# HAVSS SUMMER SCHOOL

#### Probabilistic Graphical Models Introduction

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#### **GRAPHICAL MODELS: WHAT? WHY?**

- Graphical representations of probability distributions
  - Probability theory + graphs theory
  - Visualization of the structure of probability distributions
  - New insights into existing models (e.g. conditional independence)
  - Computation (learning and inference)
     using graph-based algorithms

Probability Theory Probabilistic Graphical Models

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# WHY PROBABILISTIC GRAPHICAL MODELS

- A way to consolidate advances
  - Good communication tool
    - Clear representations
    - Reuse learning approaches and algorithms
- > Probabilities are a sound way of modeling uncertainty
- > Many applications
  - Lot of models in the wild
  - Lot of models in this summer school
  - Various application domains

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- LECTURE CONTENT (UNORDERED)
- Graphical models formalisms
  - Directed Graphs: Bayesian networks
  - Undirected Graphs: Markov Random Fields
  - Factor Graphs
- > Tasks around graphical models
- > Example: Gaussian Mixture Models (more in other lectures)
- > Expectation/Maximization algorithm overview

# JOINT DISTRIBUTIONS AS GRAPHS

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- > Joint distribution:  $p(x_1, ..., x_k) = ?$
- ≻ Nodes
  - random variables (RV)
    - continuous or discrete
- ➤ Edges
  - relations between RVs
  - directed or undirected
- ▶ Resulting graphs
  - Directed Acyclic Graphs (Bayesian Network)
  - Undirected with cycles (Markov Random Fields)



#### Rémi Emonet - 8/88 PROBABILITIES, MEASURE THEORY

- Product rule
  - $\bullet p(X, Y) = p(X|Y) \ p(Y) = p(Y|X) \ p(X)$
- Marginalization, Sum rule  $p(X) = \sum p(X, Y)$
- ➤ Bayes rule

$$p(Y|X) = \frac{p(X|Y) p(Y)}{p(X)}$$

$$p(X) = \sum_{Y} p(X|Y) p(Y)$$





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#### **Bayesian Networks**

### **BAYESIAN NETWORKS: DAGS**

- > Bayesian Network:
  - Directed Acyclic Graphs
    - oriented edges
    - no loops (directed cycles)
    - concepts: "parents" and "children"
      - x3 is a child of x1 and x2
      - x3 is a parent of x5
      - x1 and x2 have no parent

Spoiler alert: represents a decomposition of  $p(x_{1..6})$ 



- Encoding of conditional independence
- Many problems modeled with sparse links
- Simplified dependencies
- Fewer links ⇒ easier computations



#### Plate notation

- Number of repetitions (*N*)
- Optional explicit plate index (i)
- Plates can be nested



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### **BAYESIAN NETWORKS AS GENERATIVE MODELS**

#### Generative process

 A Bayesian network describes the process by which the observations are (supposed to be) generated



• Camera ID: an identifier for the camera

> Considering 3 random variables a, b, c

• iif p(a, c|b) = p(a|b)p(c|b)

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

 $a \perp c \mid b$ 

**a** and *c* are conditionally independent given *b* 

> Pervasively used to simplify probabilistic expressions

> Easily derived from a Bayesian network representation

- Car brand: a brand in the list of existing car brands. The probability of a brand depends on the actual camera
- Image: the colors of all pixels in the image, supposing there is a car in the image. The image depends on the brand, position and parking direction of the car

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**CONDITIONAL INDEPENDENCE: DEFINITION REMINDER** 

# **BAYESIAN NETWORKS: TYPES OF VARIABLES**

- ➤ Variables can be
  - Visible, observed (grayed-out)
  - Hidden, latent (empty)
- > Visible variables: evidence, knowledge
  - Observed measurements
  - Known context
- > Hidden variables
  - Increase richness of models
  - Often with clear (physical) interpretation
- > "Visibility" depends on context

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### **CONDITIONAL INDEPENDENCE IN BAYESIAN NETWORKS**

- ▶ b Head-to-Tail:  $a \perp c \mid b$
- > b Tail-to-Tail:  $a \perp c \mid b$
- > b Head-to-Head:  $a \perp c \mid b$  ? No!
- D-separation: rule to assess conditional independence in more complex cases

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Graphical Models: Modeling and Use

#### **MODELING: SPECIFYING THE MODEL**

- > Encoding design/modeling decision
- ➤ Structure
  - Involved variables
  - Dependencies (conditional independence)
- > Parameters
  - Form of the dependencies (e.g., "Categorical", "Normal")

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Parametrization (e.g., "Gaussian mean, fixed variance")



camera



### **MODELING: NUMBER OF PARAMETERS**

- Supposing discrete variables with K values
- $\blacktriangleright$  Fully connected case
  - $p(x_1)$ : K 1 parameters
  - $p(x_2|x_1)$ : K(K-1) parameters
  - $p(x_3|x_1, x_2)$ :  $K^2$  (K 1) parameters
  - ...
- Less links, less parameters
  - $p(x_1)$ : K 1 parameters
  - $p(x_2)$ : K 1 parameters
  - $p(x_3|x_1, x_2): K^2 (K-1)$  parameters
  - ...
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# **GRAPHICAL MODELS USE**

- > Generating samples form joint distribution
- ➤ Learning
  - finding the "best" parameters
  - given some observation
- ≻ Inference
  - finding most probable hidden variable values
  - given some parameters and observations
- > Model selection: "best" among multiple models (diff. structures)?
- ► Recognition
  - What learned model explains best some observations? (competing candidate models)

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Graphical Models Zoo

# **Modeling: Number of Parameters**

- > Simple chain
  - $p(x_1)$ : K 1 parameters
  - $p(x_2|x_1): K (K-1)$  parameters
  - $p(x_3|x_2)$ : K (K 1) parameters
- ≻ Indep
  - $p(x_1)$ : K 1 parameters
  - $p(x_2)$ : K 1 parameters
- ➤ Removing links
  - Less parameters
  - More restricted/limited models

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### **GENERATIVE MODELS: ANCESTRAL SAMPLING**

- Sol: draw a sample  $\widehat{x_1}, ..., \widehat{x_K}$  from  $p(x_{1..K})$
- Step 1: define an ancestral ordering such that each node comes after its parents
  - e.g.:  $x_1, x_2, x_3, x_4, x_5, x_6$
  - e.g.:  $x_2, x_4, x_1, x_3, x_6, x_5$
- Step 2: draw successively following the order
   Parent values are always available
  - e.g. Sample first  $\widehat{x_2}$  from  $p(x_2)$ Then  $\widehat{x_4}$  from  $p(x_4|x_2 = \widehat{x_2})$
- $\succ$  To sample from a marginal (e.g.,  $p(x_1, x_4)$ ) just keep  $\widehat{x_1}$  and  $\widehat{x_4}$

### **EXAMPLES OF BAYESIAN NETWORKS**

> Nature of Variables: discrete, continuous, mixed, static, dynamic

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- ► Examples
  - Gaussian Mixture Models (GMM)
  - Hidden Markov Models (HMM)
  - Kalman Filters (KM)
  - Particle Filters (PF)
  - Probabilistic Principal Component Analysis (PPCA)
  - Factor Analysis (FA)
  - Transformed Component Analysis (TCA)
  - Probabilistic Topic Models (PTM)

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### MARKOV RANDOM FIELDS: UNDIRECTED GRAPHS

► Joint distribution in MRF

 Product over non-negative functions over the (maximal) cliques of the graph



$$\bullet p(X) = \frac{1}{Z} \prod_{C} \psi_{C} (X_{C})$$

- $\psi_C(X_C)$ : clique potentials
- Z is a normalization constant
- ► Example

$$\bullet p(x_{1..6}) = \frac{1}{Z} \psi_A(x_1, x_2, x_3) \ \psi_B(x_2, x_4, x_6) \ \psi_C(x_3, x_5) \ \psi_D(x_4, x_5)$$

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### FACTOR GRAPHS

- Undirected bipartite graph
   Random variables

  - Factors

- Function value (joint distribution) in a factor graph
  - Product of factors

$$f(x_{1..N}) = \prod_{i=1}^{N} f_i(S_i)$$

• *S<sub>i</sub>*: neighborhood of node *f<sub>i</sub>* in the graph



- Any Bayesian network can be expressed as a factor graph
   More generic
  - More explicit (shows distributions)
  - Loss of direction information (visually)

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### MANY GRAPHICAL REPRESENTATIONS

- ➤ Bayesian networks
  - mixture models
    - hierarchical structures
- ≻ MRF
  - image denoising
- ▶ Factor Graphs
  - generic
  - explicit
  - verbose
  - message passing algorithm

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Use Case With GMM







### **GAUSSIAN/NORMAL DISTRIBUTION: BASICS**

> Normal Distrbution or Gaussian Distribution

$$N(x|\mu,\sigma^2) = \frac{1}{\sqrt{2\pi\sigma^2}} exp\left(-\frac{(x-\mu)^2}{2\sigma^2}\right)$$

- Is-a probability density
  - $\mathbf{N}(x|\mu,\sigma^2) > 0$

$$= \int_{-\infty}^{+\infty} N(x|\mu,\sigma^2) dx = 1$$

- > Parameters
  - $\mu$ : mean,  $E[x] = \mu$
  - $\sigma^2$ : variance,  $E[x^2 E[X]] = \sigma^2$

# **GAUSSIAN MIXTURE MODELS (GMM)**

- > Weighted sum of Gaussians
- > Parameters with *K* Gaussians
  - $\pi_{1..K}$ : weights such that  $\sum_{k=1}^{\infty} \pi_k = 1$
  - $\mu_{1..K}$ : means of the Gaussians
  - $\sigma_{1..K}^2$ : variances of the Gaussians



### **MULTIVARIATE NORMAL DISTRIBUTION**

- $\triangleright$  D-dimensional space:  $x = \{x_1, ..., x_D\}$
- > Probability distribution

• 
$$N(x|\mu, \Sigma) = \frac{1}{\sqrt{(2 \pi)^D |\Sigma|}} exp\left(-\frac{(x-\mu)^T \Sigma^{-1} (x-\mu)}{2}\right)$$

**Σ**: covariance matrix



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**GMM BAYESIAN NETWORK** 

- > Generative process
  - $\forall i = 1..N$  draw z<sub>i</sub> from Categorical(π)
    - draw  $X_i$  for  $Normal(\mu_{z_i}, \sigma_{z_i}^2)$
- ► Example samples
  - K = 3 components
  - N draws
  - show complete data (color encodes the  $z_i$ )



π

 $\sigma$ 

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### LEARNING WITH EXPECTATION MAXIMIZATION (EM)

- Goal: given some observations, find the "best" parameters best = maximum likelihood estimator (MLE)
  - Parameters  $\theta = {\pi_k, \mu_k, \sigma_k}_{k=1..K}$
  - Find  $\theta_{ML} = \operatorname{argmax}_{\theta} L(\theta|D) = \operatorname{argmax}_{\theta} p(x|\theta)$
- Log-likelihood function:

$$\ln L(\theta|x) = \ln p(x|\theta) = \ln \sum_{z} p(x, z|\theta)$$

- ≻ Problem
  - Incomplete data
  - z unknown  $\Rightarrow \sum$  in the likelihood  $\Rightarrow$  difficult to optimize



### **COMPLETE/INCOMPLETE DATA: ILLUSTRATION**

- > Complete data
  - Supposing we know z
  - *z*: known labels (each point: red, green or blue)
  - Estimating  $\theta$  is easy
- > Incomplete data (actually observed)
  - Case of learning the model
  - Difficult to estimate  $\theta$
  - Use of Expectation Maximization algorithm







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### **EM INTUITION**

- > Complete data log-likelihood
  - $\square \ln L_C(\theta|x,z) = \ln p(x,z|\theta)$
  - easier to maximize to get  $\theta_{ML}$
  - but need to know z
- ► If we knew  $\theta_{ML}$  (but not z)
  - we could estimate the posterior of *z*, i.e.,  $p(z|x, \theta)$
  - i.e., how probable are the different values of *z*
  - i.e., for each point *i* and component *k*,
  - $p(z_i = k | ...)$ : the "responsibility" of component k for  $x_i$

#### EM: THE E AND M STEPS

- > Iterative algorithm
  - Random initialization:  $\theta^0 = rand()$
  - Local optimum ⇒ needs multiple initializations
- ≽ E step
  - use the current estimate  $\theta^{old}$
  - to find the posterior/responsibilities  $p(z|x, \theta^{old})$
  - ≻ M step
    - use the computed  $p(z|x, \theta^{old})$
    - to find a new best estimate

 $\theta^{new} = \operatorname{argmax}_{\theta} \sum p(z|x, \theta^{old}) \ln p(x, z|\theta)$ 

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#### **EM: REMARKS AND LIMITATIONS**

- EM divides a difficult problem (learning) into two steps that might be simpler to implement
- > E-step or M-step might be intractable
  - *intractable M-step (generalized EM)*: instead of maximizing wrt  $\theta$ , just modify  $\theta$  to increase the value (non-linear optimization method)
  - *intractable E-step*: perform a partial (rather than full) optimization of  $L(q, \theta)$  (wrt q(Z))
- > EM requires some initialization values
- > EM can get trapped into non-global maxima

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### SUMMARY

- ➤ Graphical models
  - Different representations
  - Communication tool
  - Inference support
- > Tasks around graphical models
- Gaussian Mixture Models
   introduction
  - EM algorithm overview
- > Inference methods

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Wrap up

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Thank you for your attention

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