

Main approaches to determine posterior distributions in graphical models, depending on guarantees:

- **Exact inference**: exploit the structure of the network to eliminate (sum out) the non-observed, non-query variables one at a time (recursive conditioning, variable elimination).
- **Guaranteed bounds** of the conditional probabilities from above and below, where bound becomes narrower with more computation.
- **Probabilistic bounds**, e.g., within 0.1 of the correct answer 95% of the time. Stochastic simulation: random cases are generated according to the probability distributions.
- **Best effort** to produce an approximation that may be good enough. Variational methods: find the closest tractable distribution to the target (posterior) distribution.

- To compute the posterior probability of query Q given evidence $E = e$:

$$\begin{aligned} P(Q \mid E = e) &= \frac{P(Q, E = e)}{P(E = e)} \\ &= \frac{P(Q, E = e)}{\sum_Q P(Q, E = e)}. \end{aligned}$$

summing over the values of variable Q

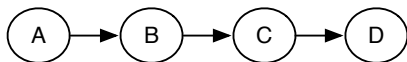
- So the computation reduces to the probability of $P(Q, E = e)$
- then normalize at the end.

Probability of a conjunction

- The variables of the belief network are X_1, \dots, X_n .
- The evidence is $Y_1 = v_1, \dots, Y_j = v_j$
- To compute $P(Q, Y_1 = v_1, \dots, Y_j = v_j)$:
add the other variables,
 $Z_1, \dots, Z_k = \{X_1, \dots, X_n\} - \{Q\} - \{Y_1, \dots, Y_j\}$.
and sum them out.
- Order the Z_i into an **elimination ordering**.

$$\begin{aligned} & P(Q, Y_1 = v_1, \dots, Y_j = v_j) \\ &= \sum_{Z_k} \cdots \sum_{Z_1} P(X_1, \dots, X_n)_{Y_1 = v_1, \dots, Y_j = v_j} \\ &= \sum_{Z_k} \cdots \sum_{Z_1} \prod_{i=1}^n P(X_i \mid \text{parents}(X_i))_{Y_1 = v_1, \dots, Y_j = v_j} \end{aligned}$$

Example



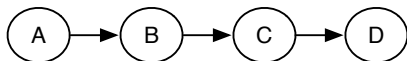
Query $P(D)$.

$$\begin{aligned} P(D) &= \sum_A \sum_B \sum_C P(A, B, C, D) \\ &= \sum_A \sum_B \sum_C P(A)P(B | A)P(C | B)P(D | C) \end{aligned}$$

Can be simplified to:

$$P(D) = \sum_A P(A) \sum_B P(B | A) \sum_C P(C | B)P(D | C)$$

Example: different elimination ordering



Query $P(D)$.

$$\begin{aligned} P(D) &= \sum_C \sum_B \sum_A P(A, B, C, D) \\ &= \sum_C \sum_B \sum_A P(A)P(B | A)P(C | B)P(D | C) \\ &= \sum_C P(D | C) \sum_B P(C | B) \sum_A P(A)P(B | A) \end{aligned}$$

Naive Search Algorithm

- Computes the value of summing variables from a product of factors

Input:

- *Con* – a context – an assignment of a value to some of the variables
- *Fs* – a set of factors (functions of variables)

Output: value summing out the unassigned variables:

$$\sum_{X_1 \dots X_k} \prod F_s$$

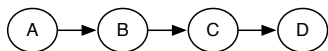
where $X_1 \dots X_k$ are variables not assigned in *Con*

- Evaluate a factor as soon as all its variables are assigned
- Recursively branch on a variable not assigned in *Con*
- **Initially:** *Con* is observations, and an assignment to the query variable, *Fs* is all the factors.

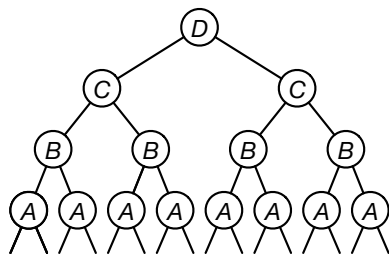
Probabilistic Inference using Depth-first search

```
1: procedure prob_dfs(Con : context, Fs : factors)
2:   if  $Fs = \{\}$  then
3:     return 1
4:   else if  $f \in Fs$  can be evaluated in Con then
5:     return  $eval(f, Con) * prob\_dfs(Con, Fs \setminus \{f\})$ 
6:   else
7:     select variable  $X$  in not assigned in Con
8:      $sum := 0$ 
9:     for  $val$  in  $domain(X)$  do
10:       $sum := sum + prob\_dfs(Con \cup \{X=val\}, Fs)$ 
11:     return  $sum$ 
```

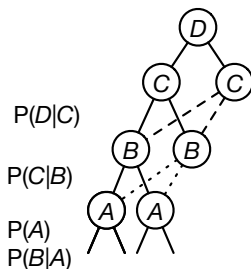
Search Tree



$$P(D) = \sum_C P(D | C) \sum_B P(C | B) \sum_A P(A)P(B | A)$$



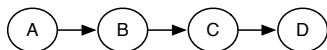
(a)



(b)

(c)

Note: $\sum_B P(C | B) \sum_A P(A)P(B | A)$ does not depend on D
 $\sum_A P(A)P(B | A)$ does not depend on C or D



$$P(B \mid d)$$

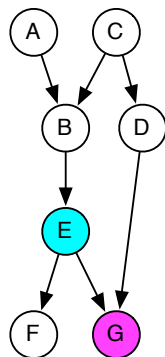
First split on B (to compute the normalizing constant):

$$\text{prob_dfs}(\{B=false, D=true\}, \\ \{P(D \mid C), P(C \mid B), P(B \mid A), P(A)\})$$

This can be decomposed into two independent problems:

$$\text{prob_dfs}(\{B=false, D=true\}, \{P(D \mid C), P(C \mid B)\}) \\ * \text{prob_dfs}(\{B=false, D=true\}, \{P(B \mid A), P(A)\})$$

Inference via factorization in graphical models



$$P(E | g) = \frac{P(E \wedge g)}{\sum_E P(E \wedge g)}$$

$$\begin{aligned} P(E \wedge g) &= \sum_F \sum_B \sum_C \sum_A \sum_D P(A)P(B | AC) \\ &\quad P(C)P(D | C)P(E | B)P(F | E)P(g | ED) \\ &= \left(\sum_F P(F | E) \right) \\ &\quad \sum_B P(E | B) \sum_C \left(P(C) \left(\sum_A P(A)P(B | AC) \right) \right) \\ &\quad \left(\sum_D P(D | C)P(g | ED) \right) \end{aligned}$$

Adds to naive search:

- Recognize when an assignment decomposes the problem into independent subproblems.
- Cache already computed values. The cache is checked before evaluating any query.

Recursive Conditioning

- Computes sum from outside in

Input:

- Context - assignment of values to variables
- Set of factors

Output: value of summing out other variables

Outline:

- Evaluate a factor as soon as all its variables are assigned
- Cache values already computed
- Recognize disconnected components
- Recursively branch on a variable

Primitive operations for the algorithm

- *cache* is a global variable that maps $\langle Con, Fs \rangle$ pairs into a real value.
It is initially it has $\langle \{\}, \{\} \rangle$ mapping to 1.
- $vars(F)$ returns the variables in factor F .
 $vars(Fs)$ returns the variables that appear in any factor in Fs .
- $eval(F, Con)$ is the value of F given context Con . It is only called when Con assigns values to all of the variables in F .
- $Fs = Fs_1 \uplus Fs_2$ is the disjoint union, meaning $Fs_1 \neq \{\}$, $Fs_2 \neq \{\}$, $Fs_1 \cap Fs_2 = \{\}$, $Fs = Fs_1 \cup Fs_2$
This step recognizes when the graph is disconnected.

Recursive Conditioning

```
procedure  $rc(Con : \text{context}, Fs : \text{set of factors})$ :  
  if  $Fs = \{\}$  return 1  
  if  $\langle Con, Fs \rangle$  is in cache with value  $v$  Recall  
    return  $v$   
  else if there is a variable in  $Con$  that is not in any factor in  $Fs$   
    return  $rc(\{X = v \in Con : X \in vars(Fs)\}, Fs)$  Forget  
  else if  $f \in Fs$  can be evaluated in  $Con$   
    return  $eval(f, Con) \times rc(Con, Fs \setminus \{f\})$  Evaluate  
  else if  $Fs = Fs_1 \uplus Fs_2$  where  $vars(Fs_1) \cap vars(Fs_2)$  are all assigned  
    return  $rc(Con, Fs_1) \times rc(Con, Fs_2)$  Disconnected  
  else select variable  $X \in vars(Fs) \setminus vars(Con)$   
     $sum := 0$   
    for each  $v \in domain(X)$   
       $sum := sum + rc(Con \cup \{X = v\}, Fs)$   
    add  $\langle Con, Fs \rangle$  with value  $sum$  to cache Remember  
    return  $sum$ 
```

Exploiting Structure in Recursive Conditioning

- How can we exploit determinism (zero probabilities)?
- How can we exploit context-specific independencies; the structure of decision trees or rules?
- How can we handle various representations of conditional probabilities / factors

