Artificial Intelligence

12. Probability Review

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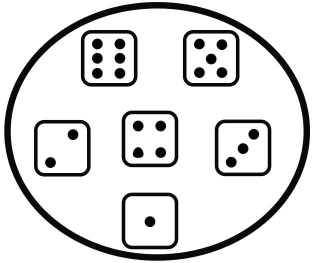
Uncertainty

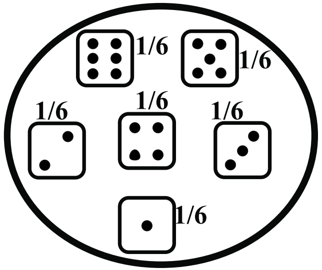
- The real world is rife with uncertainty!
  - E.g., if I leave for SFO 60 minutes before my flight, will I be there in time?
- Problems:
  - partial observability (road state, other drivers' plans, etc.)
  - noisy sensors (radio traffic reports, Google maps)
  - immense complexity of modelling and predicting traffic, security line, etc.
  - lack of knowledge of world dynamics (will tire burst? need COVID test?)
- Probabilistic assertions summarize effects of ignorance and laziness
- Combine probability theory + utility theory -> decision theory
  - Maximize expected utility : $a^* = \text{argmax}_a \sum_s P(s \mid a)\, U(s)$

Basic laws of probability

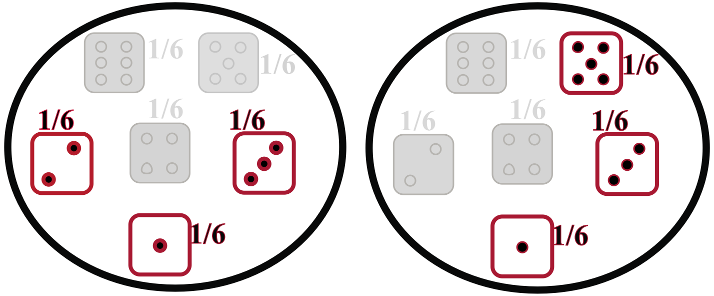
- Begin with a set Ω of possible worlds
  - E.g., 6 possible rolls of a die, {1, 2, 3, 4, 5, 6}



- A probability model assigns a number $P(\omega)$ to each world ω
  - E.g., $P(1) = P(2) = P(3) = P(5) = P(5) = P(6) = 1/6$.
- These numbers must satisfy
  - $0 \leq P(\omega) \leq 1$
  - $\sum_{\omega \in \Omega} P(\omega) = 1$



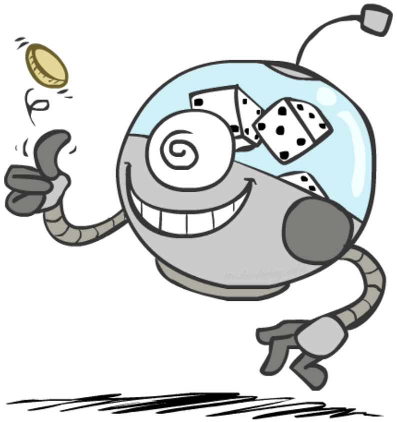
Basic laws contd.



- An event is any subset of Ω
  - E.g., "roll < 4" is the set {1,2,3}
  - E.g., "roll is odd" is the set {1,3,5}
- The probability of an event is the sum of probabilities over its worlds
  - $P(A) = \sum_{\omega \in A} P(\omega)$
  - E.g., P(roll < 4) = P(1) + P(2) + P(3) = 1/2
- De Finetti (1931): anyone who bets according to probabilities that violate these laws can be forced to lose money on every set of bets
  - No rational agent can have beliefs that violate probability axioms

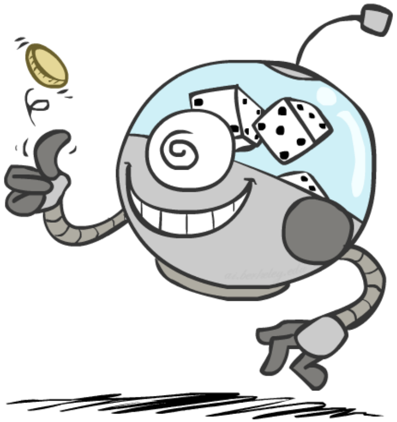
Random Variables

- A random variable is some aspect of the world about which we (may) be uncertain
- Formally a deterministic function of ω
- The range of a random variable is the set of possible values
  - Odd = Is the dice roll an odd number? $\rightarrow$ {true, false}
    - e.g. Odd(1)=true, Odd(6) = false
    - often write the event Odd=true as odd, Odd=false as $\neg$odd
  - T = Is it hot or cold? $\rightarrow$ {hot, cold}
  - D = How long will it take to get to the airport? $\rightarrow$ $[0, \infty)$
  - L_{Wumpus} = Where is the wumpus? $\rightarrow$ {(0,0), (0,1), …}



Random Variables

- The probability distribution of a random variable X gives the probability for each value x in its range (probability of the event $X=x$)
  - $P(X=x) = \sum_{\{\omega:\ X(\omega)=x\}} P(\omega)$
  - $P(x)$ for short (when unambiguous)
  - $P(X)$ refers to the entire distribution (think of it as a vector or table)



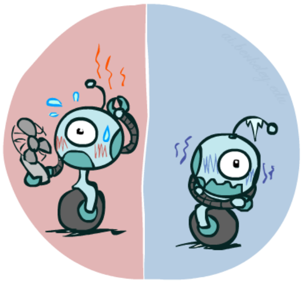
Probability Distributions

- Associate a probability with each value; sums to 1

- Temperature:

$P(T)$

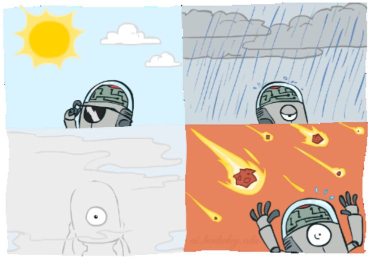
T	P
hot	0.5
cold	0.5



- Weather:

$P(W)$

W	P
sun	0.6
rain	0.1
fog	0.3
meteor	0.0



- **Joint distribution**

$P(T,W)$

		Temperature	
		hot	cold
Weather	sun	0.45	0.15
	rain	0.02	0.08
	fog	0.03	0.27
	meteor	0.00	0.00

Making possible worlds

- In many cases we
  - begin with random variables and their domains
  - construct possible worlds as assignments of values to all variables
- E.g., two dice rolls $Roll_1$ and $Roll_2$
  - How many possible worlds?
  - What are their probabilities?
- Size of distribution for n variables with range size d: d^n
  - For all but the smallest distributions, cannot write out by hand!

Probabilities of events

- Recall that the probability of an event is the sum of probabilities of its worlds:

  $P(A) = \sum_{\omega \in A} P(\omega)$

- So, given a joint distribution over all variables, can compute any event probability!

  - Probability that it's hot AND sunny?
  - Probability that it's hot?
  - Probability that it's hot OR not foggy?

- **Joint distribution**

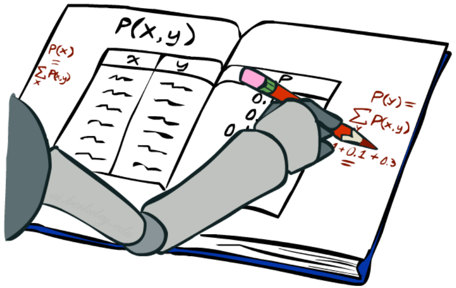
$P(T, W)$

		Temperature	
		hot	cold
Weather	sun	0.45	0.15
	rain	0.02	0.08
	fog	0.03	0.27
	meteor	0.00	0.00

Marginal Distributions

- Marginal distributions are sub-tables which eliminate variables
- Marginalization (summing out): Collapse a dimension by adding

$$P(X=x) = \sum_y P(X=x, Y=y)$$



		Temperature		
		hot	cold	
Weather	sun	0.45	0.15	0.60
	rain	0.02	0.08	0.10
	fog	0.03	0.27	0.30
	meteor	0.00	0.00	0.00
		0.50	0.50	

Column of row sums: $P(W)$

Row of column sums: $P(T)$

Marginal Distributions

- P (cavity) = ?

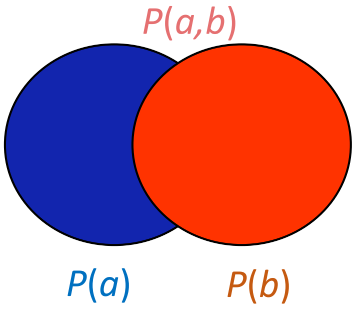
	toothache		*¬toothache*	
	catch	*¬catch*	*catch*	*¬catch*
cavity	0.108	0.012	0.072	0.008
¬cavity	0.016	0.064	0.144	0.576

Conditional Probabilities

- A simple relation between joint and conditional probabilities

$$P(a \mid b) = \frac{P(a, b)}{P(b)}$$

  - In fact, this is taken as the **definition** of conditional probability



P(T, W)

		Temperature	
		hot	cold
Weather	sun	0.45	
	rain	0.02	0.08
	fog	0.03	0.27
	meteor	0.00	0.00

$$P(W{=}s \mid T{=}c) = ?$$

Conditional Probabilities

- A simple relation between joint and conditional probabilities

$$P(a \mid b) = \frac{P(a, b)}{P(b)}$$

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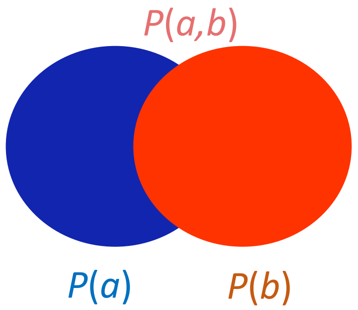


P(T, W)

		Temperature	
		hot	cold
Weather	sun	0.45	
	rain	0.02	0.08
	fog	0.03	0.27
	meteor	0.00	0.00

$$P(W{=}s \mid T{=}c) = \frac{P(W{=}s, T{=}c)}{P(T{=}c)} = 0.15/0.50 = 0.3$$

$= P(W{=}s, T{=}c) + P(W{=}r, T{=}c) + P(W{=}f, T{=}c) + P(W{=}m, T{=}c)$

$= 0.15 + 0.08 + 0.27 + 0.00 = 0.50$

Conditional Distributions

- Distributions for one set of variables given another set

		Temperature	
		hot	cold
Weather	sun	0.45	0.15
	rain	0.02	0.08
	fog	0.03	0.27
	meteor	0.00	0.00

$P(W|T=h)$

hot
0.90
0.04
0.06
0.00

$P(W|T=c)$

cold
0.30
0.16
0.54
0.00

$P(W|T)$

hot	cold
0.90	0.30
0.04	0.16
0.06	0.54
0.00	0.00

Normalizing a distribution

- (Dictionary) To bring or restore to a normal condition

All entries sum to **ONE**

- **Procedure:**
  - Multiply each entry by α = 1/(sum over all entries)

P(W, T)

		Temperature	
		hot	cold
Weather	sun	0.45	0.15
	rain	0.02	0.08
	fog	0.03	0.27
	meteor	0.00	0.00

P(W, T=c)

0.15
0.08
0.27
0.00

Normalize

α = 1/0.50 = 2

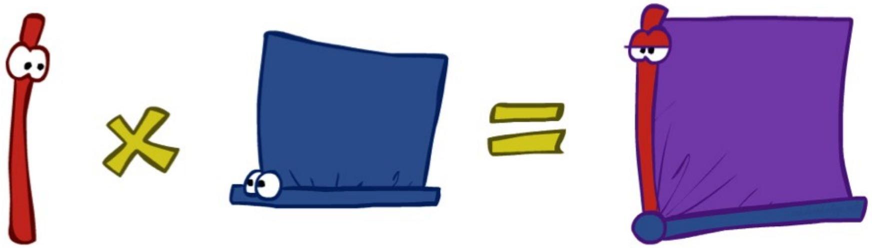
P(W | T=c) = P(W, T=c)/P(T=c) = α P(W, T=c)

0.30
0.16
0.54
0.00

The Product Rule

- Sometimes have conditional distributions but want the joint

$$P(a \mid b)\, P(b) = P(a, b) \quad \Longleftrightarrow \quad P(a \mid b) = \frac{P(a, b)}{P(b)}$$



The Product Rule: Example

$$P(W \mid T)\,P(T) = P(W, T)$$

$P(W \mid T)$

hot	cold
0.90	0.30
0.04	0.16
0.06	0.54
0.00	0.00

$P(T)$

T	P
hot	0.5
cold	0.5

$P(W, T)$

		Temperature	
		hot	cold
Weather	sun	0.45	0.15
	rain	0.02	0.08
	fog	0.03	0.27
	meteor	0.00	0.00

The Chain Rule

- A joint distribution can be written as a product of conditional distributions by repeated application of the product rule

$$P(x_1, x_2, x_3) = P(x_3 \mid x_1, x_2)\, P(x_1, x_2) = P(x_3 \mid x_1, x_2)\, P(x_2 \mid x_1)\, P(x_1)$$

or,

$$P(x_1, x_2, \ldots, x_n) = \prod_i P(x_i \mid x_1, \ldots, x_{i-1})$$

Probabilistic Inference

- Probabilistic inference: compute a desired probability from a probability model
  - Typically for a query variable given evidence
  - E.g., P(airport on time | no accidents) = 0.90
  - These represent the agent's beliefs given the evidence

- Probabilities change with new evidence:
  - P(airport on time | no accidents, 5 a.m.) = 0.95
  - P(airport on time | no accidents, 5 a.m., raining) = 0.80
  - Observing new evidence causes <u>beliefs to be updated</u>

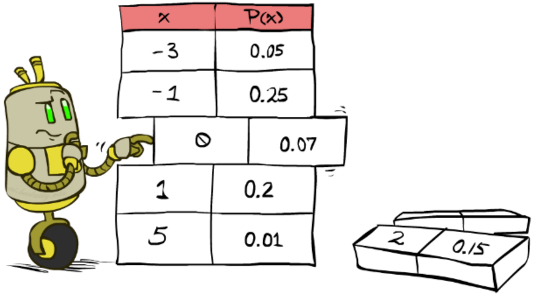
Inference by Enumeration

- Probability model $P(X_1, \ldots, X_n)$ is given
- Partition the variables $X_1, \ldots, X_n$ into sets as follows:
  - Evidence variables: $E = e$
  - Query variables: Q
  - Hidden variables: H

- We want:

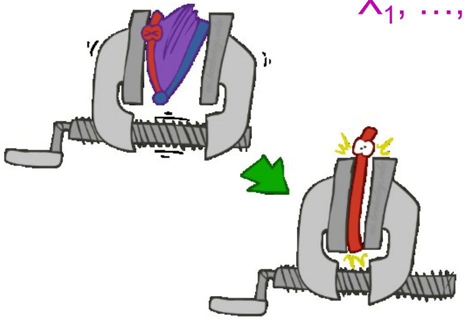
  $P(\mathbf{Q} \mid \mathbf{e})$

- Step 1: Select the entries consistent with the evidence



- Step 2: Sum out **H** from model to get joint of query and evidence

$$P(\mathbf{Q}, \mathbf{e}) = \sum_h \underbrace{P(\mathbf{Q}, \mathbf{h}, \mathbf{e})}_{X_1, \ldots, X_n}$$



- Step 3: Normalize

$$P(\mathbf{Q} \mid \mathbf{e}) = \alpha\, P(\mathbf{Q}, \mathbf{e})$$

Inference by Enumeration

- P(W)?

Season	Temp	Weather	P
summer	hot	sun	0.35
summer	hot	rain	0.01
summer	hot	fog	0.01
summer	hot	meteor	0.00
summer	cold	sun	0.01
summer	cold	rain	0.05
summer	cold	fog	0.10
summer	cold	meteor	0.00
winter	hot	sun	0.10
winter	hot	rain	0.01
winter	hot	fog	0.01
winter	hot	meteor	0.00
winter	cold	sun	0.10
winter	cold	rain	0.10
winter	cold	fog	0.15
winter	cold	meteor	0.00

Inference by Enumeration

- P(W)?

- P(W | winter)?

- P(W | winter, cold)?

Season	Temp	Weather	P
summer	hot	sun	0.35
summer	hot	rain	0.01
summer	hot	fog	0.01
summer	hot	meteor	0.00
summer	cold	sun	0.01
summer	cold	rain	0.05
summer	cold	fog	0.10
summer	cold	meteor	0.00
winter	hot	sun	0.10
winter	hot	rain	0.01
winter	hot	fog	0.01
winter	hot	meteor	0.00
winter	cold	sun	0.10
winter	cold	rain	0.10
winter	cold	fog	0.15
winter	cold	meteor	0.00

Inference by Enumeration

- P (cavity | toothache) = ?
- P (¬cavity | toothache) = ?

	toothache		*¬toothache*	
	catch	*¬catch*	*catch*	*¬catch*
cavity	0.108	0.012	0.072	0.008
¬cavity	0.016	0.064	0.144	0.576

Issues with Inference by Enumeration

- Worst-case time complexity $O(d^n)$
  - exponential in the number of hidden variables
- Space complexity $O(d^n)$ to store the joint distribution
- All the joint distribution entries must be estimated separately. That is $O(d^n)$ data points to estimate!
- We will use conditional independence to improve the inference complexity

Next time

- Bayes' Rule
- Conditional independence
- Bayesian networks
- Elementary inference in Bayesian networks