

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 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

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

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 .
- 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?

$$P(\mathbf{x}) = P(x_1)P(x_2|x_1)P(x_3|x_2, \text{X1})P(x_4|x_3, \text{X2}, x_1) \dots$$

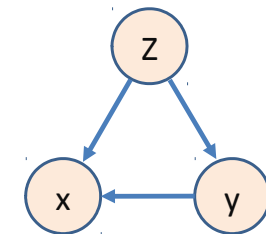
- Utilising conditional independence in the chain rule gives us a more compact representation.
- Think back to the dependency network you built earlier. What were you constructing?



Graphically

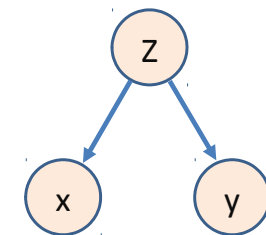
- No independence:

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



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

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



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.



Graphs

- Neighbour, Clique, Maximal Clique

- Relate this to the chain rule.



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.



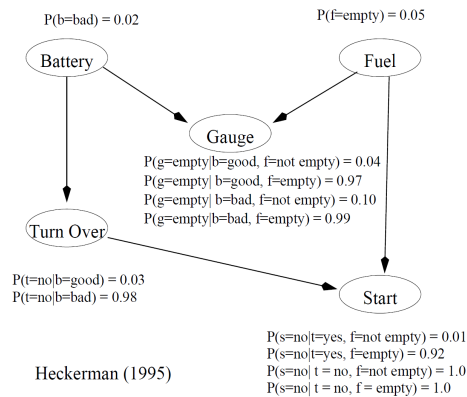
Stop Point

- 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 questions we might want to ask.
 - E.g. What is

Inference



Belief Network

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

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

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.

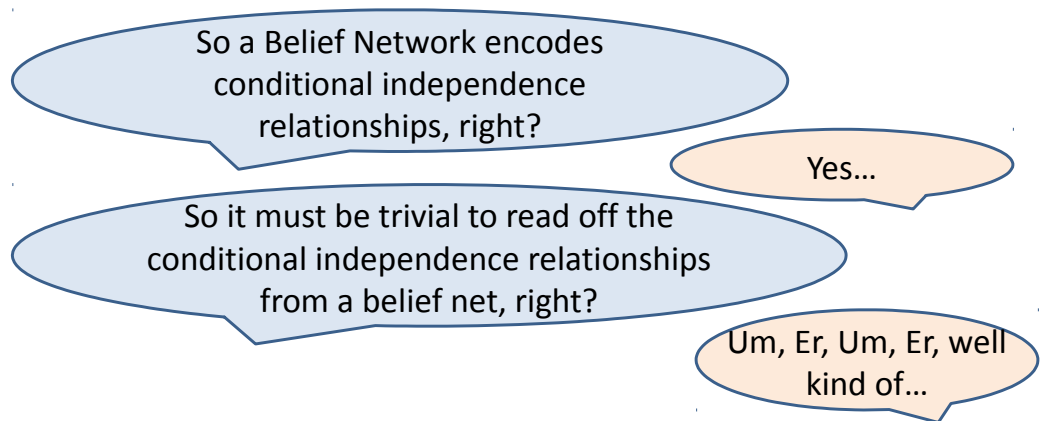


Where do the probabilities come from?

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



Independence Relationships

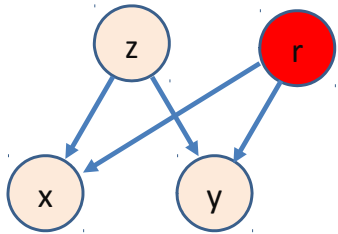


- How can find out if A is conditionally independent of B given C?
- Not good enough to just look locally.



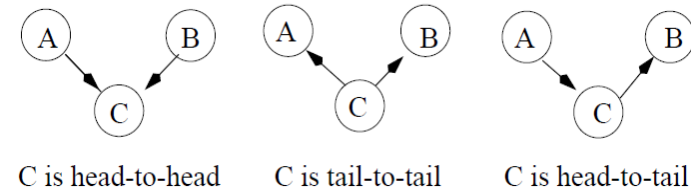
Independence Relationships

- 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 nodes Y is **blocked** by set Z , then we have
- A path is **blocked** iff $I(x_X, x_Y | x_Z)$
 - 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 .



D-Separation

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.