

# Graphical probabilistic models – introduction

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<http://cw.felk.cvut.cz/wiki/courses/ae4m33rzn/start>



































# Graphical probabilistic models

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- exploit both probability theory and graph theory,
- graph = qualitative part of model
  - nodes represent events / random variables,
  - edges represent dependencies between them,
  - CI can be seen in graph.
- probability = quantitative part of model
  - local information about node and its neighbors,
  - the strength of dependency, way of inference,
- different graph types (directed/undirected edges, constraints), probability encoding and focus
  - Bayesian networks – causal and probabilistic processes,
  - Markov networks – images, hidden causes,
  - data flows – deterministic computations,
  - influence diagrams – decision processes.

























## Summary

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- probability
  - a rigorous tool for uncertainty modeling,
  - each **atomic** event is described by the joint probability distribution,
  - queries answered by enumeration of atomic events
    - \* (summing, sometimes with final division),
- needs to be simplified in non-trivial domains
  - reason: curse of dimensionality,
  - solution: independence and conditional independence
  - tool: GPM = graph (quality) + conditional probability tables/functions (quantity).

## Recommended reading, lecture resources

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- Russell, Norvig: **AI: A Modern Approach**, Uncertain Knowledge and Reasoning (Part V)
  - namely uncertainty (chap. 14) and probabilistic reasoning (chap. 15),
  - online on Google books: <http://books.google.com/books?id=8jZBksh-bUMC>,
- Charniak: **Bayesian Networks without Tears**
  - <http://ntu.csie.org/~piaip/docs/BayesianNetworksWithoutTears.pdf>,
- Murphy: **A Brief Introduction to Graphical Models and Bayesian Networks.**
  - <http://www.cs.ubc.ca/~murphyk/Bayes/bayes.html>,
- Mooney: **CS 391L: Machine Learning: Bayesian Learning: Beyond Naive Bayes.**
  - <http://www.cs.utexas.edu/~mooney/cs391L/slides/bayes2.pdf>,
- Bishop: **Pattern Recognition and Machine Learning.**
  - Chapter 8: Graphical models,
  - <http://research.microsoft.com/%7Ecmbishop/PRML/Bishop-PRML-sample.pdf>.

