## Reminder: elementary probability

- Basic laws:  $0 \le P(\omega) \le 1$   $\sum_{\omega \in \Omega} P(\omega) = 1$
- Events: subsets of  $\Omega$ :  $P(A) = \sum_{\omega \in A} P(\omega)$
- Random variable X(\omega) has a value in each \omega
  - Distribution P(X) gives probability for each possible value x
  - Joint distribution P(X, Y) gives total probability for each combination x, y
- Summing out/marginalization:  $P(X=x) = \sum_{y} P(X=x, Y=y)$
- Conditional probability: P(X | Y) = P(X,Y)/P(Y)
- Product rule: P(X|Y)P(Y) = P(X,Y) = P(Y|X)P(X)
  - Generalize to chain rule:  $P(X_1,..,X_n) = \prod_i P(X_i \mid X_1,..,X_{i-1})$



## Ghostbusters

- A ghost is in the grid somewhere
- Sensor readings tell how close a square is to the ghost
  - On the ghost: usually red
  - 1 or 2 away: mostly orange
  - 3 or 4 away: typically yellow
  - 5+ away: often green
- Click on squares until confident of location, then "bust"



#### Video of Demo Ghostbusters with Probability



## Ghostbusters model

- Variables and ranges:
  - G (ghost location) in {(1,1),...,(3,3)}
  - C<sub>x,y</sub> (color measured at square x,y) in {red,orange,yellow,green}



- Ghostbuster physics:
  - Uniform prior distribution over ghost location: P(G)
  - Sensor model: P(C<sub>x,v</sub> | G) (depends only on distance to G)
    - E.g. P(C<sub>1,1</sub> = yellow | G = (1,1)) = 0.1

## Ghostbusters model, contd.

- $P(G, C_{1,1}, \dots, C_{3,3})$  has 9 x 4<sup>9</sup> = 2,359,296 entries!!!
- Ghostbuster independence:
  - Are C<sub>1,1</sub> and C<sub>1,2</sub> independent?

• E.g., does  $P(C_{1,1} = yellow) = P(C_{1,1} = yellow | C_{1,2} = orange)$ ?

- Ghostbuster physics again:
  - P(C<sub>x,y</sub> | G) depends <u>only</u> on distance to G
    - So  $P(C_{1,1} = \text{yellow} \mid \underline{G} = (2,3)) = P(C_{1,1} = \text{yellow} \mid \underline{G} = (2,3), C_{1,2} = \text{orange})$
    - I.e., C<sub>1,1</sub> is conditionally independent of C<sub>1,2</sub> given G



## Ghostbusters model, contd.

- Apply the chain rule to decompose the joint probability model:
- $P(G, C_{1,1}, ..., C_{3,3}) = P(G) P(C_{1,1} | G) P(C_{1,2} | G, C_{1,1}) P(C_{1,3} | G, C_{1,1}, C_{1,2}) ... P(C_{3,3} | G, C_{1,1}, ..., C_{3,2})$
- Now simplify using conditional independence:
- $P(G, C_{1,1}, ..., C_{3,3}) = P(G) P(C_{1,1} | G) P(C_{1,2} | G) P(C_{1,3} | G) ... P(C_{3,3} | G)$
- I.e., conditional independence properties of ghostbuster physics simplify the probability model from *exponential* to *quadratic* in the number of squares
- This is called a *Naïve Bayes* model:
  - One discrete query variable (often called the *class* or *category* variable)
  - All other variables are (potentially) evidence variables
  - Evidence variables are all conditionally independent given the query variable



- Conditional independence is our most basic and robust form of knowledge about uncertain environments.
- X is conditionally independent of Y given Z if and only if:  $\forall x,y,z \quad P(x \mid y, z) = P(x \mid z)$

or, equivalently, if and only if  $\forall x,y,z \quad P(x, y \mid z) = P(x \mid z) P(y \mid z)$ 

- What about this domain:
  - Traffic
  - Umbrella
  - Raining



- What about this domain:
  - Fire
  - Smoke
  - Alarm





#### **Bayes Nets: Big Picture**



## **Bayes Nets: Big Picture**

- Bayes nets: a technique for describing complex joint distributions (models) using simple, conditional distributions
  - A subset of the general class of graphical models
- Use local causality/conditional independence:
  - the world is composed of many variables,
  - each interacting locally with a few others
- Outline
  - Representation
  - Exact inference
  - Approximate inference





## **Graphical Model Notation**

- Nodes: variables (with domains)
  - Can be assigned (observed) or unassigned (unobserved)





- Arcs: interactions
  - Indicate "direct influence" between variables
  - Formally: absence of arc encodes conditional independence (more later)





## **Example: Coin Flips**



#### No interactions between variables: absolute independence

## Example: Traffic

- Variables:
  - T: There is traffic
  - U: I'm holding my umbrella
  - R: It rains









#### Example: Smoke alarm

- Variables:
  - F: There is fire
  - S: There is smoke
  - A: Alarm sounds





#### Example Bayes' Net: Car Insurance



#### Example Bayes' Net: Car Won't Start



## **Bayes Net Syntax and Semantics**



## **Bayes Net Syntax**



- A set of nodes, one per variable X<sub>i</sub>
- A directed, acyclic graph
- A conditional distribution for each node given its *parent variables* in the graph
  - CPT (conditional probability table); each row is a distribution for child given values of its parents



G	P(C <sub>1,1</sub>   G)			
	g	У	0	r
(1,1)	0.01	0.1	0.3	0.59
(1,2)	0.1	0.3	0.5	0.1
(1,3)	0.3	0.5	0.19	0.01

Bayes net = Topology (graph) + Local Conditional Probabilities

## Example: Alarm Network



## General formula for sparse BNs

- Suppose
  - n variables
  - Maximum range size is d
  - Maximum number of parents is k
- Full joint distribution has size O(d<sup>n</sup>)
- Bayes net has size O(n · d<sup>k</sup>)
  - Linear scaling with n as long as causal structure is local

## Bayes net global semantics



Bayes nets encode joint distributions as product of conditional distributions on each variable:  $P(X_1, ..., X_n) = \prod_i P(X_i \mid Parents(X_i))$ 

## Example



P(b) P( $\neg$ e) P(a|b, $\neg$ e) P( $\neg$ j|a) P( $\neg$ m|a) =.001x.998x.94x.1x.3=.000028

P(b,¬e, a, ¬j, ¬m) =

false

0.05

0.06

0.71

0.999

24

# Conditional independence in BNs



Compare the Bayes net global semantics

 $P(X_1,..,X_n) = \prod_i P(X_i \mid Parents(X_i))$ 

with the chain rule identity

 $P(X_1,..,X_n) = \prod_i P(X_i \mid X_1,...,X_{i-1})$ 

- Assume (without loss of generality) that X<sub>1</sub>,..,X<sub>n</sub> sorted in topological order according to the graph (i.e., parents before children), so Parents(X<sub>i</sub>) ⊆ X<sub>1</sub>,...,X<sub>i-1</sub>
- So the Bayes net asserts conditional independences  $P(X_i | X_1, ..., X_{i-1}) = P(X_i | Parents(X_i))$ 
  - To ensure these are valid, choose parents for node X<sub>i</sub> that "shield" it from other predecessors

## Conditional independence semantics

- **Every variable is conditionally independent of its non-descendants given its parents**
- Conditional independence semantics <=> global semantics



# Example: Burglary



## Example: Burglary



# Inference by Enumeration in Bayes Net

#### Reminder of inference by enumeration:

- Any probability of interest can be computed by summing entries from the joint distribution:  $P(Q | e) = \alpha \sum_{h} P(Q, h, e)$
- Entries from the joint distribution can be obtained from a BN by multiplying the corresponding conditional probabilities
- $P(B \mid j, m) = \alpha \sum_{e,a} P(B, e, a, j, m)$ 
  - =  $\alpha \sum_{e,a} P(B) P(e) P(a|B,e) P(j|a) P(m|a)$
- So inference in Bayes nets means computing sums of products of numbers: sounds easy!!
- Problem: sums of *exponentially many* products!









## Can we do better?

#### Consider uwy + uwz + uxy + uxz + vwy + vwz + vxy +vxz

- 16 multiplies, 7 adds
- Lots of repeated subexpressions!
- Rewrite as (u+v)(w+x)(y+z)
  - 2 multiplies, 3 adds
- $\sum_{e,a} P(B) P(e) P(a | B,e) P(j | a) P(m | a)$
- $= P(B)P(e)P(a|B,e)P(j|a)P(m|a) + P(B)P(\neg e)P(a|B,\neg e)P(j|a)P(m|a)$ 
  - +  $P(B)P(e)P(\neg a | B,e)P(j | \neg a)P(m | \neg a) + P(B)P(\neg e)P(\neg a | B, \neg e)P(j | \neg a)P(m | \neg a)$ Lots of repeated subexpressions!

## Summary

- Independence and conditional independence are important forms of probabilistic knowledge
- Bayes net encode joint distributions efficiently by taking advantage of conditional independence
  - Global joint probability = product of local conditionals
- Exact inference = sums of products of conditional probabilities from the network

