Probabilistic Graphical Models, Inference via Message-Passing

Piyush Rai

Topics in Probabilistic Modeling and Inference (CS698X)

April 10, 2019

Topics in Prob. Modeling & Inference - CS698X (Piyush Rai, IITK) Probabilistic Graph

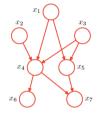
Probabilistic Graphical Models, Inference via Message-Passing

- Directed Graphical Models (DGM)
 - Have already seen these before in almost every model we studied!
- Checking conditional independence in DGM
- Undirected Graphical Models (UGM)
- ${\scriptstyle \bullet}\,$ Message Passing algorithms for inference in DGM/UGM

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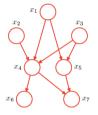
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- Basically, represent the joint distribution of a set of random variables using a directed acyclic graph



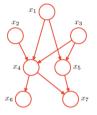
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• Vertices denotes r.v. and structure of the graph directly tells us the conditional dependencies

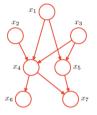
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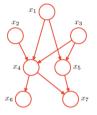
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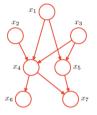
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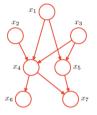
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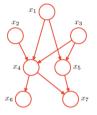
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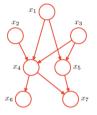
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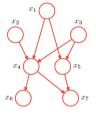
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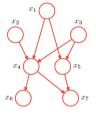


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- Directed GMs represent the joint distribution as a product of "local" conditional distributions
 - In a DGM, the local conditional of a node x_k only depends on its parent nodes pa_k

$$p(\mathbf{x}) = \prod_{k=1}^{K} p(x_k | \text{pa}_k)$$

Would like to test whether two nodes a and b are independent in the presence of a third node cNote: Shaded = node's value known

$$p(a,b,c) = p(a|c)p(b|c)p(c)$$

$$p(a,b) = \sum_{c} p(a|c)p(b|c)p(c)$$

$$a \perp b \mid \emptyset$$

Figure courtesy: PRML (Bishop)

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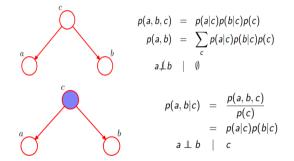
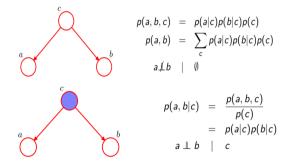


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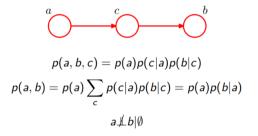
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Thus conditioning on c makes a and b conditionally independent Figure courtesy: PRML (Bishop)

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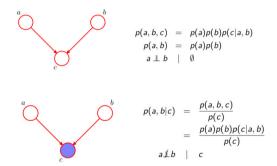
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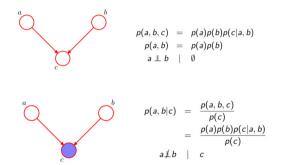
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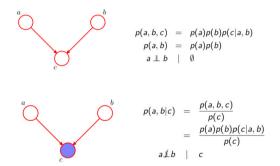
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Opposite behavior as compared to the previous two cases! Conditioning makes a and b dependent.

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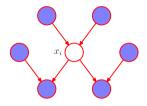
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D-Separation (Pearl, 1988): A more general method for checking conditional independence in DGM (See Bishop, Chap 8)

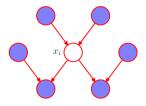
DGM and Markov Blanket



- Markov Blanket of a node in DGM consists of
 - Its parents
 - Its children
 - Its co-parents (other parents of its children)

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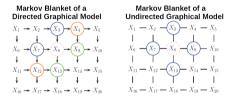
DGM and Markov Blanket



- Markov Blanket of a node in DGM consists of
 - Its parents
 - Its children
 - Its co-parents (other parents of its children)
- Basically, the minimum set of nodes that separate the node from rest of the graph

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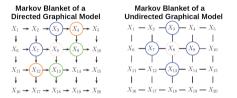
- The "causal" dependencies of DGM are sometimes unclear/unintuitive
- Consider the "grid" of pixels in an image



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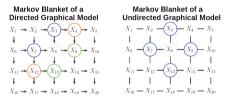
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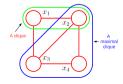
• The (in)dependence structure (Markov blanket) implied by a UGM is more natural here

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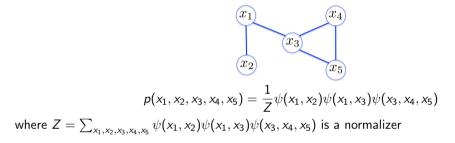
- The (in)dependence structure (Markov blanket) implied by a UGM is more natural here
- UGMs are defined in terms of "cliques" (groups of connected nodes)



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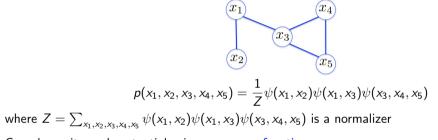
Undirected Graphical Models (UGM) a.k.a. Markov Random Field

• Represent joint distributions as product of non-negative potentials $\psi()$ defined over cliques



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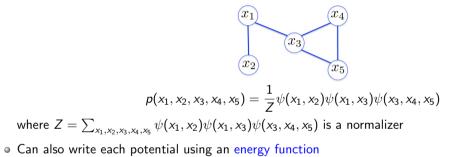
• Can also write each potential using an energy function

$$\psi_c(\boldsymbol{x}_c) = e^{-E(\boldsymbol{x}_c|\theta_c)}$$

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Undirected Graphical Models (UGM) a.k.a. Markov Random Field

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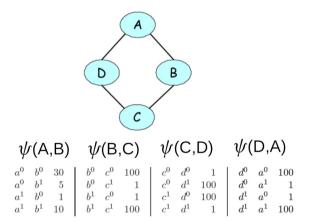
• The joint distribution of a UGM can be then written as

$$p(\mathbf{x}) = \frac{1}{Z} \prod_{c \in C} \psi_c(\mathbf{x}_c) = \frac{1}{Z} \prod_{c \in C} e^{-E(\mathbf{x}_c | \theta_c)} = \frac{1}{Z} e^{-\sum_{c \in C} E(\mathbf{x}_c | \theta_c)}$$

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Undirected Graphical Models: An Example

Consider a 4 node UGM with 4 cliques. Each node takes one of 2 possible values

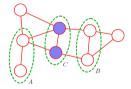


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UGM: Tests for Independence

• Usually simpler to check than the DGM case (UGMs have no causal relationships)

• $A \perp \!\!\!\perp B | C$ if all paths from A to B pass through one or more nodes in C

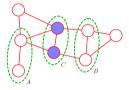


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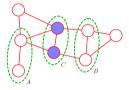


• Another way: See if removing all the nodes (with their edges) in C will "disconnect" A and C

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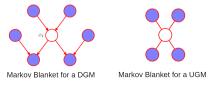
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• Also, unlike DGM, Markov blanket of a UGM node only consists only of nodes it is connected to



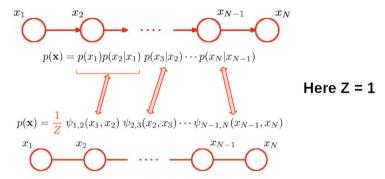
Probabilistic Graphical Models, Inference via Message-Passing

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Converting DGM to UGM

• A DGM can be converted to an equivalent UGM

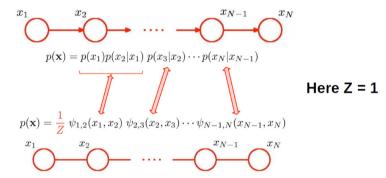
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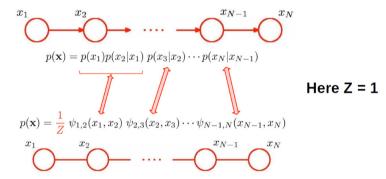


• In general, the conditional distributions are mapped to cliques

Converting DGM to UGM

• A DGM can be converted to an equivalent UGM

• Straightforward for chain-structured DGM



In general, the conditional distributions are mapped to cliques

Need to perform some other operations (e.g., "moralization") to ensure that the conditional independence structures are preserved (refer to Bishop Chap 8 for details)

• We may wish to perform inference in a GM. Some nodes may be observed, some unobserved

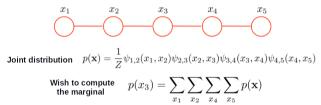
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- Observed nodes are simply clamped to their values
- Some typical inference tasks: Computing marginals or MAP assignments of nodes
- Consider a chain structured GM with 5 nodes (each discrete valued with K possible values)

• Likewise, for an N node chain graph, the problem will be

• We can re-arrange the order of computations for efficiency

$$p(x_3) = \frac{1}{Z} \sum_{x_1} \sum_{x_2} \sum_{x_4} \sum_{x_5} \psi_{1,2}(x_1, x_2) \psi_{2,3}(x_2, x_3) \psi_{3,4}(x_3, x_4) \psi_{4,5}(x_4, x_5)$$

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$$\mu_{\alpha}(x_3) \leftarrow \text{Vectors of size K} \rightarrow \mu_{\beta}(x_3)$$

• Inference (computing marginal here) reduces to passing messages (vectors) between nodes!

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$$= \frac{1}{Z} \sum_{x_2} \psi_{2,3}(x_2, x_3) \sum_{x_1} \psi_{1,2}(x_1, x_2) \sum_{x_4} \psi_{3,4}(x_3, x_4) \sum_{x_5} \psi_{4,5}(x_4, x_5)$$

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• Inference (computing marginal here) reduces to passing messages (vectors) between nodes!

• To compute $p(x_3)$, we multiply the incoming messages to this node and normalize

• For a general chain of arbitrary length, we can do it as

$$p(x_{n}) = \frac{1}{Z} \underbrace{\left[\sum_{x_{n-1}} \psi_{n-1,n}(x_{n-1}, x_{n}) \cdots \left[\sum_{x_{2}} \psi_{2,3}(x_{2}, x_{3}) \left[\sum_{x_{1}} \psi_{1,2}(x_{1}, x_{2})\right]\right] \cdots\right]}_{\mu_{\alpha}(x_{n})}_{\mu_{\beta}(x_{n})}$$

$$\mathsf{Cost} = \mathsf{O}(\mathsf{NK}^{2}) \qquad \mathsf{X} \underbrace{\left[\sum_{x_{n+1}} \psi_{n,n+1}(x_{n}, x_{n+1}) \cdots \left[\sum_{x_{N}} \psi_{N-1,N}(x_{N-1}, x_{N})\right] \cdots\right]}_{\mu_{\beta}(x_{n})}$$

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Recursively Computing Messages

• The forward and backward messages can be computed recursively

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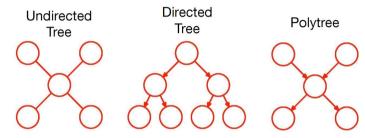
• Start computing μ_{lpha} from first node, μ_{eta} from last node

$$\mu_{\alpha}(x_{2}) = \sum_{x_{1}} \psi_{1,2}(x_{1}, x_{2}) \qquad \qquad \mu_{\beta}(x_{N-1}) = \sum_{x_{N}} \psi_{N-1,N}(x_{N-1}, x_{N})$$

Topics in Prob. Modeling & Inference - CS698X (Piyush Rai, IITK)

Message-Passing for Other Tree-Structured Graphs

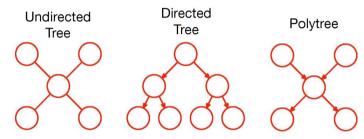
• The message-passing for chain-structured graphs can be generalized to other graphs



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Message-Passing for Other Tree-Structured Graphs

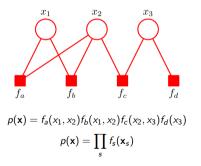
• The message-passing for chain-structured graphs can be generalized to other graphs



- This is popularly known as the sum-product algorithm (recall that the algorithm was based on computing a series of sums and products to compute each marginal)
- The same algo works for both directed and undirected graphs (by converting both into a "factor graph" representation, and doing message-passing on this factor graph)

Factor Graphs

- A unified representation for general DGM/UGM
- ${\scriptstyle \bullet}$ Useful for designing message-passing algos for general DGM/UGM
- A bipartite graph consisting of variable nodes and factor nodes

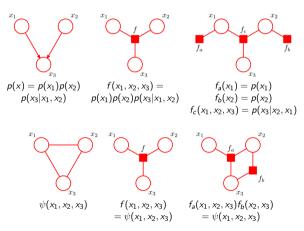


 Basic idea: Original nodes become the variable nodes, conditionals/potentials becomes factor nodes (which represent a computation over the variable nodes connected to the factor node)

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Factor Graphs

• Both DGM and UGM can be converted into a factor graph representation



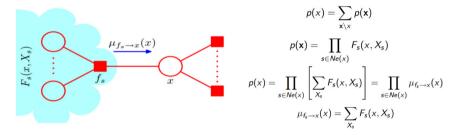
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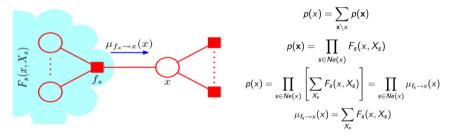
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 Example: Computing marginal p(x) = ∑_{x\x} p(x) of some node given the factor graph of p(x)



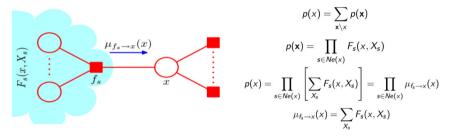
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• This is the sum-product algorithm for marginals with each message $\mu_{f_s \to x}$ recursively defined

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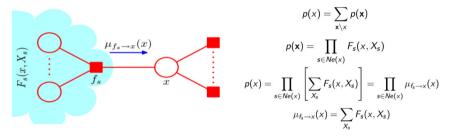
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- For tree-structured graphs, converges in a finite many steps and gives the exact marginals
- PRML Chapter 8 contains more details of such algorithms

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 - In practice, some nodes are observed, and they are "clamped" to their known values

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- Some variants of these algorithms are known as "belief propagation"

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- Exact inference possible for tree-structured models using message passing algos on factor graphs
- We assumed that the graphical model structure is known. This itself may need to be learned (a lot of work on graphical model structure learning)

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