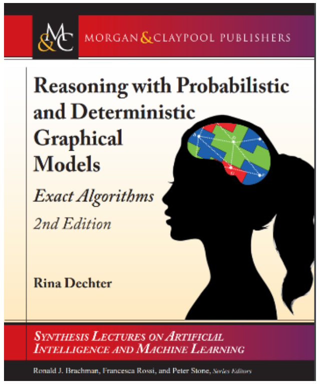
Slides Set 7:

Exact Inference Algorithms Tree-Decomposition Schemes

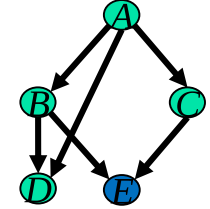
Rina Dechter

(Dechter1 chapter 5, Darwiche chapter 6-7)



Bucket elimination

Algorithm *BE-bel* (Dechter 1996)



$$P(A \mid E=0) = \alpha \sum_{E=0,D,C,B} P(A)\cdot P(B\mid A)\cdot P(C\mid A)\cdot P(D\mid A,B)\cdot P(E\mid B,C)$$

$\sum_b \prod$ ← *Elimination operator*

bucket B: $P(b|a)$ $P(d|b,a)$ $P(e|b,c)$

bucket C: $P(c|a)$ $\lambda^B(a,d,c,e)$

bucket D: $\lambda^C(a,d,e)$

bucket E: $e=0$ $\lambda^D(a,e)$

bucket A: $P(a)$ $\lambda^E(a)$

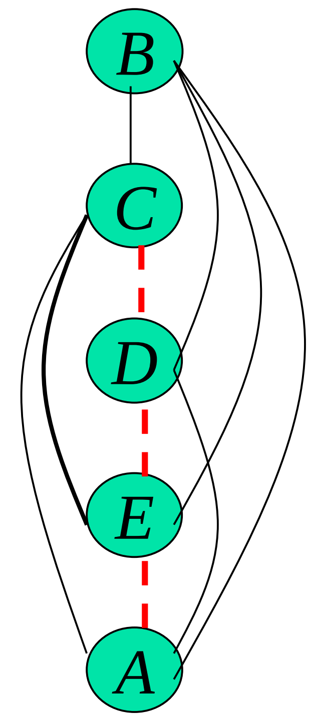
$P(e=0)$

$P(a|e=0)$

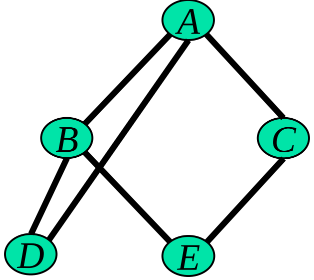
W=4*

"induced width"

(max clique size)



$$P(a|e=0) = \frac{P(a,e=0)}{P(e=0)}$$



"Moral" graph

Irrelevant buckets for BE-BEL

Buckets that sum to 1 are **irrelevant**.
Identification: no evidence, no new functions.

Recursive recognition : ($bel(a|e)$)

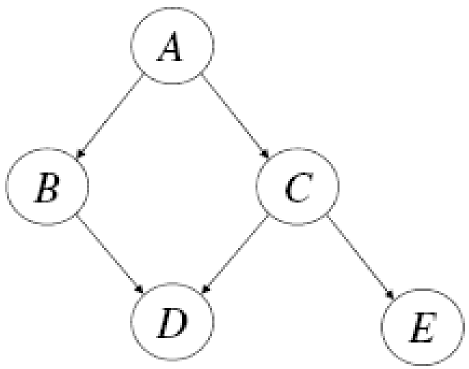
$bucket(E) =$ $P(e|b,c),\ e = 0$
$bucket(D) =$ $P(d|a,b)$,...skipable bucket
$bucket(C) =$ $P(c|a)$
$bucket(B) =$ $P(b|a)$
$bucket(A) =$ $P(a)$

Complexity: Use induced width in moral graph without irrelevant nodes, then update for evidence arcs.

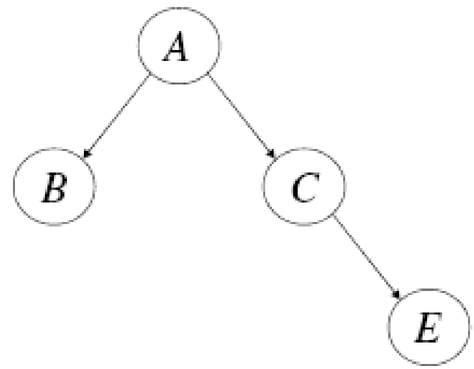
Use the ancestral graph only

Pruning Nodes: Example

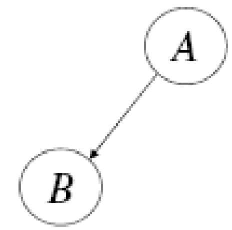
Example of pruning irrelevant subnetworks



network structure



joint on B, E

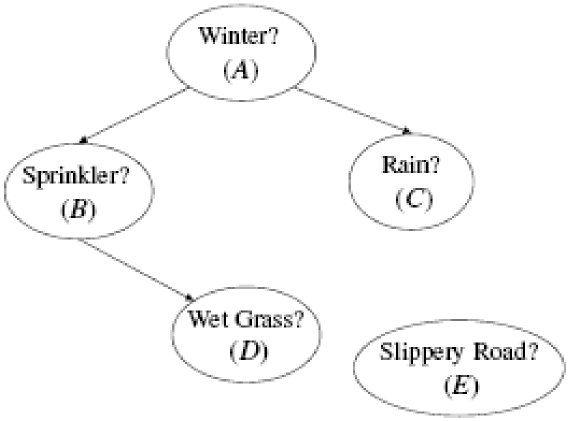


joint on B

Pruning Edges: Example

Example of pruning edges due to evidence or conditioning

A	B	$\Theta_{B\|A}$
true	true	.2
true	false	.8
false	true	.75
false	false	.25



A	C	$\Theta_{C\|A}$
true	true	.8
true	false	.2
false	true	.1
false	false	.9

A	Θ_A
true	.6
false	.4

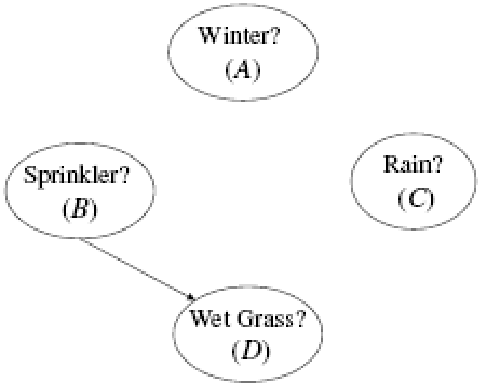
B	D	$\sum_C \Theta_{D\|BC}^{C=\text{false}}$
true	true	.9
true	false	.1
false	true	0
false	false	1

E	$\sum_C \Theta_{E\|C}^{C=\text{false}}$
true	0
false	1

Evidence $\mathbf{e}$: $C = \text{false}$

Pruning Nodes and Edges: Example

B	$\Theta'_B = \sum_A \Theta_{B\|A}^{A=\text{true}}$
true	.2
false	.8



C	$\Theta'_C = \sum_A \Theta_{C\|A}^{A=\text{true}}$
true	.8
false	.2

A	Θ_A
true	.6
false	.4

B	D	$\Theta'_{D\|B} = \sum_C \Theta_{D\|BC}^{C=\text{false}}$
true	true	.9
true	false	.1
false	true	0
false	false	1

Query $\mathbf{Q} = \{D\}$ and $\mathbf{e}: A=\text{true}, C=\text{false}$

Finding $MPE = \max_{\bar{x}} P(\bar{x})$

Algorithm *BE-mpe* (Dechter 1996)

$\sum$ is replaced by ***max*** :

$$MPE = \max_{a,e,d,c,b} P(a)P(c|a)P(b|a)P(d|a,b)P(e|b,c)$$

$\max_b \prod$ ← *Elimination operator*

bucket B: $P(b|a)$ $P(d|b,a)$ $P(e|b,c)$

bucket C: $h^B(a,d,c,e)$

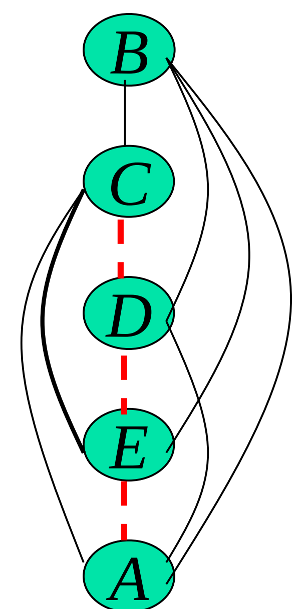
bucket D: $P(c|a)$ $h^C(a,d,e)$

bucket E: $e=0$ $h^D(a,e)$

bucket A: $P(a)$ $h^E(a)$

MPE

W=4*
"induced width" (max clique size)



Generating the MPE-tuple

5. $b' = \arg\max_b P(b \mid a') \times P(d' \mid b, a') \times P(e' \mid b, c')$

4. $c' = \arg\max_c P(c \mid a') \times h^B(a', d', c, e')$

3. $d' = \arg\max_d h^C(a', d, e')$

2. $e' = 0$

1. $a' = \arg\max_a P(a) \cdot h^E(a)$

B: $P(b|a)$ $P(d|b,a)$ $P(e|b,c)$

C: $P(c|a)$ $h^B(a,d,c,e)$

D: $h^C(a,d,e)$

E: $e=0$ $h^D(a,e)$

A: $P(a)$ $h^E(a)$

Return (a', b', c', d', e')

General Graphical Models

Definition 2.2 Graphical model. A *graphical model* $\mathcal{M}$ is a 4-tuple, $\mathcal{M} = \langle \mathbf{X}, \mathbf{D}, \mathbf{F}, \bigotimes \rangle$, where:

1. $\mathbf{X} = \{X_1, \ldots, X_n\}$ is a finite set of variables;
2. $\mathbf{D} = \{D_1, \ldots, D_n\}$ is the set of their respective finite domains of values;
3. $\mathbf{F} = \{f_1, \ldots, f_r\}$ is a set of positive real-valued discrete functions, defined over scopes of variables $\mathcal{S} = \{S_1, ..., S_r\}$, where $\mathbf{S}_i \subseteq \mathbf{X}$. They are called *local* functions.
4. $\bigotimes$ is a *combination* operator (e.g., $\bigotimes \in \{\prod, \sum, \bowtie\}$ (product, sum, join)). The combination operator can also be defined axiomatically as in [Shenoy, 1992], but for the sake of our discussion we can define it explicitly, by enumeration.

The graphical model represents a *global function* whose scope is $\mathbf{X}$ which is the combination of all its functions: $\bigotimes_{i=1}^{r} f_i$.

General Bucket Elimination

Algorithm General bucket elimination (GBE)

Input: $\mathcal{M} = \langle \mathbf{X}, \mathbf{D}, \mathbf{F}, \otimes \rangle$. $F = \{f_1, ..., f_n\}$ an ordering of the variables, $d = X_1, ..., X_n$; $\mathbf{Y} \subseteq \mathbf{X}$.

Output: A new compiled set of functions from which the query $\Downarrow_Y \otimes_{i=1}^n f_i$ can be derived in linear time.

1. **Initialize:** Generate an ordered partition of the functions into $bucket_1, ..., bucket_n$, where $bucket_i$ contains all the functions whose highest variable in their scope is X_i. An input function in each bucket ψ_i, $\psi_i = \otimes_{i=1}^n f_i$.
2. **Backward:** For $p \leftarrow n$ downto 1, do
for all the functions $\psi_p, \lambda_1, \lambda_2, ..., \lambda_j$ in $bucket_p$, do

- **If** (observed variable) $X_p = x_p$ appears in $bucket_p$, assign $X_p = x_p$ in ψ_p and to each λ_i and put each resulting function in appropriate bucket.
- **else**, (combine and marginalize)
$\lambda_p \leftarrow \Downarrow_{S_p} \psi_p \otimes (\otimes_{i=1}^j \lambda_i)$ and add λ_p to the largest-index variable in $scope(\lambda_p)$.

3. **Return:** all the functions in each bucket.

Theorem 4.23 Correctness and complexity. *Algorithm GBE is sound and complete for its task. Its time and space complexities is exponential in the* $w^*(d) + 1$ *and* $w^*(d)$*, respectively, along the order of processing* d.

1998 roadmap

Outline; Road Map

Methods \ Tasks	CSP	SAT	Optimization	Belief updating	MPE, MAP, MEU	Solving linear equalities/ inequalities
elimination	adaptive consistency join-tree	directional resolution	dynamic programming	join-tree, VE, SPI, elim-bel	join-tree, elim-mpe, elim-map	Gaussian/ Fourier elimination
conditioning	backtracking search	backtracking (Davis-Putnam)	branch-and-bound, best-first search		branch-and-bound, best-first search	
elimination + conditioning	cycle-cutset forward checking	DCDR, BDR-DP		loop-cutset		
approximate elimination	i-consistency	bounded (directional) resolution	mini-buckets	mini-buckets	mini-buckets	
approximate conditioning	greedylocal search (GSAT)	GSAT	gradient descent	stochastic simulation	gradient descent	
approximate (elimination + conditioning)	GSAT + partial path-consistency					

Belief Updating Example

SUM-PROD operators
POLY-TREE structure

H	P(H)
0	.9
1	.1

F	P(F)
0	.99
1	.01

*

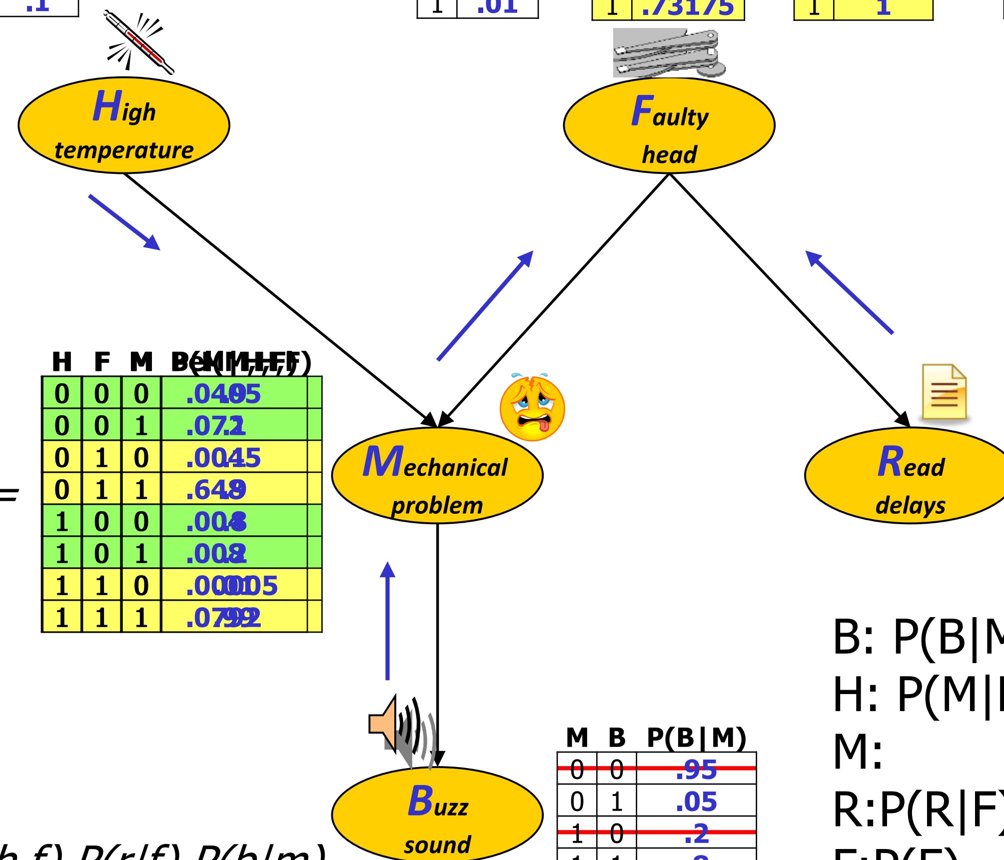
F	h_3(F)
0	.1245
1	.73175

*

F	h_4(F)
0	1
1	1

=

F	P(F,B=1)
0	.123255
1	.073175



H	F	M	P(M|H,F)
0	0	0	.9
0	0	1	.1
0	1	0	.1
0	1	1	.9
1	0	0	.8
1	0	1	.2
1	1	0	.01
1	1	1	.99

*

M	h_1(M)
0	.05
1	.8

*

H	h_2(H)
0	.9
1	.1

=

H	F	M	Bel(M,H,F)
0	0	0	.0405
0	0	1	.072
0	1	0	.0045
0	1	1	.648
1	0	0	.008
1	0	1	.002
1	1	0	.00005
1	1	1	.0792

F	R	P(R|F)
0	0	.8
0	1	.2
1	0	.3
0	1	.7

M	B	P(B|M)
~~0~~	~~0~~	~~.95~~
0	1	.05
~~1~~	~~0~~	~~.2~~
1	1	.8

B: P(B|M)
H: P(M|H,F),P(H)
M:
R:P(R|F)
F:P(F)

P(h,f,r,m,b) = P(h) P(f) P(m|h,f) P(r|f) P(b|m)

P(F | B=1) = ?

P(B=1) = .19643

Probability of evidence

P(F=1|B=1) = .3725

Updated belief

Outline

- From bucket-elimination (BE) to bucket-tree elimination (BTE)
- From BTE to CTE, Acyclic networks, the join-tree algorithm
- Generating join-trees, the treewidth
- Examples of CTE for Bayesian network
- Belief-propagation on acyclic probabilistic networks (poly-trees) and Loopy networks
- Conditioning with elimination (Dechter, 7.1, 7.2)

Outline

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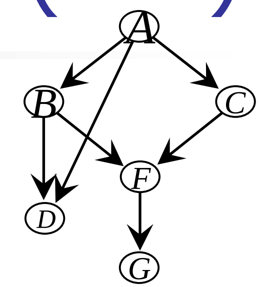
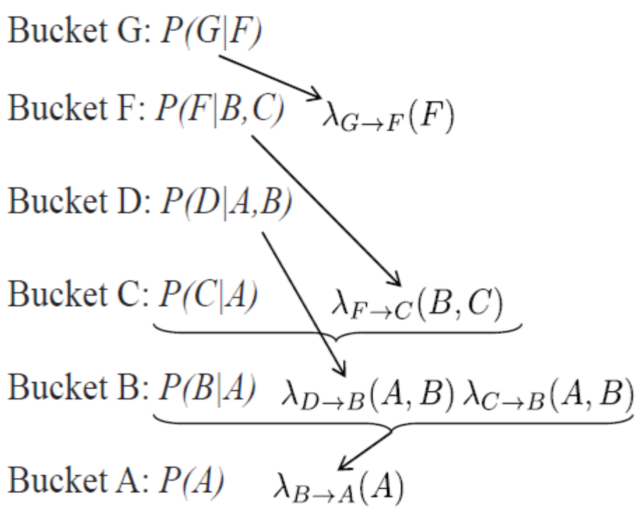
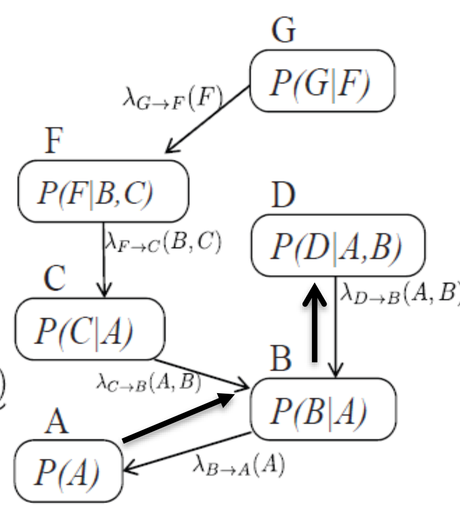
From BE to Bucket-Tree Elimination(BTE)



First, observe the BE operates on a tree.

Second, What if we want the marginal on D?





P(D)?

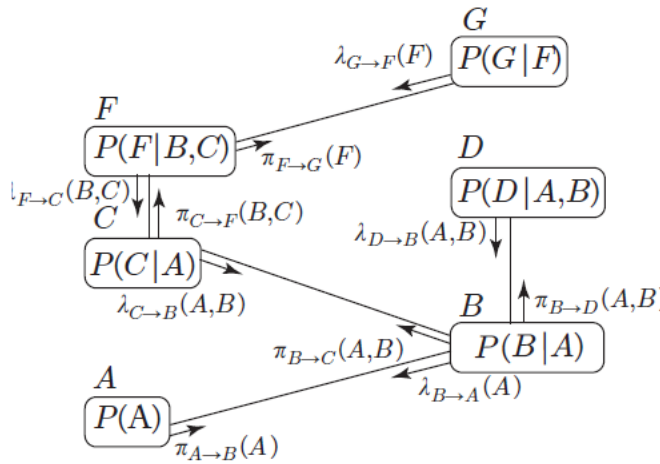
$$\pi_{A\to B}(a) = P(A),$$

$$\pi_{B\to D}(a,b) = p(b|a)\cdot \pi_{A\to B}(a)\cdot \lambda_{C\to B}(b)$$

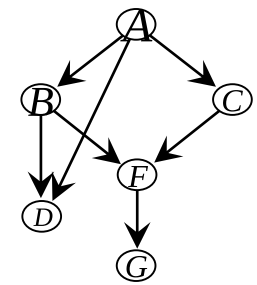
$$bel(d) = \alpha \sum_{a,b} P(d|a,b)\cdot \pi_{B\to D}(a,b).$$

BTE: Allows Messages Both Ways

Initial buckets
+ messages



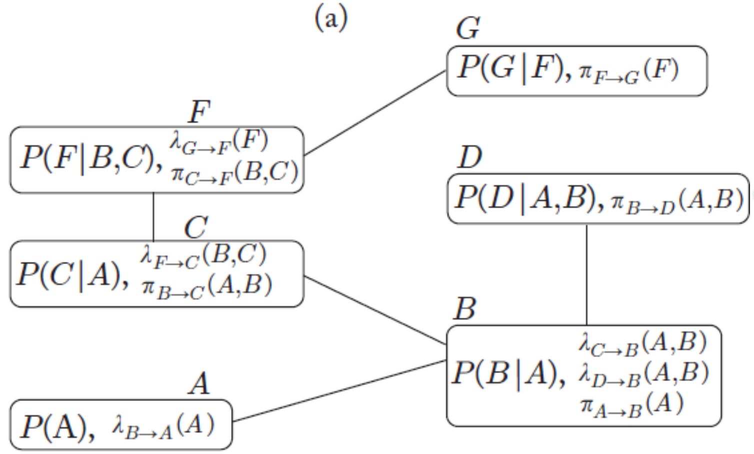
(a)



Output buckets

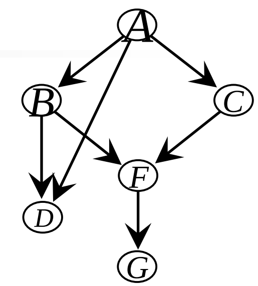
$$P(F) = \sum_{b,c} P(F|b,c)\pi_{C\to F}(b,c)\,\lambda_{G\to F}(F)$$

$$P(D) = \sum_{a,b} P(D|a,b)\,\pi_{B\to D}(a,b)$$



(b)

BTE: Allows Messages Both Ways



Bucket G: $P(G|F)$ — $\pi_F^G(F)$

Bucket F: $P(F|B,C)$ $\quad \lambda_G^F(F)$ — $\pi_C^F(B,C)$

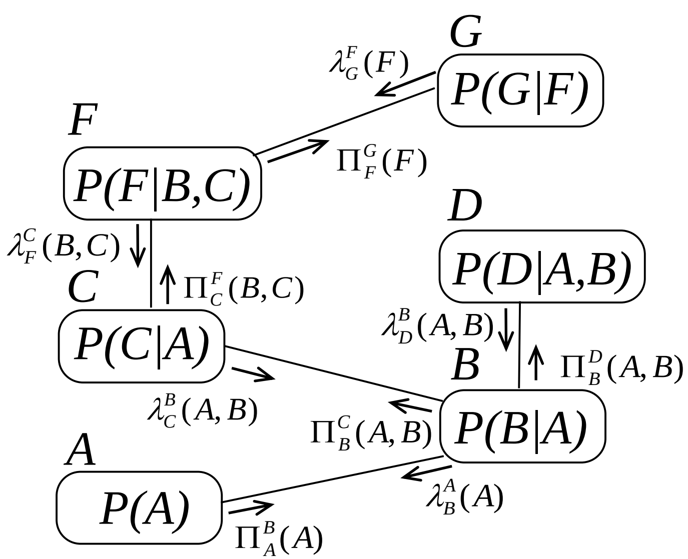
Bucket D: $P(D|A,B)$ — $\pi_B^D(A,B)$

Bucket C: $P(C|A)$ $\quad \lambda_F^C(B,C)$ — $\pi_B^C(A,B)$

Bucket B: $P(B|A)$ $\quad \lambda_D^B(A,B) \quad \lambda_C^B(A,B)$ — $\pi_A^B(A)$

Bucket A: $P(A)$ $\quad \lambda_B^A(A)$

Each bucket can Compute its marginal probability



$$\pi_A^B(a) = P(a)$$
$$\pi_B^C(c,a) = P(b|a)\lambda_D^B(a,b)\pi_A^B(a)$$
$$\pi_B^D(a,b) = P(b|a)\lambda_C^B(a,b)\pi_A^B(a,b)$$
$$\pi_C^F(c,b) = \sum_a P(c|a)\pi_B^C(a,b)$$
$$\pi_F^G(f) = \sum_{b,c} P(f|b,c)\pi_C^F(c,b)$$

Idea of BTE

This example can be generalized. We can compute the belief for every variable by a second message passing from the root to the leaves along the original bucket-tree, such that at termination the belief for each variable can be computed locally consulting only the functions in its own bucket. In the following we will describe the idea of message

in Bayesian networks. Given an ordering of the variables d the first step generates the bucket-tree by partitioning the functions into buckets and connecting the buckets into a tree. The subsequent *top-down* phase is identical to general bucket-elimination. The *bottom-up* messages are defined as follows. The messages sent from the root up to the leaves will be denoted by π. The message from B_j to a child B_i is generated by combining (e.g., multiplying) all the functions currently in B_j including the π messages from its parent bucket and all the λ messages from its *other* child buckets and marginalizing (e.g., summing) over the eliminator from B_j to B_i. By construction, downward messages are generated by eliminating a single variable. Upward messages, on the other hand, may be generated by eliminating zero, one or more variables.

BTE

Theorem: *When BTE terminates The product of functions in each bucket is the beliefs of the variables joint with the evidence.*

elim(i,j) = scope(B_i)– scope(B_j)

ALGORITHM BUCKET-TREE ELIMINATION (BTE)

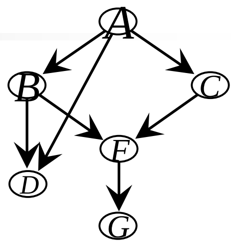
Input: A problem $\mathcal{M} = \langle \mathbf{X}, \mathbf{D}, \mathbf{F}, \prod, \sum \rangle$, ordering d.
$X = \{X_1, ..., X_n\}$ and $F = \{f_1, ..., f_r\}$
Evidence $E = e$.

Output: Augmented buckets $\{B'_i\}$, containing the original functions and all the π and λ functions received from neighbors in the bucket tree.

1. **Pre-processing:** Partition functions to the ordered buckets as usual and generate the bucket tree.
2. **Top-down phase:** λ messages (BE) **do**
   for $i = n$ to 1, in reverse order of d process bucket B_i:
   The message $\lambda_{i \to j}$ from B_i to its parent B_j, is:
   $\lambda_{i \to j} \Leftarrow \sum_{elim(i,j)} \psi_i \cdot \prod_{k \in child(i)} \lambda_{k \to i}$
   endfor
3. **bottom-up phase:** π **messages**
   for $j = 1$ to n, process bucket B_j **do**:
   B_j takes $\pi_{k \to j}$ received from its parent B_k, and computes a message $\pi_{j \to i}$ for each child bucket B_i by
   $\pi_{j \to i} \Leftarrow \sum_{elim(j,i)} \pi_{k \to j} \cdot \psi_j \cdot \prod_{r \neq i} \lambda_{r \to j}$
   endfor
4. **Output:** augmented buckets $B'_1, ..., B'_n$, where each B'_i contains the original bucket functions and the λ and π messages it received.

Figure 5.3: Algorithm bucket-tree elimination.

Bucket-Tree Construction From the Graph



1. Pick a (good) variable ordering, d.
2. Generate the induced ordered graph
3. From top to bottom, each bucket of X is mapped to pairs (variables, functions)
4. The variables are the clique of X, the functions are those placed in the bucket
5. Connect the bucket of X to earlier bucket of Y if Y is the closest node connected to X

Example: Create bucket tree for ordering A,B,C,D,F,G

Asynchronous BTE: Bucket-tree Propagation (BTP)

BUCKET-TREE PROPAGATION (BTP)

Input: A problem $\mathcal{M} = \langle \mathbf{X}, \mathbf{D}, \mathbf{F}, \prod, \sum \rangle$, ordering d. $X = \{X_1, ..., X_n\}$ and $F = \{f_1, ..., f_r\}$, $\mathbf{E} = \mathbf{e}$. An ordering d and a corresponding bucket-tree structure, in which for each node X_i, its bucket B_i and its neighboring buckets are well defined.

Output: Explicit buckets. Assume functions assigned with the evidence.

1. **for** bucket B_i **do:**
2. **for** each neighbor bucket B_j **do**,
   once all messages from all other neighbors were received, **do**
   compute and send to B_j the message
   $$\lambda_{i \to j} \Leftarrow \sum_{elim(i,j)} \psi_i \cdot (\prod_{k \neq j} \lambda_{k \to i})$$
3. **Output:** augmented buckets $B'_1, ..., B'_n$, where each B'_i contains the original bucket functions and the λ messages it received.

Query Answering

COMPUTING MARGINAL BELIEFS

Input: a bucket tree processed by BTE with augmented buckets: $B'_1, ..., B'_n$

output: beliefs of each variable, bucket, and probability of evidence.

$$bel(B_i) \Leftarrow \alpha \cdot \prod_{f \in B'_i} f$$

$$bel(X_i) \Leftarrow \alpha \cdot \sum_{B_i - \{X_i\}} \prod_{f \in B'_i} f$$

$$P(evidence) \Leftarrow \sum_{B_i} \prod_{f \in B'_i} f$$

Figure 5.4: Query answering.

Explicit functions

Definition 5.4 Explicit function and explicit sub-model. Given a graphical model $\mathcal{M} = \langle \mathbf{X}, \mathbf{D}, \mathbf{F}, \prod \rangle$, and reasoning tasks defined by marginalization $\sum$ and given a subset of variables Y, $Y \subseteq \mathbf{X}$, we define $\mathcal{M}_Y$, the explicit function of $\mathcal{M}$ over Y:

$$\mathcal{M}_Y = \sum_{X-Y} \prod_{f \in F} f, \tag{5.4}$$

We denote by F_Y any set of functions whose scopes are subsumed in Y over the same domains and ranges as the functions in $\mathbf{F}$. We say that (Y, F_Y) is an explicit submodel of $\mathcal{M}$ iff

$$\prod_{f \in F_Y} f = \mathcal{M}_Y \tag{5.5}$$

Complexity of BTE/BTP on Trees

Theorem 5.6 Complexity of BTE. *Let $w^*(d)$ be the induced width of (G^*, d) where G is the primal graph of $\mathcal{M} = \langle \mathbf{X}, \mathbf{D}, \mathbf{F}, \prod, \sum \rangle$, r be the number of functions in $\mathbf{F}$ and k be the maximum domain size. The time complexity of BTE is $O(r \cdot deg \cdot k^{w^*(d)+1})$, where deg is the maximum degree of a node in the bucket tree. The space complexity of BTE is $O(n \cdot k^{w^*(d)})$.*

Proposition 5.8 BTE on trees *For tree graphical models, algorithms BTE and BTP are time and space $O(nk^2)$ and $O(nk)$, respectively, when k bound the domain size and n bounds the number of variables.*

This will be extended to acyclic graphical models shortly

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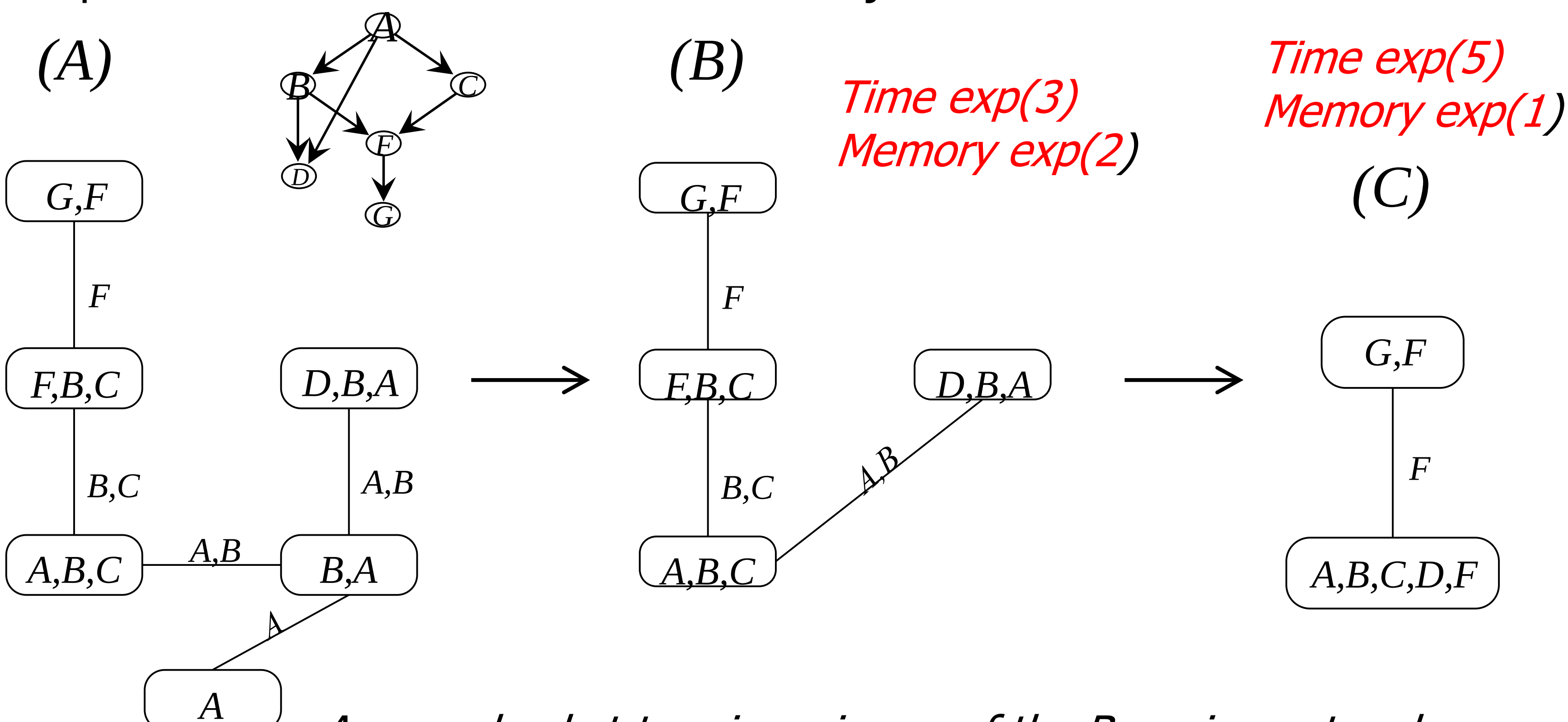
- From bucket-elimination (BE) to bucket-tree elimination (BTE)
- From BTE to CTE, Acyclic networks, the join-tree algorithm
- Examples of CTE for Bayesian network
- Belief-propagation on acyclic probabilistic networks (poly-trees) and Loopy networks

From Buckets to Tree-Clusters

- Merge non-maximal buckets into maximal clusters.
- Connect clusters into a tree: each cluster to one with which it shares a largest subset of variables.
- Separators are variable- intersection on adjacent clusters.



A super-bucket-tree is an i-map of the Bayesian network

Acyclic Graphical Models

- **Dual network**: Each scope of a CPT is a node and each arc is denoted by intersection.
- **Acylic network:** when the dual graph is a tree or has a join-tree
- Tree-clustering converts a network into an acyclic one.

From Acyclic Networks

Sometime the dual graph seems to not be a tree, but it is in fact, a tree. This is because some of its arcs are redundant and can be removed while not violating the original independency relationships that is captured by the graph. A

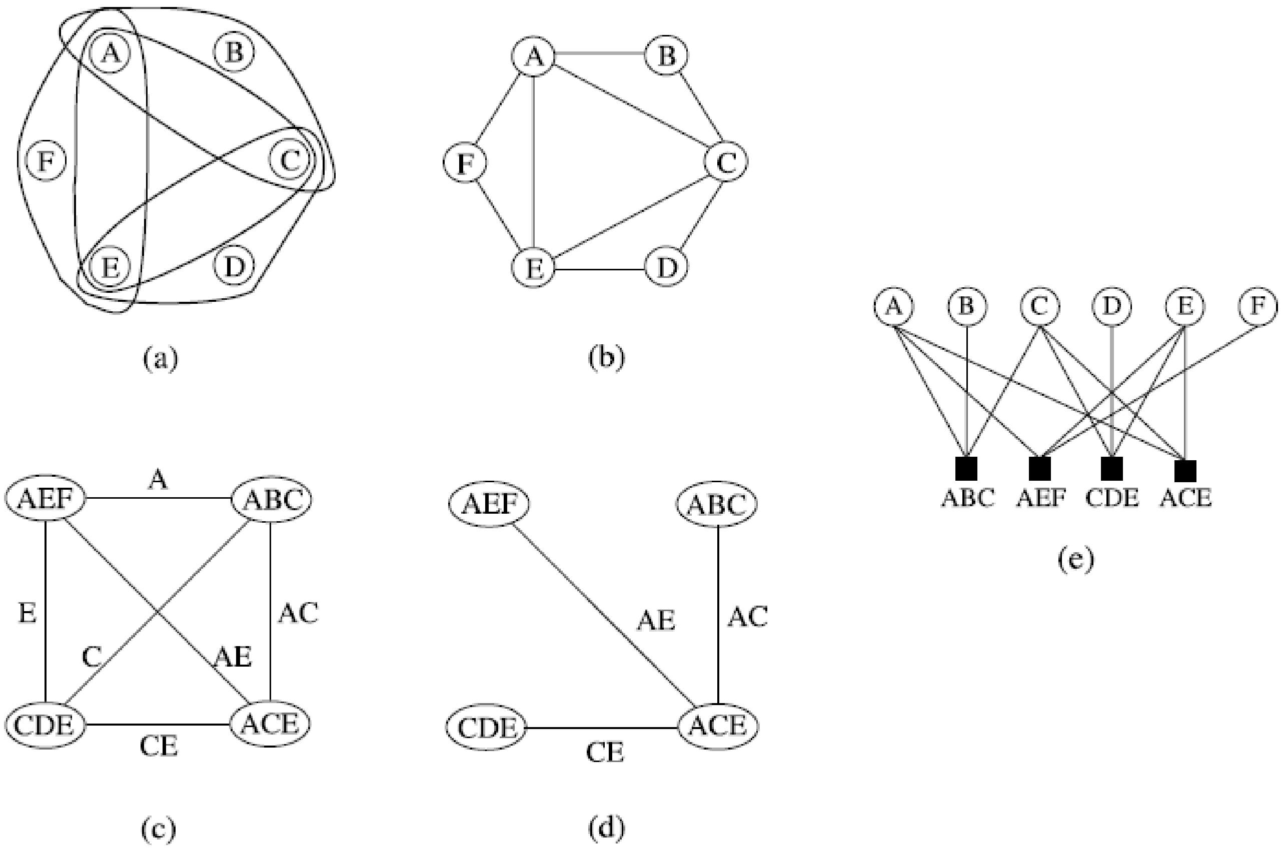


Figure 5.1: (a)Hyper, (b)Primal, (c)Dual and (d)Join-tree of a graphical model having scopes ABC, AEF, CDE and ACE. (e) the factor graph

Connectedness and Ascyclic dual Graphs
(The Running Intersection Property)

Definition 5.11 Connectedness, join-trees. Given a dual graph of a graphical model $\mathcal{M}$, an arc subgraph of the dual graph satisfies the *connectedness* property iff for each two nodes that share a variable, there is at least one path of labeled arcs of the dual graph such that each contains the shared variables. An arc subgraph of the dual graph that satisfies the connectedness property is called a *join-graph* and if it is a tree, it is called a *join-tree*.

Definition: A graphical model whose dual graph has a join-tree is acyclic

Theorem: BTE is time and space linear on acyclic graphical models

Tree-decomposition: If we transform a general model into an acyclic one it can then be solved by a BTE/BTP scheme. Also known as tree-clustering

Tree-Decompositions

A *tree decomposition* for a belief network $BN = \langle X, D, G, P \rangle$ is a triple $\langle T, \chi, \psi \rangle$, where $T = (V, E)$ is a tree and χ and ψ are labeling functions, associating with each vertex $v \in V$ two sets, $\chi(v) \subseteq X$ and $\psi(v) \subseteq P$ satisfying :

1. For each function $p_i \in P$ there is exactly one vertex such that $p_i \in \psi(v)$ and $scope(p_i) \subseteq \chi(v)$
2. For each variable $X_i \in X$ the set $\{v \in V | X_i \in \chi(v)\}$ forms a connected subtree (running intersection property)

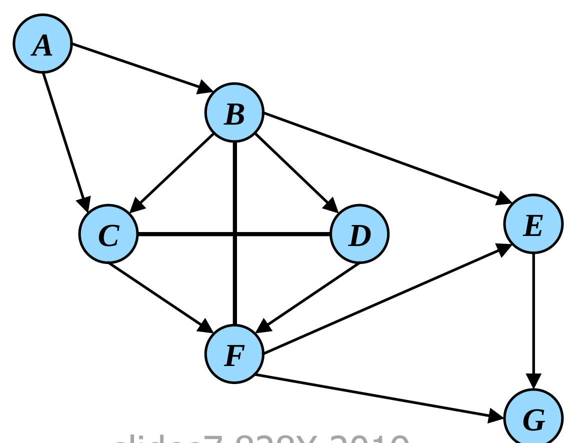
Treewidth: maximum number of variables in a node of Tree-decomposition – 1
Seperator-width: maximum intersection between adjacent nodes
Eliminator: elim(u,v) = χ(u) - χ(v)

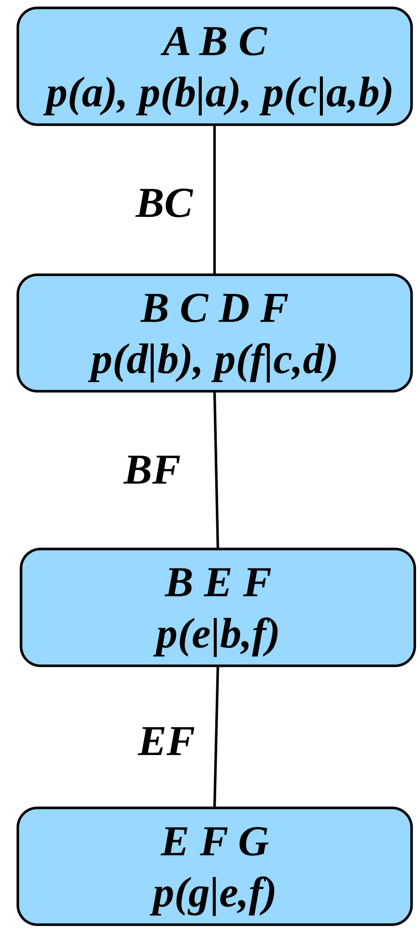
Tree Decompositions

A *tree decomposition* for a graphical model $< X,D,P >$ is a triple $< T,\chi,\psi >$, where $T=(V,E)$ is a tree and χ and ψ are labeling functions, associating with each vertex $v \in V$ two sets, $\chi(v) \subseteq X$ and $\psi(v) \subseteq P$ satisfying :

1. For each function $p_i \in P$ there is exactly one vertex such that $p_i \in \psi(v)$ and $scope(p_i) \subseteq \chi(v)$
2. For each variable $X_i \in X$ the set $\{v \in V | X_i \in \chi(v)\}$ forms a connected subtree (running intersection property)

Connectedness, or
Running intersection property





Tree decomposition

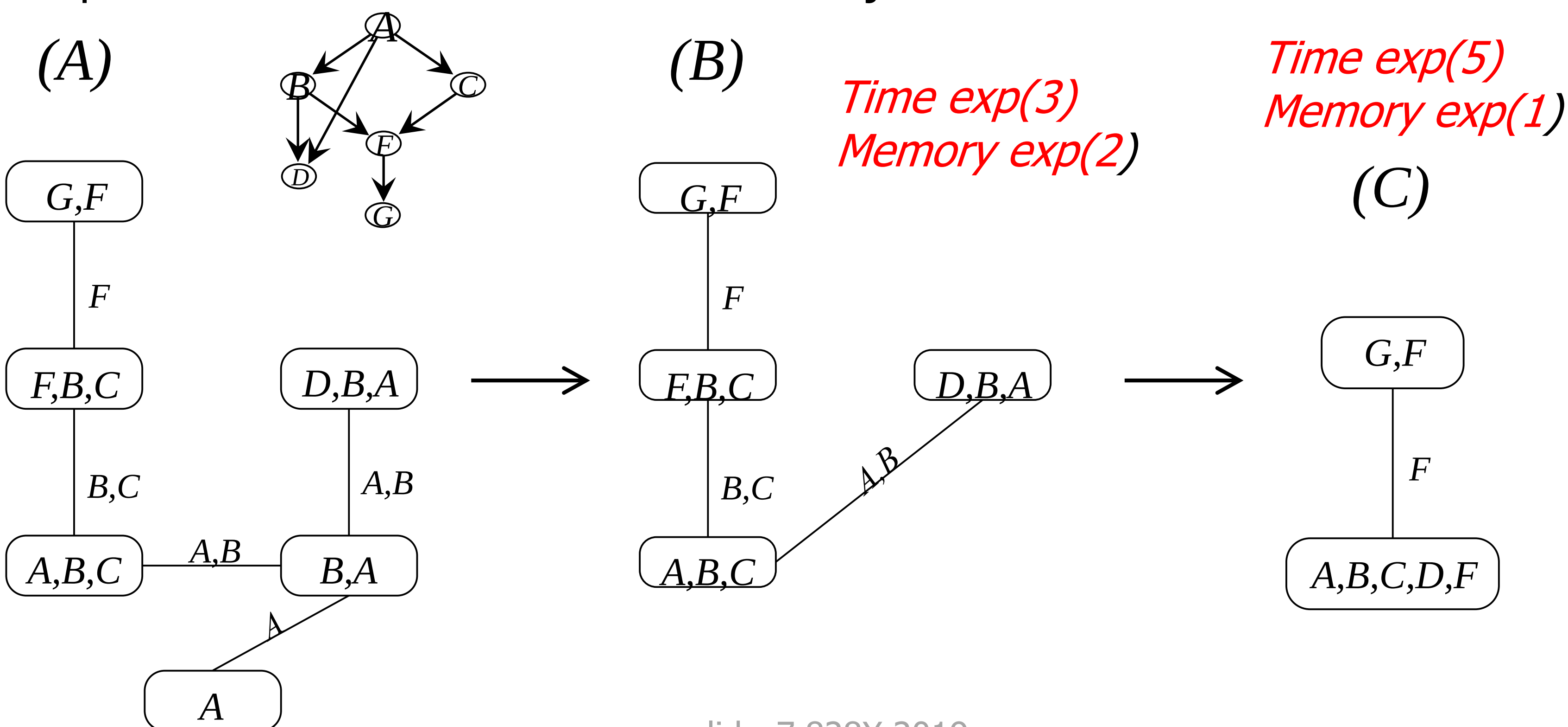
Generating Tree-Decompositions

Proposition 6.2.12 *If T is a tree-decomposition, then any tree obtained by merging adjacent clusters is also a tree-decomposition.*

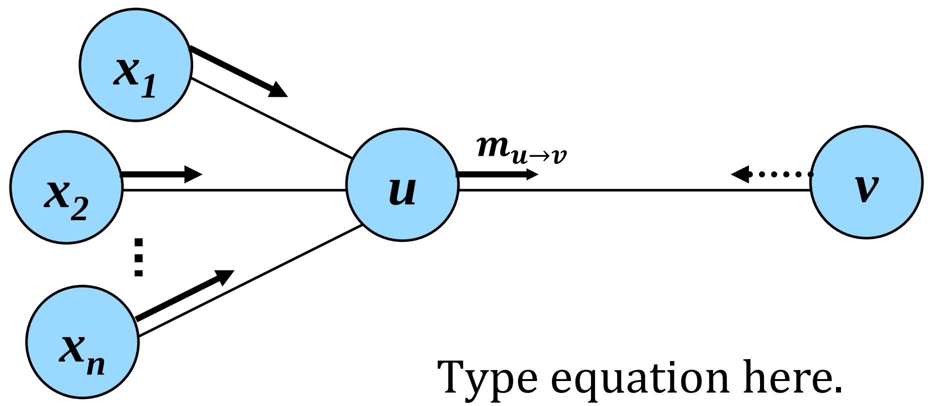
A bucket-tree of a graphical model is a tree-decomposition of the model

From Buckets to Clusters

- Merge non-maximal buckets into maximal clusters.
- Connect clusters into a tree: each cluster to one with which it shares a largest subset of variables.
- Separators are variable- intersection on adjacent clusters.



Message Passing on a Tree Decomposition



Type equation here.

For max-product
Just replace $\sum$
With max.

Cluster(u) = $\psi(u) \cup \{m_{X_{1\to u}}, m_{X_{1\to u}}, m_{X_{2\to u}}, \ldots m_{X_{n\to u}}\}$

Elim(u,v) = cluster(u)-sep(u,v)

$$\boldsymbol{m_{u\to v}} = \sum_{elim(u,v)} \prod_{f\, \in cluster(u) - \{\boldsymbol{m_{v\to u}}\}} f$$

$$\boldsymbol{m_{u\to v}} = \sum_{elim(u,v)} \psi(u) \prod_{r\, \in neighbor(u), r \neq v} \{\boldsymbol{m_{r\to u}}\}$$

Cluster-Tree Elimination

CLUSTER-TREE ELIMINATION (CTE)

Input: A tree decomposition $< T, \chi, \psi >$ for a problem $M =< X, D, F, \prod, \sum \} >$, $X = \{X_1, ..., X_n\}$, $F = \{f_1, ..., f_r\}$. Evidence $E = e$, $\psi_u = \prod_{f \in \psi(u)} f$

Output: An augmented tree decomposition whose clusters are all model explicit. Namely, a decomposition $< T, \chi, \bar{\psi} >$ where $u \in T$, $\bar{\psi}(u)$ is model explicit relative to $\chi(u)$.

1. **Initialize.** (denote by $m_{u \to v}$ the message sent from vertex u to vertex v.)
2. **Compute messages:**

    For every node u in T, once u received messages from all neighbors but v,

    Process observed variables:

    For each node $u \in T$ assign relevant evidence to $\psi(u)$

    Compute the message:

    $$m_{u \to v} \leftarrow \sum_{\chi(u) - sep(u,v)} \psi_u \cdot \prod_{r \in neighbor(u), r \neq v} m_{r \to u}$$

    endfor

    Note: functions whose scopes do not contain any separator variable do not need to be combined and can be directly passed on to the receiving vertex.
3. **Return:** The explicit tree $< T, \chi, \bar{\psi} >$, where $\bar{\psi}(v) \Leftarrow \psi(v) \cup_{u \in neighbor(v)} \{m_{u \to v}\}$
    return the explicit function: for each v, $M_{\chi(v)} = \prod_{f \in \bar{\psi}(v)} f$

Properties of CTE

- Theorem: Correctness and completeness: Algorithm CTE is correct, i.e. it computes the exact joint probability of a single variable and the evidence. Moreover, it generates explicit clusters.

- Time complexity:
  - $O(deg \times (n+N) \times k^{w^*+1})$

- Space complexity: $O(N \times k^{sep})$

where
deg = the maximum degree of a node
n = number of variables (= number of CPTs)
N = number of nodes in the tree decomposition
k = the maximum domain size of a variable
*w** = the induced width, treewidth
sep = the separator size

Generating Join-trees (Junction-trees); a special type of tree-decompositions

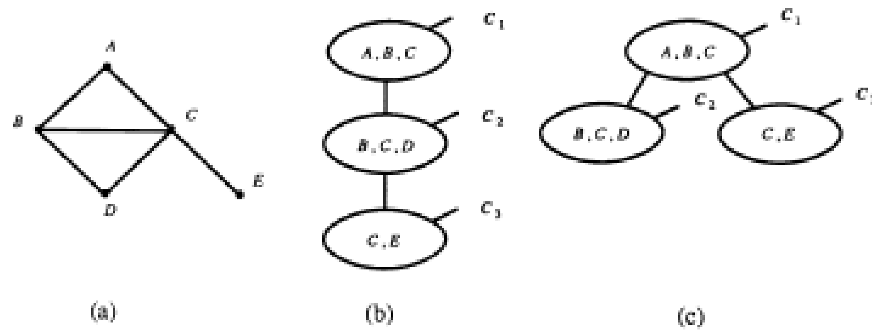
ASSEMBLING A JOIN TREE

1. Use the fill-in algorithm to generate a chordal graph G' (if G is chordal, $G = G'$).

2. Identify all cliques in G'. Since any vertex and its parent set (lower ranked nodes connected to it) form a clique in G', the maximum number of cliques is $|V|$.

3. Order the cliques $C_1, C_2, \ldots, C_t$ by rank of the highest vertex in each clique.

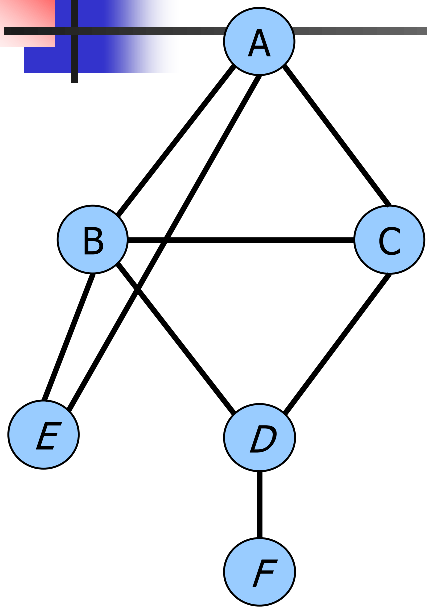
4. Form the join tree by connecting each C_i to a predecessor C_j ($j < i$) sharing the highest number of vertices with C_i.

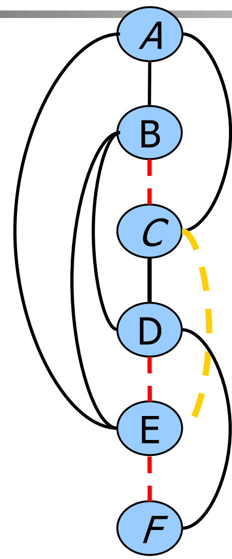


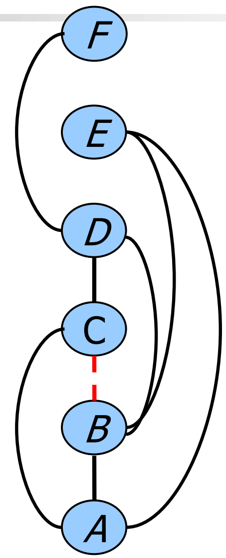
EXAMPLE: Consider the graph in Figure 3.9*a*. One maximum cardinality ordering is (A, B, C, D, E).

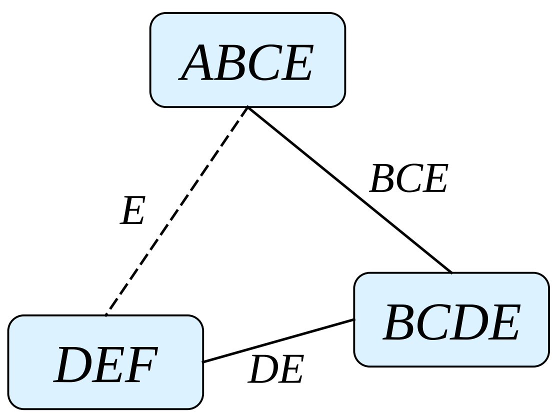
- Every vertex in this ordering has its preceding neighbors already connected, hence the graph is chordal and no edges need be added.
- The cliques are ranked C_1, C_2, and C_3 as shown in Figure 3.9*b*.
- $C_3 = \{C, E\}$ shares only vertex C with its predecessors C_2 and C_1, so either one can be chosen as the parent of C_3.
- These two choices yield the join trees of Figures 3.9*b* and 3.9*c*.
- Now suppose we wish to assemble a join tree for the same graph with the edge (B, C) missing.
- The ordering (A, B, C, D, E) is still a maximum cardinality ordering, but now when we discover that the preceeding neighbors of node D (i.e., B and C) are nonadjacent, we should fill in edge (B, C).
- This renders the graph chordal, and the rest of the procedure yields the same join trees as in Figures 3.9*b* and 3.9*c*.

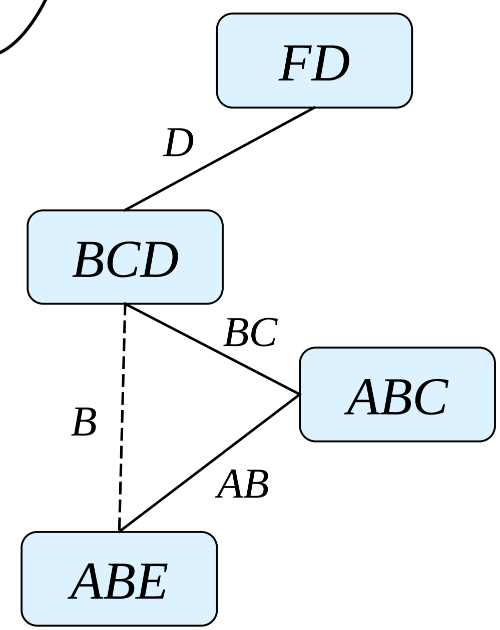
Examples of (Join)-Trees Construction



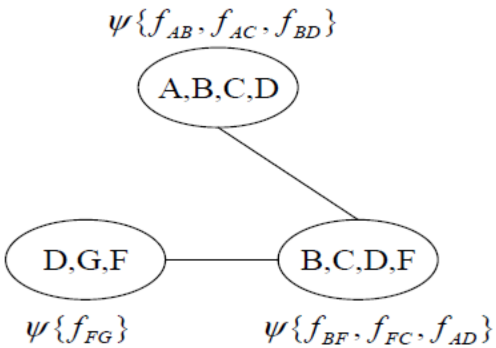




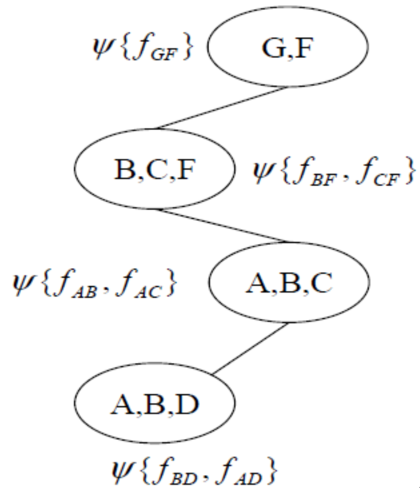




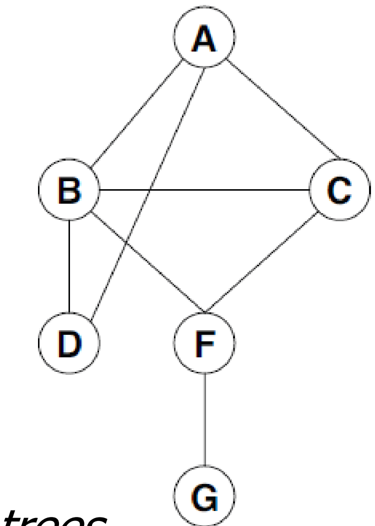
Tree-Clustering and Message-Passing



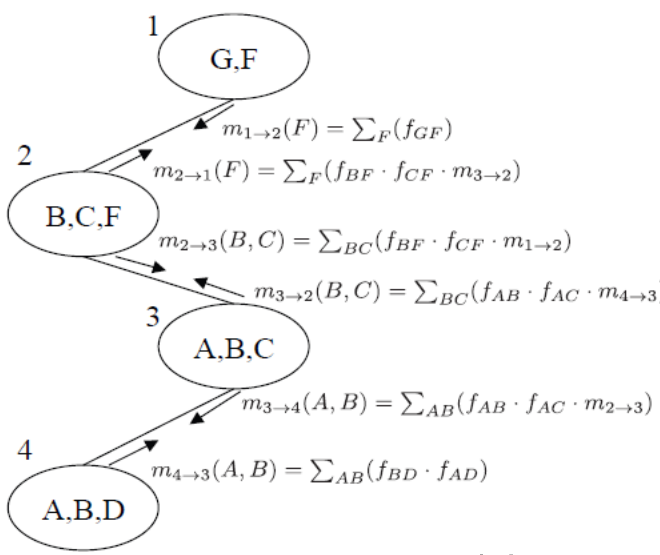
(a)



(b)



Two join-trees



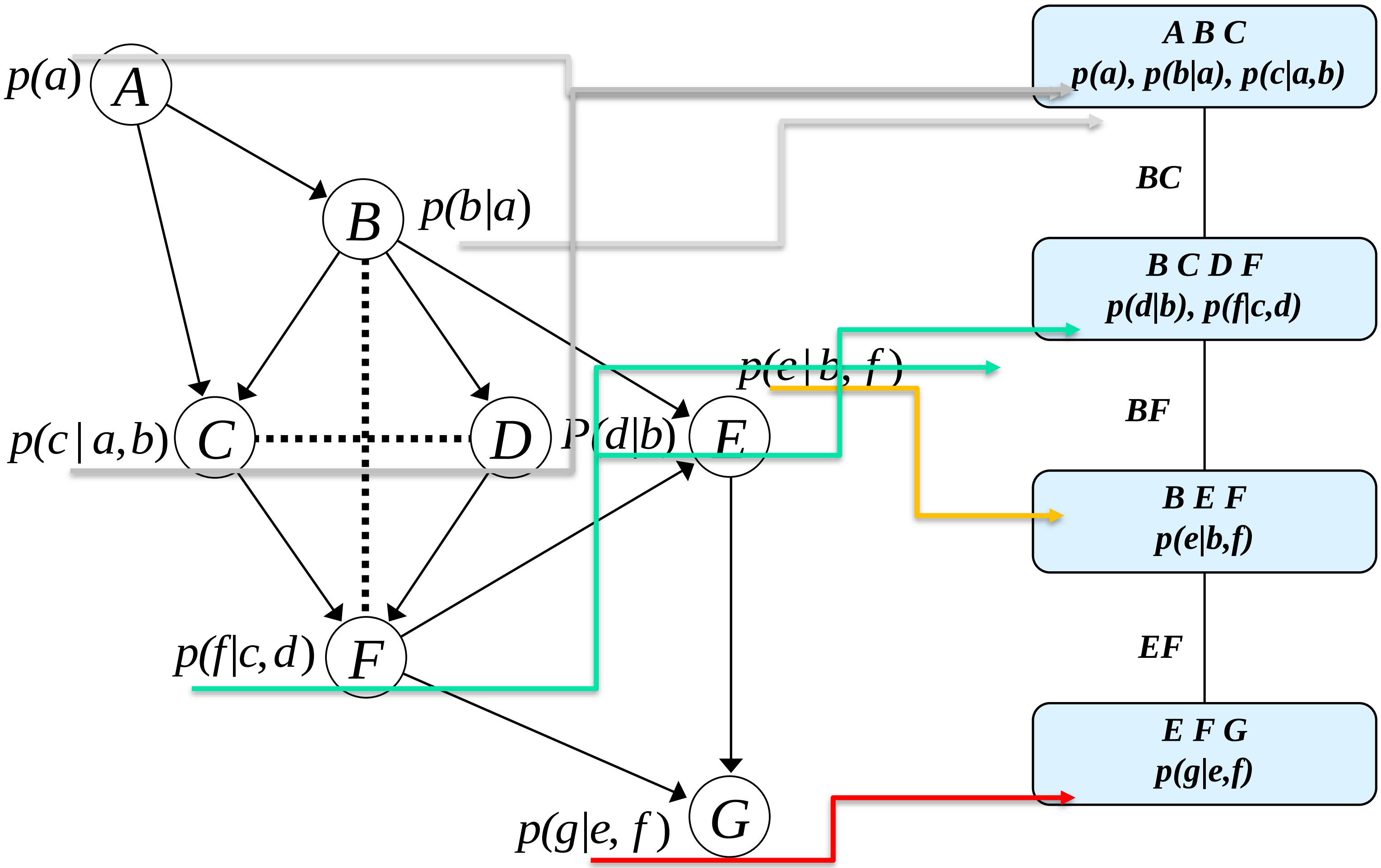
Message-passing by CTE on The tree in (b)

Find the errors

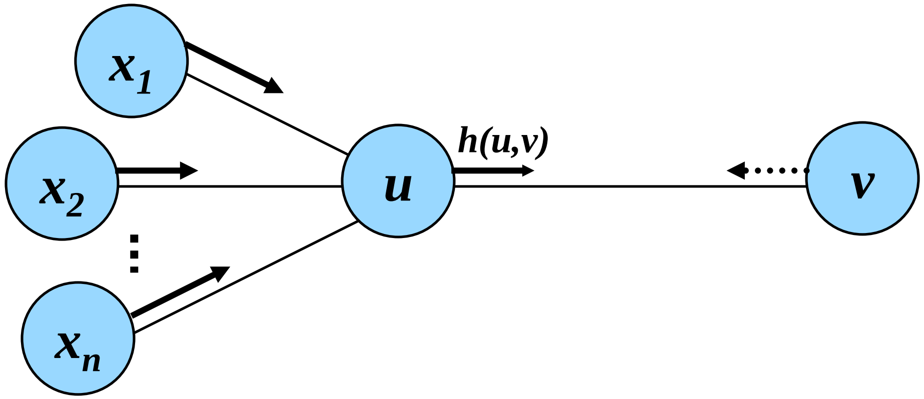
Outline

- From bucket-elimination (BE) to bucket-tree elimination (BTE)
- From BTE to CTE, Acyclic networks, the join-tree algorithm
- Examples of CTE for Bayesian network
- Belief-propagation on acyclic probabilistic networks (poly-trees) and Loopy networks

Example of a Tree Decomposition



Message passing on a tree decomposition



$$cluster(u) = \psi(u) \cup \{h(x_1,u), h(x_2,u), \ldots, h(x_n,u), h(v,u)\}$$

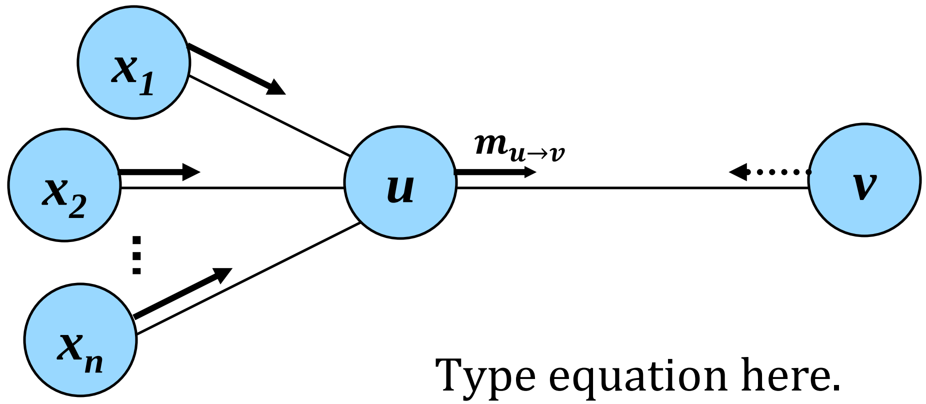
For max-product
Just replace $\sum$
With max.

Compute the message :

$$h(u,v) = \sum_{elim(u,v)} \prod_{f \in cluster(u) - \{h(v,u)\}} f$$

Elim(u,v) = cluster(u)-sep(u,v)

Message Passing on a Tree Decomposition



Type equation here.

For max-product
Just replace $\sum$
With max.

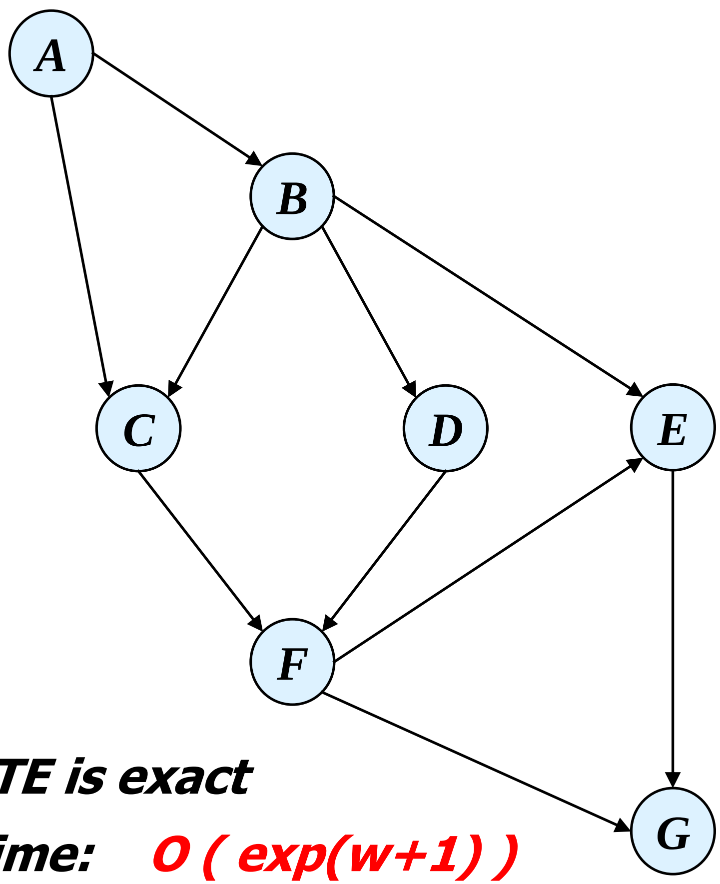
Cluster(u) = $\psi(u) \cup \{m_{X_{1\to u}}, m_{X_{1\to u}}, m_{X_{2\to u}}, \dots m_{X_{n\to u}}\}$

$$\boldsymbol{m_{u\to v}} = \sum_{elim(u,v)} \prod_{f\, \in cluster(u)-\{\boldsymbol{m_{v\to u}}\}} f$$

$$\boldsymbol{m_{u\to v}} = \sum_{elim(u,v)} \psi(u) \prod_{r\, \in neighbor(u), r\neq v} \{\boldsymbol{m_{r\to u}}\}$$

Elim(u,v) = cluster(u)-sep(u,v)

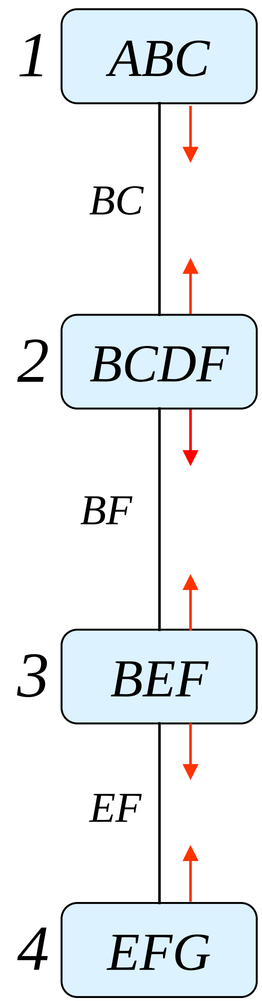
Cluster-Tree Elimination (CTE), or Join-Tree Message-passing



CTE is exact

Time: $O(\exp(w+1))$

Space: $O(\exp(sep))$



$$h_{(1,2)}(b,c) = \sum_{a} p(a) \cdot p(b|a) \cdot p(c|a,b)$$

$$h_{(2,1)}(b,c) = \sum_{d,f} p(d|b) \cdot p(f|c,d) \cdot h_{(3,2)}(b,f)$$

$$h_{(2,3)}(b,f) = \sum_{c,d} p(d|b) \cdot p(f|c,d) \cdot h_{(1,2)}(b,c)$$

$$h_{(3,2)}(b,f) = \sum_{e} p(e|b,f) \cdot h_{(4,3)}(e,f)$$

$$h_{(3,4)}(e,f) = \sum_{b} p(e|b,f) \cdot h_{(2,3)}(b,f)$$

$$h_{(4,3)}(e,f) = p(G = g_e | e,f)$$

For each cluster P(X|e) is computed, also P(e)

Outline

- From bucket-elimination (BE) to bucket-tree elimination (BTE)
- From BTE to CTE, Acyclic networks, the join-tree algorithm
- Examples of CTE for Bayesian network
- Belief-propagation on acyclic probabilistic networks (poly-trees) and Loopy networks

Polytrees and Acyclic Networks

- **Polytree:** a BN whose undirected skeleton is a tree
- **Acyclic network**: A network is acyclic if it has a tree-decomposition where each node has a single original CPT.
- A polytree is an acyclic model.

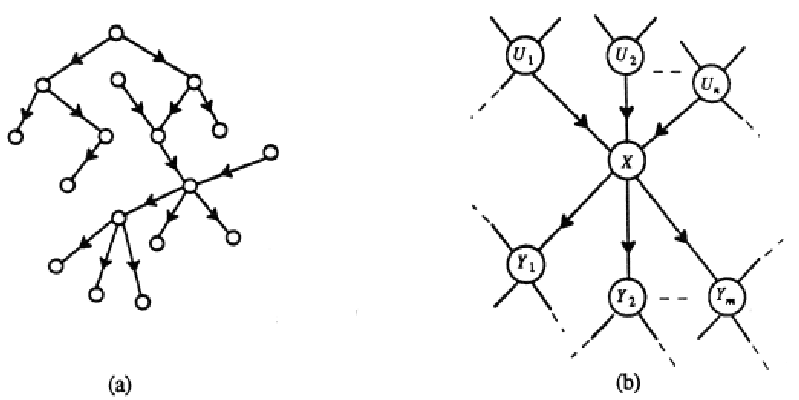
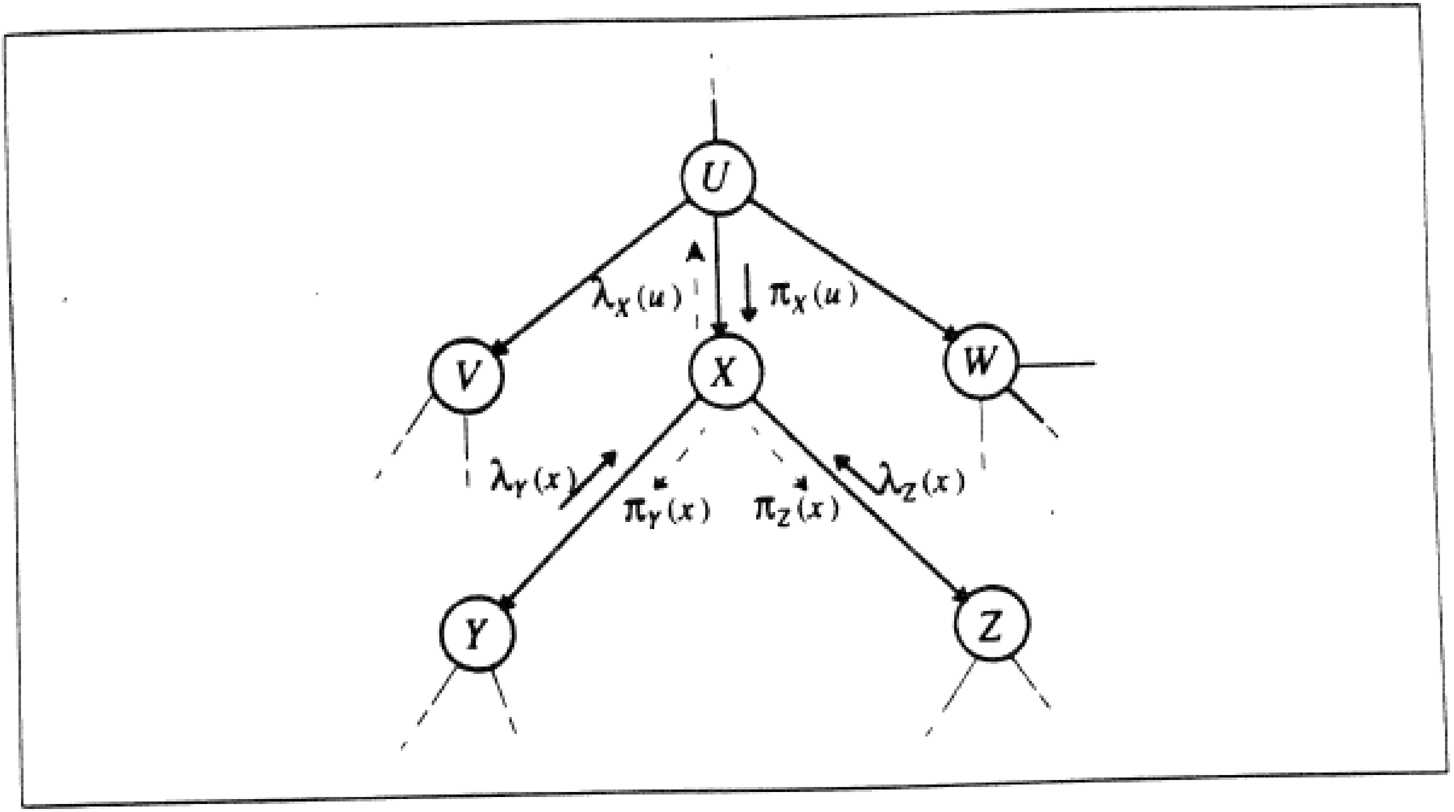


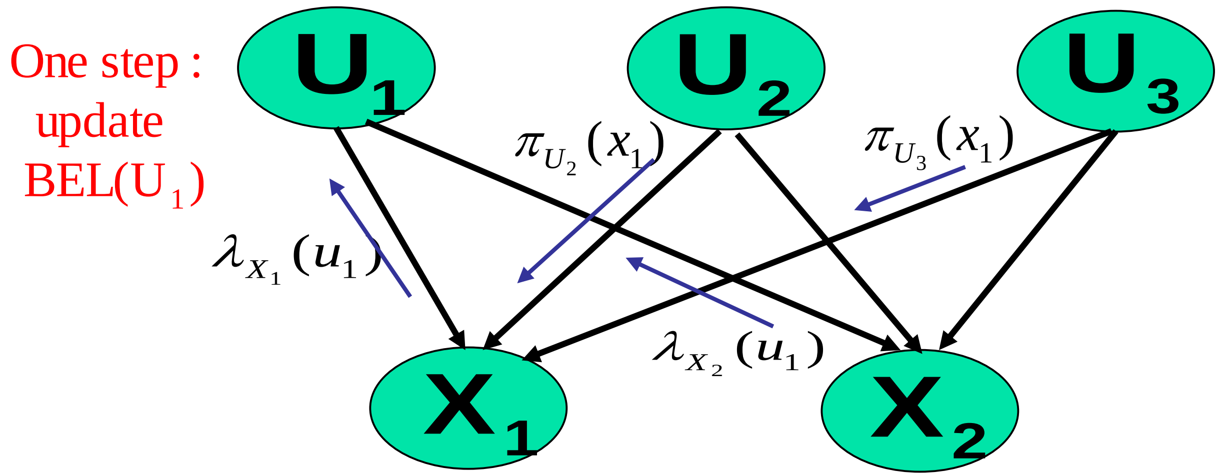
Figure 4.18. (a) A fragment of a polytree and (b) the parents and children of a typical node X.

Pearl's Belief Propagation



From Exact to Approximate: Iterative Belief Propagation

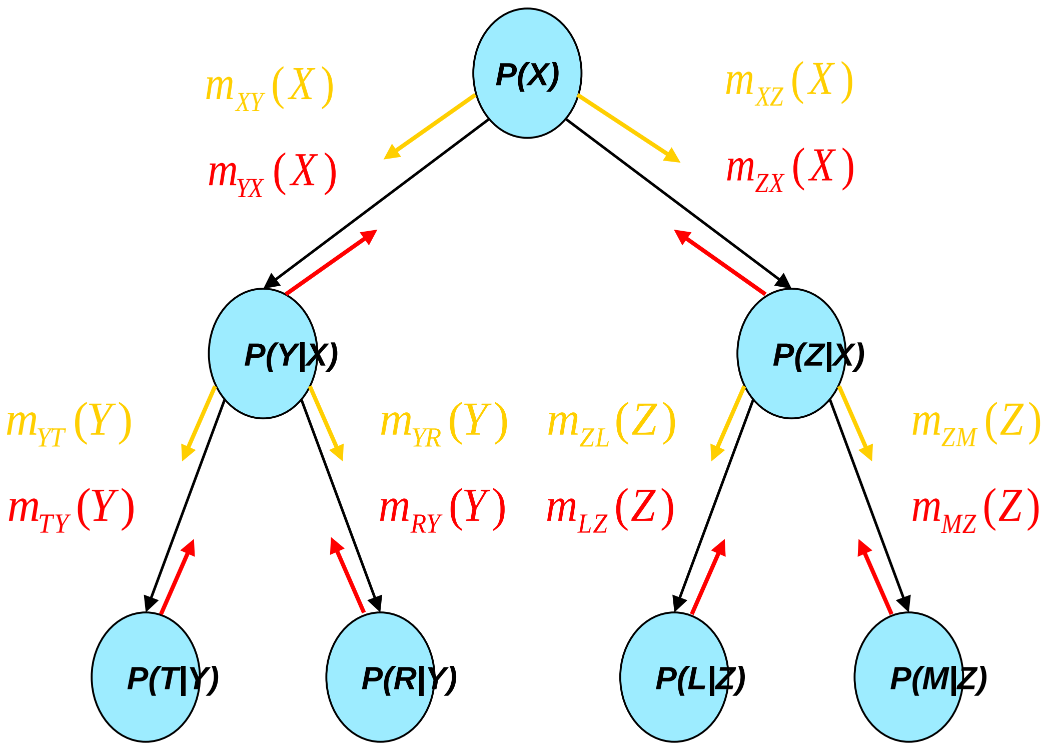
- Belief propagation is exact for poly-trees
- IBP - applying BP iteratively to cyclic networks



- No guarantees for convergence
- Works well for many coding networks

Propagation in Both Directions

- Messages can propagate both ways and we get beliefs for each variable



Agenda

- From bucket-elimination (BE) to bucket-tree elimination (BTE)
- From BTE to CTE, Acyclic networks, the join-tree algorithm
- Generating join-trees, the treewidth
- Examples of CTE for Bayesian network
- Belief-propagation on acyclic probabilistic networks (poly-trees) and Loopy networks
- Conditioning with elimination (Dechter1, 7.1, 7.2)

The Idea of Cutset-Conditioning

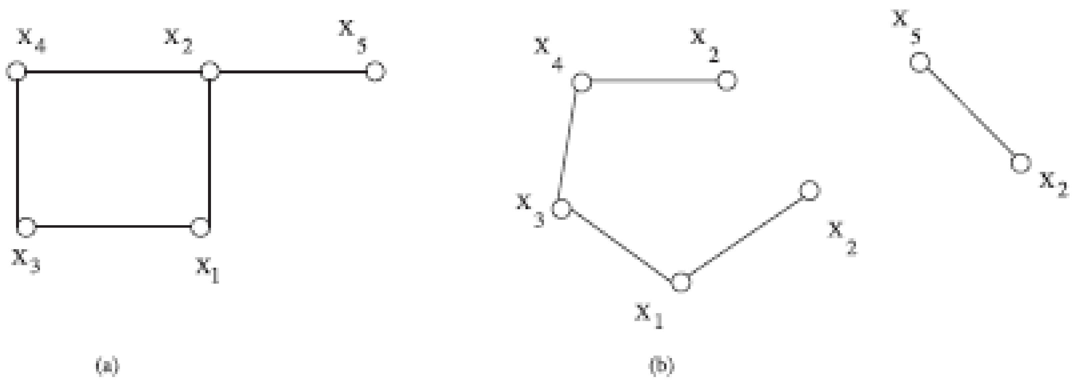
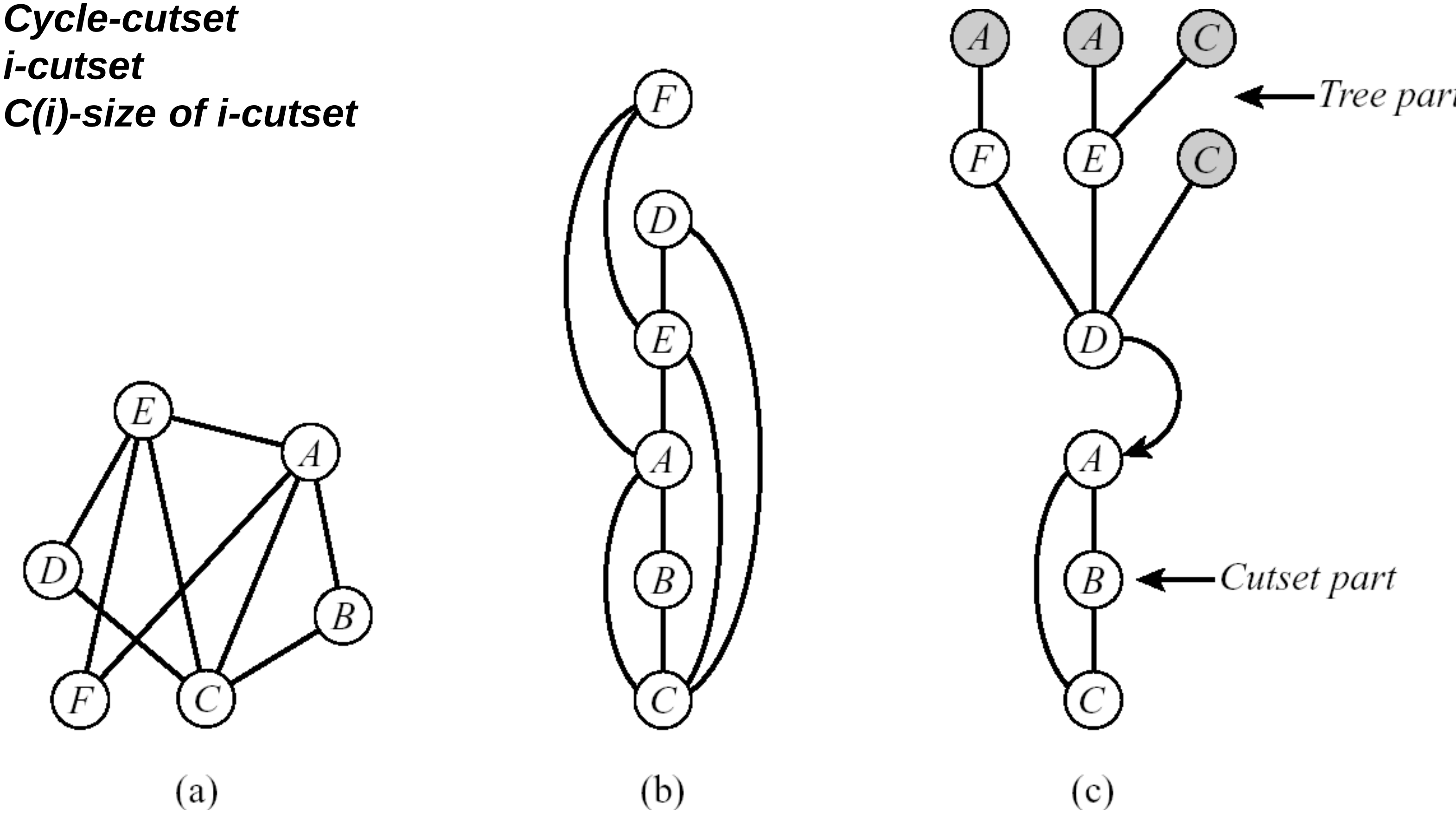


Figure 7.1: An instantiated variable cuts its own cycles.

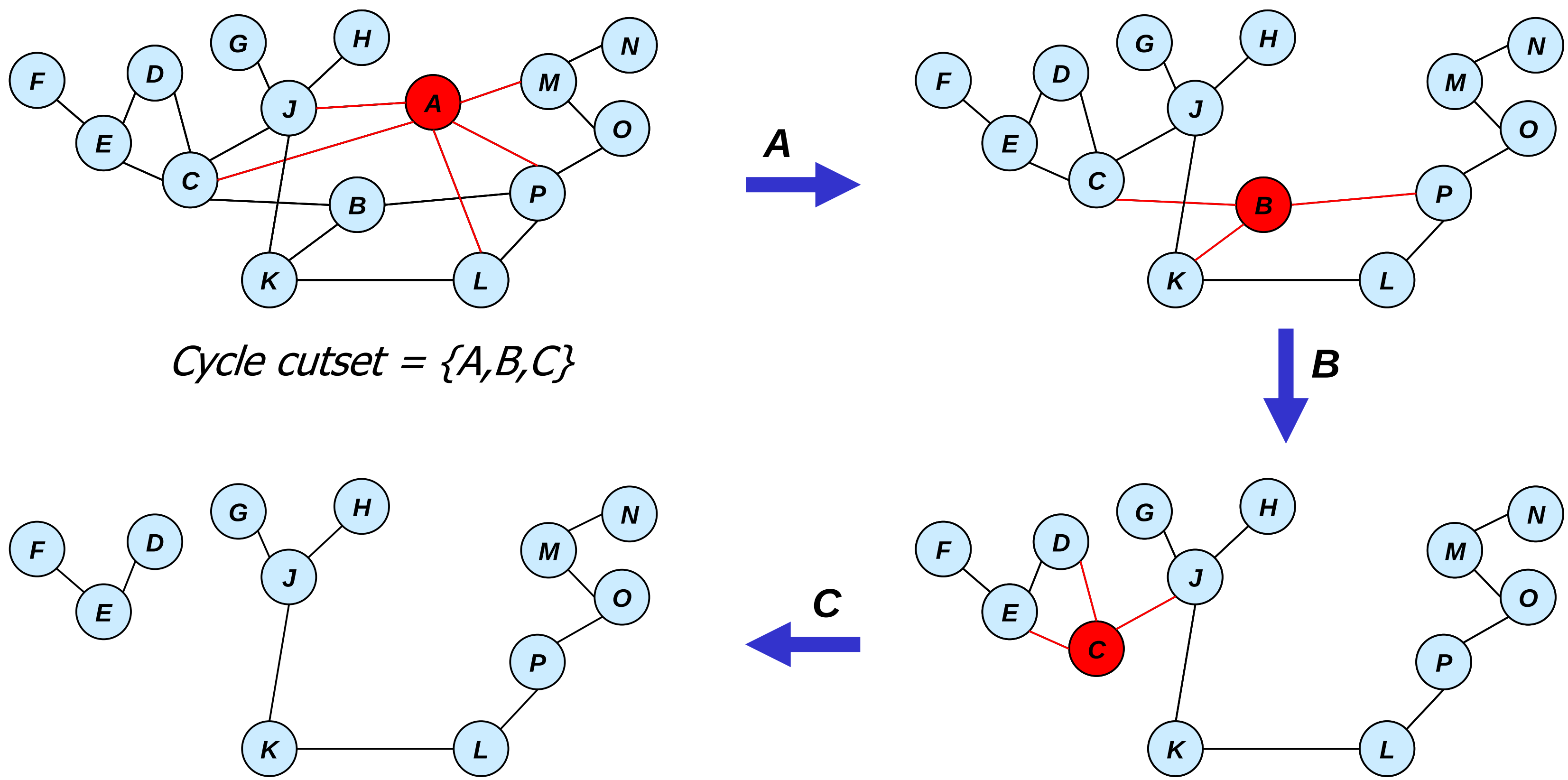
The Cycle-Cutset Scheme:
Condition Until Treeness

- ***Cycle-cutset***
- ***i-cutset***
- ***C(i)-size of i-cutset***



Space: exp(i), Time: O(exp(i+c(i))

Cycle-Cutset Conditioning

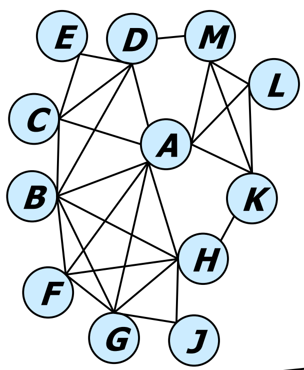


Cycle cutset = {A,B,C}

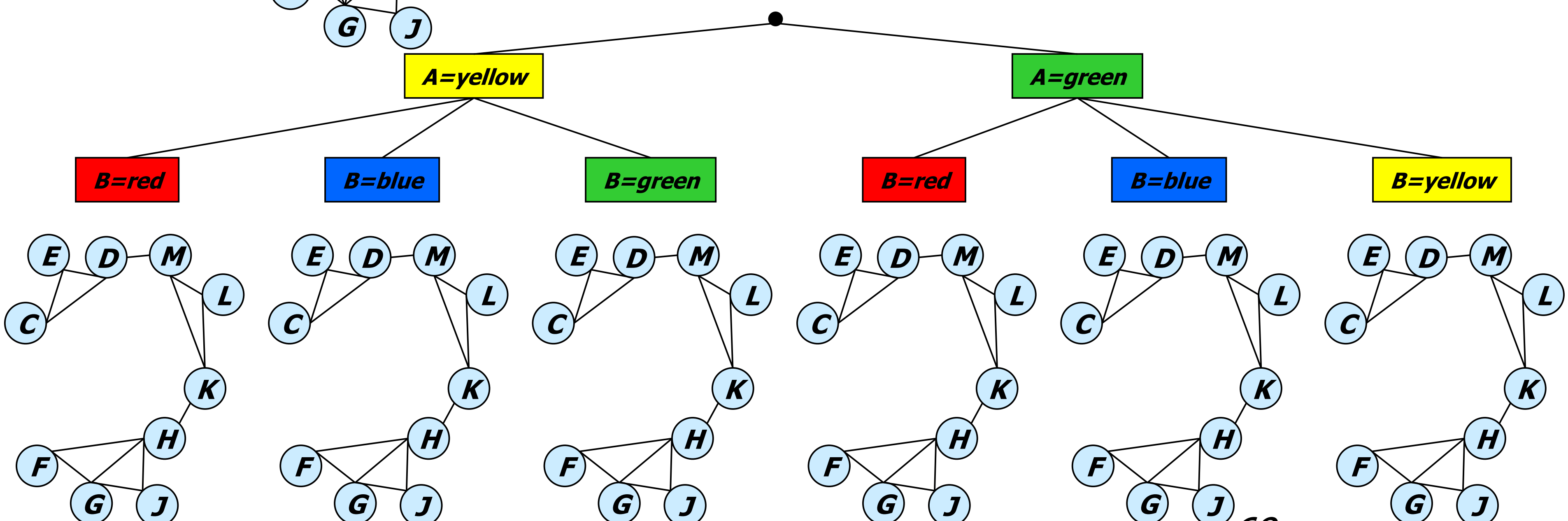
1-cutset = {A,B,C}, size 3

Search Over the Cutset (cont)

Graph Coloring problem

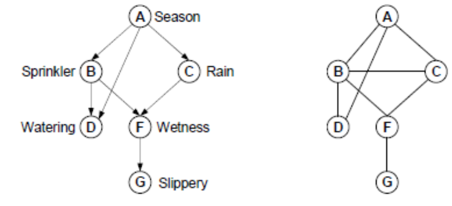


- *Inference may require too much memory*
- ***Condition*** *on some of the variables*

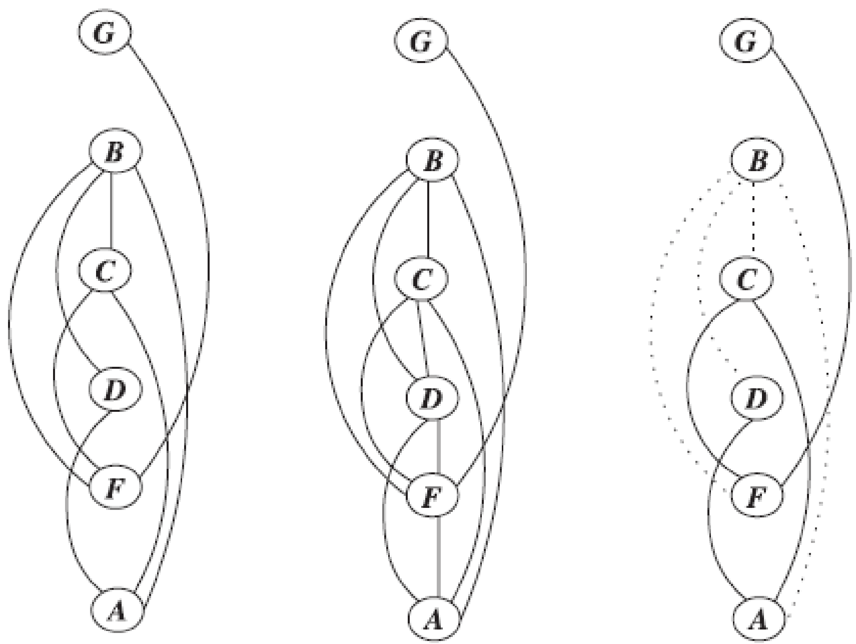


2-cutset = {A,B}, size =2

The Impact of Observations



(a) Directed acyclic graph (b) Moral graph



(a) *(b)* *(c)*

Figure 4.9: Adjusted induced graph relative to observing B.

Ordered graph *Induced graph* *Ordered conditioned graph*

The Idea of Cutset-Conditioning

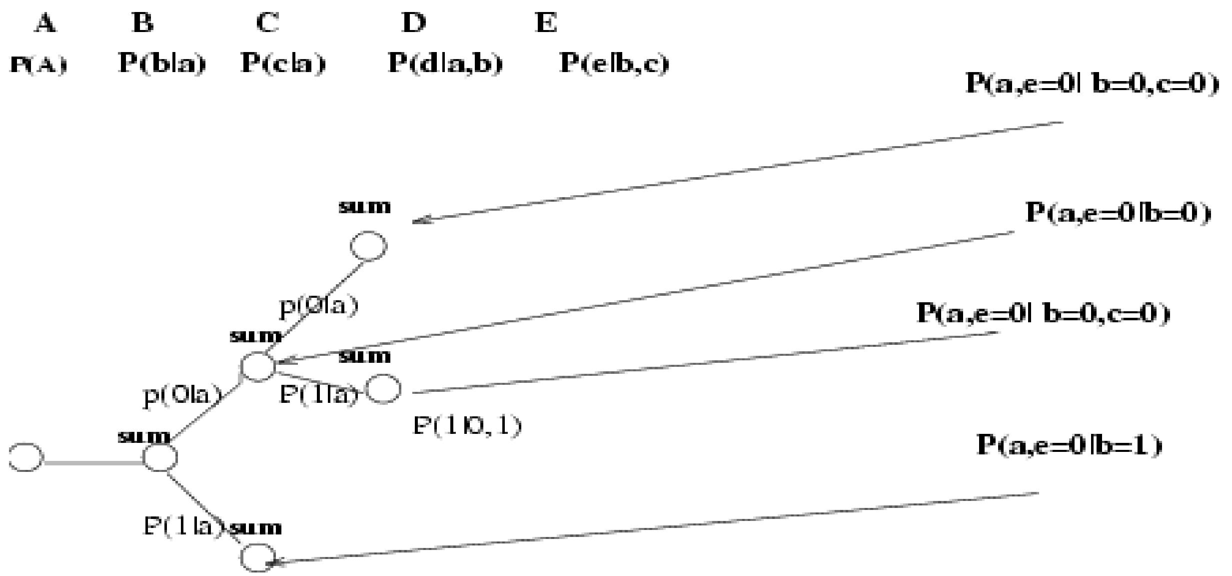
We observed that when variables are assigned, connectivity reduces.
The magnitude of saving is reflected through the "conditioned-induced graph"

- *Cutset-conditioning exploit this in a systematic way:*
- *Select a subset of variables, assign them values, and*
- *Solve the conditioned problem by bucket-elimination.*
- *Repeat for all assignments to the cutset.*

Algorithm VEC

Conditioning+Elimination

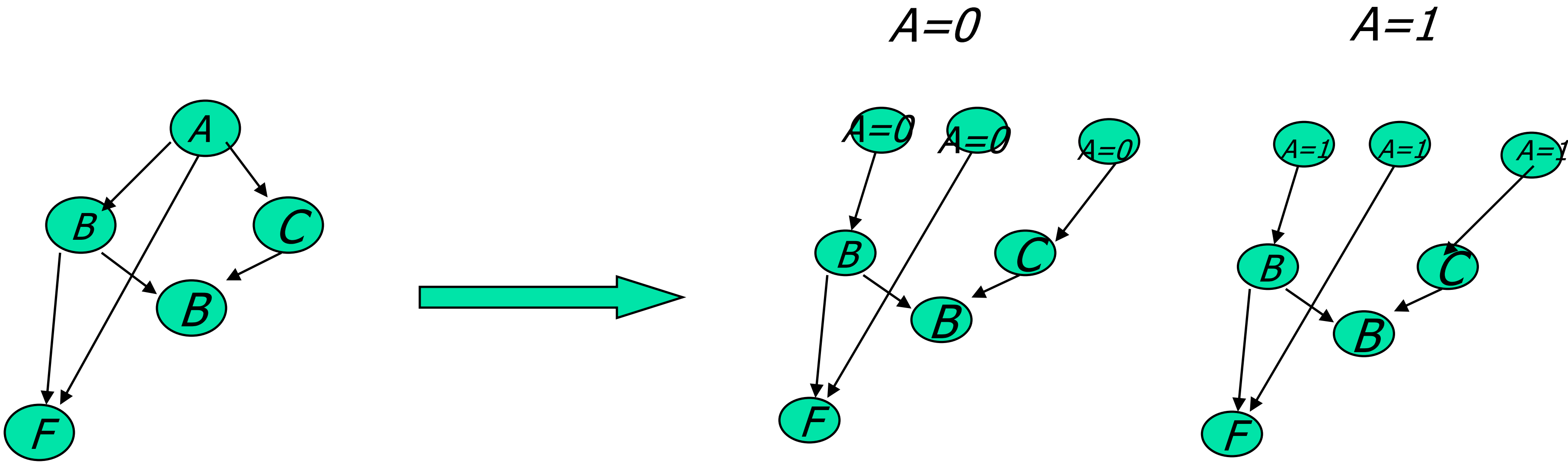
$$P(a,e=0)=P(a)\sum_b P(b|a)\sum_c P(c|a)\sum_d P(d|a,b)\sum_{e=0} P(e|b,c)$$



Idea: conditioning until w^* *of a (sub)problem gets small*

Loop-Cutset Conditioning

- You condition until you get a polytree



P(B|F=0) = P(B, A=0|F=0)+P(B,A=1|F=0)

Loop-cutset method is time exp in loop-cutset size and linear space. For each cutset we can do BP

q-Cutset, Minimal

Definition 7.3 **q-cutset, minimal.** Given a graph G, a subset of nodes is called a *q-cutset* for an integer q iff when removed, the resulting graph has an induced-width less than or equal to q. A minimal *q-cutset* of a graph has a smallest size among all q-cutsets of the graph. A cycle-cutset is a 1-cutset of a graph.

Finding a minimal q-cutset is clearly a hard task [A. Becker and Geiger, 1999; Bar-Yehuda *et al.*, 1998; Becker *et al.*, 2000; Bidyuk and Dechter, 2004]. However, like in the special case of a cycle-cutset we can settle for a non-minimal q-cutset relative to a given variable ordering. Namely,

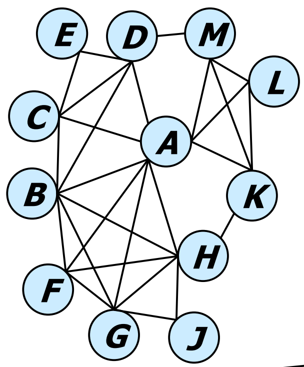
Example 7.4 Consider as another example the contsaint graph of a graph coloring problem given in Figure 7.3a. The search space over a 2-cutset, and the induced-graph of the conditioned instances are depicted in 7.3b.

Loop-Cutset, q-Cutset, cycle-cutset

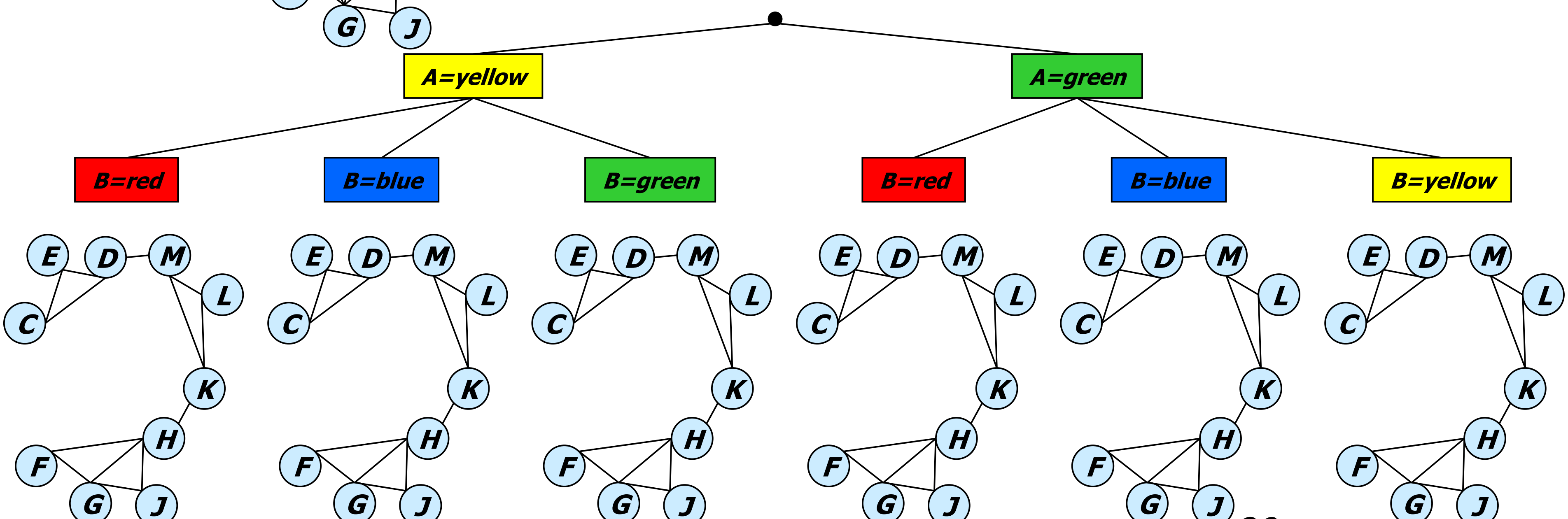
- A loop-cutset is a subset of nodes of a *directed* graph that when removed the remaining graph is a poly-tree
- A q-cutset is a subset of nodes of an *undirected* graph that when removed the remaining graph is has an induced-width of q or less.
- A cycle-cutset is a q-cutset such that q=1.

Search Over the Cutset (cont)

Graph Coloring problem



- *Inference may require too much memory*
- ***Condition*** *on some of the variables*



2-cutset = {A,B}, size =2

VEC: Variable Elimination with Conditioning; or, q-cutset lgorithms

- VEC-bel:
- Identify a q-cutset, C, of the network
- For each assignment to C=c solve by CTE or BE the conditioned sub-problem.
- Accumulate probability.
- Time complexity: nk^{c+q+1}
- Space complexity: nk^{q}

Algorithm VEC (Variable-elimination with conditioning)

Algorithm VEC-evidence

Input: A belief network $\mathcal{B} = < \mathcal{X}, \mathcal{D}, \mathcal{G}, \mathcal{P} >$, an ordering $d = (x_1, \ldots, x_n)$; evidence e over E, a subset C of conditioned variables;

output: The probability of evidence $P(e)$

Initialize: $\lambda = 0$.

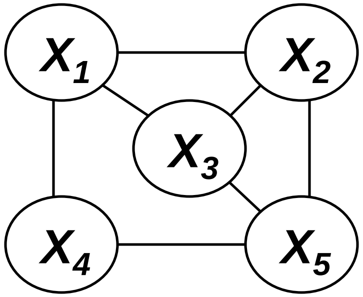
1. For every assignment $C = c$, do
   - $\lambda_1 \leftarrow$ The output of BE-bel with $c \cup e$ as observations.
   - $\lambda \leftarrow \lambda + \lambda_1$. (update the sum).

2. **Return** $P(e) = \alpha \cdot \lambda$ (α is a normalization constant.)

VEC and ALT-VEC: Alternate conditioning and Elimination

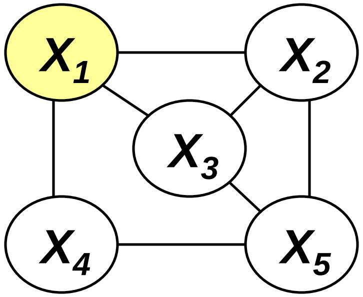
- VEC (q-cutset-conditioining) can also alternate search and elimination, yielding ALT-VEC.
- A time-space tradeoff

Search Basic Step: Conditioning

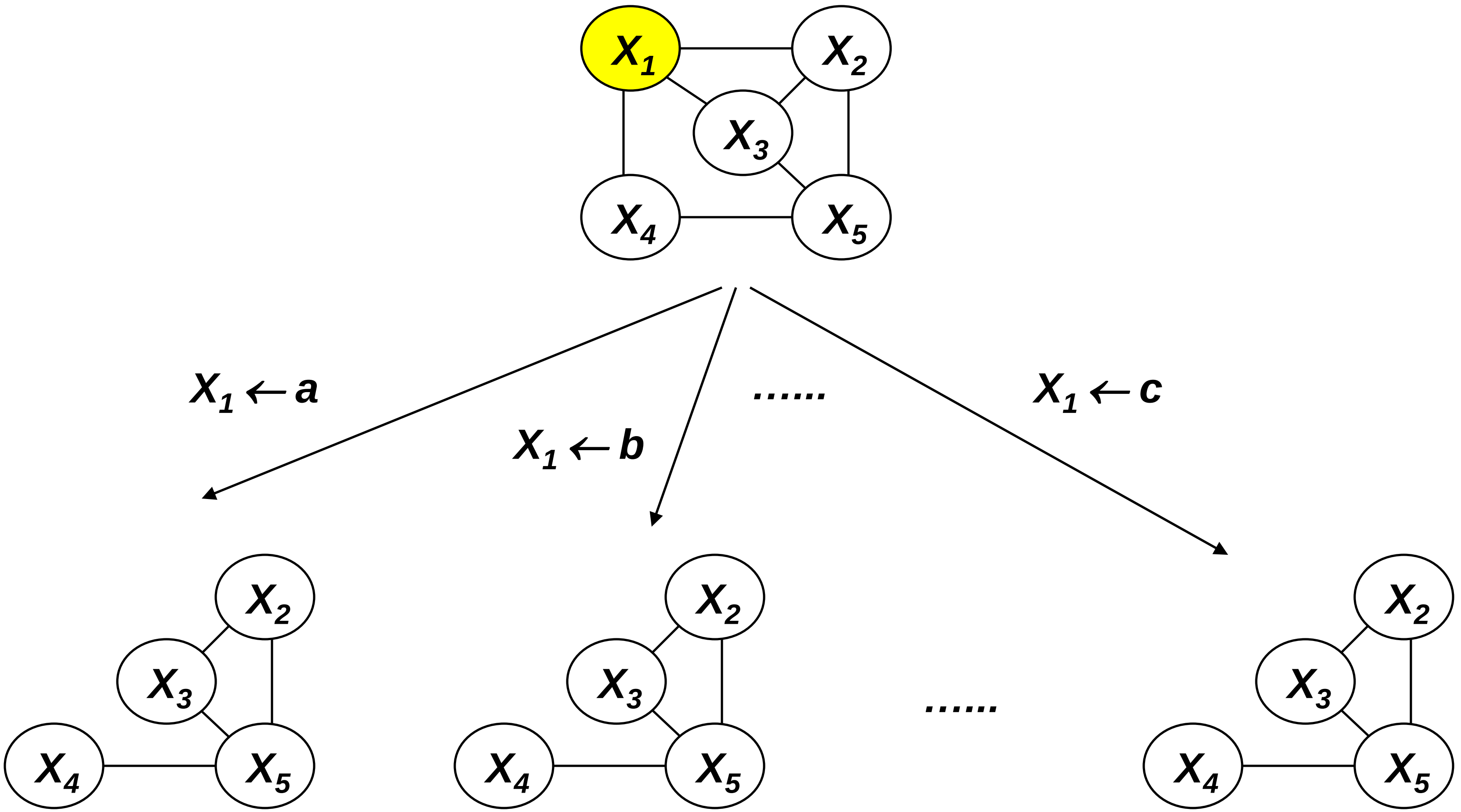


Search Basic Step: Conditioning

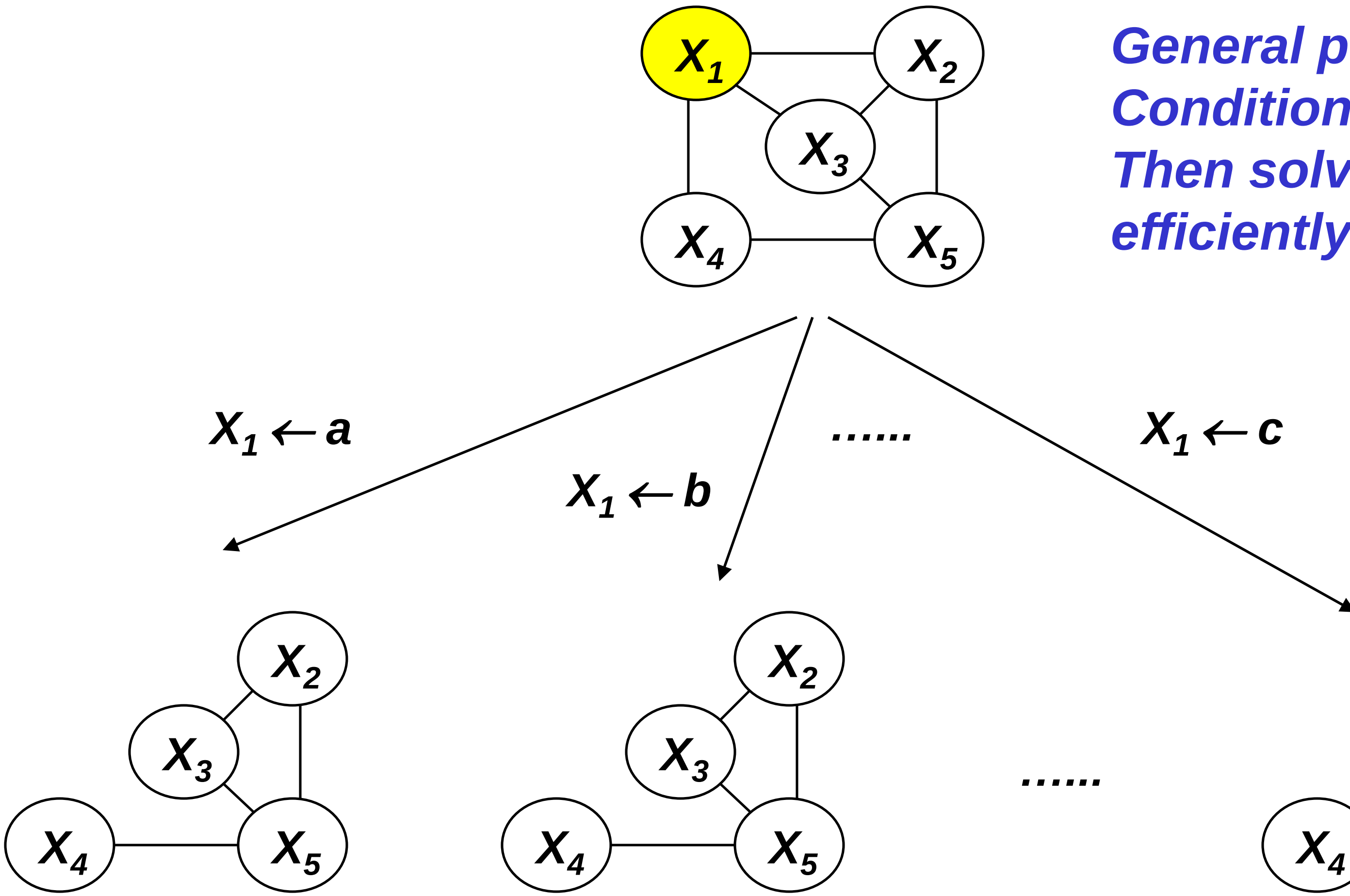
- ***Select a variable***



Search Basic Step: Conditioning

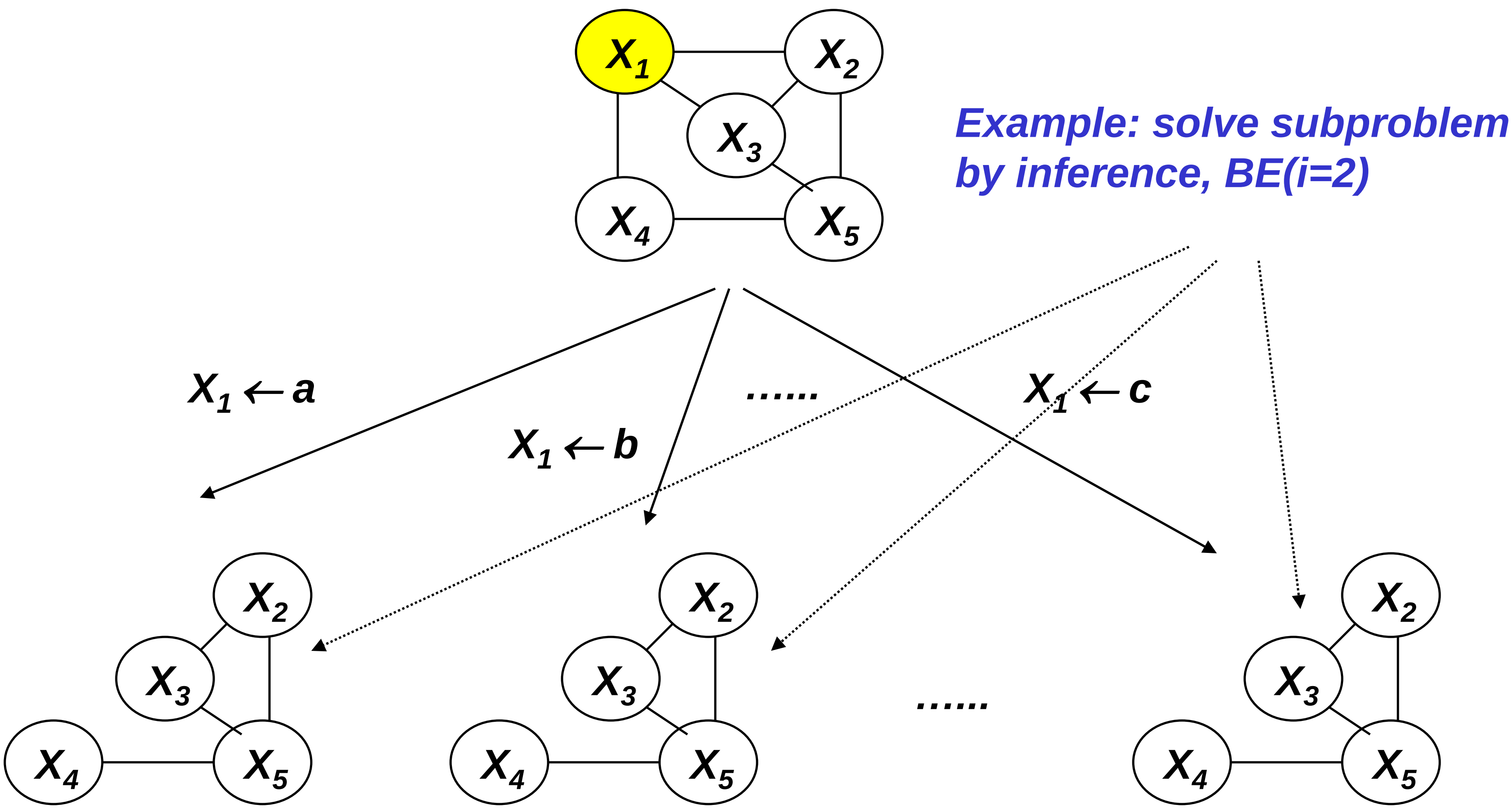


Search Basic Step:
Variable Branching by Conditioning



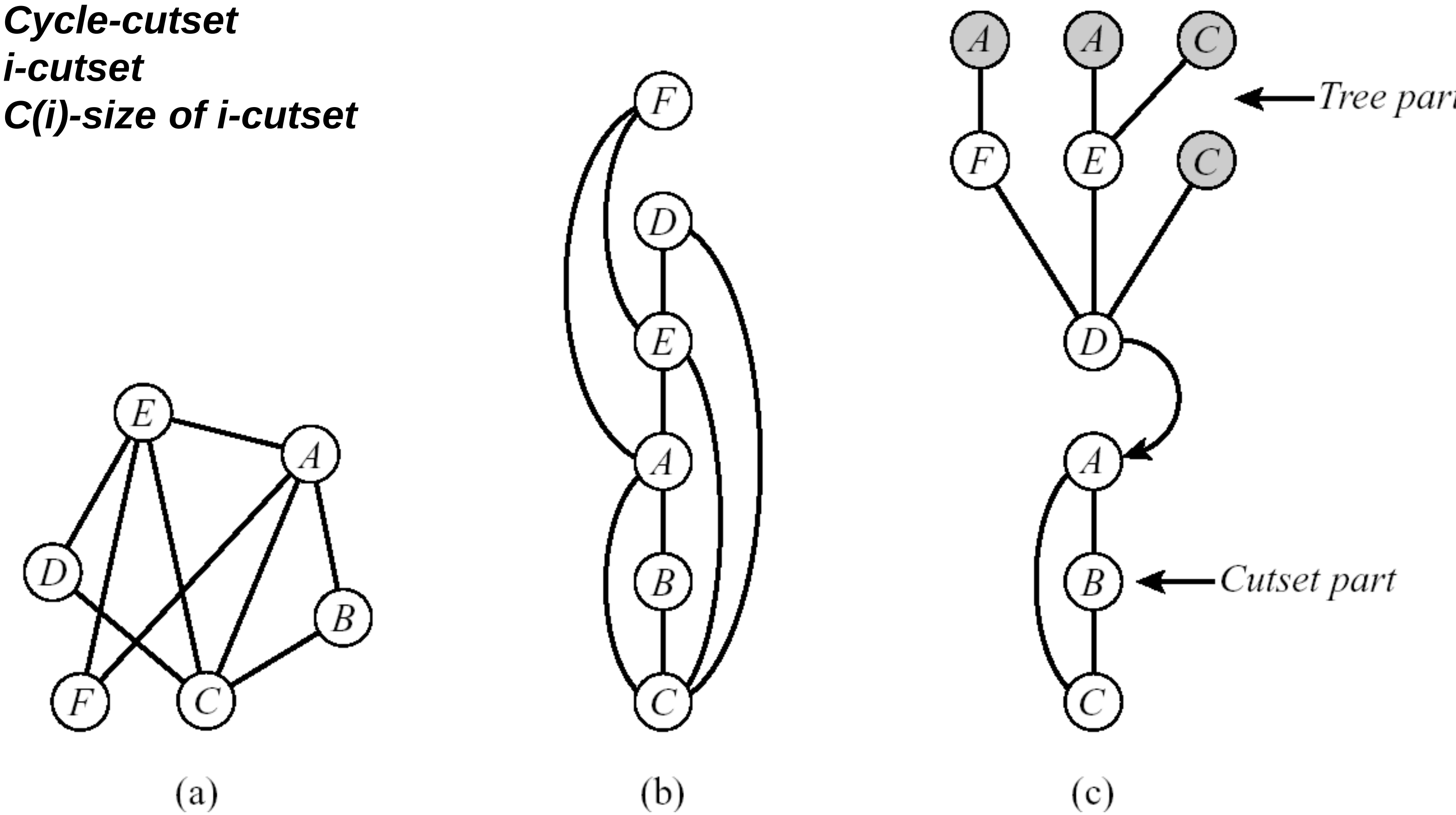
General principle:
Condition until tractable
Then solve sub-problems efficiently

Search Basic Step:
Variable Branching by Conditioning



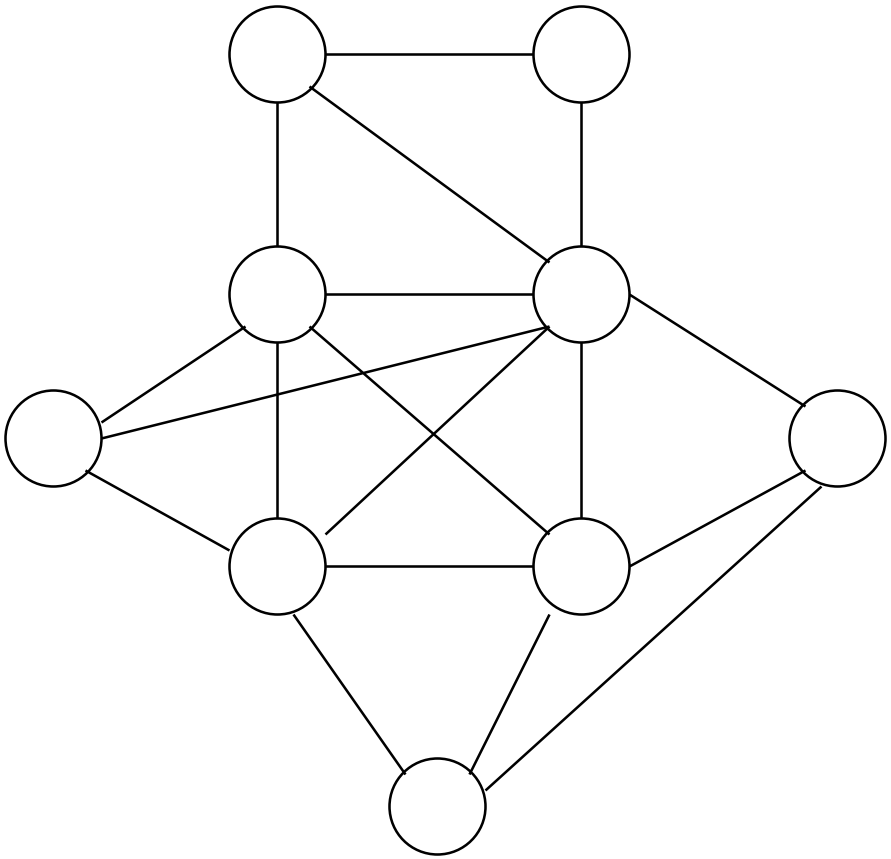
The Cycle-Cutset Scheme:
Condition Until Treeness

- ***Cycle-cutset***
- ***i-cutset***
- ***C(i)-size of i-cutset***

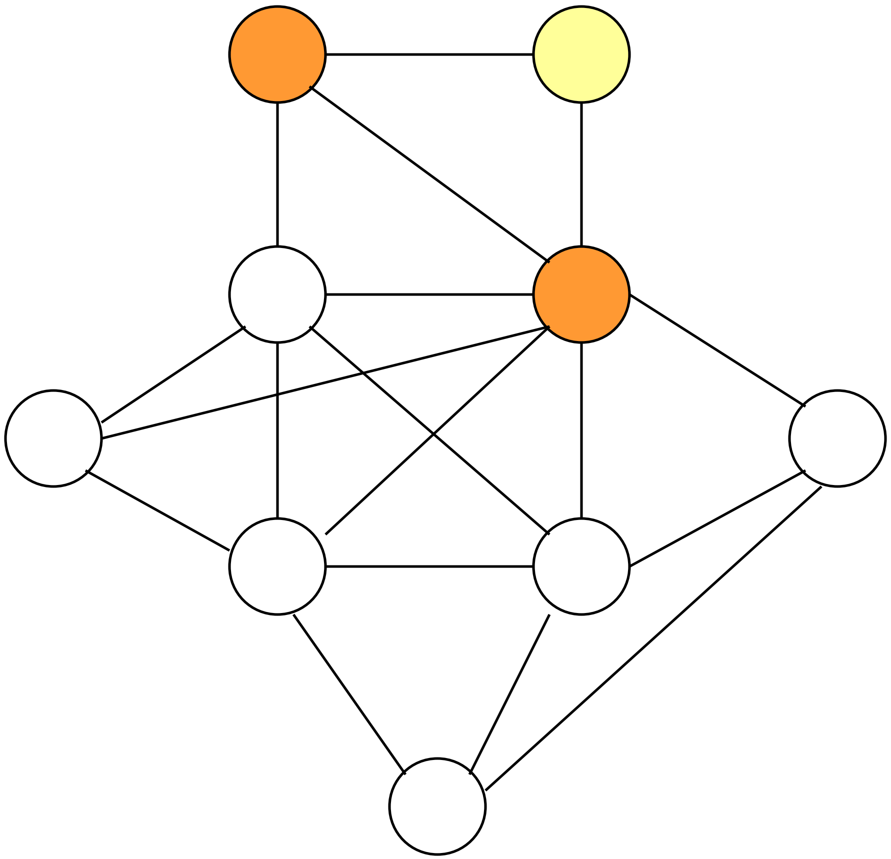


Space: exp(i), Time: O(exp(i+c(i))

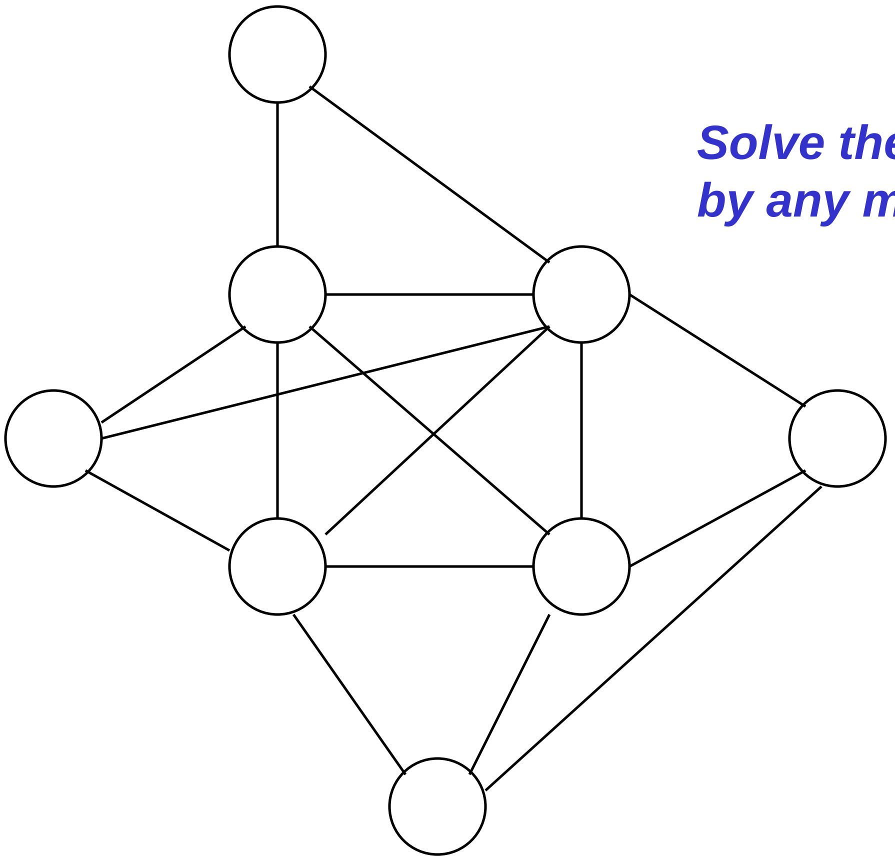
Eliminate First



Eliminate First



Eliminate First



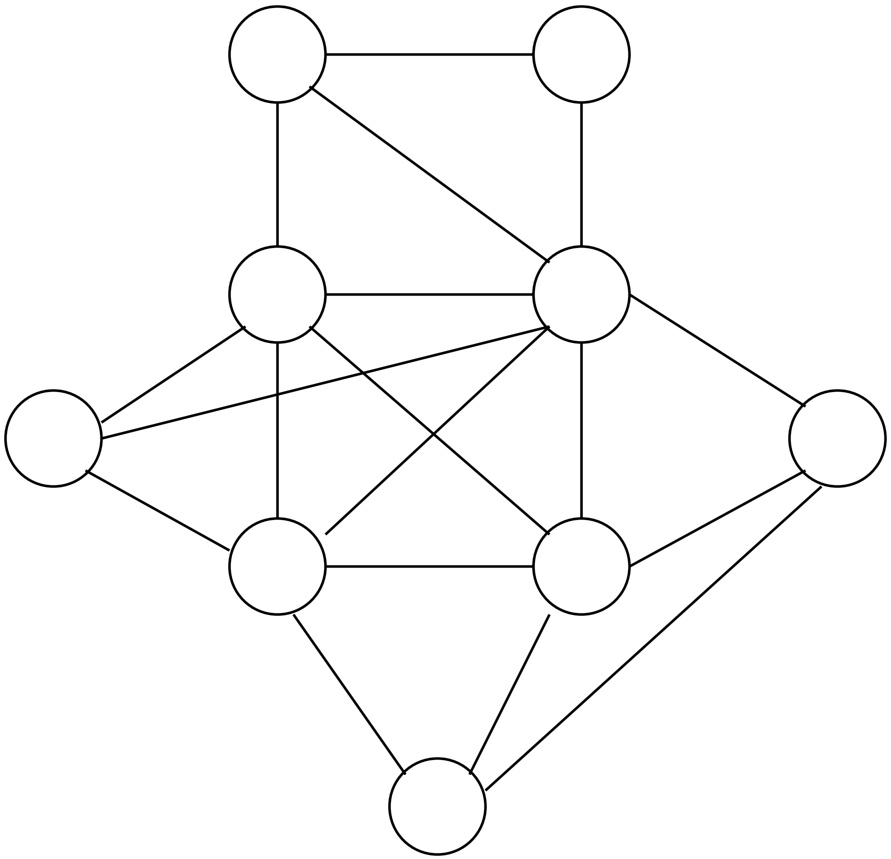
Solve the rest of the problem by any means

Hybrids Variants

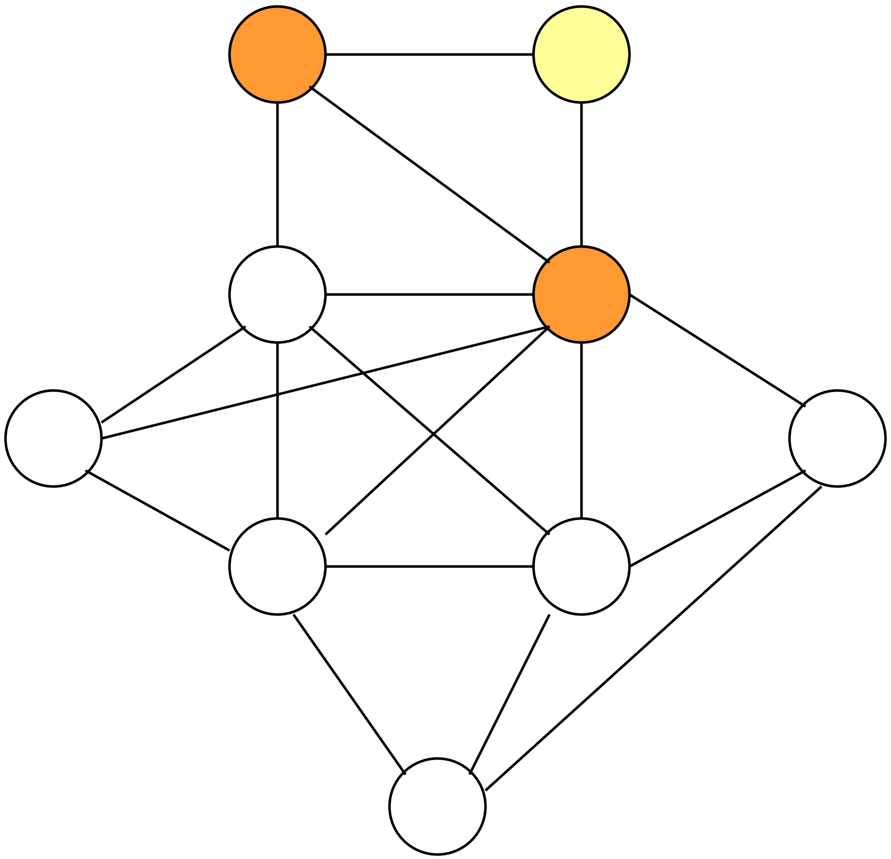
- Condition, condition, condition … and then only eliminate (w-cutset, cycle-cutset)
- Eliminate, eliminate, eliminate … and then only search
- Interleave conditioning and elimination (elim-cond(i), VE+C)

Interleaving Conditioning and Elimination

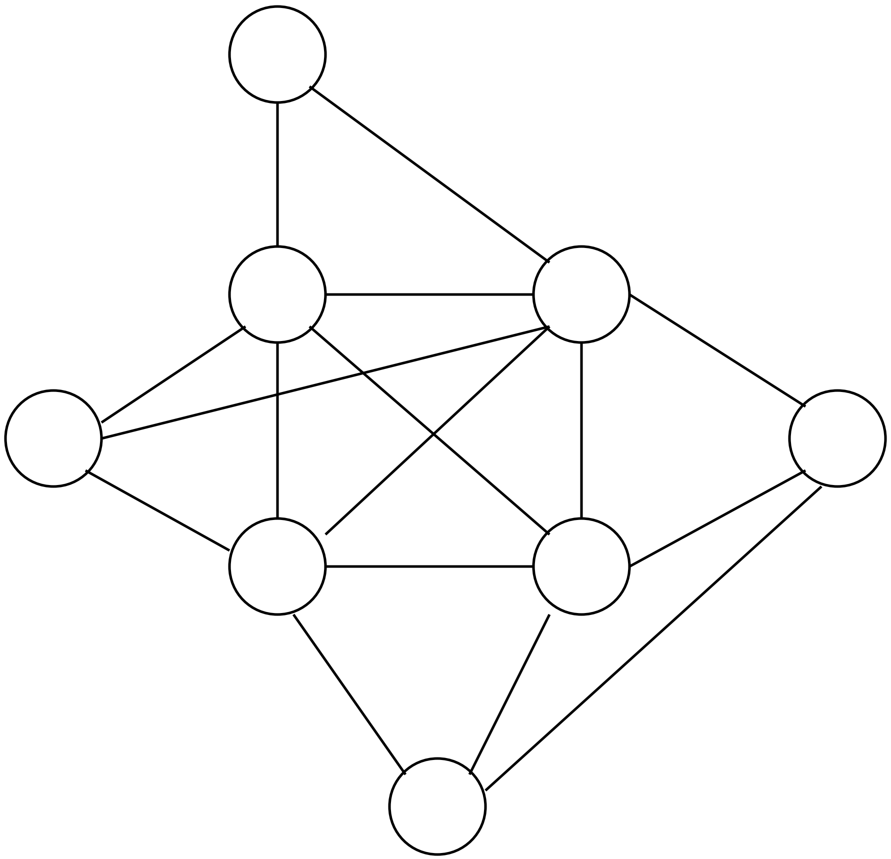
(Larrosa & Dechter, CP'02)



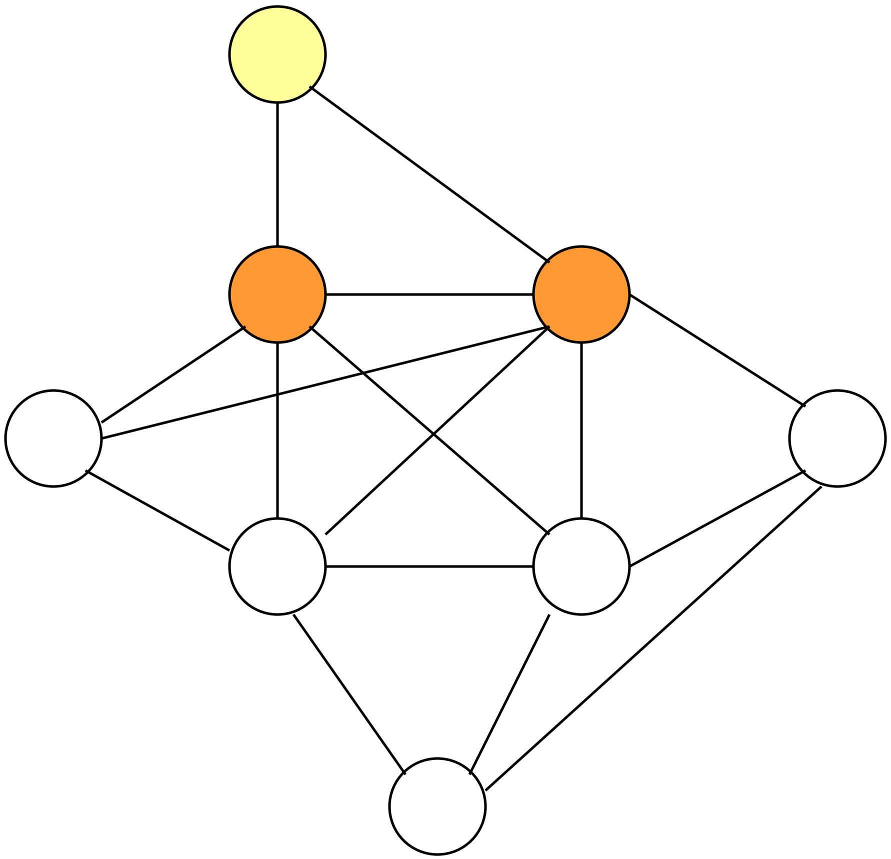
Interleaving Conditioning and Elimination



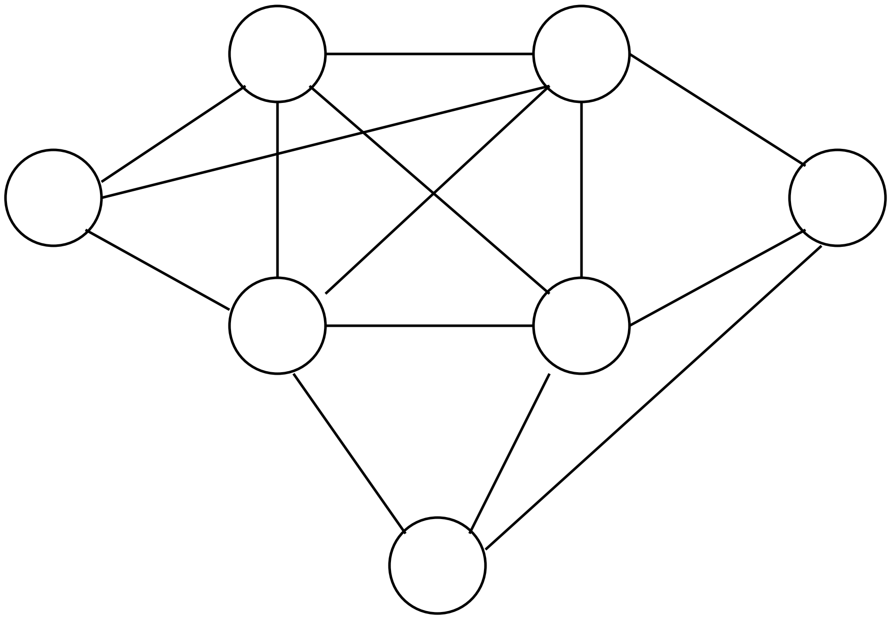
Interleaving Conditioning and Elimination



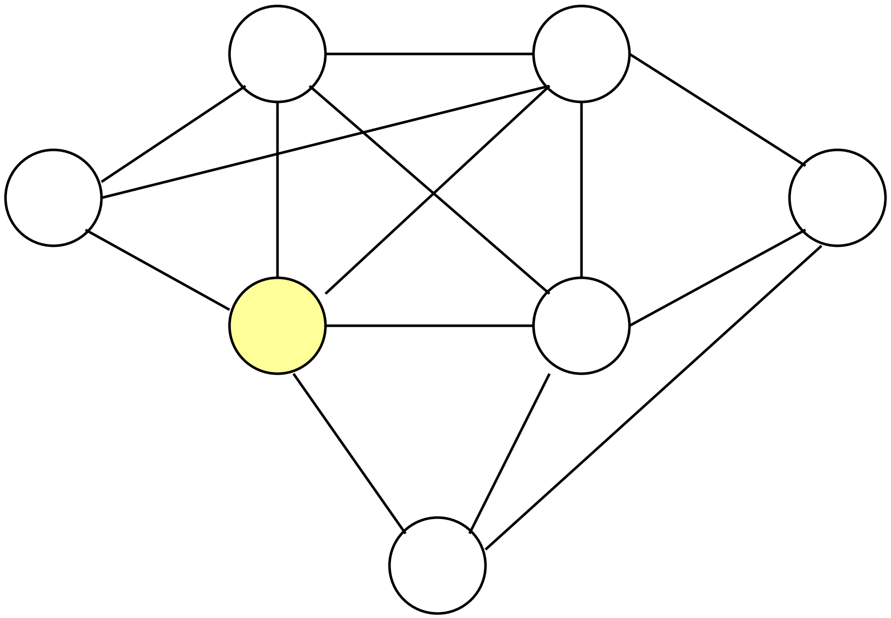
Interleaving Conditioning and Elimination



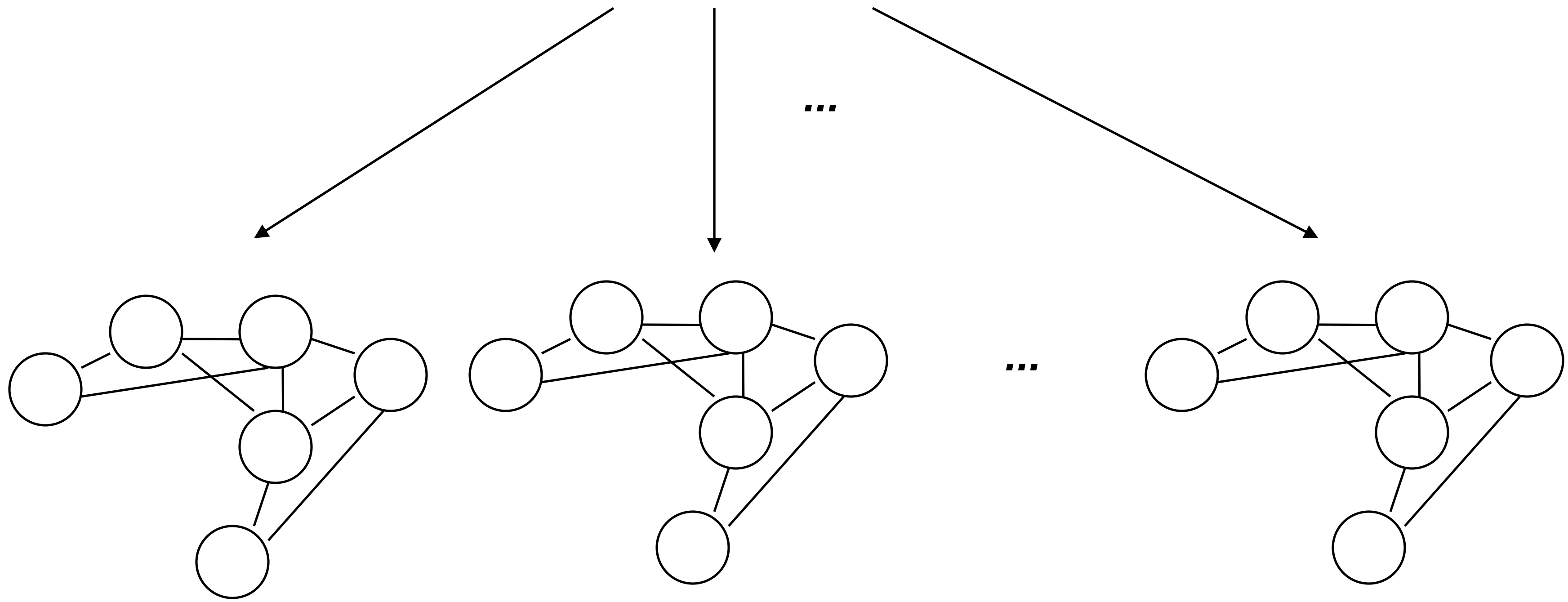
Interleaving Conditioning and Elimination



Interleaving Conditioning and Elimination



Interleaving Conditioning and Elimination



What hybrid should we use?

- q=1? (loop-cutset?)
- q=0? (Full search?)
- q=w* (Full inference)?
- q in between?
- depends… on the graph
- What is relation between cycle-cutset and the induced-width?

Properties of Conditioning+Elimination

Definition 5.6.1 (cycle-cutset,w-cutset) *Given a graph G, a subset of nodes is called a w-cutset iff when removed from the graph the resulting graph has an induced-width less than or equal to w. A minimal w-cutset of a graph has a smallest size among all w-cutsets of the graph. A cycle-cutset is a 1-cutset of a graph.*

A cycle-cutset is known by the name a *feedback vertex set* and it is known that finding the minimal such set is NP-complete [41]. However, we can always settle for approximations, provided by greedy schemes. Cutset-decomposition schemes call for a new optimization task on graphs:

Definition 5.6.2 (finding a minimal w-cutset) *Given a graph $G = (V, E)$ and a constant w, find a smallest subset of nodes U, such that when removed, the resulting graph has induced-width less than or equal w.*

Tradeoff between w* and q-cutstes

Theorem 7.7 *Given graph G, and denoting by c_q^* its minimal q-cutset then,*

$$1 + c_1^* \geq 2 + c_2^* \geq \ldots q + c_q^*, \ldots \geq w^* + c_{w*}^* = w^*.$$

Proof. Let's assume that we have a q-cutset of size c_q. Then if we remove it from the graph the result is a graph having a tree decomposition whose treewidth is bounded by q. Let's T be this decomposition where each cluter has size $q + 1$ or less. If we now take the q-cutset variables and add them back to every cluster of T, we will get a tree decomposition of the whole graph (exercise: show that) whose treewidth is $c_q + q$. Therefore, we showed that for *every* c_q-size q-cutset, there is a tree decomposition whose treewidth is $c_q + q$. In particular, for an optimal q-cutset of size c_q^* we have that $w*$, the treewidth obeys, $w* \leq c_q^* + q$. This does not complete the proof because we only showed that for every q, $w* \leq c_q^* + q$. But, if we remove even a single node from a minimal q-cutset whose size is c_q^*, we get a $q + 1$ cutset by definition, whose size is $c_q^* - 1$. Therefore, $c_{q+1}^* \leq c_q^* - 1$. Adding q to both sides of the last inequality we get that for every $1 \leq q \leq w^*$, $q + c_q^* \geq q + 1 + c_{q+1}^*$, which completes the proof. □