## Graphical models and inference

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Medical Research Council, Cognition \& Brain Sciences Unit
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## Overview

- Multivariate probability distributions


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- Multivariate probability distributions
- Bayes Nets


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- Multivariate probability distributions
- Bayes Nets
- Complex graphical models


## Multivariate probability distributions



## Multivariate probability distributions



Joint probability
$p(X, Y)$
Conditional probability $p(X \mid Y)$

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Two types of distributions
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$>2_{2}$| 1 | 0.28 |
| :---: | :---: |
| 0.12 |  |
| X |  |
| 2 |  |

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Independent iff $\quad p(X, Y)=p(X) p(Y)$



$Y$ depends on $X \quad p(Y \mid X)$
$X$ depends on $Y \quad p(X \mid Y)$

## Graph notation

$$
p(X)
$$

## Graph notation

©

$$
\begin{aligned}
& p(X) \\
& p(X) \\
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& p(Y \mid X) \\
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\end{aligned}
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& p(Y, X \mid Z) \\
& p(Y, X, Z)
\end{aligned}
$$

## Establishing dependence

Weather in Cambridge and Tokyo

$Y$

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X $\quad t$ Cambridge
Y $t$ Tokyo
Z Month of the year

## Establishing dependence

Weather in Cambridge and Tokyo





X $\quad t$ Cambridge
Y $t$ Tokyo
Z Month of the year

X and Y are conditionally independent iff $p(X, Y \mid Z)=p(X \mid Z) p(Y \mid Z)$

## Conditional independence



X $t$ Cambridge
Y $t$ Tokyo
Z Month of the year $p\left(X_{1}, X_{2} \mid Z\right)=p\left(X_{1} \mid Z\right) p\left(X_{2} \mid Z\right)$

## Conditional independence



X $t$ Cambridge
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Z Month of the year $p\left(X_{1}, X_{2} \mid Z\right)=p\left(X_{1} \mid Z\right) p\left(X_{2} \mid Z\right)$

$p\left(X_{1}=C a m b \mid Z\right) \times$

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$p\left(X_{1}=C a m b \mid Z\right)$

$\times p\left(X_{2}=\right.$ Tokyo $\left.\mid Z\right)$

$\times p(Z)$

$=p\left(X_{1}, X_{2}, Z\right)$

Factoring the joint distribution


## Factoring the joint distribution


$p\left(X_{1}, \ldots, X_{n}\right)=p\left(X_{1} \mid \operatorname{parents}\left(X_{1}\right)\right) \cdot, \ldots, \cdot p\left(X_{n} \mid \operatorname{parents}\left(X_{n}\right)\right)$

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Factoring of the joint probability distribution is really important, since

- $\log (x \cdot y)=\log (x)+\log (y)$
- taking the log gives an additive model $\log p\left(X_{1}, \ldots, X_{n}\right)=$ $\log p\left(X_{1} \mid \operatorname{parents}\left(X_{1}\right)\right)+, \ldots,+\log p\left(X_{n} \mid \operatorname{parents}\left(X_{n}\right)\right)$


## Bayes Nets

$$
p\left(X_{1}, \ldots, X_{n}\right)=\prod_{i=1}^{n} p\left(X_{i} \mid \operatorname{parents}\left(X_{i}\right)\right)
$$


$p(x, y, z)=p(z \mid y) p(y \mid x) p(x)$


$$
p(x, y, z)=p(z \mid y, x) p(y \mid x) p(x)
$$

## Inference with Bayes Nets

$$
p\left(X_{1}, \ldots, X_{n}\right)=\prod_{i=1}^{n} p\left(X_{i} \mid \operatorname{parents}\left(X_{i}\right)\right)
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$p\left(X_{1}, X_{2} \mid Z\right)=p\left(X_{1} \mid Z\right) p\left(X_{2} \mid Z\right)$
posterior $\propto$ likelihood $\times$ prior
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$p\left(X_{1}=7.4 \mid Z\right)$
$\times p\left(X_{2}=9.9 \mid Z\right)$

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$\times p\left(X_{2}=9.9 \mid Z\right)$
$\times p(Z)$

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## Formal definition



- Bayes Net (BN) is an annotated acyclic graph $B$ that represents the joint probability distribution over a set of random variables $V$.

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B=\langle G, \Theta\rangle
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- $G$ is a graph with nodes $X_{1}, \ldots, X_{n}$ whose edges represent the dependencies.


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p\left(X_{1}, \ldots, X_{n}\right)=\prod_{i=1}^{n} p\left(X_{i} \mid \pi_{i}\right)=\prod_{i=1}^{n} \Theta_{x_{i} \mid \pi_{i}}
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## Recap



- Bayes Net (BN) is a directed acyclic graph (DAG)


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- Bayes Net (BN) is a directed acyclic graph (DAG)
- which sets up conditional independence between variables


## Recap



- Bayes Net (BN) is a directed acyclic graph (DAG)
- which sets up conditional independence between variables
- resulting in a factored joint probability distribution


## Vision and touch

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## Humans integrate visual and haptic information in a statistically optimal fashion

## Marc 0. Emst' \& Martin S. Banks

Vision Science Program/School of Optometry, University of California, Berkeley 94720-2020, USA

When a person looks at an object while exploring it with their hand, vision and touch both provide information for estimating the properties of the object. Vision frequently dominates the integrated visual-haptic percept, for example when judging size, shape or position ${ }^{1-3}$, but in some circumstances the percept is clearly affected by haptics ${ }^{4-7}$. Here we propose that a general principle, which minimizes variance in the final estimate, determines the degree to which vision or haptics dominates. This principle is realized by using maximum-likelihood estimation ${ }^{\text {s-1s }}$ to combine the inputs. To investigate cue combination quantitatively, we first measured the variances associated with visual and haptic estimation of height. We then used these measurements to construct a maximum-likelihood integrator. This model behaved very similarly to humans in a visual-haptic task. Thus, the nervous system seems to combine visual and haptic information in a fashion that is similar to a maximum-likelihood integrator. Visual dominance occurs when the variance associated with visual estimation is lower than that associated with haptic estimation.
The estimate of an environmental property by a sensory system can be represented by

$$
\begin{equation*}
\hat{S}_{i}=f_{i}(S) \tag{1}
\end{equation*}
$$

where $S$ is the physical property being estimated and $f$ is the operation by which the nervous system does the estimation. The subscripts refer to the modality ( $i$ could also refer to different cues within a modality). Each estimate, $\hat{S}_{i}$, is corrupted by noise. If the noises are independent and gaussian with variance $\sigma_{i}^{2}$, and the bayesian prior is uniform, then the maximum-likelihood estimate

Preennt addres: Max Planck Institate for Bielopial Chbernetios, Tubingen 72076, Germany:


## Vision and touch

Ernst and Banks (2002) asked subjects which of two sequentially presented blocks was the taller. Subjects used either vision alone, touch alone or a combination of the two.

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$p(v, t, x)=p(v \mid x) p(t \mid x) p(x)$


Bayesian fusion of sensory information then produces a posterior density
$p(x \mid v, t)=\frac{p(v \mid x) p(t \mid x) p(x)}{p(v, t)}$

## Vision and touch

$$
\begin{aligned}
& p(v \mid x)=\mathcal{N}\left(\mu, \sigma^{2}\right) \\
& p(t \mid x)=\mathcal{N}\left(\mu, \sigma^{2}\right)
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Ernst and Banks use precision instead of variance. Precision is inverse variance
$\lambda=\frac{1}{\sigma^{2}}$

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$\lambda=\frac{1}{\sigma^{2}}$

For a Gaussian likelihood with mean $m_{d}$ and precision $\lambda_{d}$ and a Gaussian prior with mean $m_{0}$ and precision $\lambda_{0}$ the posterior is a Gaussian with
$m=\frac{\lambda_{d}}{\lambda} m_{d}+\frac{\lambda_{0}}{\lambda} m_{0}$
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The two solid curves show the probability densities for the prior $m_{0}=20, \lambda_{0}=1$ and the likelihood $m_{d}=25$ and $\lambda_{d}=3$. The dotted curve shows the posterior distribution with $m=23.75$ and $\lambda=4$. The posterior is closer to the likelihood because the likelihood has higher precision.
$23.75=\frac{3}{4} 25+\frac{1}{4} 18$

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- Precisions add
- The posterior mean is the sum of the priorand data means, each weighted by their relative precision


## Vision and touch

They recorded the accuracy with which discrimination could be made and plotted this as a function of difference in block height.
This was first done for each condition alone. One can then estimate precisions, $\lambda_{v}$ and $\lambda_{t}$.

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## Learning with BN



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## Complex inference with BN

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Four cases of BN learning problems

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| :--- | :--- | :--- | :--- |
| 1 | Known | Full | Maximum-likelihood estimation |
| 2 | Known | Partial | EM (or gradient descent), MCMC |
| 3 | Unknown | Full | Search through model space |
| 4 | Unknown | Partial | EM + Search through model space |

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- $\log L(\Theta \mid X)=\sum_{n} \log P\left(x_{i} \mid \pi_{i}, \theta_{i}\right)$


## Complex models with BN



Mixture of Experts


Hierarchical Mixture of Experts


Factor Analysis/PCA


Mixture of FAs


Factor analysis


Independent Factor Analysis

A Unifying Review of Linear Gaussian Models, Sam Roweis \& Zoubin Ghahramani. Neural Computation 11(2) (1999) pp.305-345

