# Probabilistic Graphical Models, Inference via Message-Passing

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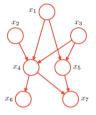
#### Topics in Probabilistic Modeling and Inference (CS698X)

April 10, 2019

- 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

# Directed Graphical Models (DGM)

- Have already seen and used these many times. Also known as Bayesian Networks or Bayes Nets
- · Basically, represent the joint distribution of a set of random variables using a directed acyclic graph



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

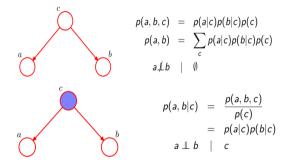
 $p(x_1, x_2, x_3, x_4, x_5, x_6, x_7) = p(x_1)p(x_2)p(x_3)p(x_4|x_1, x_2, x_3)p(x_5|x_1, x_3)p(x_6|x_4)p(x_7|x_4, x_5)$ 

- 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  $pa_k$

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

## **DGM and Conditional Independence**

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



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

## **DGM and Conditional Independence**

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

$$a \longrightarrow c \longrightarrow b$$

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

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

$$a \not\perp b | \emptyset$$

$$a \not\perp b | \emptyset$$

$$a \perp b | c$$

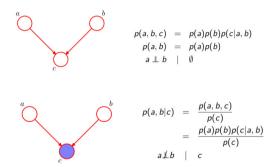
$$a \perp b | c$$

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Thus conditioning on c makes a and b conditionally independent

# **DGM and Conditional Independence**

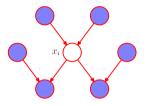
Would like to test whether two nodes a and b are independent in the presence of a third node cNote: Shaded = node's value known



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

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

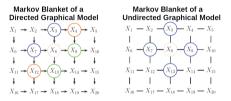
#### **DGM and Markov Blanket**



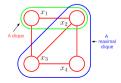
- Markov Blanket of a node in DGM consists of
  - Its parents
  - Its children
  - Its co-parents (other parents of its children)
- Basically, the minimum set of nodes that separate the node from rest of the graph

# Undirected Graphical Models (UGM)

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

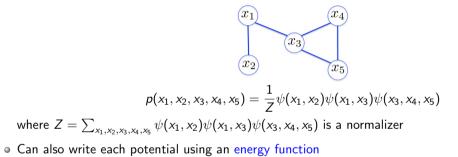


- The (in)dependence structure (Markov blanket) implied by a UGM is more natural here
- UGMs are defined in terms of "cliques" (groups of connected nodes)



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

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



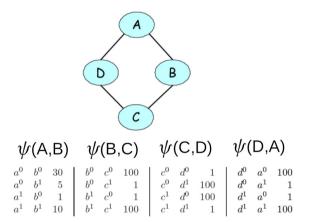
$$\psi_c(\pmb{x}_c) = e^{-E(\pmb{x}_c| heta_c)}$$

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

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

#### **Undirected Graphical Models: An Example**

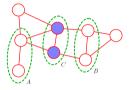
Consider a 4 node UGM with 4 cliques. Each node takes one of 2 possible values



#### **UGM: Tests for Independence**

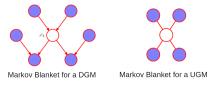
• Usually simpler to check than the DGM case (UGMs have no causal relationships)

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



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

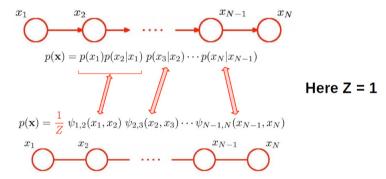
• Also, unlike DGM, Markov blanket of a UGM node only consists only of nodes it is connected to



# 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)

## Inference in Graphical Models

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

- 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

#### An Efficient Way: Message-Passing

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

$$p(x_3) = \frac{1}{Z} \sum_{x_1} \sum_{x_2} \sum_{x_4} \sum_{x_5} p(\mathbf{x})$$

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

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

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

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

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

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

## An Efficient Way: Message-Passing

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

$$p(x_{n}) = \frac{1}{Z} \underbrace{\left[\sum_{x_{n-1}} \psi_{n-1,n}(x_{n-1}, x_{n}) \cdots \left[\sum_{x_{2}} \psi_{2,3}(x_{2}, x_{3}) \left[\sum_{x_{1}} \psi_{1,2}(x_{1}, x_{2})\right]\right] \cdots\right]}_{\mu_{\alpha}(x_{n})}_{\mu_{\beta}(x_{n})}$$
Cost = O(NK<sup>2</sup>) 
$$\mathbf{X} \underbrace{\left[\sum_{x_{n+1}} \psi_{n,n+1}(x_{n}, x_{n+1}) \cdots \left[\sum_{x_{N}} \psi_{N-1,N}(x_{N-1}, x_{N})\right] \cdots\right]}_{\mu_{\beta}(x_{n})}$$

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

• To compute  $p(x_n)$ , we multiply the incoming messages  $\mu_{\alpha}(x_n)$  and  $\mu_{\beta}(x_n)$  and normalize

## **Recursively Computing Messages**

• The forward and backward messages can be computed recursively

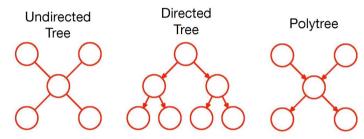
 $\bullet\,$  Start computing  $\mu_{\alpha}$  from first node,  $\mu_{\beta}$  from last node

$$\mu_{\alpha}(x_2) = \sum_{x_1} \psi_{1,2}(x_1, x_2) \qquad \qquad \mu_{\beta}(x_{N-1}) = \sum_{x_N} \psi_{N-1,N}(x_{N-1}, x_N)$$

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# Message-Passing for Other Tree-Structured Graphs

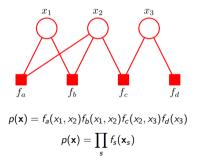
• The message-passing for chain-structured graphs can be generalized to other graphs



- 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**

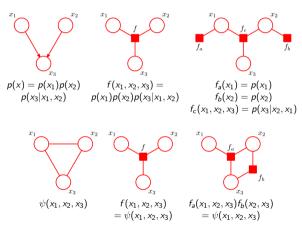
- A unified representation for general DGM/UGM
- ${\scriptstyle \bullet}$  Useful for designing message-passing algos for general DGM/UGM
- A bipartite graph consisting of variable nodes and factor nodes



 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)

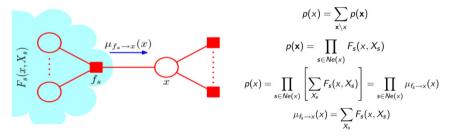
#### **Factor Graphs**

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



#### Inference via Message-Passing on Factor Graph: High-Level Idea

Given the factor graph representation of a distribution p(x), can do inference via message passing
 Example: Computing marginal p(x) = ∑<sub>x\x</sub> p(x) of some node given the factor graph of p(x)



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

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

#### **Some Comments**

• Sum-product computes marginals. Similar message-passing exist for computing MAP assignment

$$\hat{\pmb{x}} = rg\max_{x_1, x_2, \dots, x_N} p(\pmb{x})$$

Max-sum and max-product are message passing algos that do this

- We described the sum-product assuming all nodes are unobserved.
  - In practice, some nodes are observed, and they are "clamped" to their known values
- For tree-structured graphs, these message passing algos give exact answer
- For loopy graphs, they still work (but not guaranteed to give exact answer)
- Some variants of these algorithms are known as "belief propagation"

# Summary

- Probabilistic graphical models (directed/undirected) allow specifying model structure compactly
- Can often "read off" conditional independence structures by inspecting the graph
- Both directed and undirected graphical models have different properties that they can encode/express. Both important in their own contexts depending on the problem (though DGMs are more commonly used)
- Factor graphs provide a way to represent both models in a similar way and apply same algorithms (message-passing such as sum-product) for doing inference
- 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)