



# Questions

## Example

- In a large online gaming site, how do we match players with similar skill levels?
- Slightly harder. Who will beat who in a basketball league?

- See [www.kaggle.com](http://www.kaggle.com) for the above challenge...
- Good answers to both of these use belief networks



# Our Journey

Graphical  
Models

Decision  
Theory

Learning  
Probabilistic  
Models

Mixture and  
Factor  
Models

Markov Models

Approximate Inference

- Informally Introduce Belief Networks

- Formalise

- Graph Theory

- Probabilistic Graphical Models

- Belief Networks (Bayesian Networks)

- Markov Networks

- Factor Graphs



# Another Question

- Consider the variables below. By considering what items are directly dependent on other items can you build a dependency network?
- E.g.
  
  
  
  
  
  
  
  
  
  
- Here are the items.



# Belief Networks

- **Belief Networks** represent the structure of probability distributions in ways that relate to the idea of a dependency network.
- **Starting Point:** The joint probability distribution.

$$P(\mathbf{x}) = P(x_1)P(x_2|x_1)P(x_3|x_2, x_1)P(x_4|x_3, x_2, x_1) \dots$$

or more formally

$$P(\mathbf{x}) = P(x_1) \prod_{i=2}^M P(x_i | \mathbf{x}_{<i})$$

Notation:

- I use  $M$  rather than  $D$  (which Barber uses) for the dimensionality of a variable. ( $D$  means dataset).
- $<i$  means the set of all the indices that are less than  $i$ .
- $\mathbf{x}$  with a set or vector subscript means the collection of  $x$  values with subscripts in that set/vector.



# Conditional Probability

■ Consider

$$P(x_6 | x_5, x_4, x_3, x_2, x_1)$$

- Suppose all  $x_i$  were binary.
- How would you encode this probability?



# Conditional Probability Tables

- Let us look at the simple case

For  $P(\text{Toothache}, \text{Cavity})$  we can write

	Toothache = true	Toothache = false
Cavity = true	0.04	0.06
Cavity = false	0.01	0.89

For  $P(\text{Cavity}|\text{Toothache})$  we can write

	Toothache = true	Toothache = false
Cavity = true	0.8	0.063
Cavity = false	0.2	0.937

- But what if conditioning on many items?
- Multidimensional table. Very costly.



# Independence...

- Two random variables are independent if we can write

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

- We can extend this to sets of random variables

$$P(\mathbf{x}, \mathbf{y}) = P(\mathbf{x})P(\mathbf{y})$$

- We can use the rule of conditioning to get

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





# ...Independence

- Is Toothache independent of Cavity below?

$P(\text{Toothache}, \text{Cavity})$  is

	Toothache = true	Toothache = false
Cavity = true	0.04	0.06
Cavity = false	0.01	0.89

$P(\text{Cavity}|\text{Toothache})$  is

	Toothache = true	Toothache = false
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# Conditional Independence

- Rule of independence extends to conditional probabilities,

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

- This is conditional independence and is notated by  $I(\mathbf{x}, \mathbf{y}|\mathbf{z})$
- Some comments on handling conditional probabilities...

- Each variable must appear either on the right hand side or left hand side of | not both.
- Conditional independence means you can drop a variable from the right side.



# So what?

- What does this buy us?

$$P(\mathbf{x}) = P(x_1)P(x_2|x_1)P(x_3|x_2, \cancel{x_1})P(x_4|x_3, \cancel{x_2}, x_1) \dots$$

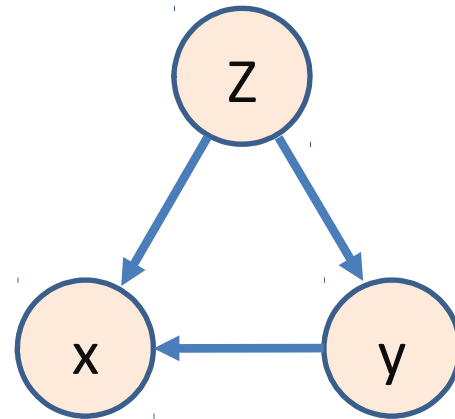
- Utilising conditional independence in the chain rule gives us a more compact representation.
- Think back to the dependency network you built earlier. What were you constructing?



# Graphically

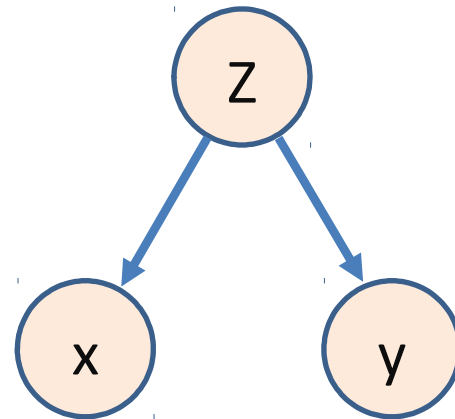
- No independence:

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



- $I(x, y | z)$ :

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



# Stop Point

- Questions?



# Belief Networks

- Graphical notation that represents various conditional independence assertions for a joint probability distribution.
- How?
  - A **Directed Acyclic Graph (DAG)** with one node per variable.
  - Look at chain rule expansion.
  - Include all edges except where a variable is dropped from the conditional probability.
  - If  $P(r|s,t,u,v)$  appears in chain rule, but

$$P(r|s, t, u, v) = P(r|s, u)$$

- then drop directed edge (arrow) from **t to r** and from **v to r**.
- Looks like we are going to need some graph theory...



# Graphs

- See Barber Chapter 2. This is a quickfire summary.



# Graphs

- Graph, Directed Graph, Undirected Graph





# Graphs

- Parents, Children, Family, Path, Directed Path, Ancestor, Descendent



# Graphs

- Cycle, Loop, Chord



# Graphs

## ■ Directed Acyclic Graphs

- A Directed Acyclic Graph (DAG) is a graph with only directed edges between nodes, and where there are no directed cycles.
- Can number the nodes so no edge can go from a node to a node with a lower number.

- Relate this to the chain rule.



# Graphs

- Neighbour, Clique, Maximal Clique



# Graphs

- Connected, Singly Connected, Spanning Tree



# Graphs

- Augmented Graph, Weighted Graph



# Graphs

- Maximally Weighted Spanning Tree



# Graphs

- Numerical encoding: edge list, adjacency matrix.





# Probabilistic Graphical Models

- When we use graph theoretic methods for representing the structure of probability distributions, we are implementing Probabilistic Graphical Models.
  - Why?
  - But it doesn't add anything does it?
- Undirected Graphical Models, Directed Graphical Models (Belief Networks, Bayesian Networks), Factor Graphs.



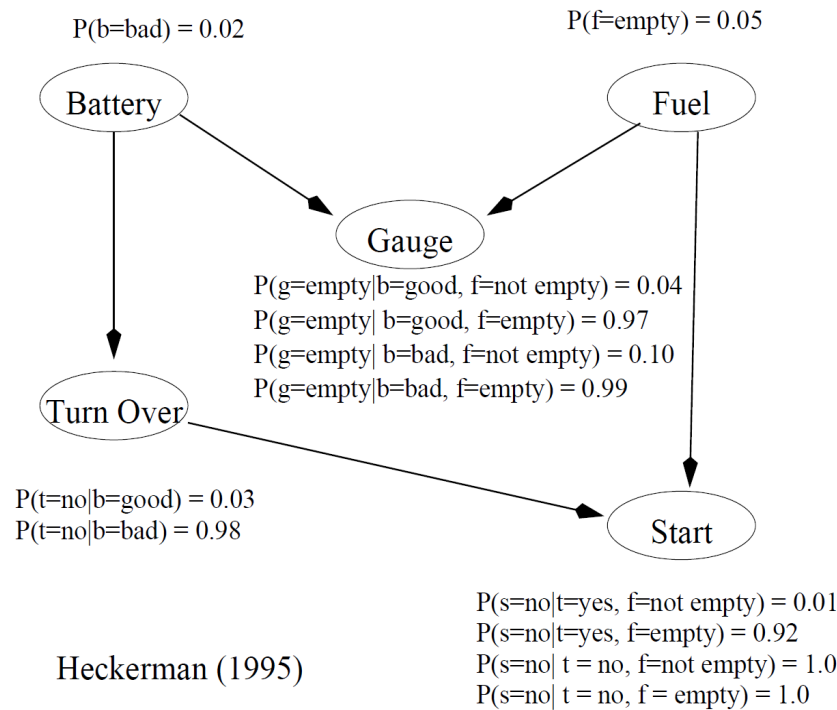
# Stop Point

- Any Questions?



# Working with Joint Probabilities

■ Consider



- Assume for now we are given the probabilities.
- Then we can build the full probability distribution.
- Then we can make queries about quantities we might want to know
  - E.g. What is  $P(f=empty, s=no)$

Inference



# Belief Network

**Definition 1** *Belief Network.* A Belief Network is a distribution of the form

$$P(\mathbf{x}) = \prod_i P(x_i | \mathbf{x}_{Pa(i)})$$

along with a corresponding directed graph with arrows pointing to  $i$  from  $Pa(i)$ . Here,  $Pa(i)$  denotes the parents of the node corresponding to  $x_i$  in the graph.

## ■ Some questions.

- Does a particular distribution correspond to one belief network?
- Given a set of independence relationships encoded in a network, is that network representation unique?
- Can we always encode all conditional independencies using a belief network?
- Is it right to interpret a belief network **causally**?

No, No, No, No (not in general), but useful to construct belief nets causally...



# Constructing Belief Networks

- Choose a set of variables (those relevant to the domain).
- Choose an order to those variables.
- For each variable in turn
  - Add a node to the graph for that variable.
  - Add directed edges *from* all the existing nodes the variable *directly* depends on *to* the new node.
  - Add the corresponding conditional probability to the chain rule.
- Note the sensitivity to the order.
- If we choose a less good order, we may end up encoding fewer conditional independencies (and so have costly encoding).
- Hint: Choose order causally, from cause to effect, to naturally capture the most independence relationships in the graph.
- But always remember that a belief network does not necessarily encode a causal order.
  - A belief network that does encode causal order is called a *causal graph*.
- Some examples.



# Belief Network

- A belief network decouples
  - Structural aspects of the distribution of variables in the systemfrom
  - Quantification of the probabilities for the variables in the system.
- This is good because it is possible to develop operators on the structure that apply regardless of the precise probabilities.
- This is also good as structural elements can be easier to elicit than the actual probabilities.
- This is the point of Belief Networks.



# Where do the probabilities come from?

- Indeed...
- We just pulled them out of thin air didn't we?
- From experts, from local models, learning. More later.



# Independence Relationships

So a Belief Network encodes conditional independence relationships, right?

Yes...

So it must be trivial to read off the conditional independence relationships from a belief net, right?

Um, Er, Um, Er, well kind of...

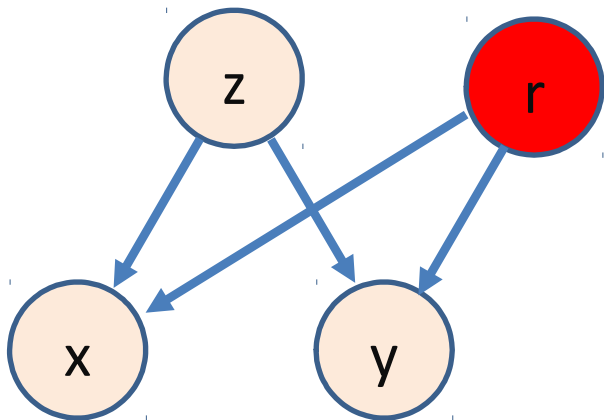
- How can find out if A is conditionally independent of B given C?
- Not good enough to just look locally.





# Independence Relationships

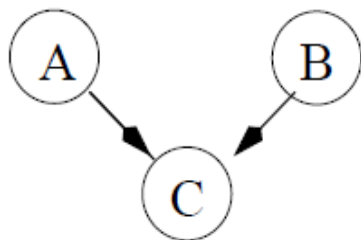
- How can find out if A is conditionally independent of B given C?
- Not good enough to just look locally.
- Consider  $I(x,y|z)$ ...



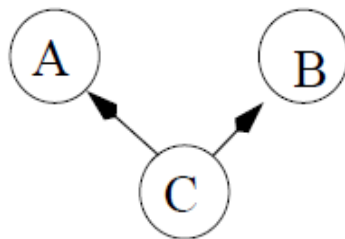
# Rules of D-Separation

- To find out if things are independent we use D-Separation.
- If *every* path from a set of nodes  $X$  to a set of  $Y$  is **blocked** by set  $Z$ , then we have

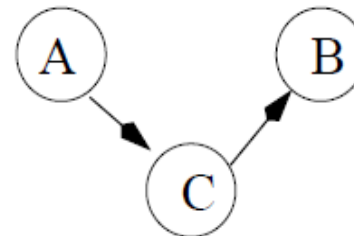
- A path is **blocked** iff  $I(\mathbf{x}_X, \mathbf{x}_Y | \mathbf{x}_Z)$ 
  - A node in  $Z$  is on the path and is head to tail wrt the path.
  - A node in  $Z$  is on the path and is tail to tail wrt the path.
  - There is a node on the path that is head to head, and neither that node nor any of its descendants is in  $Z$ .



C is head-to-head



C is tail-to-tail



C is head-to-tail



# D-Seperation

What a painful procedure.

- It is... but it makes sense...



# More later

- Next week. More belief networks.
- In the meantime.
  - Read Barber Chapter 2 and 3
  - Practice questions at the end of the chapters.
  - Preparation: read Barber Chapter 4
  - Try out a kaggle challenge.

