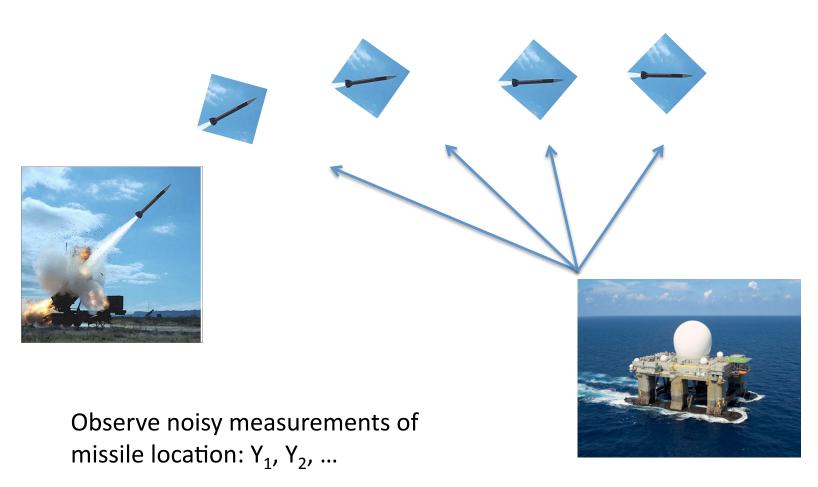
Probabilistic Graphical Models

Guest lecturer: David Sontag

Machine Learning and Pattern Recognition, Fall 2011

Example application: Tracking



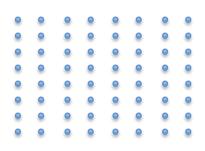
Where is the missile **now**?

Radar

Probabilistic approach

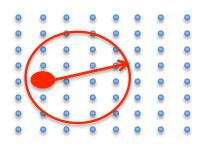
- Our measurements of the missile location were $Y_1, Y_2, ..., Y_n$
- Let X_t be the true missile location at time t
- To keep this simple, suppose that the locations are discrete, i.e. X_t and Y_t take the values 1, ..., k

Grid the space:



Probabilistic approach

• First, we specify the *conditional* distribution $Pr(X_{t-1})$:



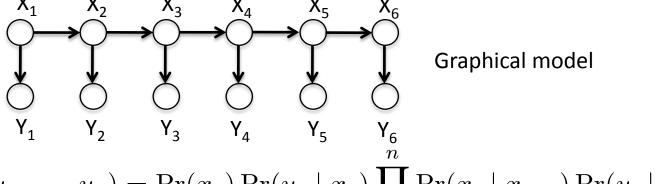
From basic physics, we can bound the distance that the missile can have traveled

• Then, we specify $Pr(Y_t \mid X_t)$:

With probability $\frac{1}{2}$, $Y_t = X_t$. Otherwise, Y_t is a uniformly chosen grid location

Probabilistic approach

We describe the joint distribution on X₁, X₂, ..., X_n and Y₁, Y₂, ..., Y_n as follows:



$$\Pr(x_1, \dots, x_n, y_1, \dots, y_n) = \Pr(x_1) \Pr(y_1 \mid x_1) \prod_{t=2} \Pr(x_t \mid x_{t-1}) \Pr(y_t \mid x_t)$$

To find out where the missile is now, we do marginal inference:

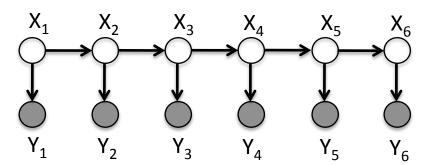
$$\Pr(x_n \mid y_1, \dots, y_n)$$

To find the most likely trajectory, we do MAP (maximum a posteriori) inference:

$$\arg\max_{\mathbf{v}}\Pr(x_1,\ldots,x_n\mid y_1,\ldots,y_n)$$

Probabilistic graphical models

• The previous example is called a **hidden Markov model**:



Shading in denotes observed variables

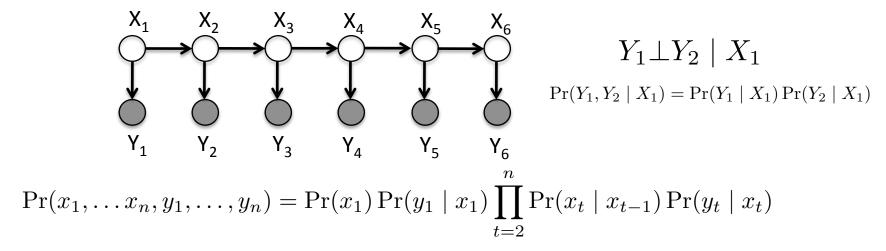
$$\Pr(x_1, \dots, x_n, y_1, \dots, y_n) = \Pr(x_1) \Pr(y_1 \mid x_1) \prod_{t=2}^n \Pr(x_t \mid x_{t-1}) \Pr(y_t \mid x_t)$$

- In general, there is a 1-1 mapping between the graph structure and the factorization of the joint distribution
- Let V be the set of variables (nodes), and pa(i) denotes the parents of variable i. Then, $\Pr(\mathbf{v}) = \prod \Pr(v_i \mid \mathbf{v}_{pa(i)})$

Can infer conditional independencies from graphical model alone!

Probabilistic graphical models

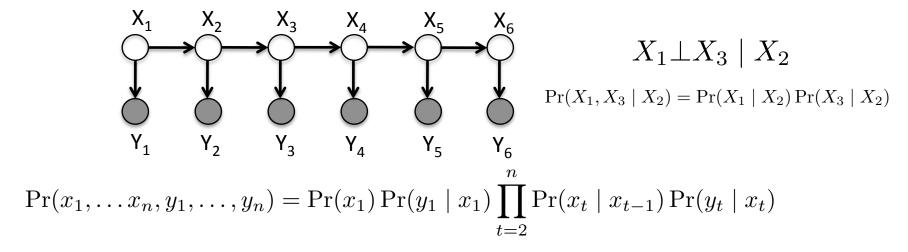
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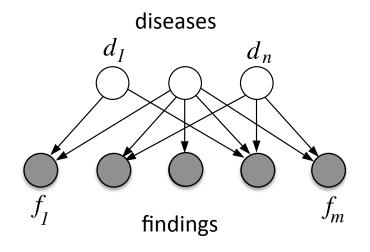
Probabilistic graphical models

The previous example is called a hidden Markov model:



- In general, there is a 1-1 mapping between the graph structure and the factorization of the joint distribution
- Let V be the set of variables (nodes), and pa(i) denotes the parents of variable i. Then, $\Pr(\mathbf{v}) = \prod_{i \in V} \Pr(v_i \mid \mathbf{v}_{pa(i)}) \qquad \text{Also called Bayesian networks}$
- Can infer conditional independencies from graphical model alone!

Graphical model for medical diagnosis



Joint distribution factors as:

$$P(f,d) \ = \ P(f|d)P(d) = \left[\prod_i P(f_i|d)\right] \left[\prod_j P(d_j)\right]$$
 "Noisy or" distribution Prior probability of having disease

This model makes several assumptions:

- 1. $d_i \perp d_j$
- 2. $f_i \perp f_j \mid \mathbf{d}$

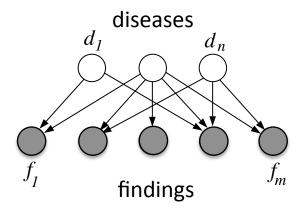
Marginal inference: $\Pr(d_i \mid \mathbf{f})$

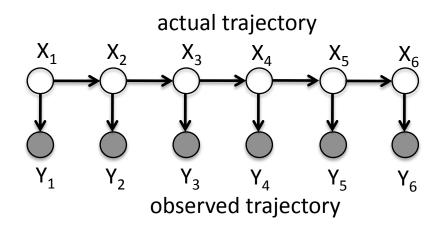
MAP inference: $\underset{\mathbf{d}}{\arg\max} \Pr(\mathbf{d} \mid \mathbf{f})$

Having a probabilistic model allows us to quantify our *uncertainty*

Learning

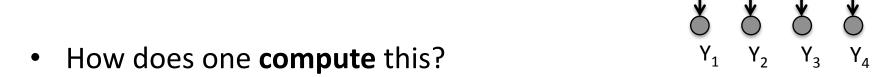
- Suppose we had historical data {(x,y)¹, ..., (x,y)¹}
 - Assume drawn from the true distribution Pr(x, y)
 - Complete data (no variables unobserved)
- Find the parameters of the model that maximize the likelihood of the data, $\prod_l \Pr(\mathbf{x}^l, \mathbf{y}^l; \theta)$
- In directed graphical models, ML estimation from complete data is easy -- simply calculate statistics
 How many parameters?





Inference

• Recall, to find out where the missile is now, we do marginal inference: $\Pr(x_n \mid y_1, \dots, y_n)$



Applying Bayes' rule, we reduce to computing

$$\Pr(x_n \mid y_1, \dots, y_n) = \frac{\Pr(x_n, y_1, \dots, y_n)}{\Pr(y_1, \dots, y_n)}$$

• Naively, would seem to require kⁿ⁻¹ summations,

$$\Pr(x_n, y_1, \dots, y_n) = \sum_{x_1, \dots, x_{n-1}} \Pr(x_1, \dots, x_n, y_1, \dots, y_n)$$

Is there a more efficient algorithm?

Marginal inference in HMMs

Use dynamic programming

$$\Pr(x_{n}, y_{1}, \dots, y_{n}) = \sum_{x_{n-1}} \Pr(x_{n-1}, x_{n}, y_{1}, \dots, y_{n})$$

$$= \sum_{x_{n-1}} \Pr(x_{n-1}, y_{1}, \dots, y_{n-1}) \Pr(x_{n}, y_{n} \mid x_{n-1}, y_{1}, \dots, y_{n-1})$$

$$= \sum_{x_{n-1}} \Pr(x_{n-1}, y_{1}, \dots, y_{n-1}) \Pr(x_{n}, y_{n} \mid x_{n-1})$$

$$= \sum_{x_{n-1}} \Pr(x_{n-1}, y_{1}, \dots, y_{n-1}) \Pr(x_{n} \mid x_{n-1}) \Pr(y_{n} \mid x_{n}, x_{n-1})$$

$$= \sum_{x_{n-1}} \Pr(x_{n-1}, y_{1}, \dots, y_{n-1}) \Pr(x_{n} \mid x_{n-1}) \Pr(y_{n} \mid x_{n})$$

- For n=1, initialize $Pr(x_1, y_1) = Pr(x_1) Pr(y_1 | x_1)$
- Total running time is O(nk) linear time! Easy to do filtering

MAP inference in HMMs

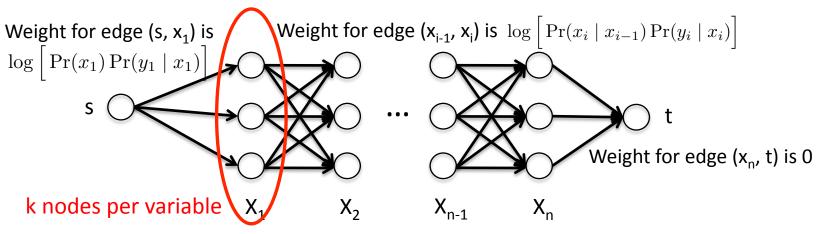
MAP inference in HMMs can also be solved in linear time!

$$\arg \max_{\mathbf{x}} \Pr(x_1, \dots, x_n \mid y_1, \dots, y_n) = \arg \max_{\mathbf{x}} \Pr(x_1, \dots, x_n, y_1, \dots, y_n)$$

$$= \arg \max_{\mathbf{x}} \log \Pr(x_1, \dots, x_n, y_1, \dots, y_n)$$

$$= \arg \max_{\mathbf{x}} \log \left[\Pr(x_1) \Pr(y_1 \mid x_1) \right] + \sum_{i=2}^n \log \left[\Pr(x_i \mid x_{i-1}) \Pr(y_i \mid x_i) \right]$$

Formulate as a shortest paths problem



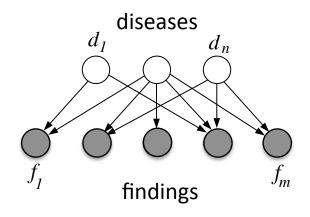
Called the Viterbi algorithm

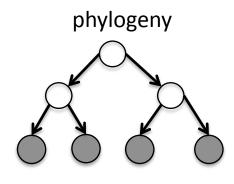
Applications of HMMs

- Speech recognition
 - Predict phonemes from the sounds forming words (i.e., the actual signals)
- Natural language processing
 - Predict parts of speech (verb, noun, determiner, etc.) from the words in a sentence
- Computational biology
 - Predict intron/exon regions from DNA
 - Predict protein structure from DNA (locally)
- And many many more!

How to generalize?

How do we do inference in these models?



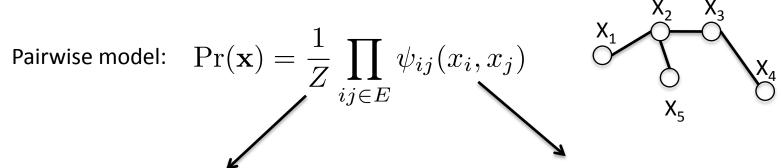


NP-hard

Linear time

Undirected graphical models

 Markov random fields provide an alternative parameterization of joint distributions, corresponding to an undirected graph



Partition function (normalization constant)

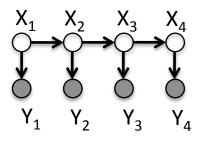
$$Z = \sum_{\mathbf{x}} \prod_{ij \in E} \psi_{ij}(x_i, x_j)$$

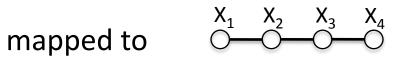
Non-negative function of two variables

$$X_j = 0$$
 $X_j = 1$ $X_i = 0$ 0 10 $X_i = 1$ 20 0

• Just as before, graphical model implies conditional independence properties, e.g. $X_1 \bot X_4 \mid X_3$

HMM as an undirected model





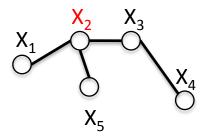
$$\psi(x_1, x_2) = \Pr(x_1) \Pr(x_2 \mid x_1) \Pr(y_1 \mid x_1) \Pr(y_2 \mid x_2)$$

$$\psi(x_i, x_{i+1}) = \Pr(x_{i+1} \mid x_i) \Pr(y_{i+1} \mid x_{i+1}) \text{ for } i = 2, \dots, n-1$$

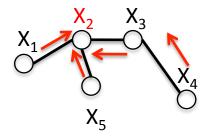
Next, we generalize the dynamic programming algorithm used for inference in HMMs to inference in tree-structured MRFs

Belief propagation

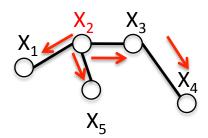
1. Fix a root



2. Pass messages from the leaves to the root



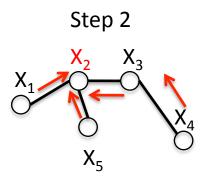
3. Pass messages from the root to the leaves



Sum-product belief propagation

The messages are always of the form:

$$m_{i \to j}(x_j) = \sum_{x_i} \psi_{ij}(x_i, x_j) \prod_{k \in N(i) \setminus j} m_{k \to i}(x_i)$$



$$m_{4\to 3}(x_3) = \sum_{x_4} \psi_{3,4}(x_3, x_4)$$

$$m_{3\to 2}(x_2) = \sum_{x_3} \psi_{2,3}(x_2, x_3) m_{4\to 3}(x_3)$$

$$m_{5\to 2}(x_2) = \sum_{x_5} \psi_{2,5}(x_2, x_5)$$

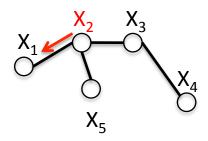
$$m_{1\to 2}(x_2) = \sum_{x_1} \psi_{2,1}(x_2, x_1)$$

Sum-product belief propagation

The messages are

always of the form:
$$m_{i \to j}(x_j) = \sum_{x_i} \psi_{ij}(x_i, x_j) \prod_{k \in N(i) \setminus j} m_{k \to i}(x_i)$$

Step 3



Step 4

$$\Pr(x_i) = \frac{\prod_{j \in N(i)} m_{j \to i}(x_i)}{\sum_{\hat{x}_i} \prod_{j \in N(i)} m_{j \to i}(\hat{x}_i)}$$

Applied to the HMM, this would compute $\Pr(x_i \mid y_1, \dots, y_n)$ for all i

Max-product belief propagation

The messages are always of the form:

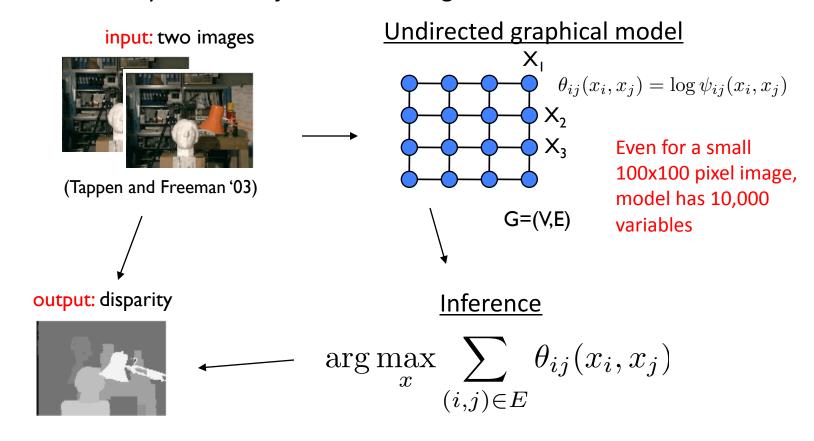
$$m_{i \to j}(x_j) = \max_{x_i} \psi_{ij}(x_i, x_j) \prod_{k \in N(i) \setminus j} m_{k \to i}(x_i)$$

When the MAP assignment is unique, local decoding succeeds in finding it:

$$x_i^{\text{MAP}} = \arg\max_{\hat{x}_i} \prod_{j \in N(i)} m_{j \to i}(\hat{x}_i)$$

The need for approximate inference (Example: stereo vision)

How far away are the objects in the images?



Approximate inference

- Two broad classes of approximate inference algorithms are:
 - Monte-carlo methods (e.g., likelihood weighting, MCMC)
 - Variational methods
- Popular variational method is loopy belief propagation
 - Initialize messages in BP to 1
 - Run BP algorithm until convergence, iteratively choosing a new edge to send a message along
 - Few guarantees of correctness. May not even converge!
- Much progress has been made in the last 15 years on approximate inference algorithms

Conclusion

- Graphical models are a powerful framework
 - Large number of real-world problems can be formulated as graphical models
 - Allows us to explicitly model uncertainty in predictions
- Key problems to solve are learning and inference
- Hidden Markov models have efficient inference algorithms based on dynamic programming
 - Algorithms are called forward-backward (marginal inference) and Viterbi (MAP inference)
- Message-passing algorithms allow efficient exact inference in any treestructured Markov random field
 - Can use as an approximate inference algorithm in graphs with loops
- Exciting field at the intersection of optimization, statistics, and algorithms

Want to learn more?

Next semester I am teaching
CSCI-GA.3033-006:

"Special Topics in Machine Learning:
Probabilistic Graphical Models"