

# Bayes Nets

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# Independence

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- With joint probability distributions we can compute many useful things, but working with joint PD's is often intractable.
- The naïve Bayes' approach represents one (boneheaded?) solution – assume every piece of evidence is independent given a hypothesis.
- Maybe we could do better if we could *really* characterize which variables are independent of which other variables.
- For example my **health** is independent of the **weather**, but my **mood** depends on both **weather** and **health**.

# Graphical Models

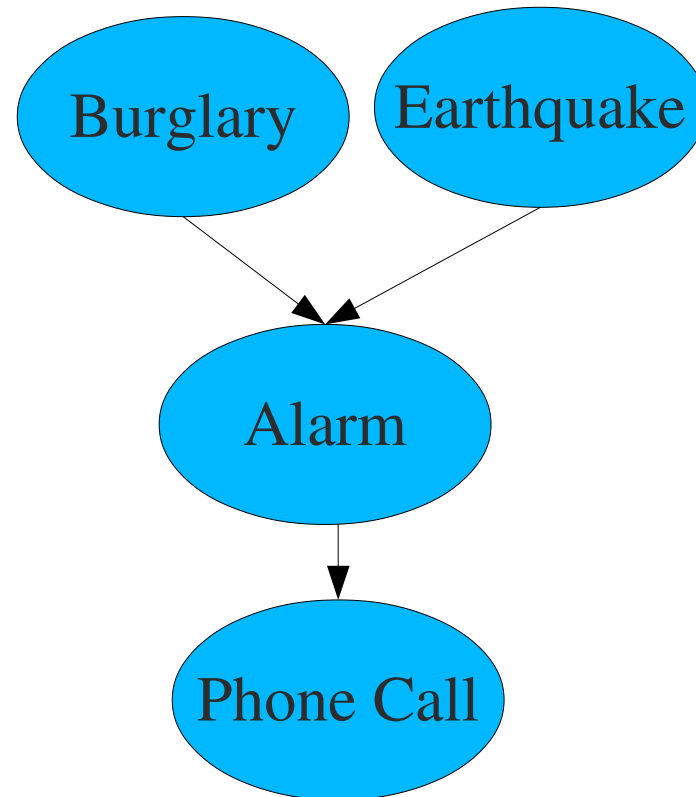
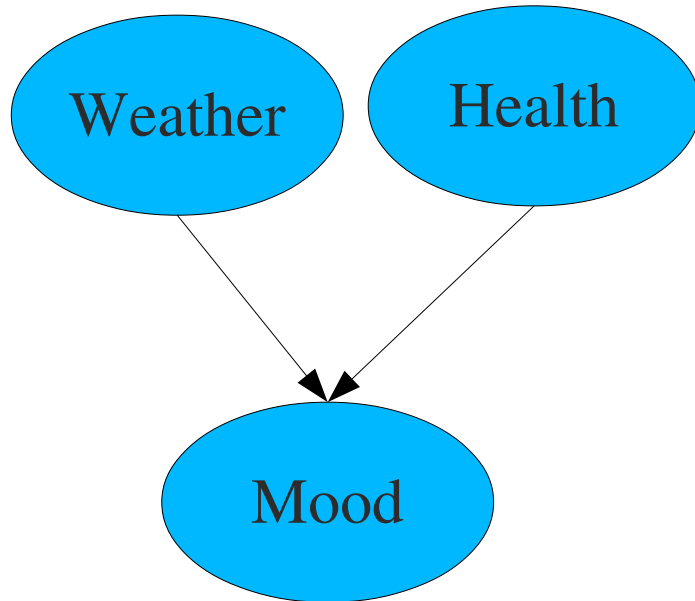
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- This is the idea behind graphical models.
- We use graph structures to encode our assumptions about independence relations between random variables.
- One example is the Bayesian Network...

# Bayesian Networks

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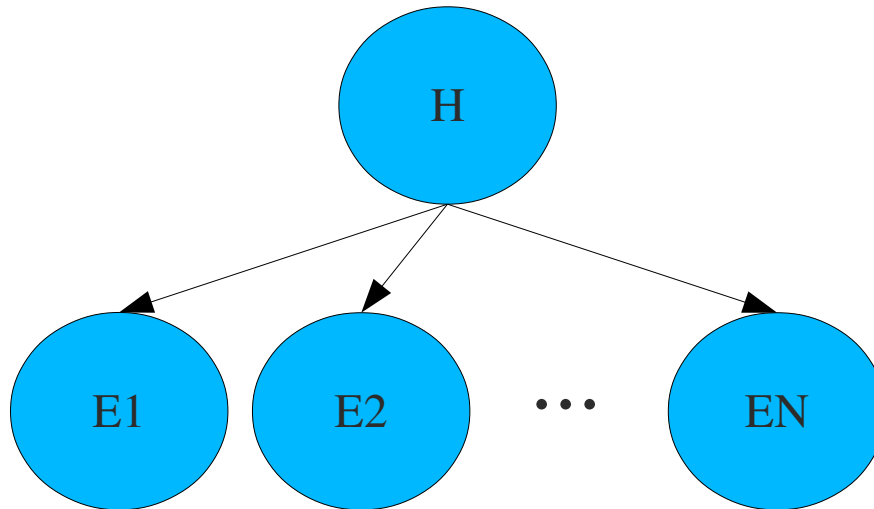
- A Bayesian network is a directed acyclic graph that represents causal relationships between random variables.



# An Aside: Naïve Bayes'

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- Our naïve Bayes' classifier can be represented as a Bayes' net.



# Bayesian Networks

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- Bayes' nets have the following property:
  - Each variable is conditionally independent of all its non-descendants in the graph, given the value of its parents.

- This implies that:

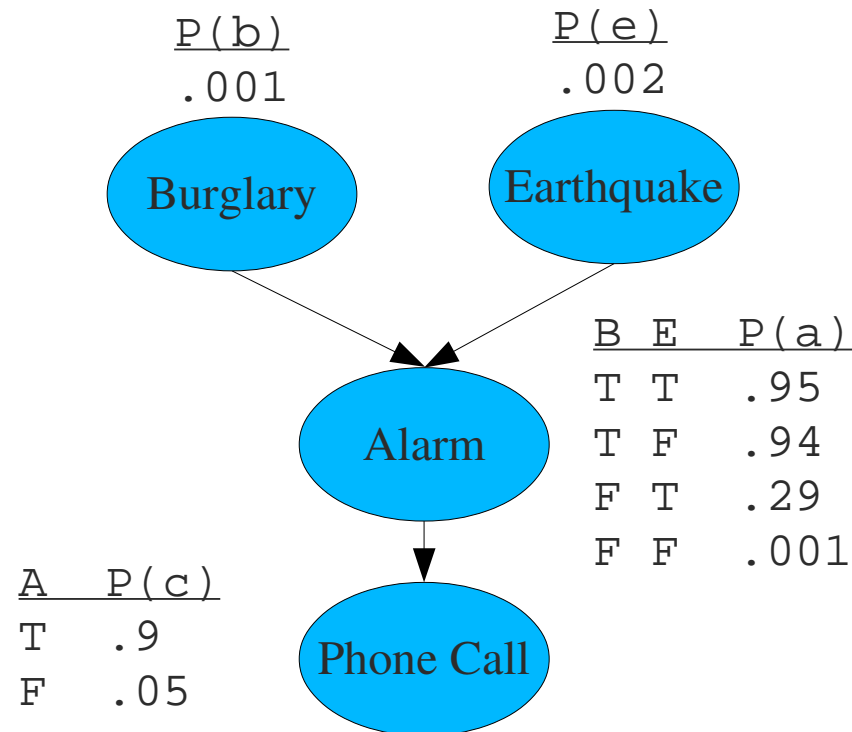
$$P(X_1, X_2, \dots, X_N) = \prod_{i=1}^N P(X_i | \text{parents}(X_i))$$

- In other words, the complete joint probability distribution can be reconstructed from the  $N$  conditional distributions.
- For  $N$  binary valued variables with  $M$  parents each
  - $2^N$  vs.  $N * 2^M$

# Specifying a Bayes' Net

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- We need to specify:
  - The topology of the network.
  - The conditional probabilities.



# Inference In Bayes' Nets

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- We build Bayes' nets to answer questions.
- For example, if there is a phone call what is the probability that there was a burglary,  $P(b | c)$ ?
- We already know how to do this.
  - Generate all entries in the joint PD.

- Compute:

$$P(b|c) = \frac{\sum_{\text{entries matching } b \text{ and } c} P(\text{entries})}{\sum_{\text{entries matching } c} P(\text{entries})}$$

- Remember that:

$$P(b|c) = \frac{P(b \wedge c)}{P(c)}$$



# Time Complexity of Inference

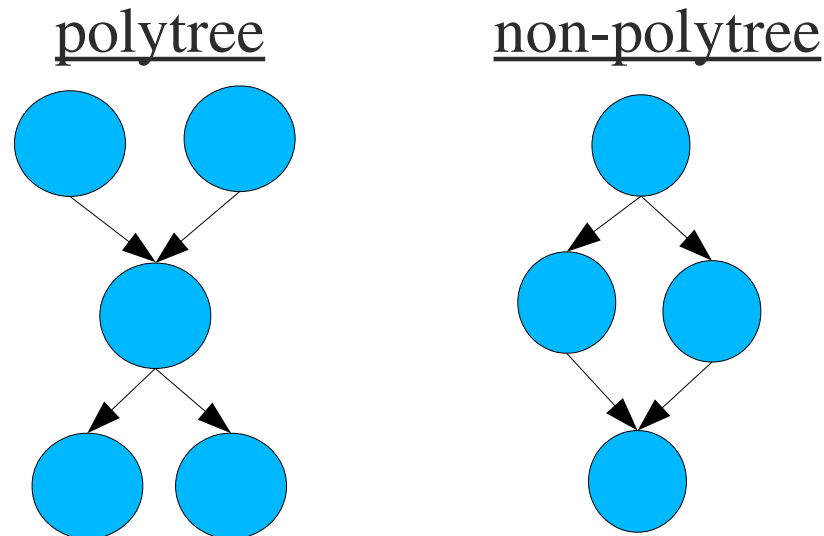
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- This is not very efficient.
- The bad news:
  - We can save some space.
  - We can save some time.
  - But, in general, inference in Bayes' nets is NP-Complete.

# The Good News

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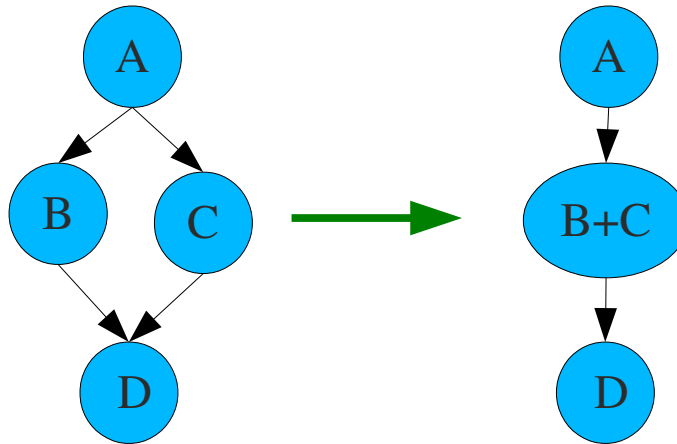
- If our network is a **polytree** inference is efficient – linear in the size of the network.
- Polytree – at most one undirected path between any two nodes.



# More Good News

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- If a network is *almost* a polytree we can convert it to a polytree and regain efficient inference:



- If B and C were boolean random variables,  $B+C$  is a new random variable that has four possible values.

# Generative Models

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- We have seen the process of learning probability distributions from data.
- If we have a PD, we can use it to generate data.
- Models that have this property are called generative models.
- Example use: approximate inference in Bayes' nets.
- If exact inference is too expensive, generate samples, and use them to estimate the desired probability.

# Sampling From a Bayes' Net

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- Let's say we have a Bayes' net, and we want to generate data that is consistent with the implicit joint probability distribution.
- 1 sample = 1 assignment to all variables.
- Sort nodes topologically
- For variables with no parents:
  - Assign a value to the variable according to the prior distribution.
- For nodes with parents:
  - once the parents have been assigned values, assign values to children according to the conditional probability table.

# Rejection Sampling

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- The preceding does not apply to the case where some variables are given an assignment.
- For example  $P(\text{Burglary}=\text{TRUE} \mid \text{Call}=\text{TRUE})$ .
- The simplest fix: use the same procedure, but throw out all instances where  $\text{Call}=\text{FALSE}$ .
- Estimate  $P(\text{Burglary}=\text{TRUE} \mid \text{Call}=\text{TRUE})$  by counting the number of times  $\text{Burglary}=\text{TRUE}$  in the remaining instances.
- Problem: wastes many samples.

# More Efficient Alternatives

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- Likelihood weighting
- Markov Chain Monte Carlo (MCMC)/Gibbs Sampling
- We may talk about these at some point in the future.