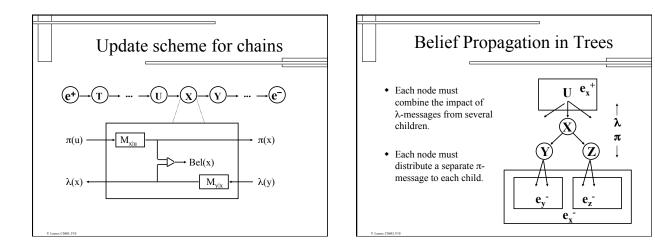


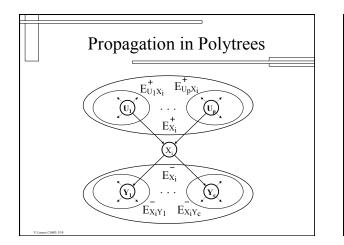


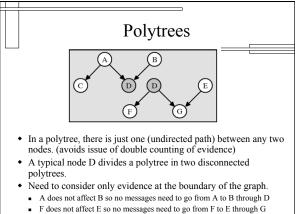


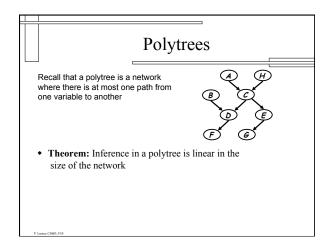


Computing
$$\pi(x)$$
 based on $\pi(u)$
 $e^+ \rightarrow (T \rightarrow \cdots \rightarrow U \rightarrow (X) \rightarrow (Y) \rightarrow \cdots \rightarrow e^-$
 $\pi(x) = P(x | e^+)$
 $= \sum_{u} P(x | u e^+) P(u | e^+)$
 $u = \sum_{u} P(x | u) P(u | e^+)$
 $u = \sum_{u} P(x | u) P(u | e^+)$
 $u = \sum_{u} P(x | u) P(u | e^+)$
 $u = \pi(u) \cdot M_{x | u}$









Heuristics for node ordering

- Maximum cardinality search: number the nodes from 1 to n, in increasing order, always assigning the next number to the vertex having the largest set of previously numbered neighbors. The elimination order is from n to 1.
- Minimum discrepancy search: at each point, eliminate the node that causes the fewest edges to be added to the induced graph.
- Minimum size/weight search: at each point, eliminate the node that causes the smallest clique to be created, where "small" is measured either in terms of number of nodes or number of entries in the factor.

Next Lecture

_

• Inference in Multiply Connected BNs