

Outline

- ◇ Exact inference by enumeration
- ◇ Approximate inference by stochastic simulation

Inference tasks

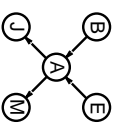
- Simple queries: compute posterior marginal $P(X_i | E=e)$
e.g., $P(\text{NoGas} | \text{Gauge} = \text{empty}, \text{Lights} = \text{on}, \text{Starts} = \text{false})$
- Conjunctive queries: $P(X_i, X_j | E=e) = P(X_i | E=e)P(X_j | X_i, E=e)$
- Optimal decisions: decision networks include utility 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:

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



Rewrite full joint entries using product of CPT entries:

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

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

Enumeration algorithm

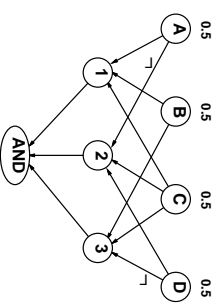
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function ENUMERATION-ASK( $X, e, bn$ ) returns a distribution over  $X$ 
inputs:  $X$ : the query variable
        $e$ : observed values for variables  $E$ 
        $bn$ : a Bayesian network with variables  $\{X\} \cup E \cup Y$ 
for each value  $x_i$  of  $X$  do
  extend  $e$  with value  $x_i$  for  $X$ 
   $Q(x_i) \leftarrow$  ENUMERATE-ALL(Vars[ $bn$ ] |  $e$ )
return NORMALIZE( $Q(X)$ )
```

```
function ENUMERATE-ALL( $vars, e$ ) returns a real number
if EMPTY?( $vars$ ) then return 1.0
 $Y \leftarrow$  FIRST( $vars$ )
if  $Y$  has value  $y$  in  $e$ 
  then return  $P(y | Pa(Y)) \times$  ENUMERATE-ALL(REST( $vars$ ),  $e$ )
else return  $\sum_y P(y | Pa(Y)) \times$  ENUMERATE-ALL(REST( $vars$ ),  $e_y$ )
where  $e_y$  is  $e$  extended with  $Y = y$ 
```

Complexity of exact inference

- 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

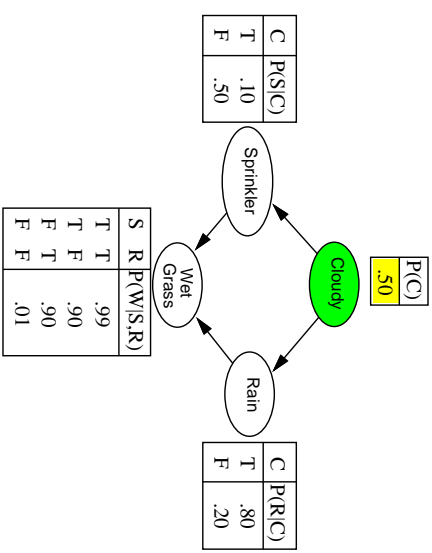
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Outline:

- Sampling from an empty network
- Rejection sampling: reject samples disagreeing with evidence
- Likelihood weighting: use evidence to weight samples

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Example



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Sampling from an empty network

function **Prior-SAMPLE**(bn) returns an event sampled from bn
 inputs: bn , a belief network specifying joint distribution $P(X_1, \dots, X_n)$

$x \leftarrow$ an event with n elements

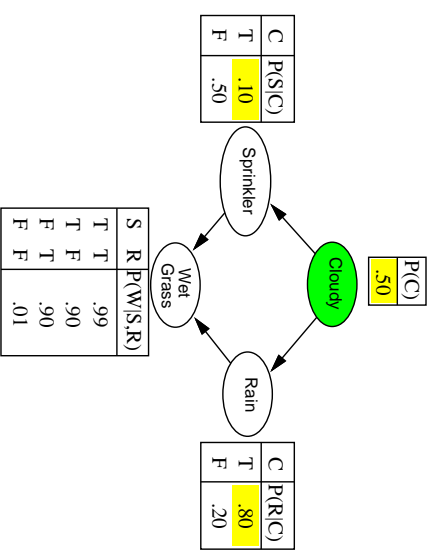
for $i = 1$ to n do

$x_i \leftarrow$ a random sample from $P(X_i \mid \text{parents}(X_i))$
 given the values of $\text{Parents}(X_i)$ in x

return x

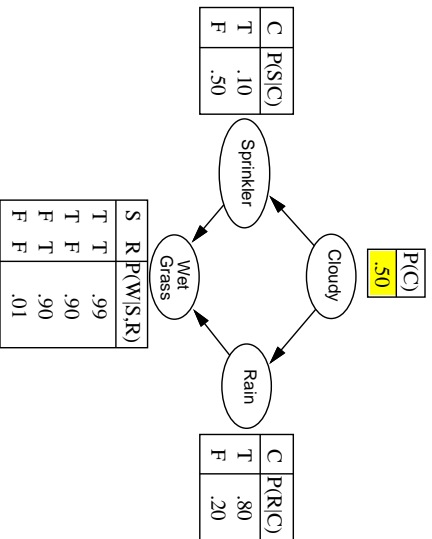
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Example



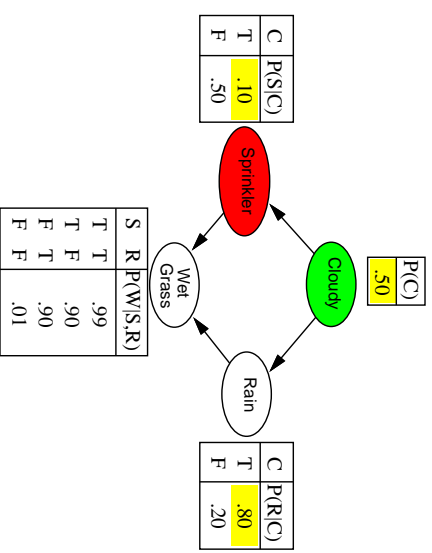
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Example



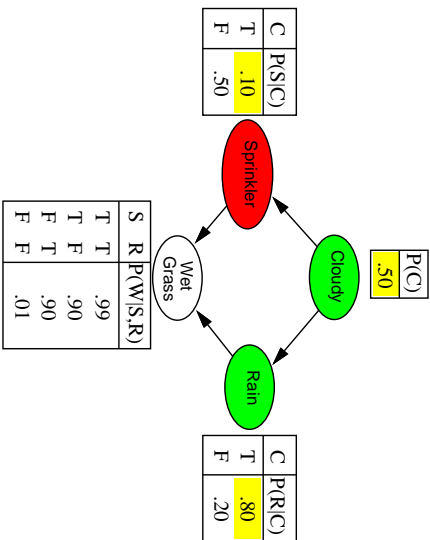
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Example



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Example



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Sampling from an empty network contd.

Probability that PRIORSAMPLE generates a particular event $S_{PS}(x_1 \dots x_n) = \prod_{i=1}^n P(x_i | \text{parents}(X_i)) = P(x_1 \dots x_n)$ 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

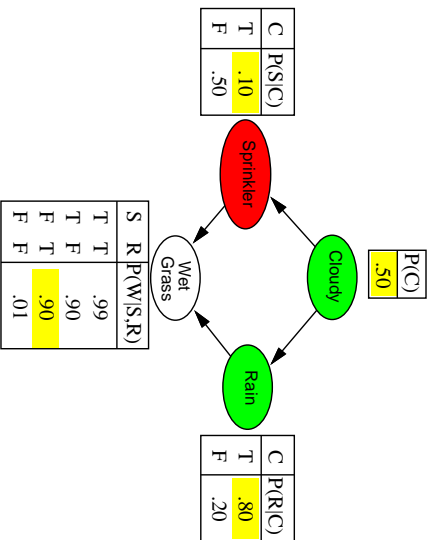
$$\begin{aligned} \lim_{N \rightarrow \infty} \hat{P}(x_1, \dots, x_n) &= \lim_{N \rightarrow \infty} N_{PS}(x_1, \dots, x_n) / N \\ &= S_{PS}(x_1, \dots, x_n) \\ &= P(x_1 \dots x_n) \end{aligned}$$

That is, estimates derived from PRIORSAMPLE are consistent

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

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Example



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Rejection sampling

$P(X|e)$ estimated from samples agreeing with e

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

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

27 samples have $\text{Sprinkler} = \text{true}$

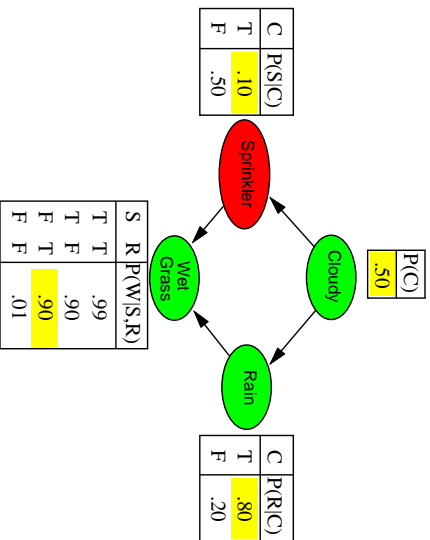
Of these, 8 have $\text{Rain} = \text{true}$ and 19 have $\text{Rain} = \text{false}$.

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

Similar to a basic real-world empirical estimation procedure

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Example



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Analysis of rejection sampling

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

Hence rejection sampling returns consistent posterior estimates

Problem: hopelessly expensive if $P(e)$ is small

$P(e)$ drops off exponentially with number of evidence variables!

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Likelihood weighting

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

function **LIKELIHOOD-WEIGHTING**(X, e, h_n, N) returns an estimate of $P(X|e)$
 local variables: W , a vector of weighted counts over X , initially zero

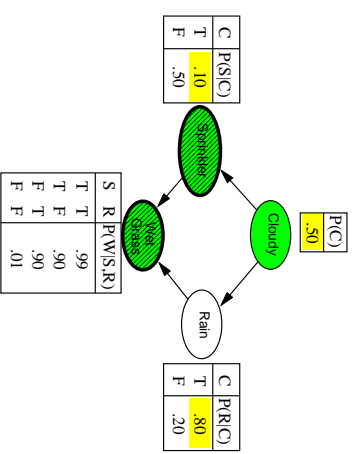
```

for  $j = 1$  to  $N$  do
   $x, w \leftarrow$  WEIGHTED-SAMPLE( $h_n$ )
   $W[j] \leftarrow W[j] + w$  where  $x$  is the value of  $X$  in  $x$ 
return NORMALIZED( $W[X]$ )
    
```

function **WEIGHTED-SAMPLE**(h_n, e) returns an event and a weight
 $x \leftarrow$ an event with n elements; $w \leftarrow 1$
 for $i = 1$ to n do
 if X_i has a value x_i in e
 then $w \leftarrow w \times P(X_i = x_i \mid \text{parents}(X_i))$
 else $x_i \leftarrow$ a random sample from $P(X_i \mid \text{parents}(X_i))$
 return x, w

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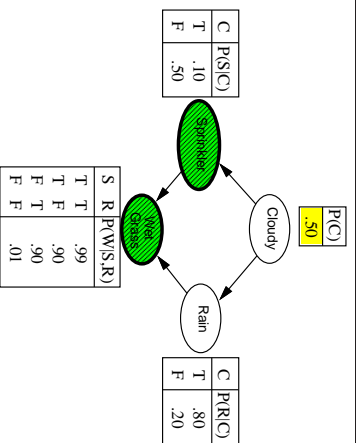
Likelihood weighting example



$w = 1.0$

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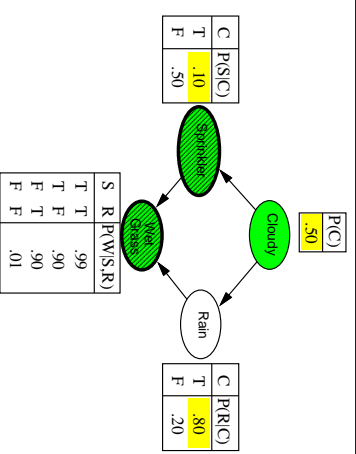
Likelihood weighting example



$w = 1.0$

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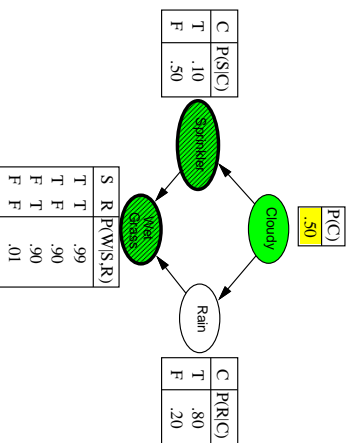
Likelihood weighting example



$w = 1.0 \times 0.1$

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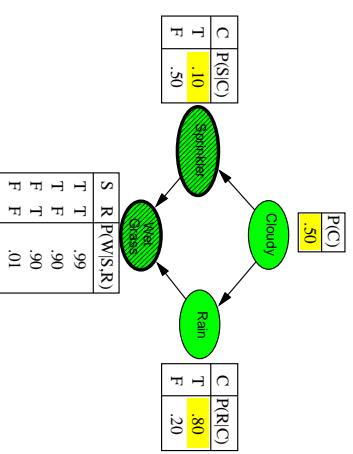
Likelihood weighting example



$w = 1.0$

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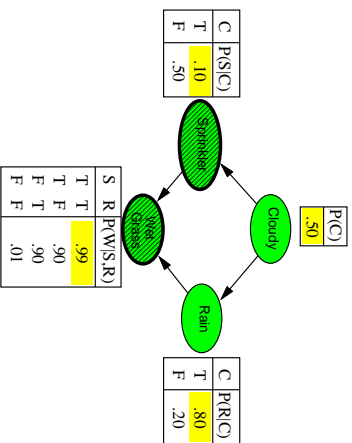
Likelihood weighting example



$w = 1.0 \times 0.1$

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Likelihood weighting example



$$w = 1.0 \times 0.1$$

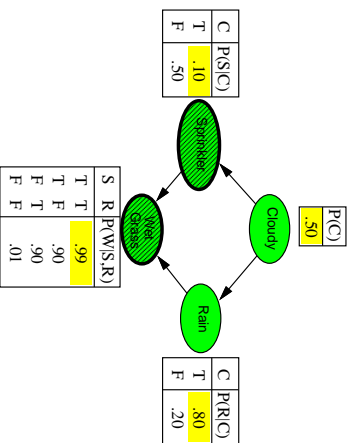
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Summary

- Exact inference by enumeration:
- NP-hard on general graphs
- Approximate inference by LW:
- LW does poorly when there is lots of (downstream) evidence
 - LW, 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

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Likelihood weighting example



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

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Likelihood weighting analysis

Sampling probability for WEIGHTEDSAMPLE is

$$S_{WT}^s(\mathbf{z}, \mathbf{e}) = \prod_{i=1}^l P(z_i | \text{parents}(z_i))$$

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

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

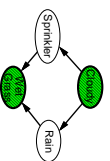
Weighted sampling probability is

$$S_{WT}^s(\mathbf{z}, \mathbf{e}) w(\mathbf{z}, \mathbf{e})$$

$$= \prod_{i=1}^l P(z_i | \text{parents}(z_i)) \prod_{i=1}^m P(e_i | \text{parents}(e_i))$$

$$= P(\mathbf{z}, \mathbf{e}) \text{ (by standard global semantics of network)}$$

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



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