CS 188: Artificial Intelligence
Spring 2009

Lecture 13: Probability

03/03/09

(square root day)

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Slides adapted from Dan Klein

Announcements

- Project 3:
  - Due tomorrow! Use up to 2 slip days.
- Project 2:
  - Should be graded by next Tuesday
- Written Assignment 2:
  - Longer than the last one
  - Due *in lecture* on Thursday 3/12
  - Slip days still do not apply to written assignments

2

Today

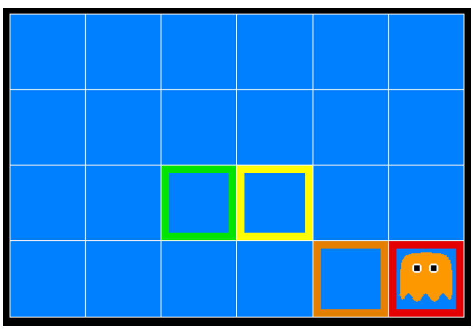
- Probability
  - Random Variables
  - Joint and Conditional Distributions
  - Inference, Bayes' Rule
  - Independence

- You'll need all this stuff for the next few weeks, so make sure you go over it!

3

Inference in Ghostbusters

- A ghost is in the grid somewhere
- Sensor readings tell how close a square is to the ghost
  - On the ghost: red
  - 1 or 2 away: orange
  - 3 or 4 away: yellow
  - 5+ away: green



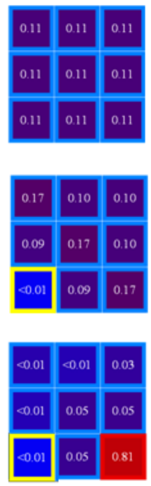
- Sensors are noisy, but we know P(Color | Distance)

P(red | 3)	P(orange | 3)	P(yellow | 3)	P(green | 3)
0.05	0.15	0.5	0.3

[Demo]

Uncertainty

- General situation:
  - **Evidence**: Agent knows certain things about the state of the world (e.g., sensor readings or symptoms)
  - **Hidden variables**: Agent needs to reason about other aspects (e.g. where an object is or what disease is present)
  - **Model**: Agent knows something about how the known variables relate to the unknown variables
- Probabilistic reasoning gives us a framework for managing our beliefs and knowledge



Random Variables

- A random variable is some aspect of the world about which we (may) have uncertainty
  - R = Is it raining?
  - D = How long will it take to drive to work?
  - L = Where am I?
- We denote random variables with capital letters
- Like in a variable in a constraint satisfaction problem, each random variable has a domain
  - R in {true, false} (often write as {r, ¬r})
  - D in $[0, \infty)$
  - L in possible locations

Probabilities

- We generally calculate conditional probabilities
  - P(on time | no reported accidents) = 0.90
  - These represent the agent's *beliefs* given the evidence
- Probabilities change with new evidence:
  - P(on time | no accidents, 5 a.m.) = 0.95
  - P(on time | no accidents, 5 a.m., raining) = 0.80
  - Observing new evidence causes *beliefs to be updated*

Probabilistic Models

- Constraint satisfaction probs:
  - Variables with domains
  - Constraints: state whether assignments are possible
  - Ideally: only certain variables directly interact
- Probabilistic models:
  - (Random) variables with domains
  - Assignments are called *outcomes*
  - Joint distributions: say whether assignments (outcomes) are likely
  - *Normalized:* sum to 1.0
  - Ideally: only certain variables directly interact

T	W	P
hot	sun	T
hot	rain	F
cold	sun	F
cold	rain	T

T	W	P
hot	sun	0.4
hot	rain	0.1
cold	sun	0.2
cold	rain	0.3

Joint Distributions

- A *joint distribution* over a set of random variables: $X_1, X_2, \ldots X_n$ specifies a real number for each assignment (or *outcome*):

$$P(X_1 = x_1, X_2 = x_2, \ldots X_n = x_n)$$

$$P(x_1, x_2, \ldots x_n)$$

  - Size of distribution if n variables with domain sizes d?
  - Must obey: $$0 \leq P(x_1, x_2, \ldots x_n) \leq 1$$

$$\sum_{(x_1, x_2, \ldots x_n)} P(x_1, x_2, \ldots x_n) = 1$$

T	W	P
hot	sun	0.4
hot	rain	0.1
cold	sun	0.2
cold	rain	0.3

- For all but the smallest distributions, impractical to write out

Events

- An *event* is a set E of outcomes

$$P(E) = \sum_{(x_1 \ldots x_n) \in E} P(x_1 \ldots x_n)$$

- From a joint distribution, we can calculate the probability of any event
  - Probability that it's hot AND sunny?
  - Probability that it's hot?
  - Probability that it's hot OR sunny?
- Typically, the events we care about are *partial assignments*, like P(T=h)

T	W	P
hot	sun	0.4
hot	rain	0.1
cold	sun	0.2
cold	rain	0.3

Marginal Distributions

- Marginal distributions are sub-tables which eliminate variables
- Marginalization (summing out): Combine collapsed rows by adding

$P(T,W)$

T	W	P
hot	sun	0.4
hot	rain	0.1
cold	sun	0.2
cold	rain	0.3

$$P(t) = \sum_s P(t,s)$$

$P(T)$

T	P
hot	0.5
cold	0.5

$$P(s) = \sum_t P(t,s)$$

$P(W)$

W	P
sun	0.6
rain	0.4

$$P(X_1 = x_1) = \sum_{x_2} P(X_1 = x_1, X_2 = x_2)$$

Conditional Distributions

- Conditional distributions are probability distributions over some variables given fixed values of others

Conditional Distributions

$P(W|T)$

$P(W|T = hot)$

W	P
sun	0.8
rain	0.2

$P(W|T = cold)$

W	P
sun	0.4
rain	0.6

Joint Distribution

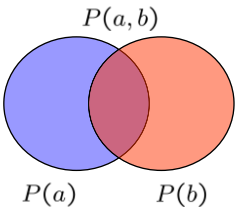
$P(T,W)$

T	W	P
hot	sun	0.4
hot	rain	0.1
cold	sun	0.2
cold	rain	0.3

Conditional Distributions

- A simple relation between joint and conditional probabilities
  - In fact, this is taken as the *definition* of a conditional probability

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



$P(T,W)$

T	W	P
hot	sun	0.4
hot	rain	0.1
cold	sun	0.2
cold	rain	0.3

$$P(W = r|T = c) = ???$$

13

Normalization Trick

- A trick to get a whole conditional distribution at once:
  - Select the joint probabilities matching the evidence
  - Normalize the selection (make it sum to one)

T	W	P
hot	sun	0.4
hot	rain	0.1
cold	sun	0.2
cold	rain	0.3

Select

$P(T,r)$

T	P
hot	0.1
cold	0.3

Normalize

$P(T|r)$

T	P
hot	0.25
cold	0.75

- Why does this work? Because sum of selection is P(evidence)!

$$P(x_1|x_2) = \frac{P(x_1,x_2)}{P(x_2)} = \frac{P(x_1,x_2)}{\sum_{x_1} P(x_1,x_2)}$$

15

The Product Rule

- Sometimes have a joint distribution but want a conditional
- Sometimes the reverse

$$P(x|y) = \frac{P(x,y)}{P(y)} \quad \Leftrightarrow \quad P(x,y) = P(x|y)P(y)$$

- Example:

$P(W)$

R	P
sun	0.8
rain	0.2

$P(D|W)$

D	W	P
wet	sun	0.1
dry	sun	0.9
wet	rain	0.7
dry	rain	0.3

$\Leftrightarrow$

$P(D,W)$

D	W	P
wet	sun	0.08
dry	sun	0.72
wet	rain	0.14
dry	rain	0.06

16

Bayes' Rule

- Two ways to factor a joint distribution over two variables:

$$P(x,y) = P(x|y)P(y) = P(y|x)P(x)$$

That's my rule!

- Dividing, we get:

$$P(x|y) = \frac{P(y|x)}{P(y)}P(x)$$

- Why is this at all helpful?
  - Lets us build one conditional from its reverse
  - Often one conditional is tricky but the other one is simple
  - Foundation of many systems we'll see later (e.g. ASR, MT)

- In the running for most important AI equation!

17

Inference with Bayes' Rule

- Example: Diagnostic probability from causal probability:

$$P(\text{Cause}|\text{Effect}) = \frac{P(\text{Effect}|\text{Cause})P(\text{Cause})}{P(\text{Effect})}$$

- Example:
  - m is meningitis, s is stiff neck

$$\left.\begin{aligned} P(s|m) &= 0.8 \\ P(m) &= 0.0001 \\ P(s) &= 0.1 \end{aligned}\right\} \text{Example givens}$$

$$P(m|s) = \frac{P(s|m)P(m)}{P(s)} = \frac{0.8 \times 0.0001}{0.1} = 0.0008$$

  - Note: posterior probability of meningitis still very small
  - Note: you should still get stiff necks checked out! Why?

18

Ghostbusters, Revisited

- Let's say we have two distributions:
  - Prior distribution over ghost location: P(G)
    - Say this is uniform
  - Sensor reading model: P(R | G)
    - Given: we know what our sensors do
    - E.g. P(R = yellow | G=(1,1)) = 0.1
    - For now, assume the reading is always for the lower left corner
- We can calculate the posterior distribution over ghost locations given a reading using Bayes' rule:

$$P(\ell|r) \propto P(r|\ell)P(\ell)$$

0.11	0.11	0.11
0.11	0.11	0.11
0.11	0.11	0.11

0.17	0.10	0.10
0.09	0.17	0.10
<0.01	0.09	0.17

19

Inference by Enumeration

- P(sun)?
- P(sun | winter)?
- P(sun | winter, warm)?

S	T	W	P
summer	hot	sun	0.30
summer	hot	rain	0.05
summer	cold	sun	0.10
summer	cold	rain	0.05
winter	hot	sun	0.10
winter	hot	rain	0.05
winter	cold	sun	0.15
winter	cold	rain	0.20

Inference by Enumeration

- General case:
  - Evidence variables: $(E_1 \dots E_k) = (e_1 \dots e_k)$
  - Query variables: $Y_1 \dots Y_m$
  - Hidden variables: $H_1 \dots H_r$

  $X_1, X_2, \dots X_n$ *All variables*
- We want: $P(Y_1 \dots Y_m | e_1 \dots e_k)$
- First, select the entries consistent with the evidence
- Second, sum out H:

$$P(Y_1 \dots Y_m, e_1 \dots e_k) = \sum_{h_1 \dots h_r} \underbrace{P(Y_1 \dots Y_m, h_1 \dots h_r, e_1 \dots e_k)}_{X_1, X_2, \dots X_n}$$

- Finally, normalize the remaining entries to conditionalize
- Obvious problems:
  - Worst-case time complexity $O(d^n)$
  - Space complexity $O(d^n)$ to store the joint distribution