

- Probability is defined in terms of measures over possible worlds
- The probability of a proposition is the measure of the set of worlds in which the proposition is true.
- Conditioning on evidence: make the worlds incompatible with the evidence have measure 0 and renormalize.
- A belief network is a representation of conditional independence: each variable is independent of its non-descendants given its parents
- Variable elimination computes the posterior probability of a variable given evidence by summing out the non-observed non-query variables

# Variable elimination algorithm

To compute  $P(Z \mid Y_1=v_1 \wedge \dots \wedge Y_j=v_j)$ :

- Construct a factor for each conditional probability.
- Set the observed variables to their observed values.
- Sum out each of the non-observed non-query variables (the  $\{Z_1, \dots, Z_k\}$ ) according to some elimination ordering.
- Multiply the remaining factors.
- Normalize by dividing the resulting factor  $f(Z)$  by  $\sum_Z f(Z)$ .

# Summing out a variable

To sum out a variable  $Z_j$  from a product  $f_1, \dots, f_k$  of factors:

- Partition the factors into
  - ▶ those that don't contain  $Z_j$ , say  $f_1, \dots, f_i$ ,
  - ▶ those that contain  $Z_j$ , say  $f_{i+1}, \dots, f_k$

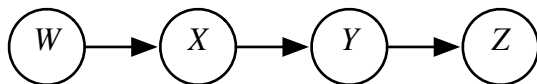
Then:

$$\sum_{Z_j} f_1 * \dots * f_k = f_1 * \dots * f_i * \left( \sum_{Z_j} f_{i+1} * \dots * f_k \right).$$

- Explicitly construct a representation of the rightmost factor. Replace the factors  $f_{i+1}, \dots, f_k$  by the new factor.

# Clicker Question

The belief network:

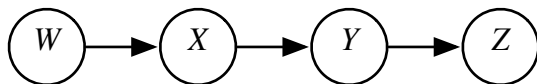


requires which probabilities to be specified:

- A  $P(W, X, Y, Z)$
- B  $P(W), P(X | W), P(Y | X), P(Z | Y)$
- C  $P(W, X), P(Y, X), P(Y, Z)$
- D  $P(W | X), P(X | Y), P(Y | Z), P(Z)$
- E  $P(W, X, Y), P(X, Y, Z)$

# Clicker Question

The belief network:



is represented using which factors in variable elimination:

- A  $f(W, X, Y, Z)$
- B  $f_0(W), f_1(W, X), f_2(X, Y), f_3(Y, Z)$
- C  $f_1(W, X), f_2(X, Y), f_3(Y, Z)$
- D  $f_1(W, X), f_2(X, Y), f_3(Y, Z), f_4(Z)$
- E  $f_1(W, X, Y), f_2(X, Y, Z)$

## Clicker Question

In variable elimination with factors:

$$f_0(W), f_1(W, X), f_2(X, Y), f_3(Y, Z)$$

If variable  $X$  is eliminated (summed out) first which factors are multiplied when summing  $X$  out:

- A none of them
- B  $f_1$  and  $f_2$
- C  $f_0$ ,  $f_1$  and  $f_2$
- D  $f_1$ ,  $f_2$  and  $f_3$
- E all of them

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- E all of them

## Clicker Question

In variable elimination with factors:

$$f_0(W), f_1(W, X), f_2(X, Y), f_3(Y, Z)$$

If variable  $X$  is eliminated (summed out) first which factors remain after summing  $X$  out:

- A no factors remain
- B  $f_3$  and  $\sum_X f_0 * f_1 * f_2$
- C  $f_0, f_1, f_2, f_3$  and  $\sum_X f_1 * f_2$
- D  $f_0, f_3$  and  $\sum_X f_1 * f_2$
- E all of  $f_0, f_1, f_2, f_3$



## Clicker Question

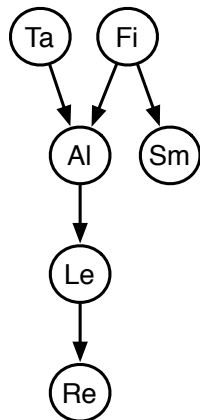
In variable elimination with factors:

$$f_0(W), f_1(W, X), f_2(X, Y), f_3(Y, Z)$$

If variable  $Z$  is eliminated (summed out) first which factors remain after summing  $Z$  out:

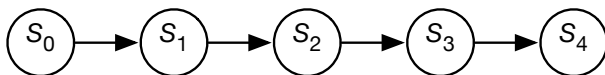
- A no factors remain
- B  $f_0, f_1, f_2$ , and  $\sum_Z f_3$
- C  $f_0, f_1, f_2, f_3$  and  $\sum_Z f_3$
- D  $f_0, f_1$  and  $\sum_Z f_2 * f_3$
- E all of  $f_0, f_1, f_2, f_3$

# Pruning variables



- If we want  $P(Le)$  what can be pruned?  $Sm, Re$
- If we want  $P(Fi | Sm)$  what can be pruned?  $Re, Le, Al, Ta$
- A general rule: (repeatedly) prune any variable that is not queried, is not observed, and has no children

- A **Markov chain** is a special sort of belief network:



What probabilities need to be specified?

- $P(S_0)$  specifies initial conditions
- $P(S_{i+1} | S_i)$  specifies the dynamics

What independence assumptions are made?

- $P(S_{i+1} | S_0, \dots, S_i) = P(S_{i+1} | S_i)$ .
- Often  $S_t$  represents the **state** at time  $t$ .

The state encodes all of the information about the past that can affect the future.

- “The future is independent of the past given the state.”

# Stationary Markov chain

- A **stationary Markov chain** is when for all  $i > 0$ ,  $i' > 0$ ,  
 $P(S_{i+1} | S_i) = P(S_{i'+1} | S_{i'})$ .
- We specify  $P(S_0)$  and  $P(S_{i+1} | S_i)$ . Same parameters for each  $i$ .
  - ▶ Simple model, easy to specify
  - ▶ Often the natural model
  - ▶ The network can extend indefinitely
- A **stationary distribution** is a distribution over states such that for ever state  $s$ ,  $P(S_{i+1}=s) = P(S_i=s)$ .
- Under reasonable assumptions,  $P(S_k)$  will approach the stationary distribution as  $k \rightarrow \infty$ .

Consider the Markov chain:

- Domain of  $S_i$  is the set of all web pages
- $P(S_0)$  is uniform;  $P(S_0 = p_j) = 1/N$

$$P(S_{i+1} = p_j \mid S_i = p_k) \\ = (1 - d)/N + d * \begin{cases} 1/n_k & \text{if } p_k \text{ links to } p_j \\ 1/N & \text{if } p_k \text{ has no links} \\ 0 & \text{otherwise} \end{cases}$$

where there are  $N$  web pages and  $n_k$  links from page  $p_k$

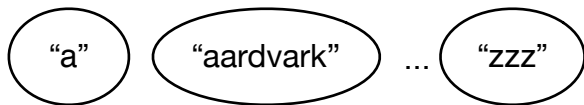
- $d \approx 0.85$  is the probability someone keeps surfing web
- This Markov chain converges to a stationary distribution over web pages (original  $P(S_i)$  for  $i = 52$  for 24 million pages and 322 million links):

**Pagerank** - basis for Google's initial search engine

# Simple Language Models: set-of-words

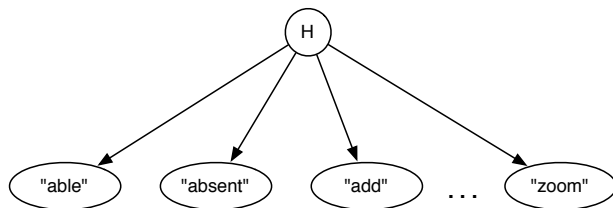
Sentence:  $w_1, w_2, w_3, \dots$

Set-of-words model:



- Each variable is Boolean: *true* when word is in the sentence and *false* otherwise.
- What probabilities are provided?
  - ▶  $P(\text{"a"}), P(\text{"aardvark"}), \dots, P(\text{"zzz"})$
- How do we condition on the question “how can I phone my phone”?

# Naive Bayes Classifier: User's request for help



$H$  is the help page the user is interested in.

What probabilities are required?

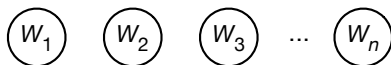
- $P(h_i)$  for each help page  $h_i$ . The user is interested in one best web page, so  $\sum_i P(h_i) = 1$ .
- $P(w_j | h_i)$  for each word  $w_j$  given page  $h_i$ . There can be multiple words used in a query.
- Given a help query: condition on the words in the query and display the most likely help page.

<http://artint.info/tutorials/helpsystem.xml>

# Simple Language Models: bag-of-words

Sentence:  $w_1, w_2, w_3, \dots, w_n$ .

Bag-of-words or unigram:



- Domain of each variable is the set of all words.
- What probabilities are provided?
  - ▶  $P(w_i)$  is a distribution over words for each position
- How do we condition on the question “how can I phone my phone”?



# Simple Language Models: bigram

Sentence:  $w_1, w_2, w_3, \dots, w_n$ .

bigram:

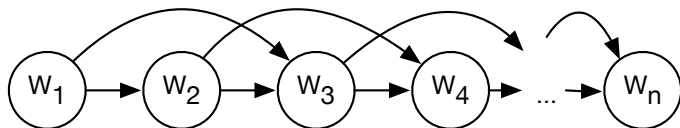


- Domain of each variable is the set of all words.
- What probabilities are provided?
  - ▶  $P(w_i | w_{i-1})$  is a distribution over words for each position given the previous word
- How do we condition on the question “how can I phone my phone”?

# Simple Language Models: trigram

Sentence:  $w_1, w_2, w_3, \dots, w_n$ .

trigram:



Domain of each variable is the set of all words.

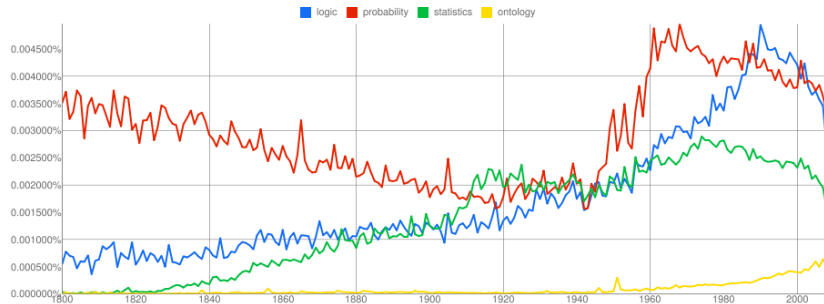
What probabilities are provided?

- $P(w_i \mid w_{i-1}, w_{i-2})$

N-gram

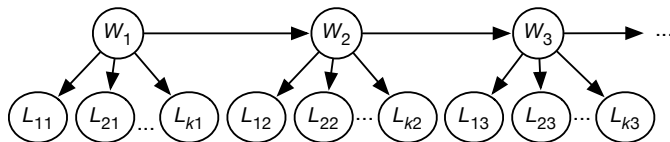
- $P(w_i \mid w_{i-1}, \dots, w_{i-n+1})$  is a distribution over words given the previous  $n - 1$  words

# Logic, Probability, Statistics, Ontology over time



From: Google Books Ngram Viewer  
(<https://books.google.com/ngrams>)

# Predictive Typing and Error Correction



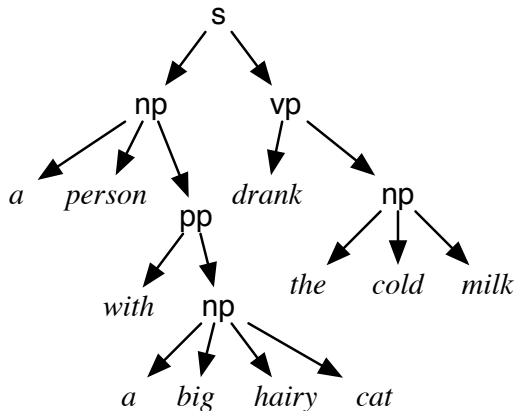
$domain(W_i) = \{ "a", "aarvark", \dots, "zzz", "\perp", "?" \}$

$domain(L_{ji}) = \{ "a", "b", "c", \dots, "z", "1", "2", \dots \}$

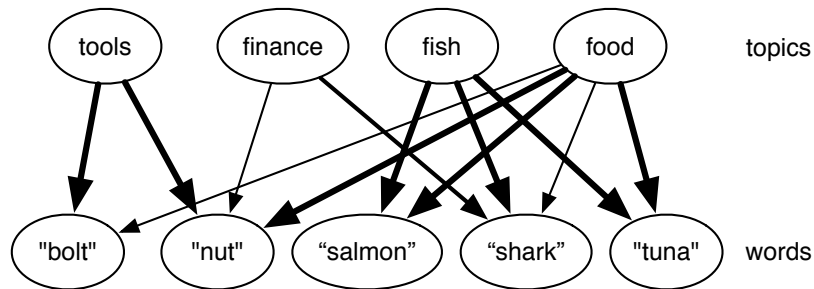
# Beyond N-grams

- *A person with a big hairy cat drank the cold milk.*
- Who or what drank the milk?

Simple syntax diagram:



# Topic Model



# Google's rephil

