

Inference in Bayesian networks

AIMA2e Chapter 14.4–5

Outline

- ◇ Exact inference by enumeration
- ◇ Exact inference by variable elimination
- ◇ Approximate inference by stochastic simulation
- ◇ Approximate inference by Markov chain Monte Carlo

Inference tasks

Simple queries: compute posterior marginal $\mathbf{P}(\mathbf{X}_i | \mathbf{E} = \mathbf{e})$

e.g., $P(\text{NoGas} | \text{Gauge} = \text{empty}, \text{Lights} = \text{on}, \text{Starts} = \text{false})$

Conjunctive queries: $\mathbf{P}(\mathbf{X}_i, \mathbf{X}_j | \mathbf{E} = \mathbf{e}) = \mathbf{P}(\mathbf{X}_i | \mathbf{E} = \mathbf{e}) \mathbf{P}(\mathbf{X}_j | \mathbf{X}_i, \mathbf{E} = \mathbf{e})$

Optimal decisions: decision networks include utility information;
probabilistic inference required for

$P(\text{outcome} | \text{action}, \text{evidence})$

Value of information: which evidence to seek next?

Sensitivity analysis: which probability values are most critical?

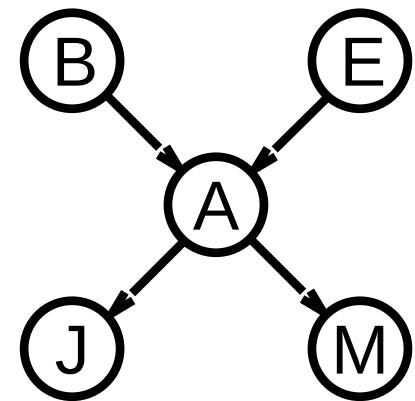
Explanation: why do I need a new starter motor?

Inference by enumeration

Slightly intelligent way to sum out variables from the joint without actually constructing its explicit representation

Simple query on the burglary network:

$$\begin{aligned} & \mathbf{P}(\mathbf{B}|\mathbf{j}, \mathbf{m}) \\ &= \mathbf{P}(\mathbf{B}, \mathbf{j}, \mathbf{m}) / \mathbf{P}(\mathbf{j}, \mathbf{m}) \\ &= \alpha \mathbf{P}(\mathbf{B}, \mathbf{j}, \mathbf{m}) \\ &= \alpha \sum_e \sum_a \mathbf{P}(\mathbf{B}, \mathbf{e}, \mathbf{a}, \mathbf{j}, \mathbf{m}) \end{aligned}$$



Rewrite full joint entries using product of CPT entries:

$$\begin{aligned} & \mathbf{P}(\mathbf{B}|\mathbf{j}, \mathbf{m}) \\ &= \alpha \sum_e \sum_a \mathbf{P}(\mathbf{B})\mathbf{P}(\mathbf{e})\mathbf{P}(\mathbf{a}|\mathbf{B}, \mathbf{e})\mathbf{P}(\mathbf{j}|\mathbf{a})\mathbf{P}(\mathbf{m}|\mathbf{a}) \\ &= \alpha \mathbf{P}(\mathbf{B}) \sum_e \mathbf{P}(\mathbf{e}) \sum_a \mathbf{P}(\mathbf{a}|\mathbf{B}, \mathbf{e})\mathbf{P}(\mathbf{j}|\mathbf{a})\mathbf{P}(\mathbf{m}|\mathbf{a}) \end{aligned}$$

Recursive depth-first enumeration: $O(n)$ space, $O(d^n)$ time

Enumeration algorithm

function ENUMERATION-ASK($X, \mathbf{e}, bn$) **returns** a distribution over X

inputs: X , the query variable

$\mathbf{e}$, observed values for variables $\mathbf{E}$

bn , a Bayesian network with variables $\{X\} \cup \mathbf{E} \cup \mathbf{Y}$

$\mathbf{Q}(X) \leftarrow$ a distribution over X , initially empty

for each value x_i of X **do**

 extend $\mathbf{e}$ with value x_i for X

$\mathbf{Q}(x_i) \leftarrow$ ENUMERATE-ALL(VARS[bn], $\mathbf{e}$)

return NORMALIZE($\mathbf{Q}(X)$)

function ENUMERATE-ALL($vars, \mathbf{e}$) **returns** a real number

if EMPTY?($vars$) **then return** 1.0

$Y \leftarrow$ FIRST($vars$)

if Y has value y in $\mathbf{e}$

then return $P(y \mid Pa(Y)) \times$ ENUMERATE-ALL(REST($vars$), $\mathbf{e}$)

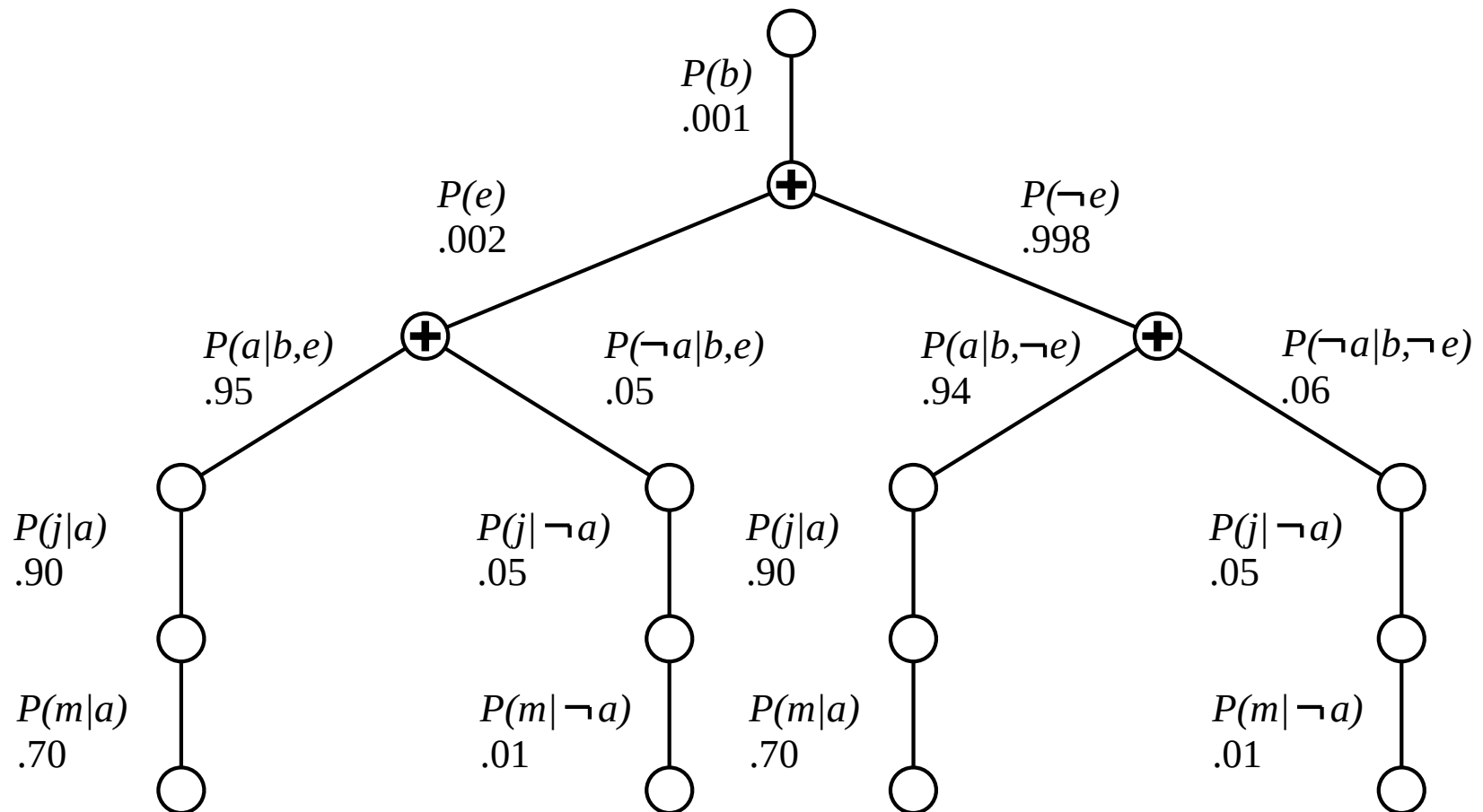
else return $\sum_y P(y \mid Pa(Y)) \times$ ENUMERATE-ALL(REST($vars$), $\mathbf{e}_y$)

 where $\mathbf{e}_y$ is $\mathbf{e}$ extended with $Y = y$

Evaluation tree

Enumeration is inefficient: repeated computation

e.g., computes $P(j|a)P(m|a)$ for each value of e



Inference by variable elimination

Variable elimination: carry out summations right-to-left, storing intermediate results (**factors**) to avoid recomputation

$$\mathbf{P}(\mathbf{B}|\mathbf{j}, \mathbf{m})$$

$$\begin{aligned} &= \alpha \underbrace{\mathbf{P}(\mathbf{B})}_B \sum_e \underbrace{P(e)}_E \sum_a \underbrace{\mathbf{P}(\mathbf{a}|\mathbf{B}, \mathbf{e})}_A \underbrace{P(j|a)}_J \underbrace{P(m|a)}_M \\ &= \alpha \mathbf{P}(\mathbf{B}) \sum_e \mathbf{P}(\mathbf{e}) \sum_a \mathbf{P}(\mathbf{a}|\mathbf{B}, \mathbf{e}) \mathbf{P}(\mathbf{j}|\mathbf{a}) \mathbf{f}_M(\mathbf{a}) \\ &= \alpha \mathbf{P}(\mathbf{B}) \sum_e \mathbf{P}(\mathbf{e}) \sum_a \mathbf{P}(\mathbf{a}|\mathbf{B}, \mathbf{e}) \mathbf{f}_J(\mathbf{a}) \mathbf{f}_M(\mathbf{a}) \\ &= \alpha \mathbf{P}(\mathbf{B}) \sum_e \mathbf{P}(\mathbf{e}) \sum_a \mathbf{f}_A(\mathbf{a}, \mathbf{b}, \mathbf{e}) \mathbf{f}_J(\mathbf{a}) \mathbf{f}_M(\mathbf{a}) \\ &= \alpha \mathbf{P}(\mathbf{B}) \sum_e \mathbf{P}(\mathbf{e}) \mathbf{f}_{\bar{A}JM}(\mathbf{b}, \mathbf{e}) \text{ (sum out } A) \\ &= \alpha \mathbf{P}(\mathbf{B}) \mathbf{f}_{\bar{E}\bar{A}JM}(\mathbf{b}) \text{ (sum out } E) \\ &= \alpha f_B(b) \times f_{\bar{E}\bar{A}JM}(b) \end{aligned}$$

Variable elimination: Basic operations

Summing out a variable from a product of factors:

move any constant factors outside the summation

add up submatrices in pointwise product of remaining factors

$$\sum_x f_1 \times \cdots \times f_k = f_1 \times \cdots \times f_i \sum_x f_{i+1} \times \cdots \times f_k = f_1 \times \cdots \times f_i \times f_{\bar{X}}$$

assuming $f_1, \dots, f_i$ do not depend on X

Pointwise product of factors f_1 and f_2 :

$$\begin{aligned} f_1(x_1, \dots, x_j, y_1, \dots, y_k) \times f_2(y_1, \dots, y_k, z_1, \dots, z_l) \\ = f(x_1, \dots, x_j, y_1, \dots, y_k, z_1, \dots, z_l) \end{aligned}$$

E.g., $f_1(a, b) \times f_2(b, c) = f(a, b, c)$

Variable elimination algorithm

function ELIMINATION-ASK($X, \mathbf{e}, bn$) **returns** a distribution over X
inputs: X , the query variable
 $\mathbf{e}$, evidence specified as an event
 bn , a belief network specifying joint distribution $\mathbf{P}(\mathbf{X}_1, \dots, \mathbf{X}_n)$

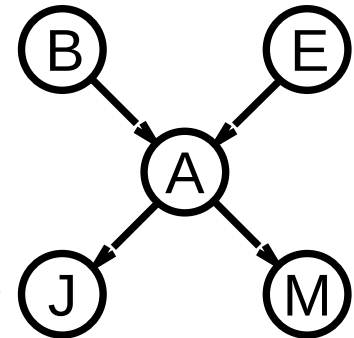
$factors \leftarrow []$; $vars \leftarrow \text{REVERSE}(\text{VARS}[bn])$
for each var **in** $vars$ **do**
 $factors \leftarrow [\text{MAKE-FACTOR}(var, \mathbf{e}) | factors]$
 if var is a hidden variable **then** $factors \leftarrow \text{SUM-OUT}(var, factors)$
return $\text{NORMALIZE}(\text{POINTWISE-PRODUCT}(factors))$

Irrelevant variables

Consider the query $P(\text{JohnCalls} | \text{Burglary} = \text{true})$

$$P(J|b) = \alpha P(b) \sum_e P(e) \sum_a P(a|b, e) P(J|a) \sum_m P(m|a)$$

Sum over m is identically 1; M is *irrelevant* to the query



Thm 1: Y is irrelevant unless $Y \in \text{Ancestors}(\{X\} \cup \mathbf{E})$

Here, $X = \text{JohnCalls}$, $\mathbf{E} = \{\text{Burglary}\}$, and

$\text{Ancestors}(\{X\} \cup \mathbf{E}) = \{\text{Alarm}, \text{Earthquake}\}$

so M is irrelevant

(Compare this to backward chaining from the query in Horn clause KBs)

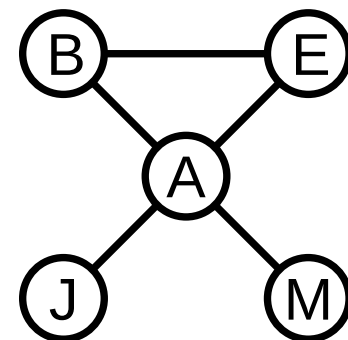
Irrelevant variables contd.

Defn: moral graph of Bayes net: marry all parents and drop arrows

Defn: **A** is m-separated from **B** by **C** iff separated by **C** in the moral graph

Thm 2: **Y** is irrelevant if m-separated from **X** by **E**

For $P(\textit{JohnCalls} | \textit{Alarm} = \textit{true})$, both *Burglary* and *Earthquake* are irrelevant



Complexity of exact inference

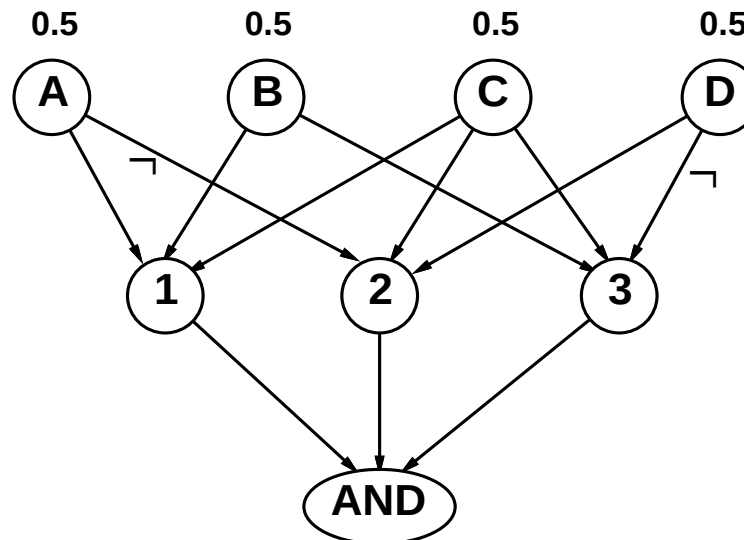
Singly connected networks (or **polytrees**):

- any two nodes are connected by at most one (undirected) path
- time and space cost of variable elimination are $O(d^k n)$

Multiply connected networks:

- can reduce 3SAT to exact inference $\Rightarrow$ NP-hard
- equivalent to *counting* 3SAT models $\Rightarrow$ #P-complete

1. $A \vee B \vee C$
2. $C \vee D \vee \neg A$
3. $B \vee C \vee \neg D$



Inference by stochastic simulation

Basic idea:

- 1) Draw N samples from a sampling distribution S
- 2) Compute an approximate posterior probability $\hat{P}$
- 3) Show this converges to the true probability P

0.5

Coin

Outline:

- Sampling from an empty network
- Rejection sampling: reject samples disagreeing with evidence
- Likelihood weighting: use evidence to weight samples
- Markov chain Monte Carlo (MCMC): sample from a stochastic process whose stationary distribution is the true posterior

Sampling from an empty network

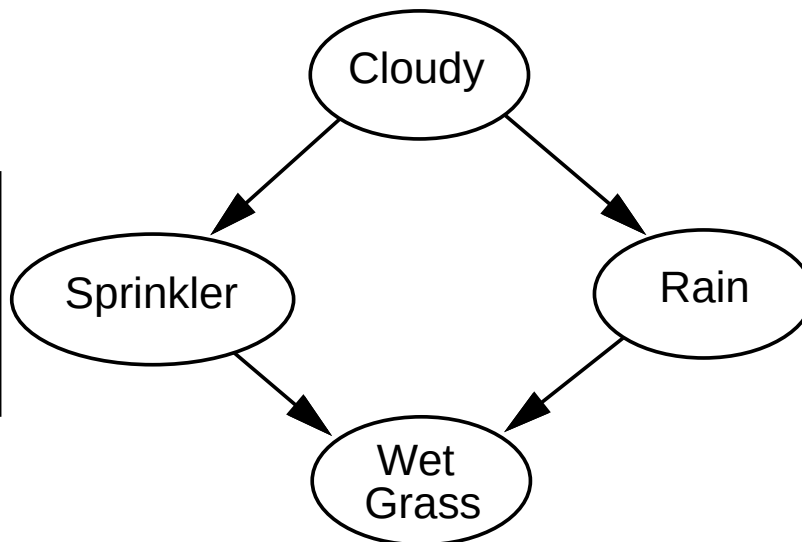
```
function PRIOR-SAMPLE(bn) returns an event sampled from bn  
  inputs: bn, a belief network specifying joint distribution  $\mathbf{P}(\mathbf{X}_1, \dots, \mathbf{X}_n)$   
  
   $\mathbf{x} \leftarrow$  an event with  $n$  elements  
  for  $i = 1$  to  $n$  do  
     $x_i \leftarrow$  a random sample from  $\mathbf{P}(\mathbf{X}_i \mid \mathbf{Parents}(\mathbf{X}_i))$   
  return  $\mathbf{x}$ 
```

Example

$P(C)$

.50

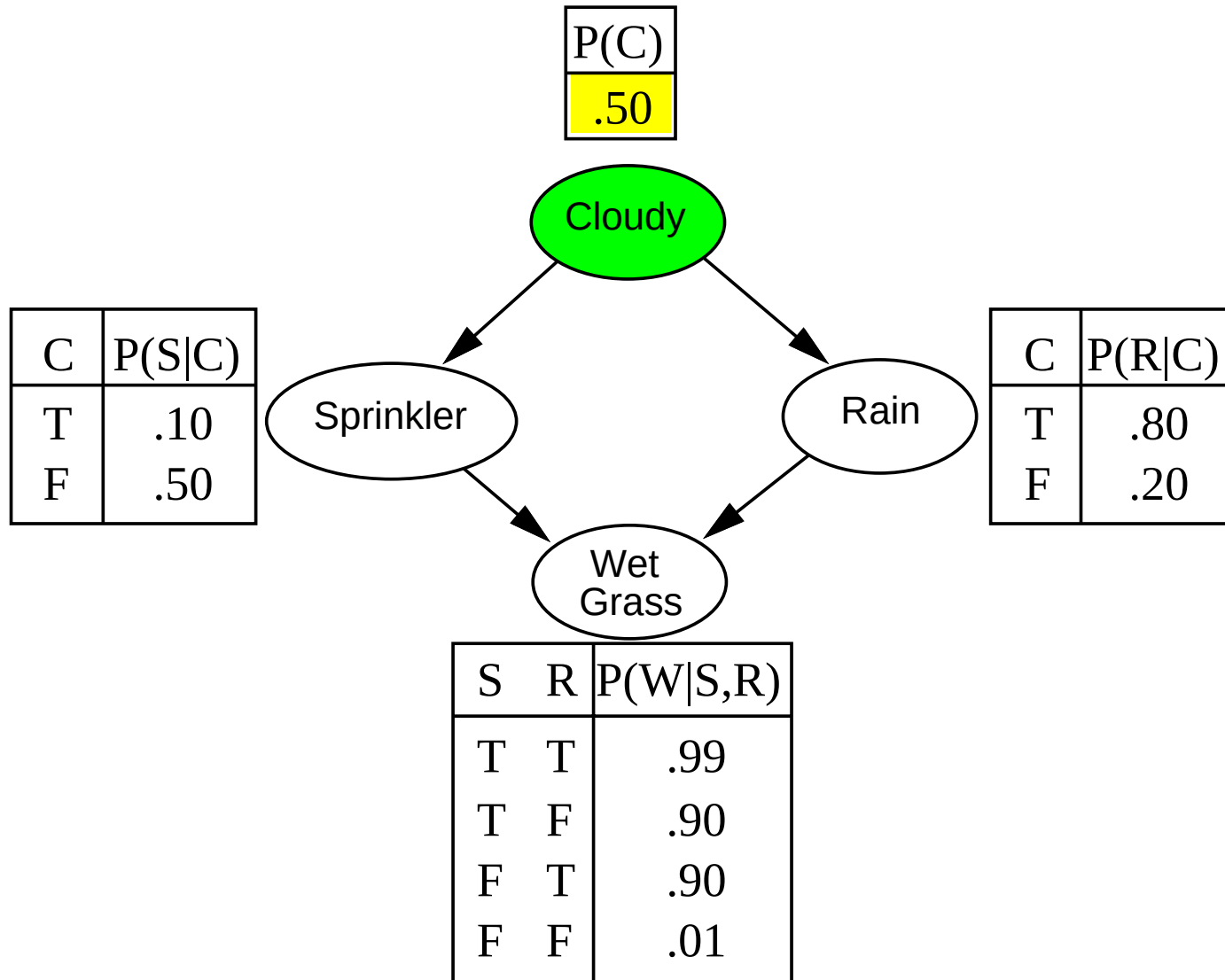
C	$P(S C)$
T	.10
F	.50



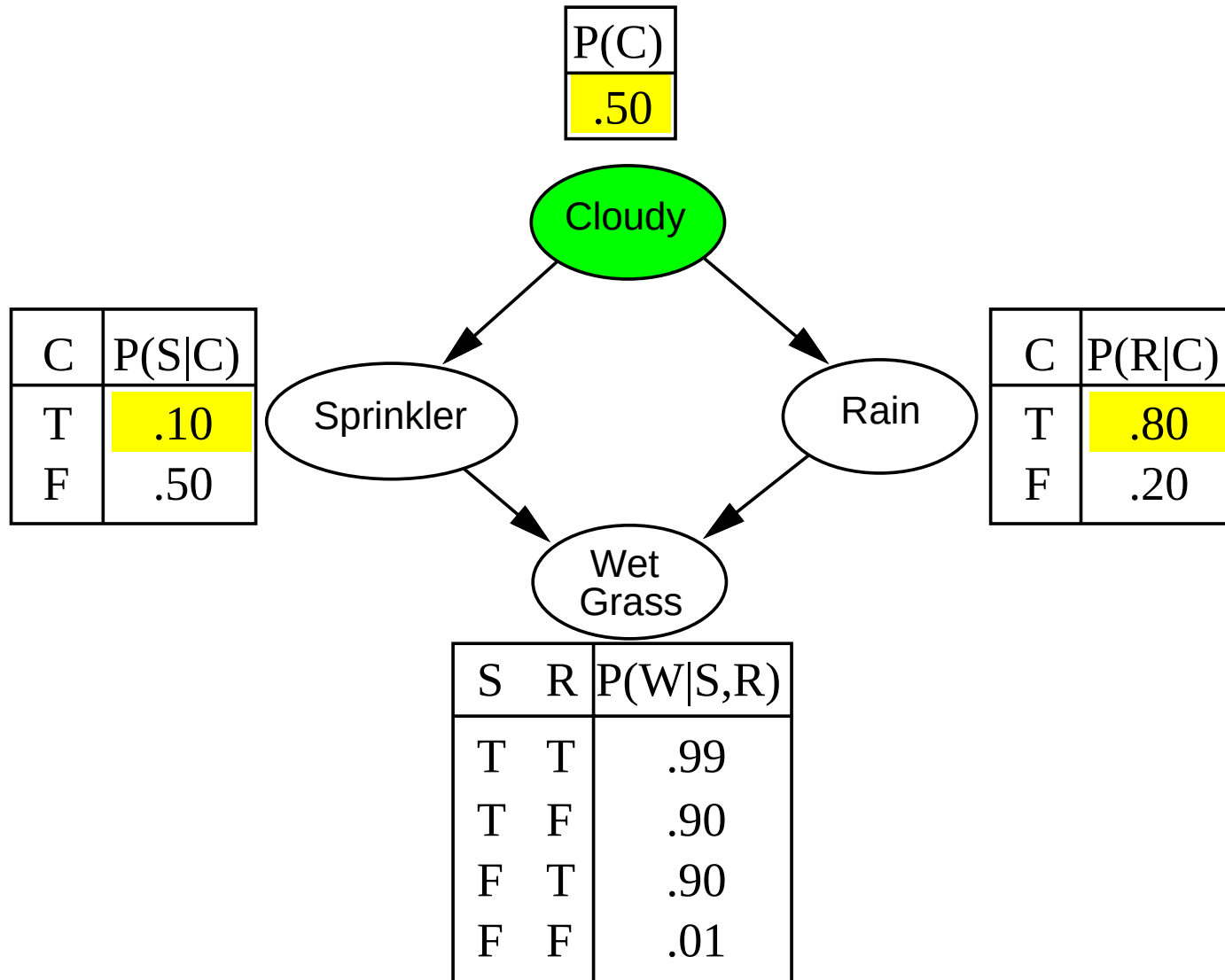
C	$P(R C)$
T	.80
F	.20

S	R	$P(W S,R)$
T	T	.99
T	F	.90
F	T	.90
F	F	.01

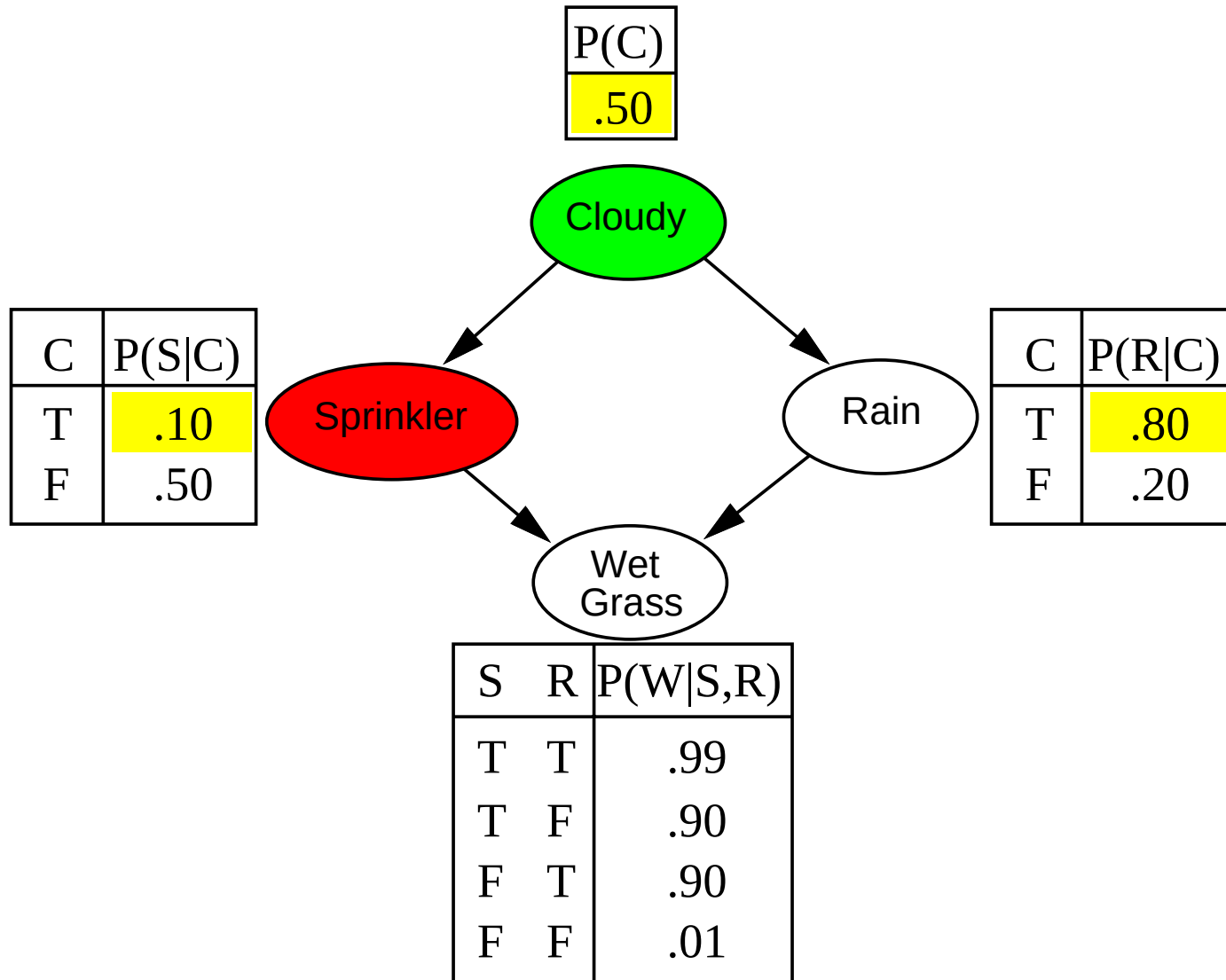
Example



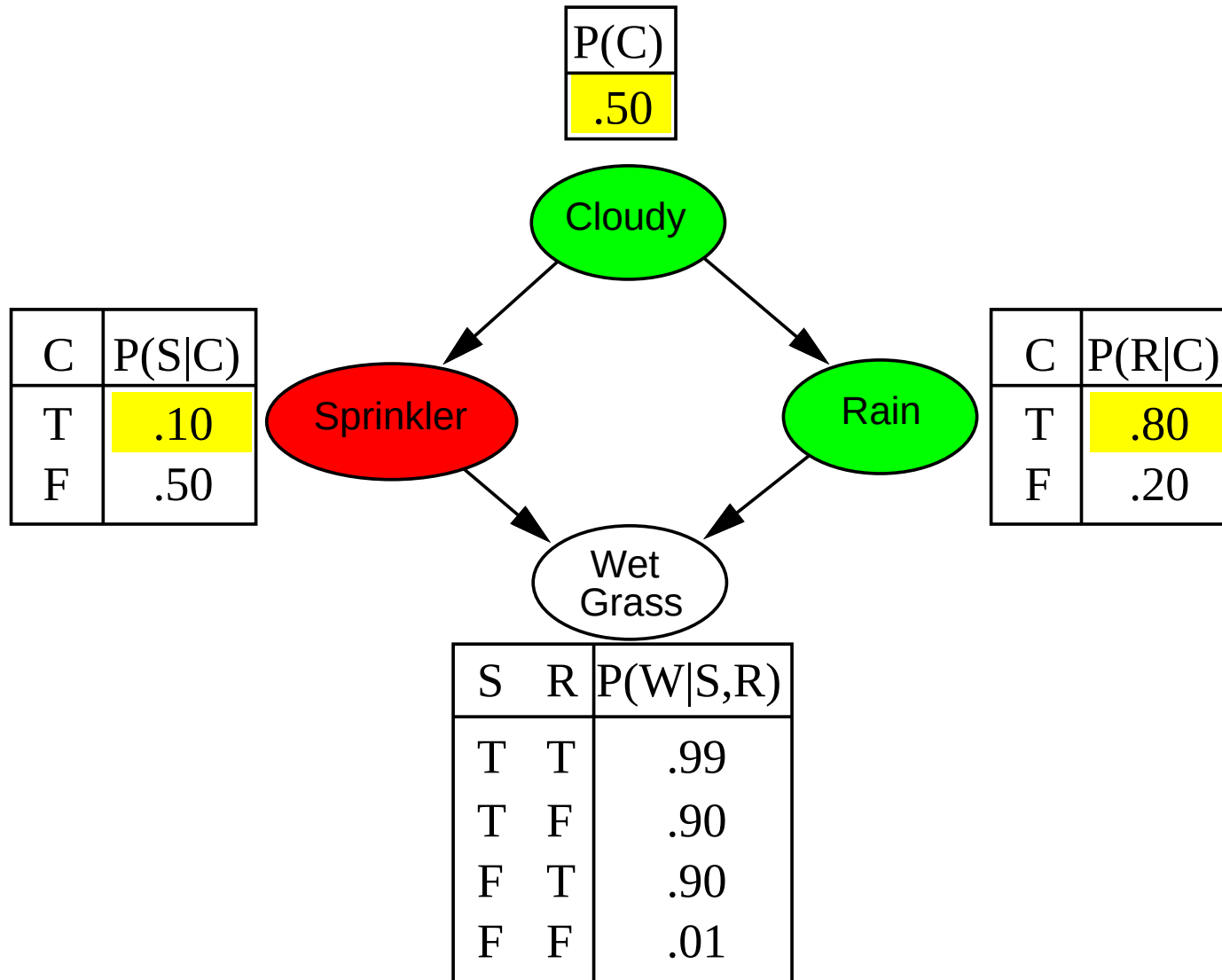
Example



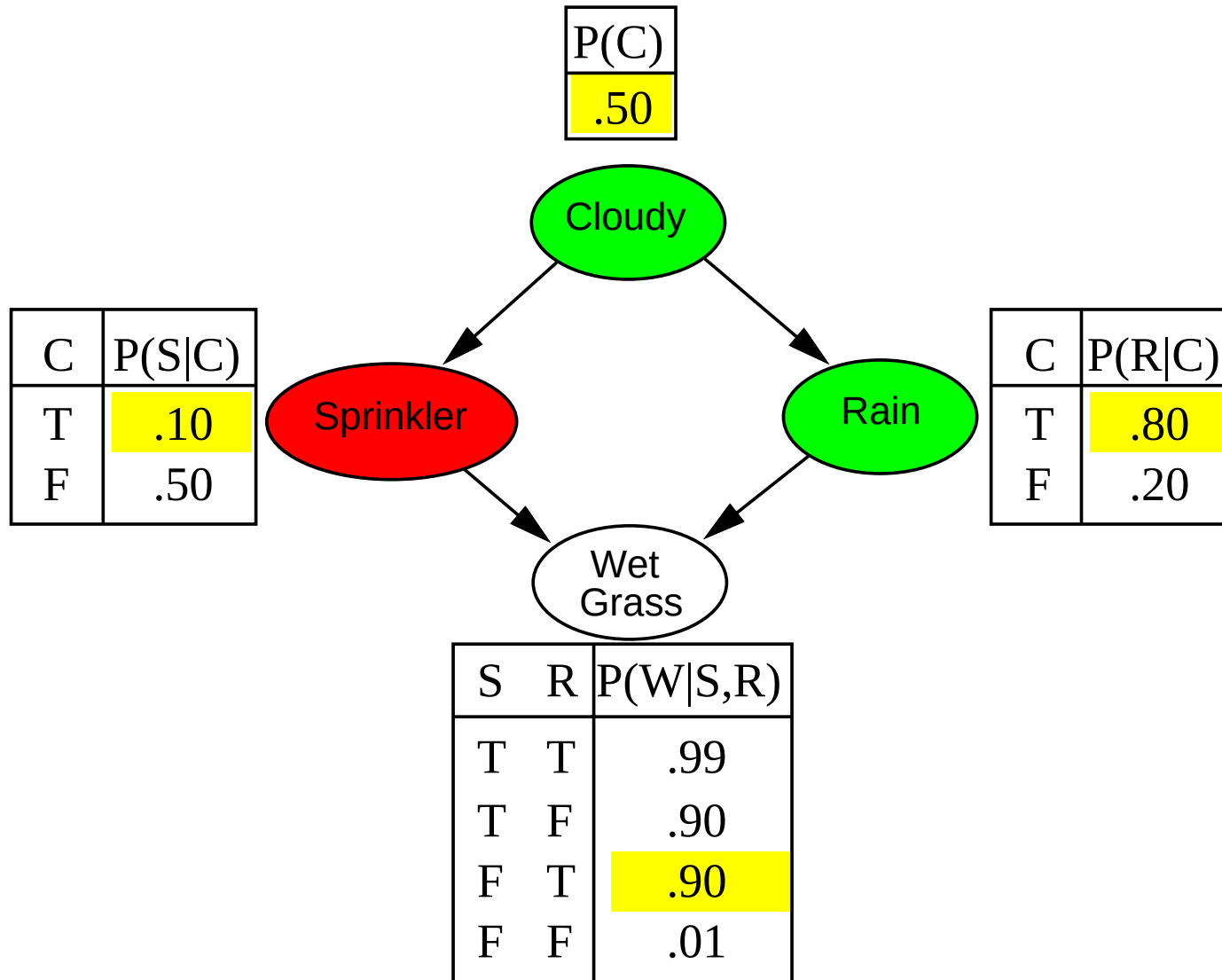
Example



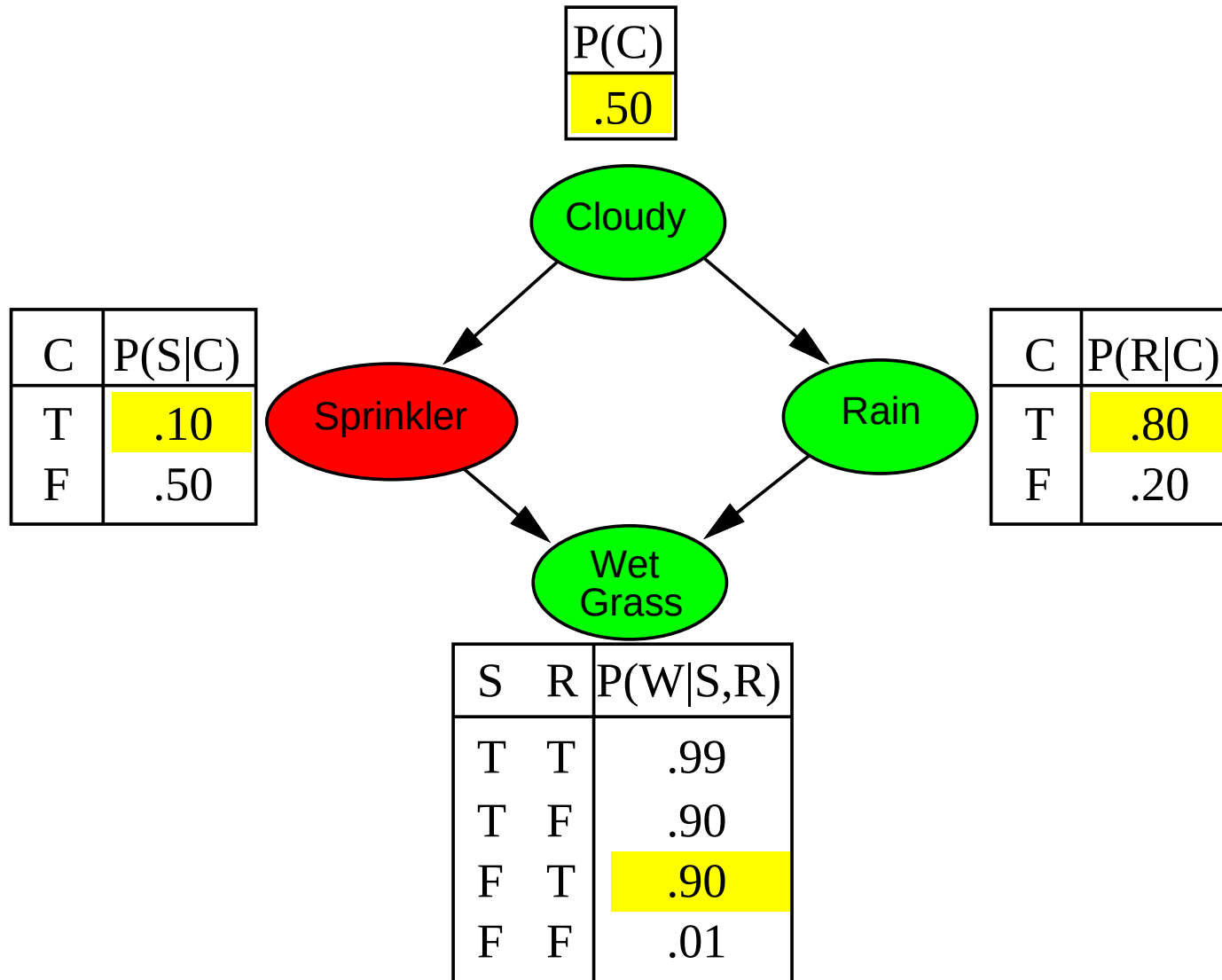
Example



Example



Example



Sampling from an empty network contd.

Probability that PRIORSAMPLE generates a particular event

$$S_{PS}(x_1 \dots x_n) = \prod_{i=1}^n P(x_i | Parents(X_i)) = P(x_1 \dots x_n)$$

i.e., the true prior probability

E.g., $S_{PS}(t, f, t, t) = 0.5 \times 0.9 \times 0.8 \times 0.9 = 0.324 = P(t, f, t, t)$

Let $N_{PS}(x_1 \dots x_n)$ be the number of samples generated for event $x_1, \dots, x_n$

Then we have

$$\begin{aligned} \lim_{N \rightarrow \infty} \hat{P}(x_1, \dots, x_n) &= \lim_{N \rightarrow \infty} N_{PS}(x_1, \dots, x_n) / N \\ &= S_{PS}(x_1, \dots, x_n) \\ &= P(x_1 \dots x_n) \end{aligned}$$

That is, estimates derived from PRIORSAMPLE are **consistent**

Shorthand: $\hat{P}(x_1, \dots, x_n) \approx P(x_1 \dots x_n)$

Rejection sampling

$\hat{P}(X|\mathbf{e})$ estimated from samples agreeing with $\mathbf{e}$

```
function REJECTION-SAMPLING( $X, \mathbf{e}, bn, N$ ) returns an estimate of  $P(X|\mathbf{e})$   
  local variables:  $\mathbf{N}$ , a vector of counts over  $X$ , initially zero  
  
  for  $j = 1$  to  $N$  do  
     $\mathbf{x} \leftarrow \text{PRIOR-SAMPLE}(bn)$   
    if  $\mathbf{x}$  is consistent with  $\mathbf{e}$  then  
       $\mathbf{N}[x] \leftarrow \mathbf{N}[x] + 1$  where  $x$  is the value of  $X$  in  $\mathbf{x}$   
  return NORMALIZE( $\mathbf{N}[X]$ )
```

E.g., estimate $\mathbf{P}(\text{Rain}|\text{Sprinkler} = \text{true})$ using 100 samples

27 samples have *Sprinkler = true*

Of these, 8 have *Rain = true* and 19 have *Rain = false*.

$\hat{P}(\text{Rain}|\text{Sprinkler} = \text{true}) = \text{NORMALIZE}(\langle 8, 19 \rangle) = \langle 0.296, 0.704 \rangle$

Similar to a basic real-world empirical estimation procedure

Analysis of rejection sampling

$$\begin{aligned}\hat{\mathbf{P}}(X|\mathbf{e}) &= \alpha \mathbf{N}_{PS}(X, \mathbf{e}) && \text{(algorithm defn.)} \\ &= \mathbf{N}_{PS}(X, \mathbf{e}) / N_{PS}(\mathbf{e}) && \text{(normalized by } N_{PS}(\mathbf{e}) \text{)} \\ &\approx \mathbf{P}(\mathbf{X}, \mathbf{e}) / \mathbf{P}(\mathbf{e}) && \text{(property of PRIORSAMPLE)} \\ &= \mathbf{P}(\mathbf{X}|\mathbf{e}) && \text{(defn. of conditional probability)}\end{aligned}$$

Hence rejection sampling returns consistent posterior estimates

Problem: hopelessly expensive if $P(\mathbf{e})$ is small

$P(\mathbf{e})$ drops off exponentially with number of evidence variables!

Likelihood weighting

Idea: fix evidence variables, sample only nonevidence variables, and weight each sample by the likelihood it accords the evidence

function LIKELIHOOD-WEIGHTING($X, \mathbf{e}, bn, N$) **returns** an estimate of $P(X|\mathbf{e})$

local variables: $\mathbf{W}$, a vector of weighted counts over X , initially zero

for $j = 1$ to N **do**

$\mathbf{x}, w \leftarrow \text{WEIGHTED-SAMPLE}(bn)$

$\mathbf{W}[x] \leftarrow \mathbf{W}[x] + w$ where x is the value of X in $\mathbf{x}$

return NORMALIZE($\mathbf{W}[X]$)

function WEIGHTED-SAMPLE($bn, \mathbf{e}$) **returns** an event and a weight

$\mathbf{x} \leftarrow$ an event with n elements; $w \leftarrow 1$

for $i = 1$ to n **do**

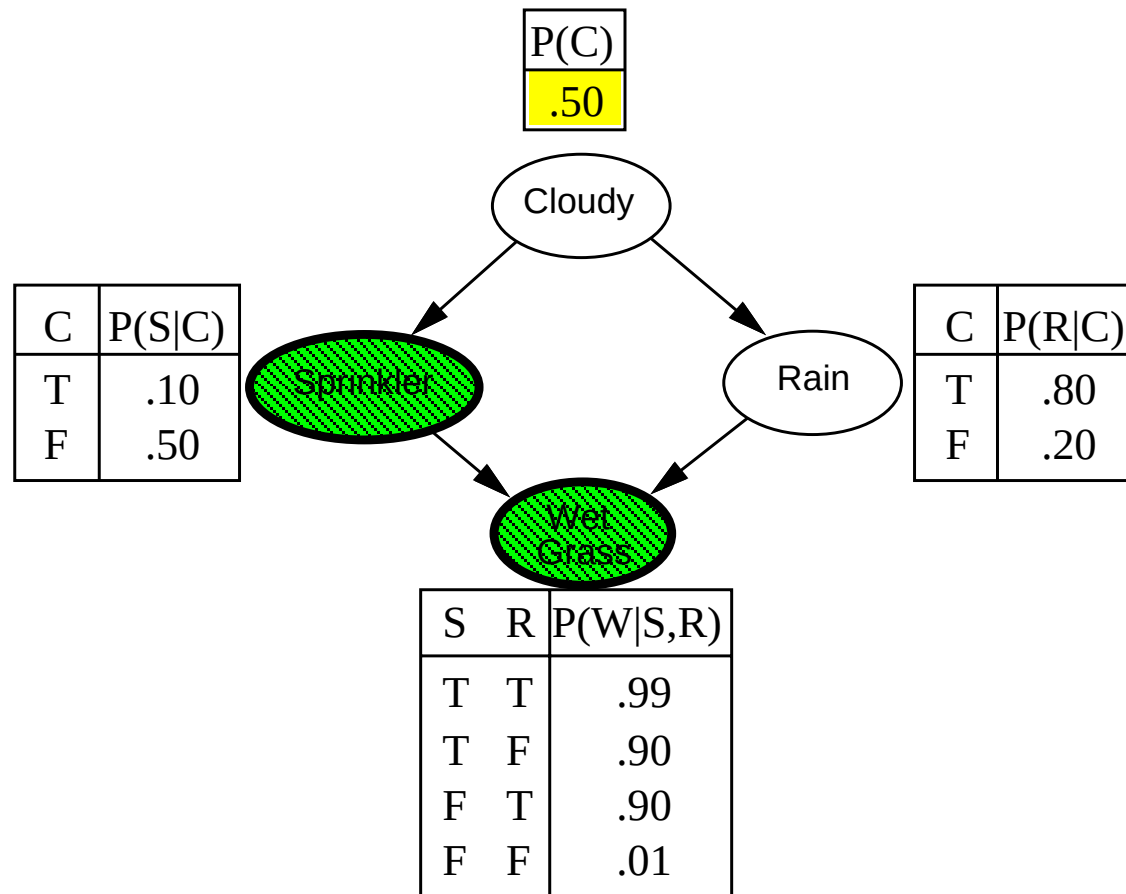
if X_i has a value x_i in $\mathbf{e}$

then $w \leftarrow w \times P(X_i = x_i \mid \text{Parents}(X_i))$

else $x_i \leftarrow$ a random sample from $\mathbf{P}(\mathbf{X}_i \mid \mathbf{Parents}(\mathbf{X}_i))$

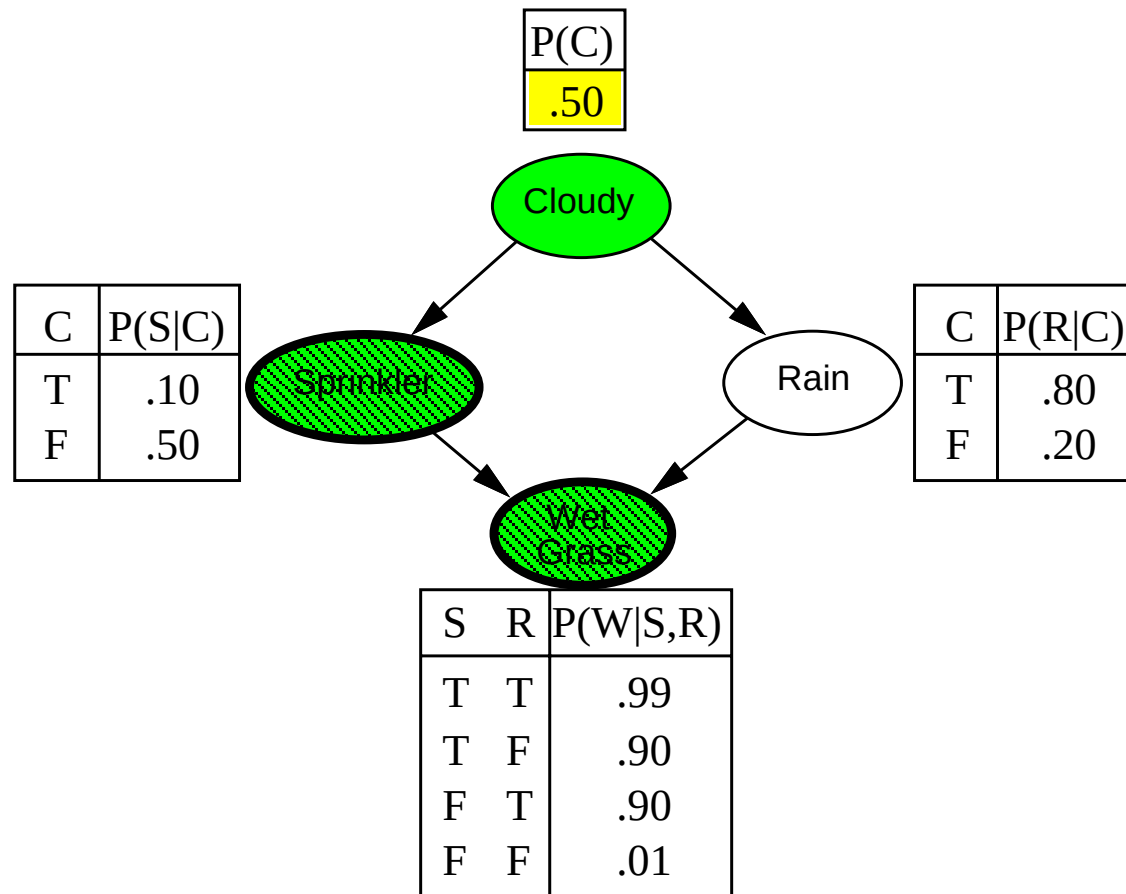
return $\mathbf{x}, w$

Likelihood weighting example



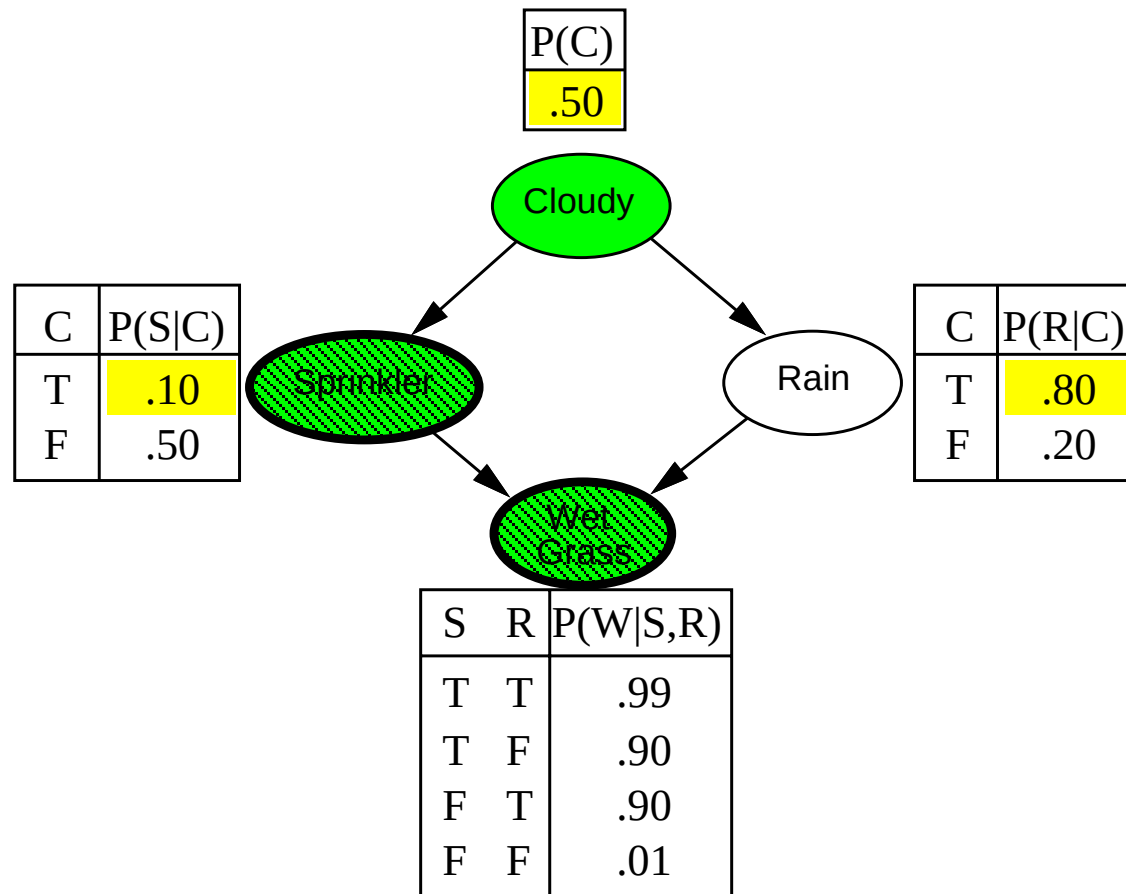
$w = 1.0$

Likelihood weighting example



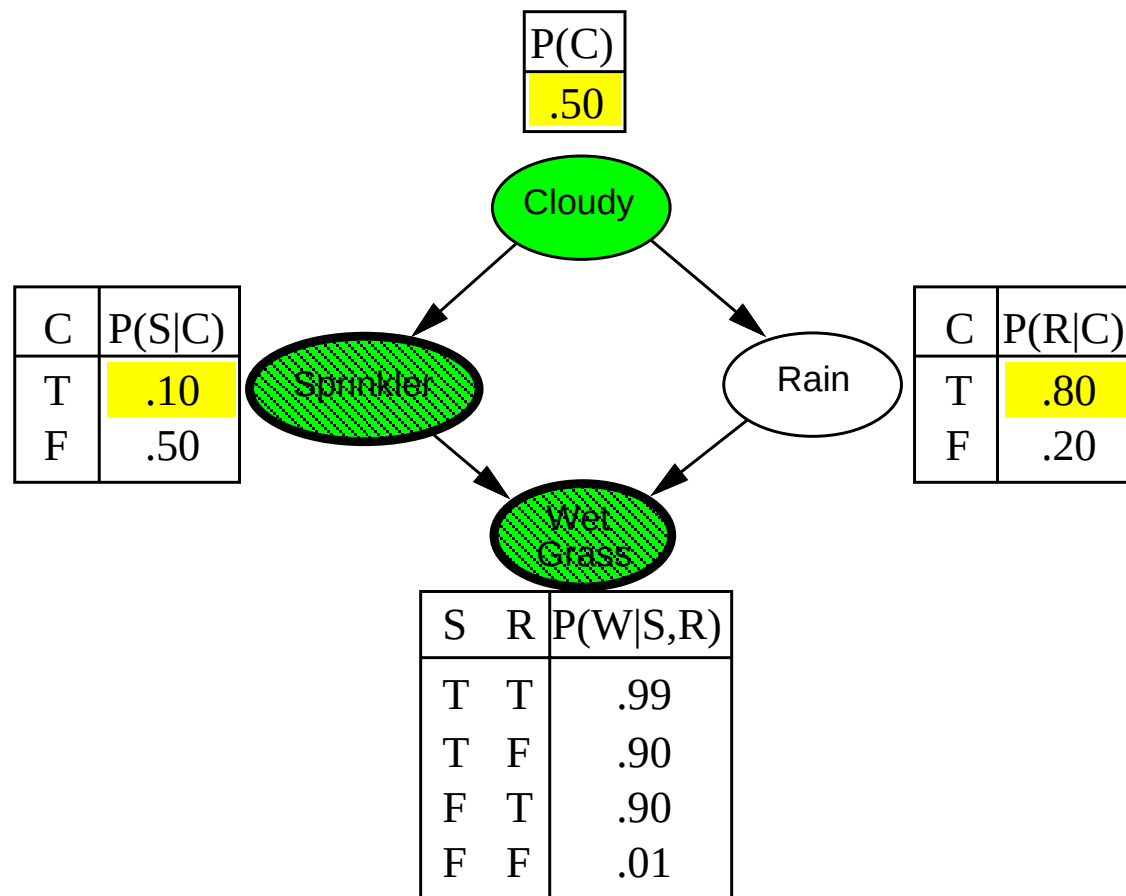
$w = 1.0$

Likelihood weighting example



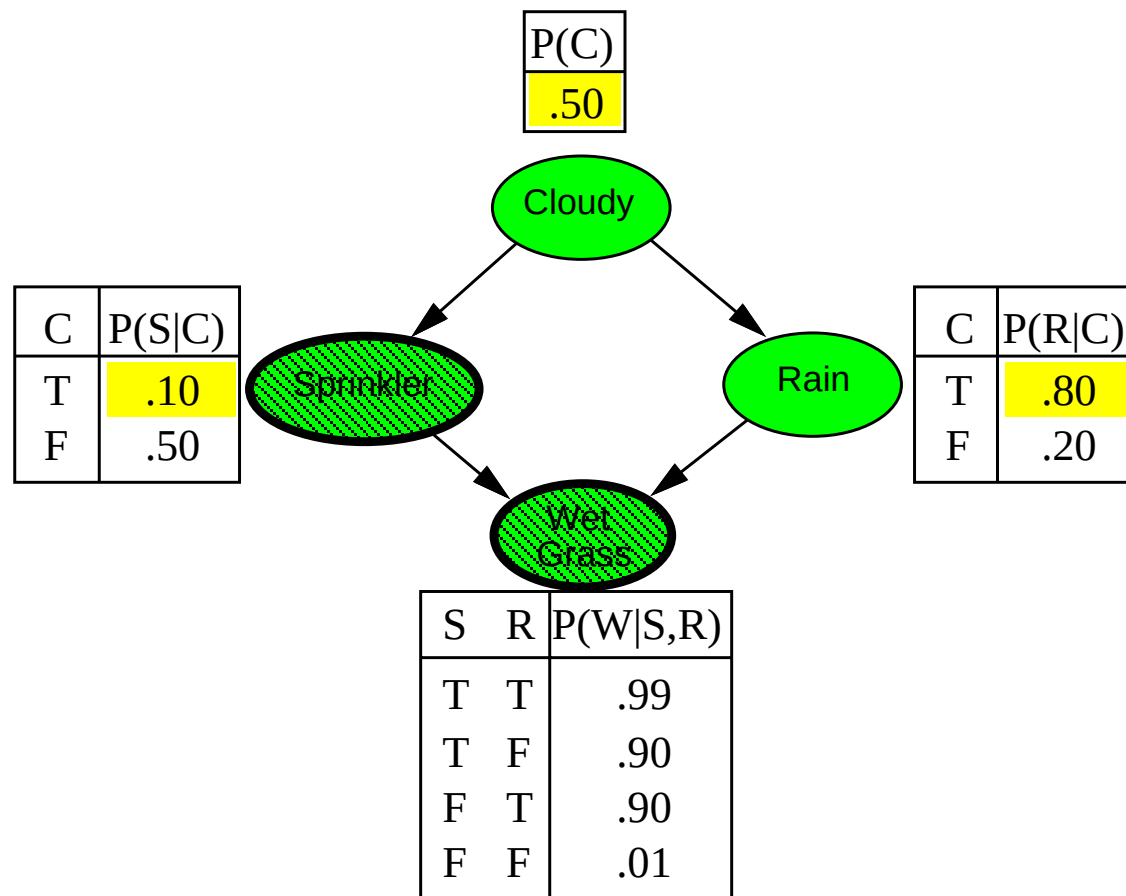
$w = 1.0$

Likelihood weighting example



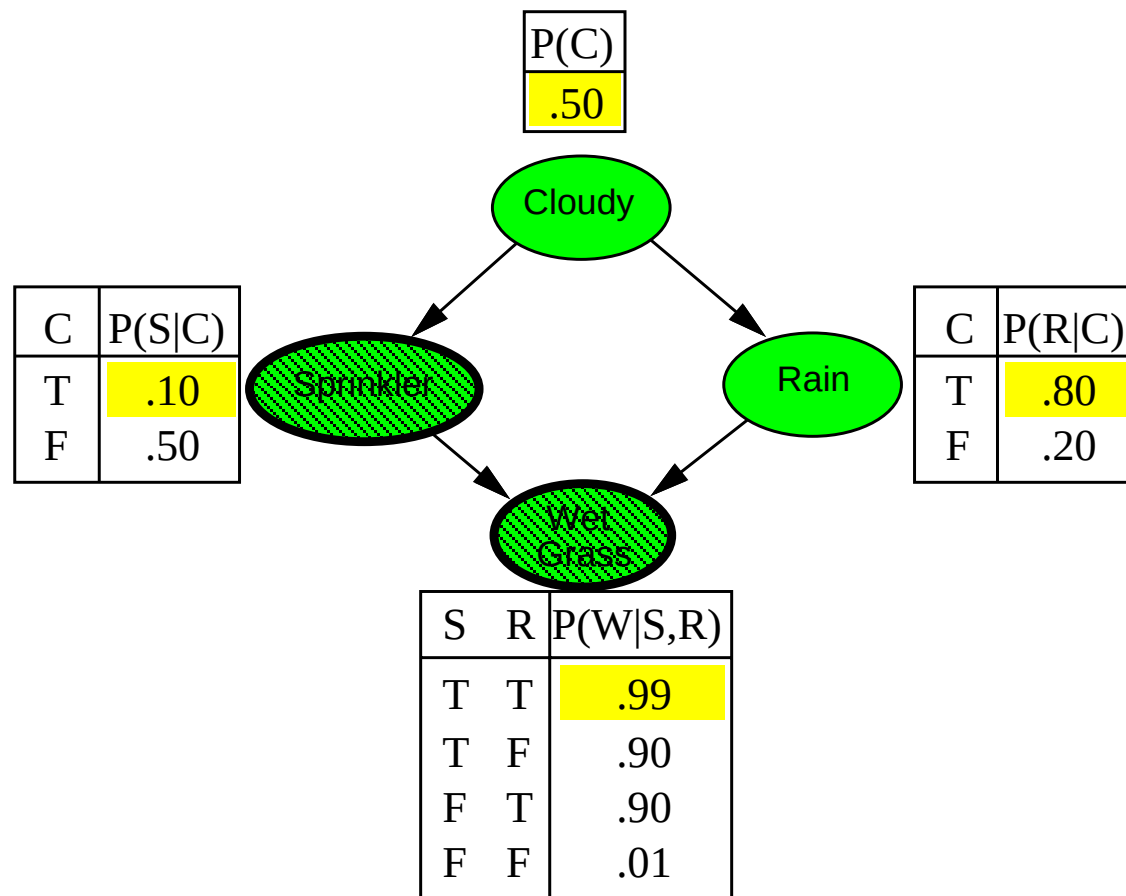
$$w = 1.0 \times 0.1$$

Likelihood weighting example



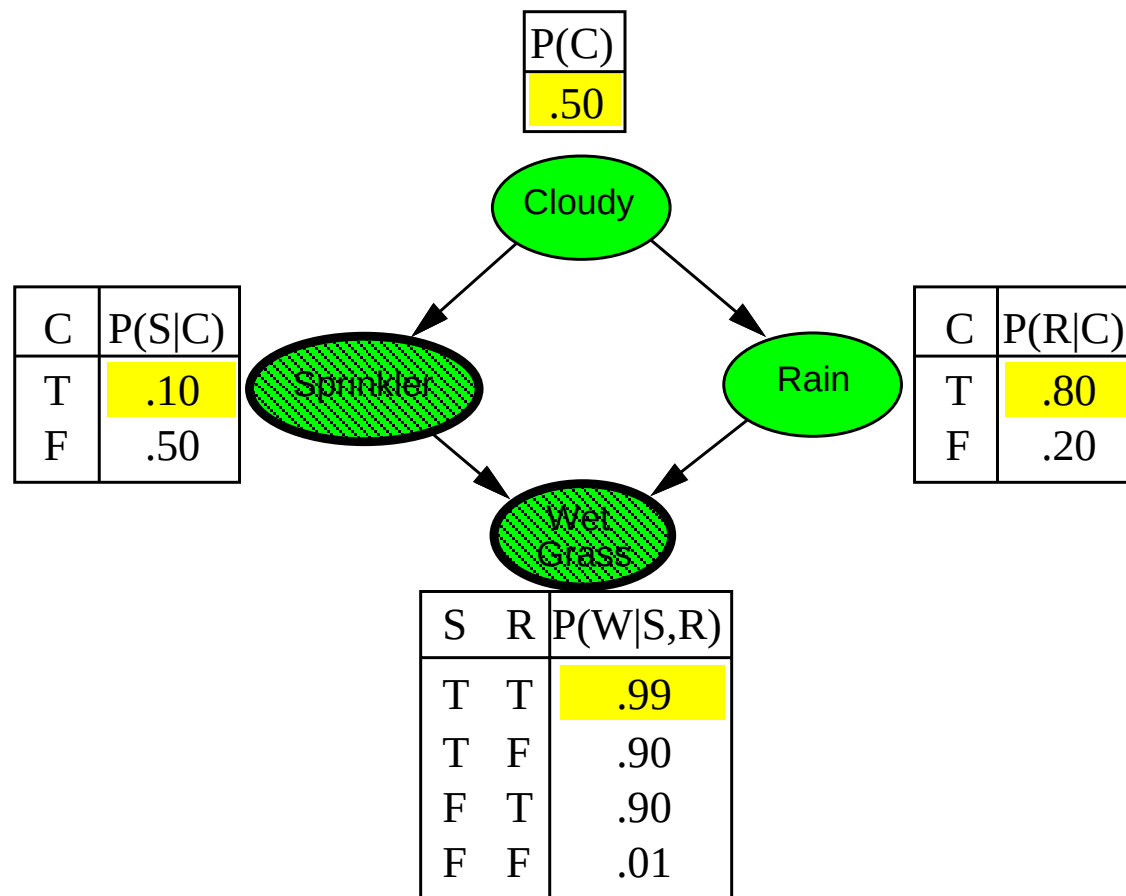
$$w = 1.0 \times 0.1$$

Likelihood weighting example



$$w = 1.0 \times 0.1$$

Likelihood weighting example



$$w = 1.0 \times 0.1 \times 0.99 = 0.099$$

Likelihood weighting analysis

Sampling probability for WEIGHTEDSAMPLE is

$$S_{WS}(\mathbf{z}, \mathbf{e}) = \prod_{i=1}^l P(z_i | \text{Parents}(Z_i))$$

Note: pays attention to evidence in **ancestors** only

⇒ somewhere “in between” prior and posterior distribution

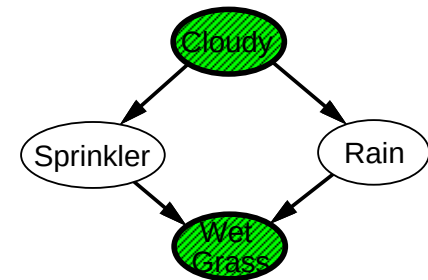
Weight for a given sample $\mathbf{z}, \mathbf{e}$ is

$$w(\mathbf{z}, \mathbf{e}) = \prod_{i=1}^m P(e_i | \text{Parents}(E_i))$$

Weighted sampling probability is

$$\begin{aligned} S_{WS}(\mathbf{z}, \mathbf{e}) w(\mathbf{z}, \mathbf{e}) \\ &= \prod_{i=1}^l P(z_i | \text{Parents}(Z_i)) \prod_{i=1}^m P(e_i | \text{Parents}(E_i)) \\ &= P(\mathbf{z}, \mathbf{e}) \text{ (by standard global semantics of network)} \end{aligned}$$

Hence likelihood weighting returns consistent estimates
but performance still degrades with many evidence variables
because a few samples have nearly all the total weight



Approximate inference using MCMC

“State” of network = current assignment to all variables.

Generate next state by sampling one variable given Markov blanket

Sample each variable in turn, keeping evidence fixed

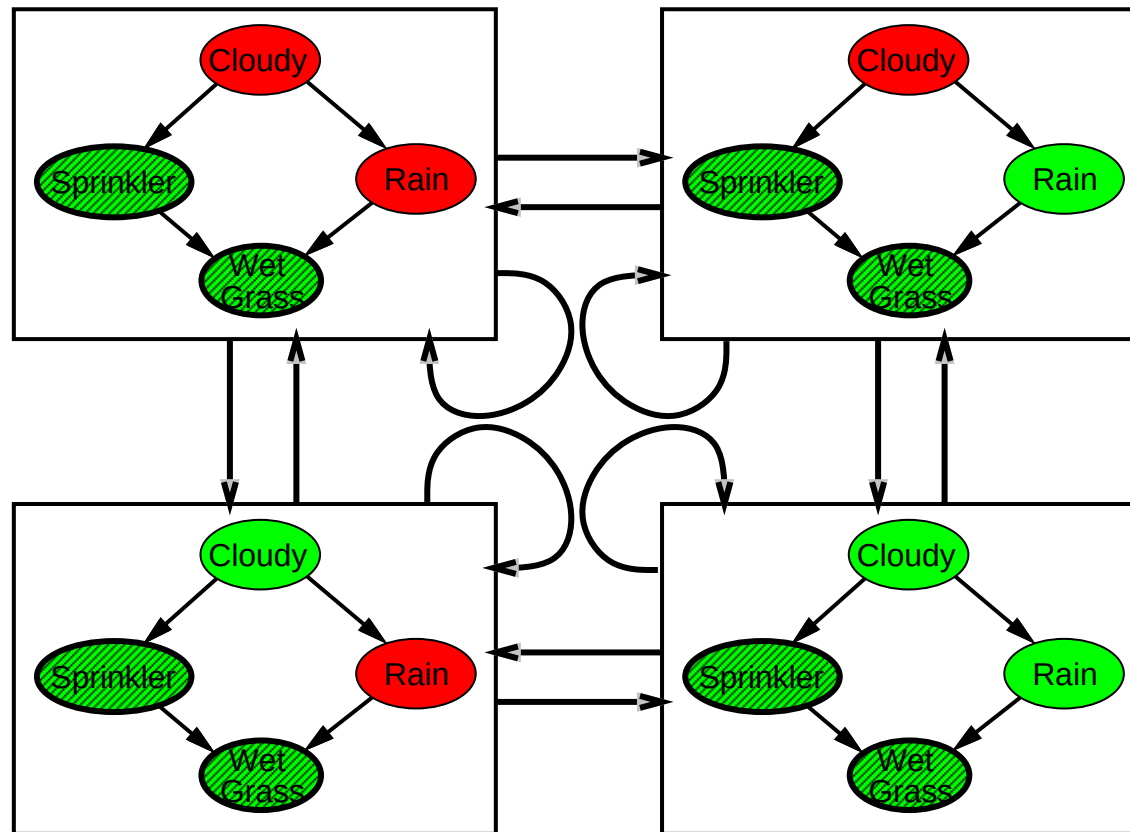
```
function MCMC-ASK( $X, \mathbf{e}, bn, N$ ) returns an estimate of  $P(X|\mathbf{e})$ 
  local variables:  $\mathbf{N}[X]$ , a vector of counts over  $X$ , initially zero
                    $\mathbf{Z}$ , the nonevidence variables in  $bn$ 
                    $\mathbf{x}$ , the current state of the network, initially copied from  $\mathbf{e}$ 

  initialize  $\mathbf{x}$  with random values for the variables in  $\mathbf{Y}$ 
  for  $j = 1$  to  $N$  do
     $\mathbf{N}[x] \leftarrow \mathbf{N}[x] + 1$  where  $x$  is the value of  $X$  in  $\mathbf{x}$ 
    for each  $Z_i$  in  $\mathbf{Z}$  do
      sample the value of  $Z_i$  in  $\mathbf{x}$  from  $\mathbf{P}(\mathbf{Z}_i | \mathbf{MB}(\mathbf{Z}_i))$  given the values of  $\mathbf{MB}(Z_i)$  in  $\mathbf{x}$ 
  return NORMALIZE( $\mathbf{N}[X]$ )
```

Can also choose a variable to sample at random each time

The Markov chain

With *Sprinkler* = *true*, *WetGrass* = *true*, there are four states:



Wander about for a while, average what you see

MCMC example contd.

Estimate $P(\text{Rain} | \text{Sprinkler} = \text{true}, \text{WetGrass} = \text{true})$

Sample *Cloudy* or *Rain* given its Markov blanket, repeat.

Count number of times *Rain* is true and false in the samples.

E.g., visit 100 states

31 have *Rain* = *true*, 69 have *Rain* = *false*

$$\begin{aligned} \hat{P}(\text{Rain} | \text{Sprinkler} = \text{true}, \text{WetGrass} = \text{true}) \\ = \text{NORMALIZE}(< 31, 69 >) = < 0.31, 0.69 > \end{aligned}$$

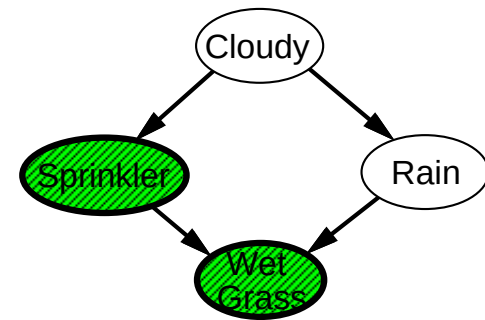
Theorem: chain approaches **stationary distribution**:

long-run fraction of time spent in each state is exactly proportional to its posterior probability

Markov blanket sampling

Markov blanket of *Cloudy* is
Sprinkler and *Rain*

Markov blanket of *Rain* is
Cloudy, *Sprinkler*, and *WetGrass*



Probability given the Markov blanket is calculated as follows:

$$P(x'_i | MB(X_i)) = P(x'_i | Parents(X_i)) \prod_{Z_j \in Children(X_i)} P(z_j | Parents(Z_j))$$

Easily implemented in message-passing parallel systems, brains

Main computational problems:

- 1) Difficult to tell if convergence has been achieved
- 2) Can be wasteful if Markov blanket is large:

$P(X_i | MB(X_i))$ won't change much (law of large numbers)

Summary

Exact inference by variable elimination:

- polytime on polytrees, NP-hard on general graphs
- space = time, very sensitive to topology

Approximate inference by LW, MCMC:

- LW does poorly when there is lots of (downstream) evidence
- LW, MCMC generally insensitive to topology
- Convergence can be very slow with probabilities close to 1 or 0
- Can handle arbitrary combinations of discrete and continuous variables