

# Belief Networks

CMPUT 366: Intelligent Systems

P&M §8.3

# Lecture Outline

1. Recap & Logistics
2. Belief Networks
3. Queries
4. Constructing Belief Networks

# Recap: Independence

## Definition:

Random variables  $X$  and  $Y$  are **marginally independent** iff

$$P(X = x \mid Y = y) = P(X = x)$$

for all values of  $x \in \text{dom}(X)$  and  $y \in \text{dom}(Y)$ .

## Definition:

Random variables  $X$  and  $Y$  are **conditionally independent given  $Z$**  iff

$$P(X = x \mid Y = y, Z = z) = P(X = x \mid Z = z)$$

for all values of  $x \in \text{dom}(X)$ ,  $y \in \text{dom}(Y)$ , and  $z \in \text{dom}(Z)$ .

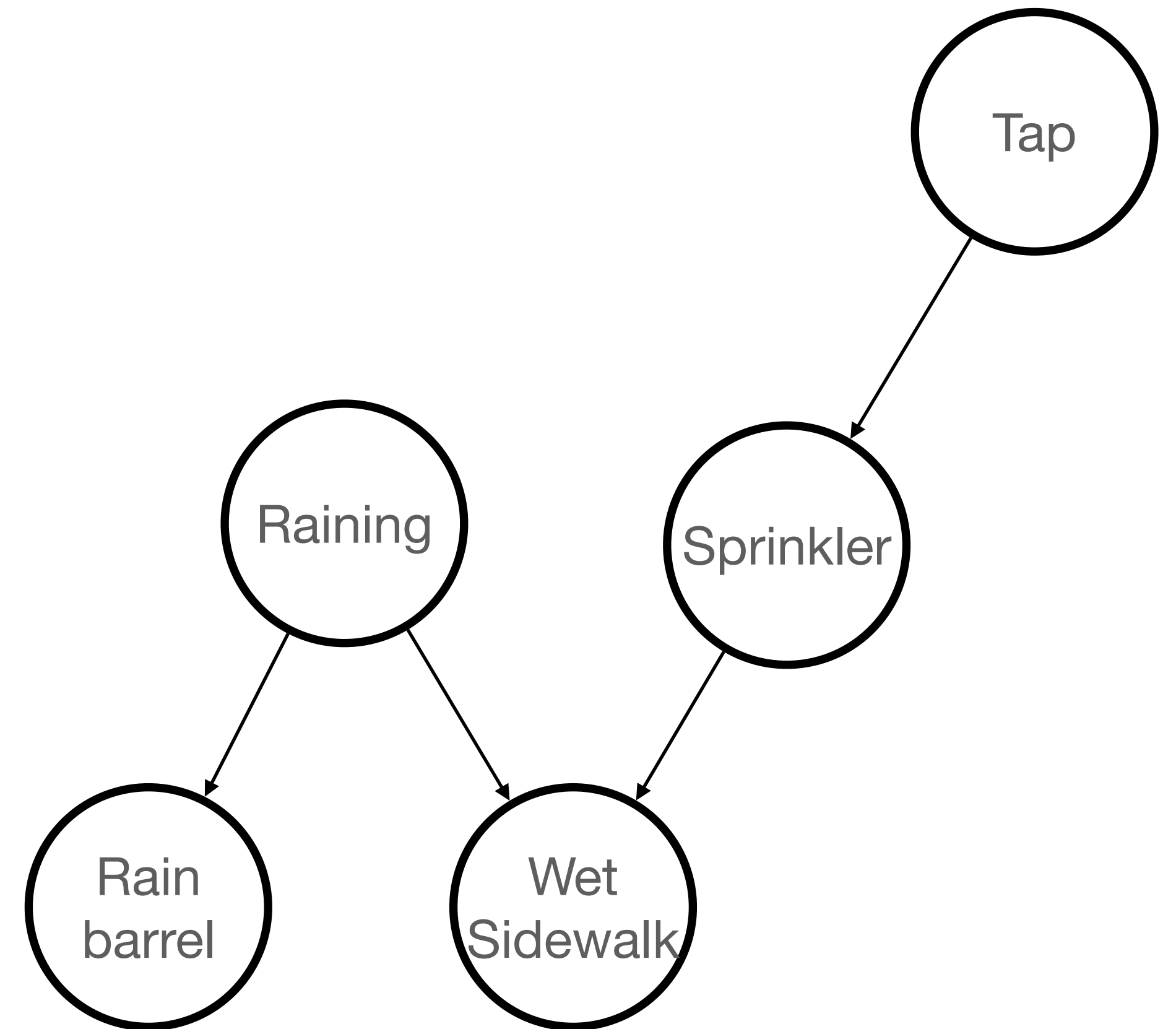
# Recap:

## Exploiting Independence

- Explicitly specifying an entire **unstructured joint distribution** is tedious and unnatural
- We can exploit **conditional independence**:
  - Conditional distributions are often more **natural** to write
  - Joint probabilities can be extracted from conditionally independent distributions by **multiplication**

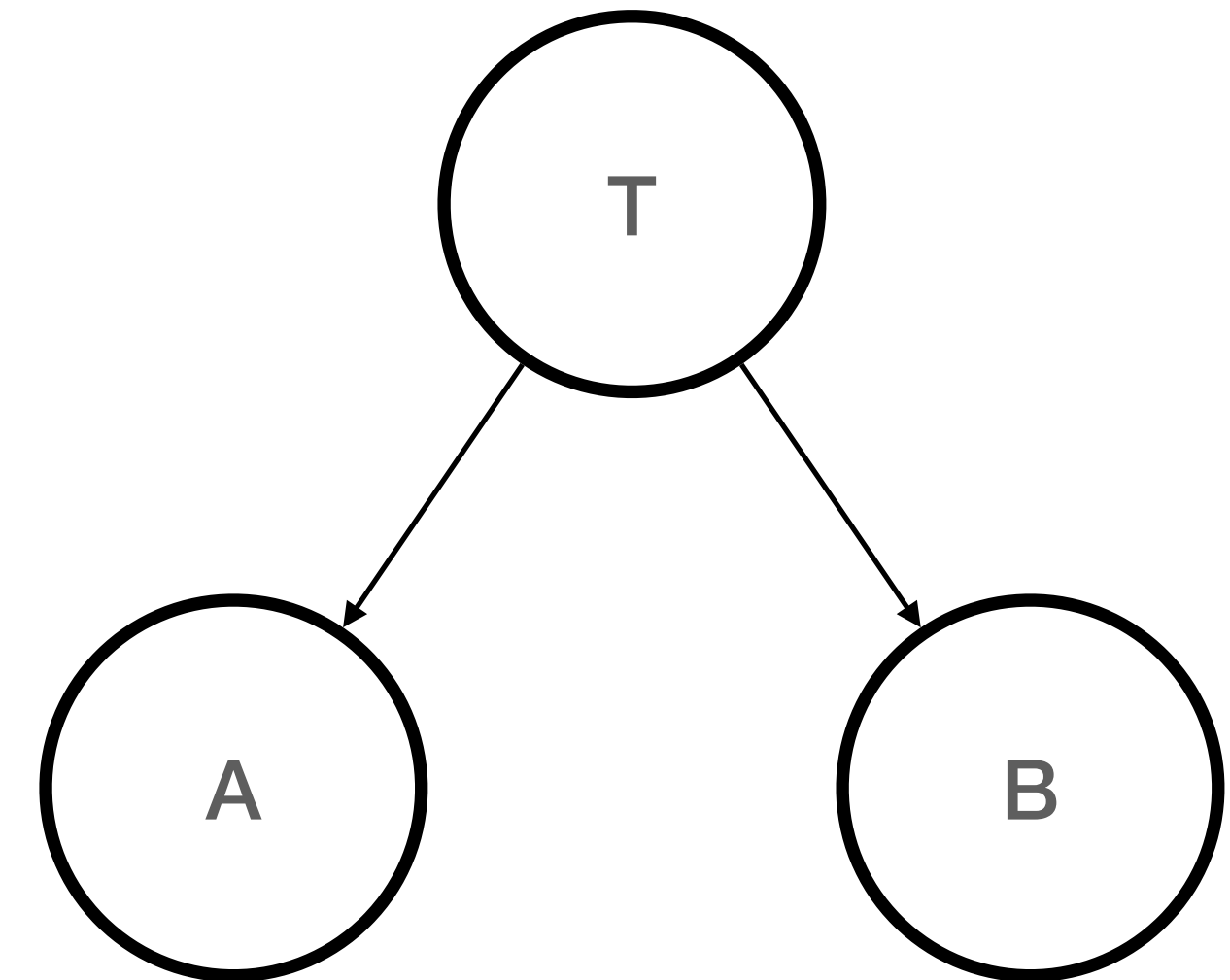
# Belief Networks, informally

- We can represent the pattern of **dependence** in a distribution as a **directed acyclic graph**
- **Nodes** are random **variables**
- Arc to each node from the variables on which it **depends**



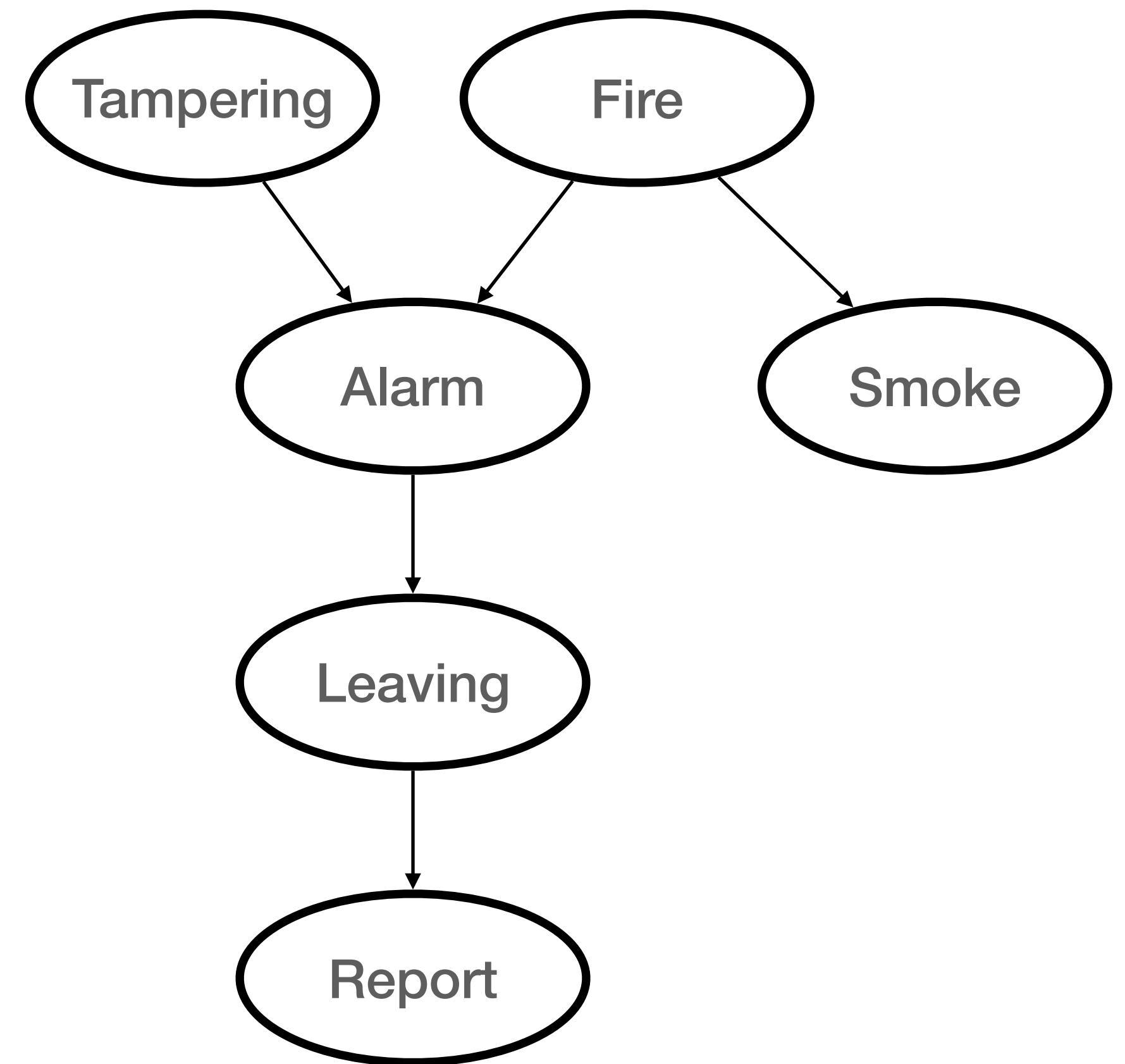
# Clock Scenario

- **Alice's** observation depends on the **actual time**
- So does **Bob's**
- Neither depends on **each other's** observation



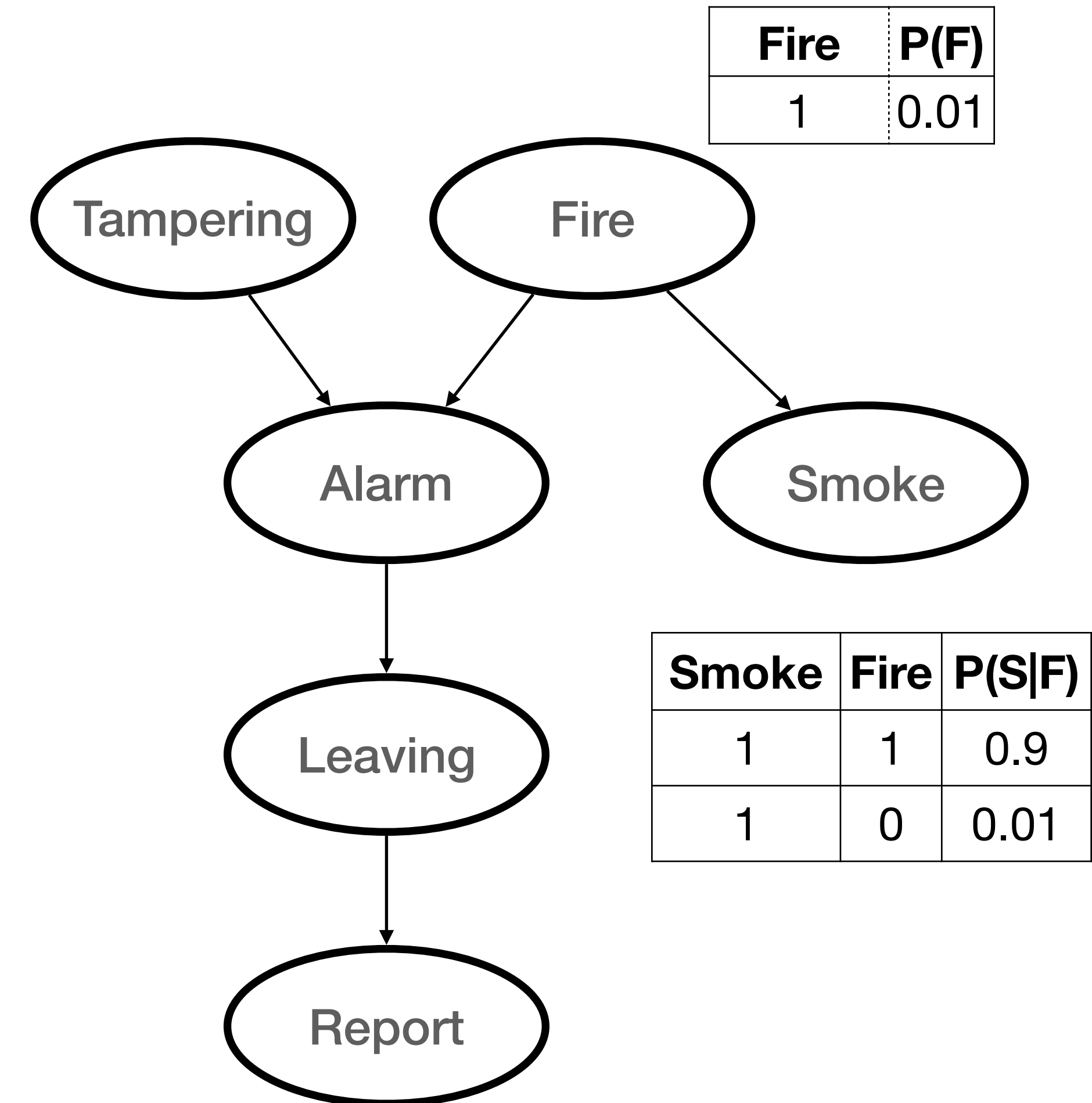
# Fire Alarm Scenario

- Agent wants to deduce whether there is a **fire** in the building next door
- The fire **alarm** detects heat from fires
  - But it can also be set off by **tampering**
- A fire causes visible **smoke**
- People usually **leave** the building as a group when the fire alarm goes off
- When lots of people leave the building, our friend will **tell** us (**report** to us)



# Conditional Probabilities

- Graph representation represents a specific **factorization** of the full **joint distribution**
  - Distribution on each node **conditional on its parents**
  - **Marginal distributions** on nodes with no parents
- **Theorem:**  
Every node is **independent** of its **non-descendants**, **conditional** on its **parents**
  - Node  $u$  is a **parent** of  $v$  if a directed edge  $u \rightarrow v$  exists
  - Node  $v$  is a **descendant** of  $u$  if there exists a **directed path** from  $u$  to  $v$
  - Node  $v$  is a **non-descendant** of  $u$  if there **does not exist** a directed path from  $u$  to  $v$





# Belief Networks

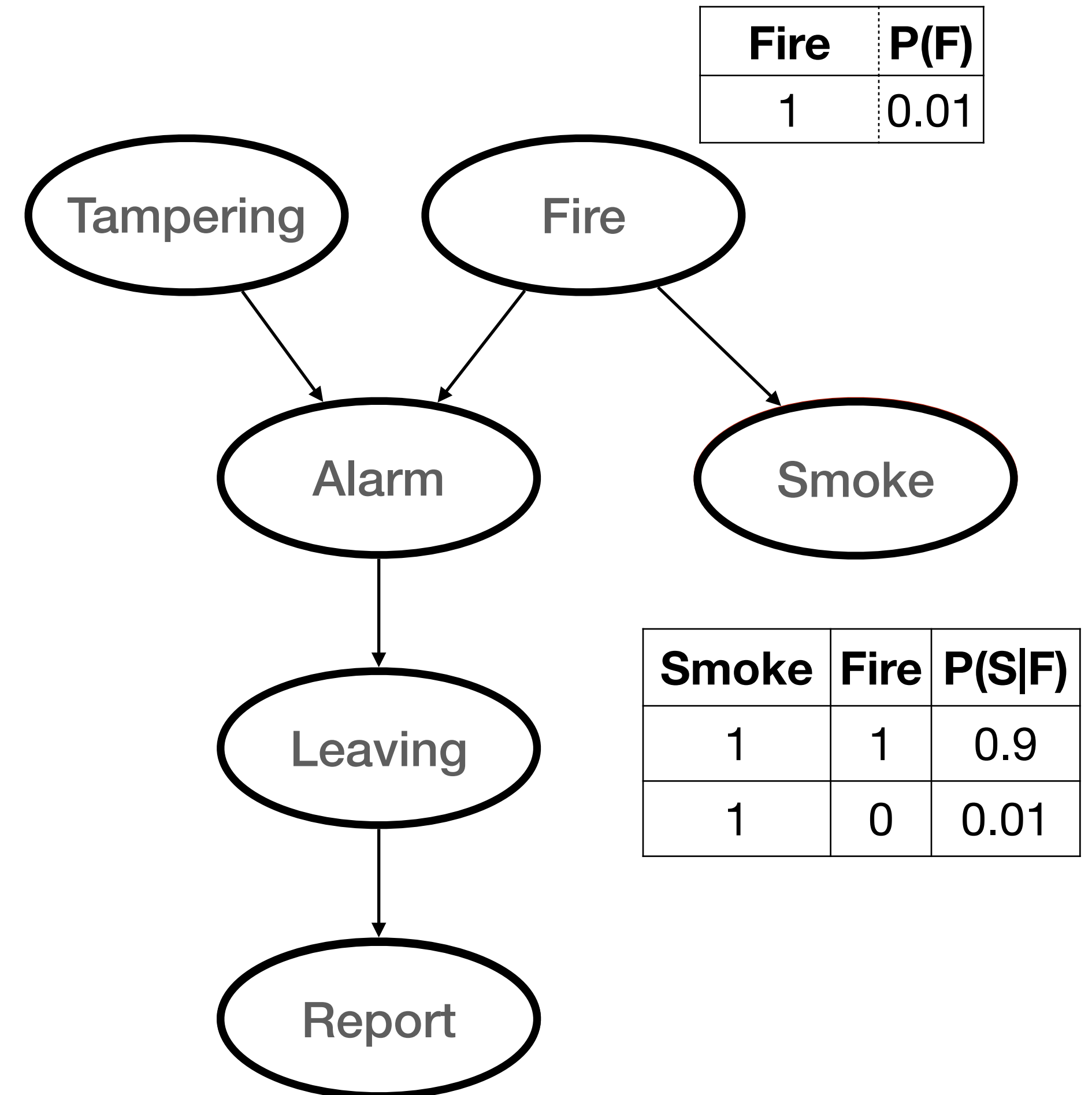
## Definition:

A **belief network** (or **Bayesian network**) consists of:

1. A directed acyclic graph, with each node labelled by a **random variable**
2. A **domain** for each random variable
3. A **conditional probability table** for each variable given its **parents**

# Queries

- The most common task for a belief network is to query **posterior probabilities** given some **observations**
- **Easy case:**
  - Observations are the **parents** of query target
- More **common** cases:
  - Observations are the **children** of query target
  - Observations have **no straightforward relationship** to the target



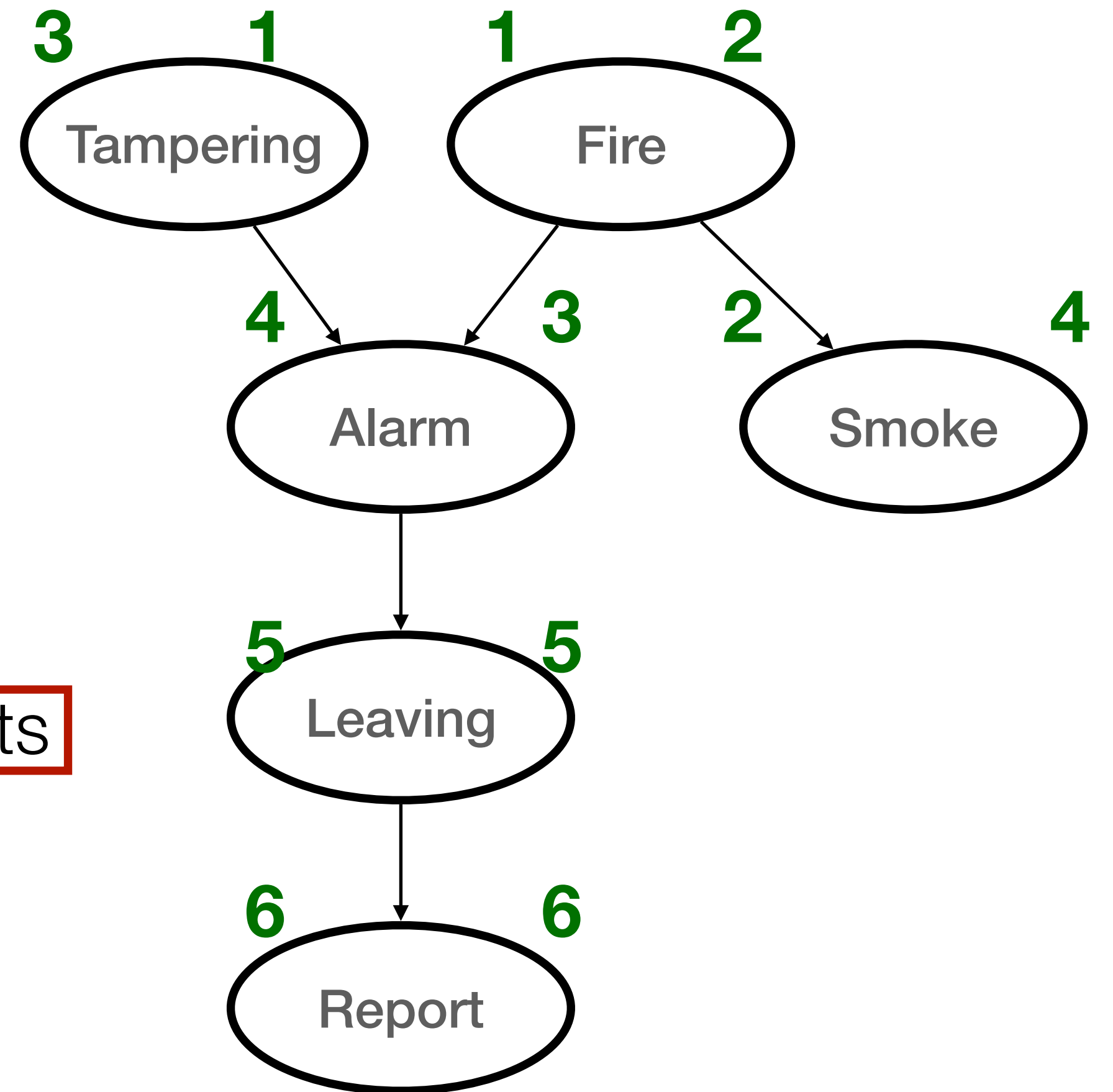
# Extracting Joint Probabilities: Variable Ordering

To compute joint probability distribution, we need a variable **ordering** that is **consistent** with the graph

**for**  $i$  **from** 1 **to**  $n$ :

**select** an unlabelled variable with no unlabelled parents

label it as  $i$

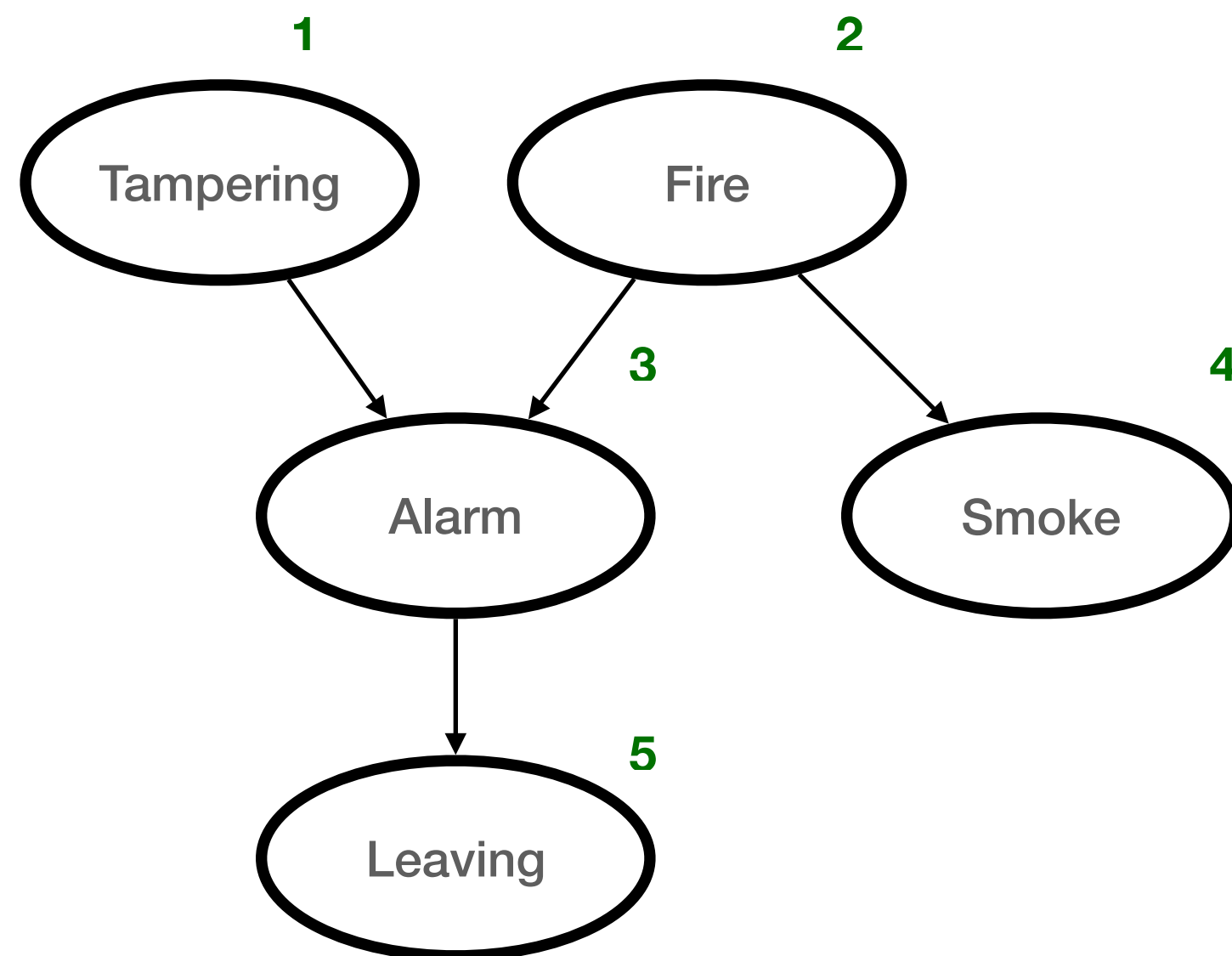


**Question:**

Is this **guaranteed** to exist **at every step**?  
**Why?**

# Extracting Joint Probabilities

- Multiply joint distributions in **variable order**
- **Example:** Given variable ordering  
Tampering, Fire, Alarm, Smoke, Leaving



## Questions:

1. Why  $P(\text{Fire})$  instead of  $P(\text{Fire} | \text{Tampering})$ ?
2. Why  $P(\text{Smoke} | \text{Fire})$  instead of  $P(\text{Smoke} | \text{Tampering}, \text{Fire}, \text{Alarm})$ ?

$$P(\text{Tampering}) = P(\text{Tampering})$$

$$P(\text{Tampering}, \text{Fire}) = P(\text{Fire})P(\text{Tampering})$$

$$P(\text{Tampering}, \text{Fire}, \text{Alarm}) = P(\text{Alarm} | \text{Tampering}, \text{Fire})P(\text{Fire})P(\text{Tampering})$$

$$P(\text{Tampering}, \text{Fire}, \text{Alarm}, \text{Smoke}) = P(\text{Smoke} | \text{Fire})P(\text{Alarm} | \text{Tampering}, \text{Fire})P(\text{Fire})P(\text{Tampering})$$

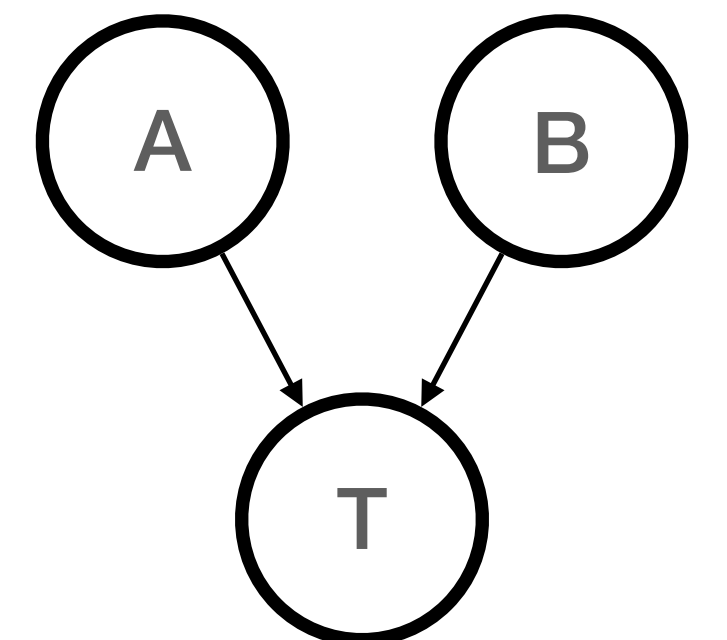
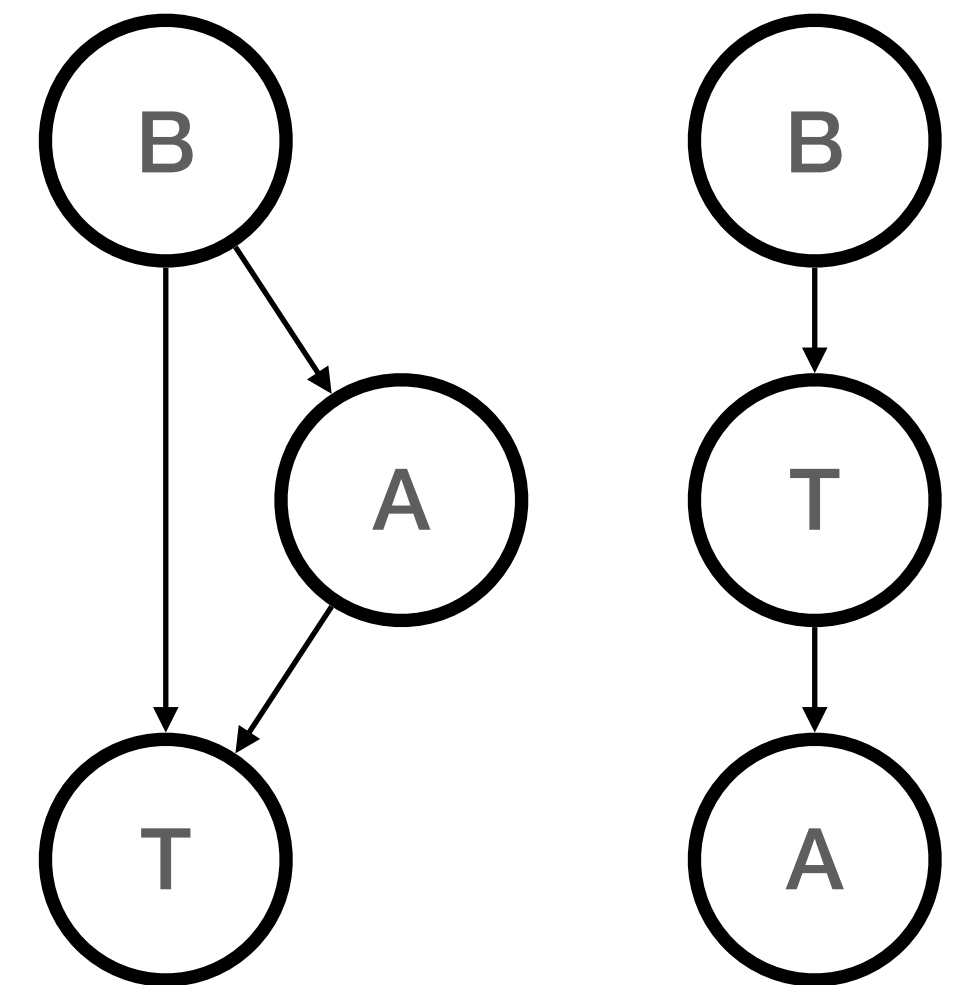
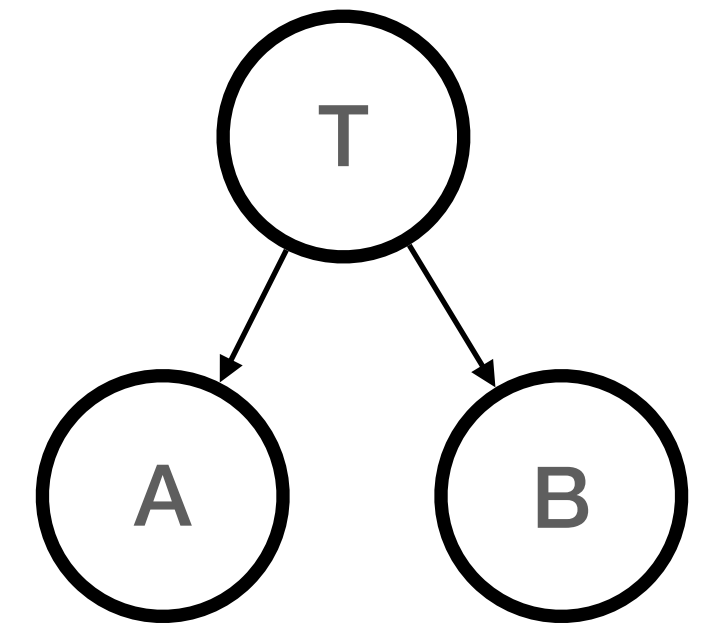
$$P(\text{Tampering}, \text{Fire}, \text{Alarm}, \text{Smoke}, \text{Leaving}) = P(\text{Leaving} | \text{Alarm})P(\text{Smoke} | \text{Fire})P(\text{Alarm} | \text{Tampering}, \text{Fire})P(\text{Fire})P(\text{Tampering})$$

## Questions:

1. Which of the graphs at the right is a **correct** encoding of the Clock scenario? **Why?**
2. Which of the graphs at the right is a **good** encoding? **Why?**

# Constructing Belief Networks

- A belief network is **correct** if it encodes true conditional independence relationships: All nodes are independent of their non-descendants given their parents
- A joint distribution can, in general, have **many** correct encodings as belief networks
- Some encodings are **better** than others:
  - They represent **natural** relationships
  - They are more **compact** (they require fewer probabilities)



# Mechanically Constructing Belief Networks

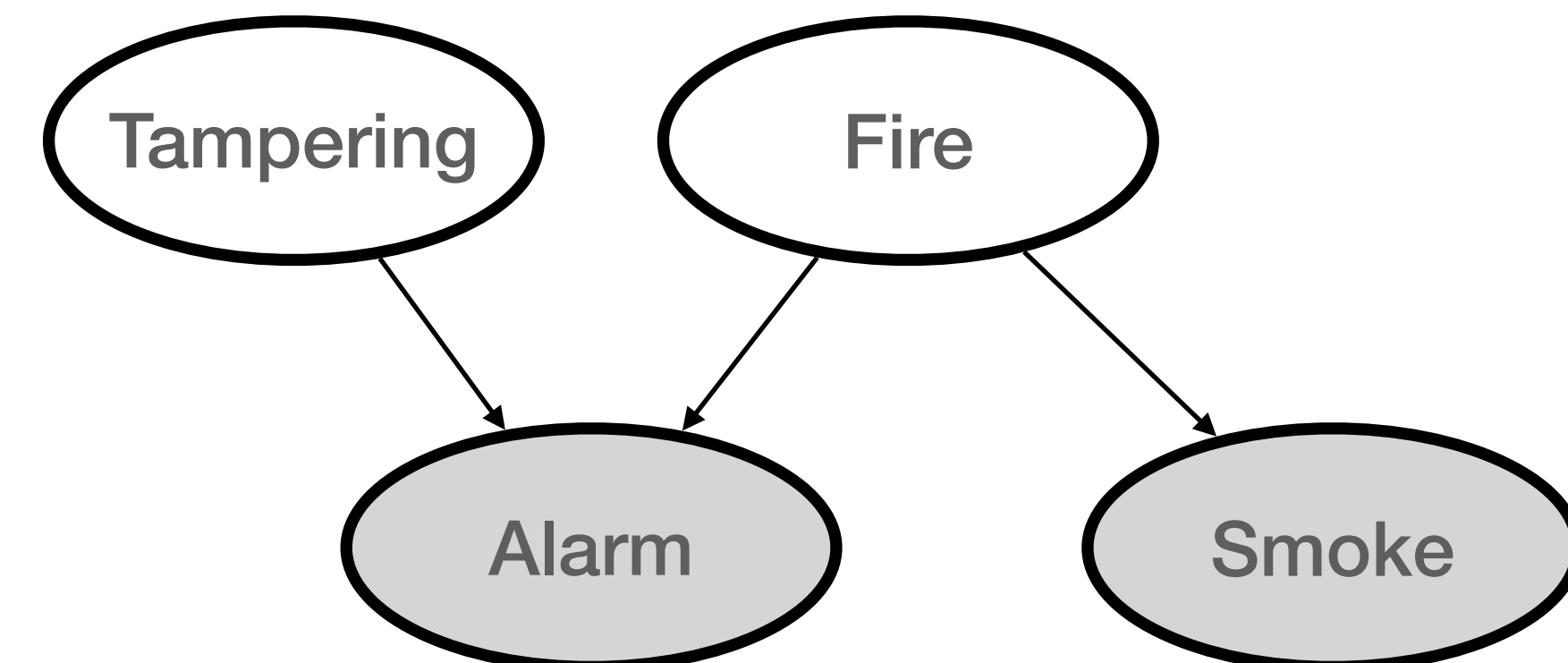
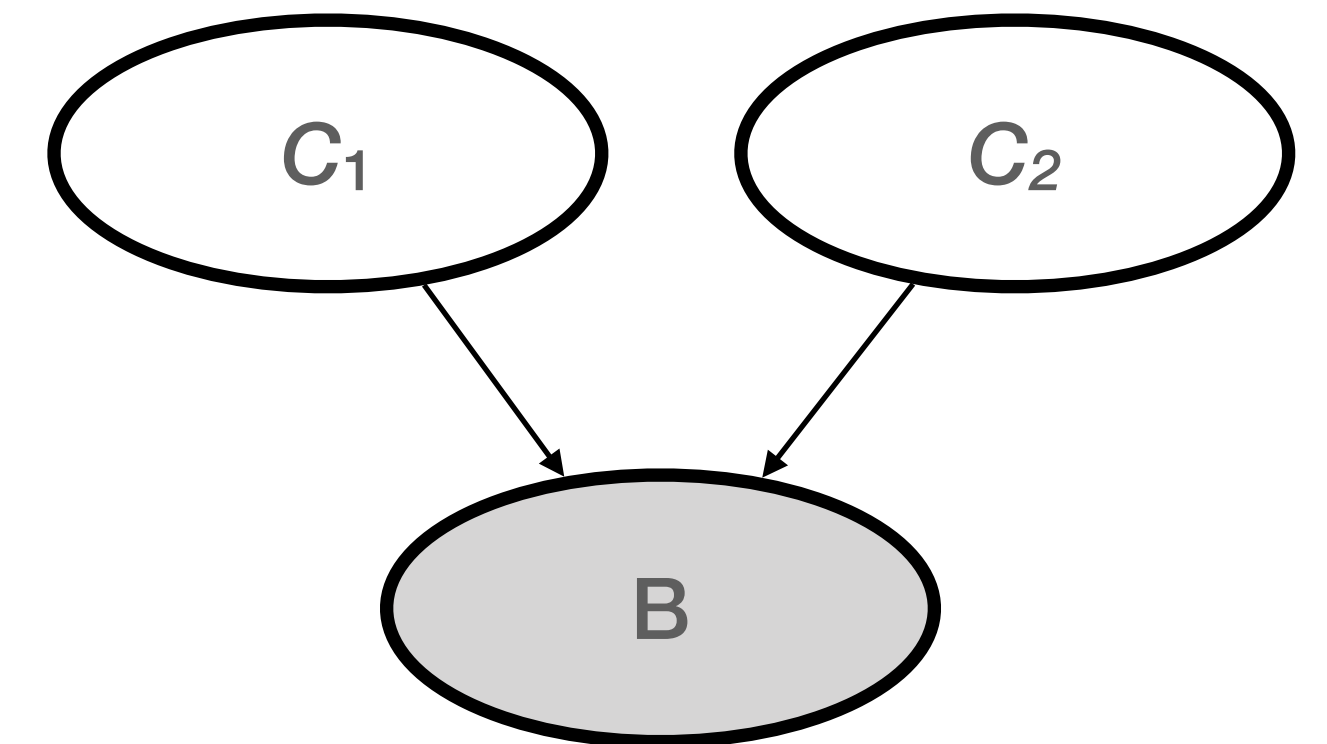
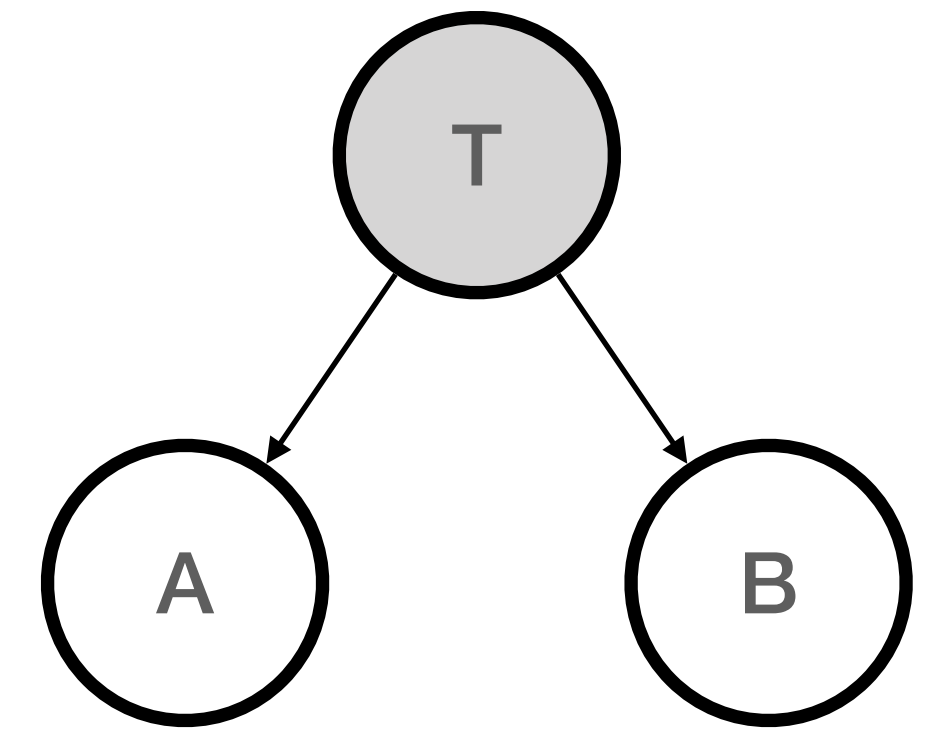
Given a **joint distribution** we can mechanically construct a **correct** encoding:

1. Order the variables  $X_1, X_2, \dots, X_n$  and associate each one with a **node**
2. For each variable  $X_i$ :
  - (i) Choose a **minimal** set of variables  $parents(X_i)$  from  $X_1, \dots, X_{i-1}$  such that  $P(X_i | parents(X_i)) = P(X_i | X_1, \dots, X_{i-1})$
  - (ii) i.e., **conditional** on  $parents(X_i)$ ,  $X_i$  is **independent** of all the other variables that are **earlier** in the ordering
  - (iii) Add an **arc** from each variable in  $parents(X_i)$  to  $X_i$
  - (iv) Label the node for  $X_i$  with the **conditional probability table**  $P(X_i | parents(X_i))$



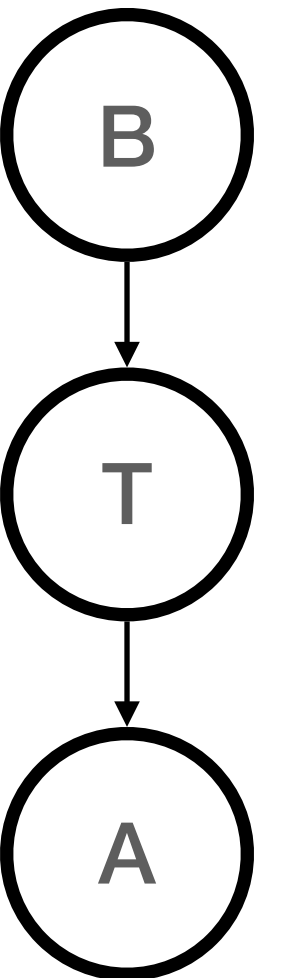
# Observing Children

- Observing a **parent** renders conditionally dependent nodes conditionally independent
- Observing children can render conditionally independent nodes conditionally dependent
  - Extreme example: The Coins scenario:  $B = C_1 \wedge C_2$
  - Observing both **B** and **C<sub>1</sub>** uniquely determines **C<sub>2</sub>**
- Similar effect called **explaining away**:
  - We start with **prior** probabilities of Tampering and Fire
  - **Question:** If we observe that **Alarm** is ringing, how are these **posterior** probabilities **different**?
  - **Question:** If we then observe **Smoke**, how do these **posterior** probabilities **change**?



# Causal Network

- The arcs in belief networks **do not**, in general, represent **causal** relationships!
  - $T \rightarrow A$  is a **causal** relationship if  $T$  **causes** the value of  $A$
  - E.g.,  $B$  doesn't cause  $T$ , but this is nevertheless a correct encoding of the joint distribution
- However, reasoning about causal relationships is often a good way to construct a **natural** encoding as a belief network
  - We can often reason about causal independence even when we don't know the full joint distribution





# Summary

- Belief networks represent a **factoring** of a joint distribution
  - **Graph structure** encodes conditional independence relationships
  - Can query **posterior probabilities** of subsets of variables given **observations**
- Each joint distribution has **multiple correct representations** as a belief network
  - Some are more **compact** than others
  - Some are more **natural** than others
- Arcs in a belief network **often** represent **causal** relationships
  - But they don't have to!