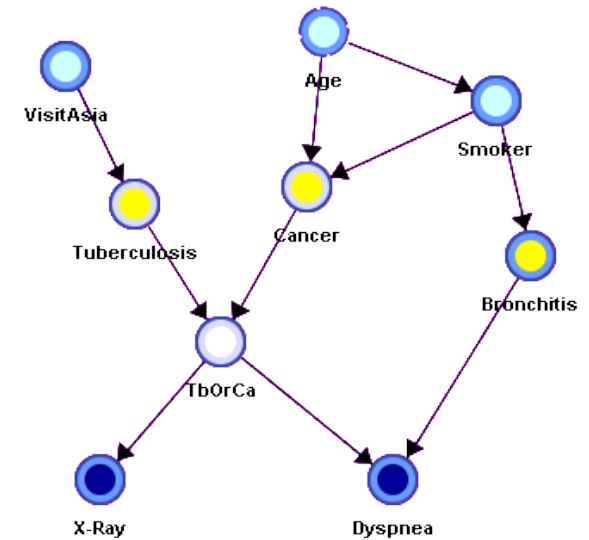


Reasoning with Bayesian Belief Networks

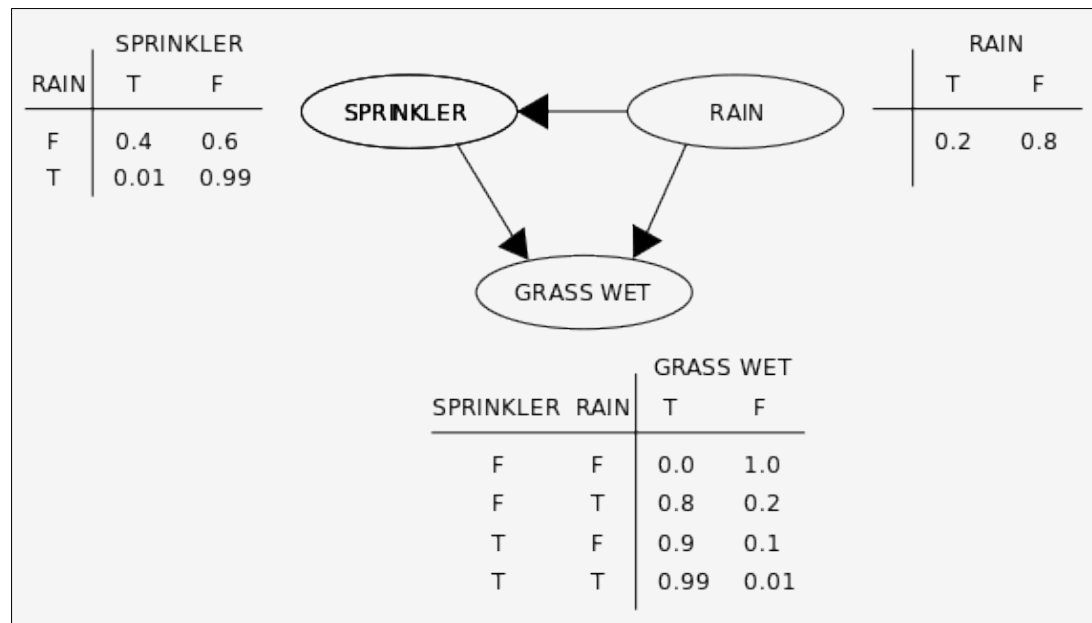


Overview

- Bayesian Belief Networks (BBNs) can reason with networks of propositions and associated probabilities
- Useful for many AI problems
 - Diagnosis
 - Expert systems
 - Planning
 - Learning

BBN Definition

- AKA Bayesian Network, Bayes Net
- A graphical model (as a DAG) of probabilistic relationships among a set of random variables
- Links represent direct influence of one variable on another



[source](#)

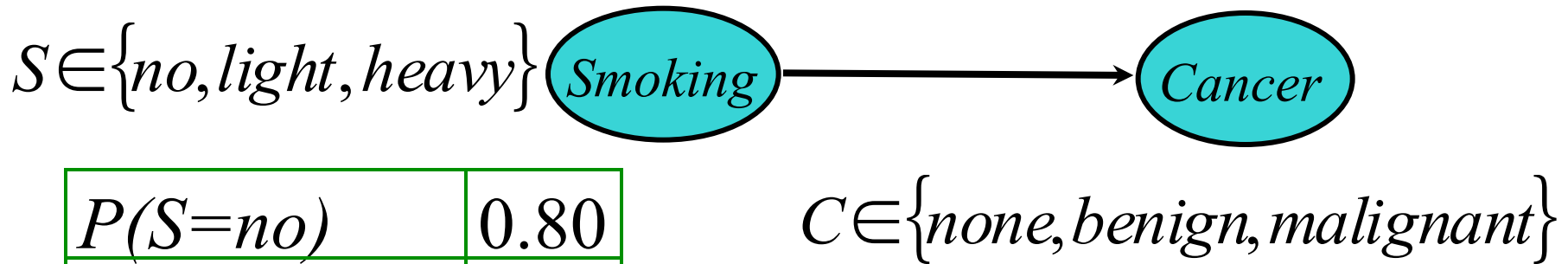
Recall Bayes Rule

$$P(H, E) = P(H | E)P(E) = P(E | H)P(H)$$

$$P(H | E) = \frac{P(E | H)P(H)}{P(E)}$$

Note the symmetry: we can compute the probability of a hypothesis given its evidence and vice versa.

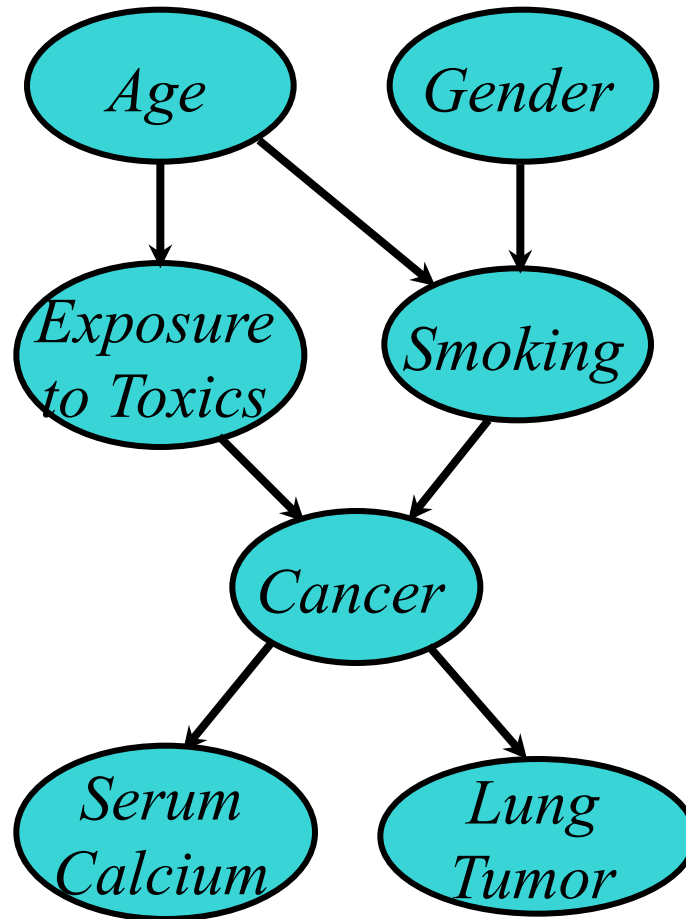
Simple Bayesian Network



$P(S=no)$	0.80
$P(S=light)$	0.15
$P(S=heavy)$	0.05

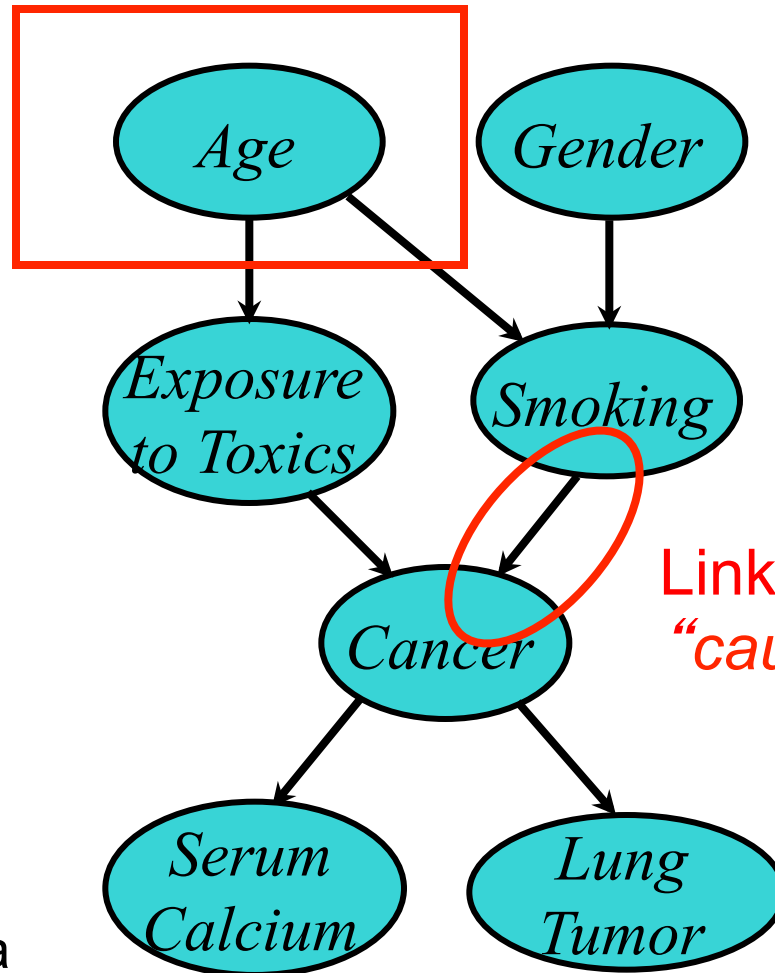
$Smoking =$	no	$light$	$heavy$
$P(C=none)$	0.96	0.88	0.60
$P(C=benign)$	0.03	0.08	0.25
$P(C=malig)$	0.01	0.04	0.15

More Complex Bayesian Network



More Complex Bayesian Network

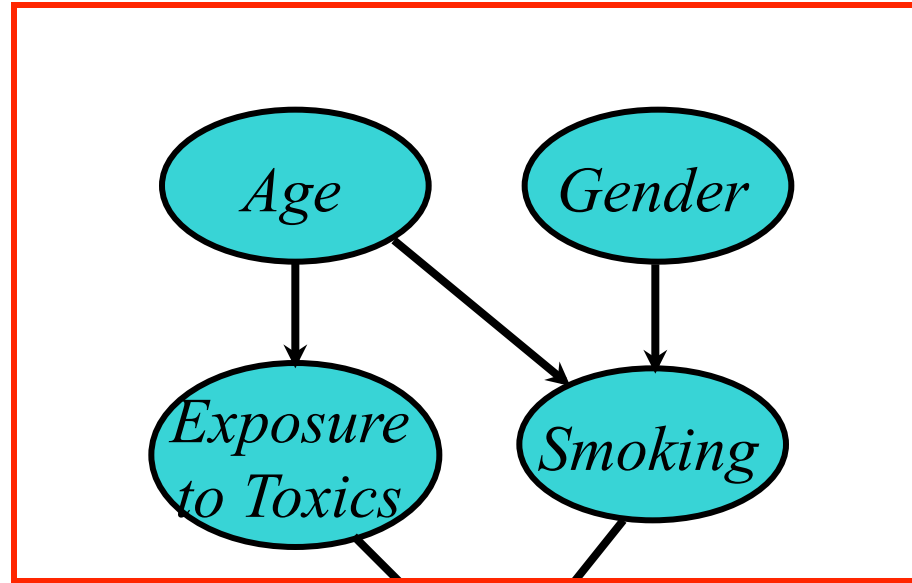
Nodes
represent
variables



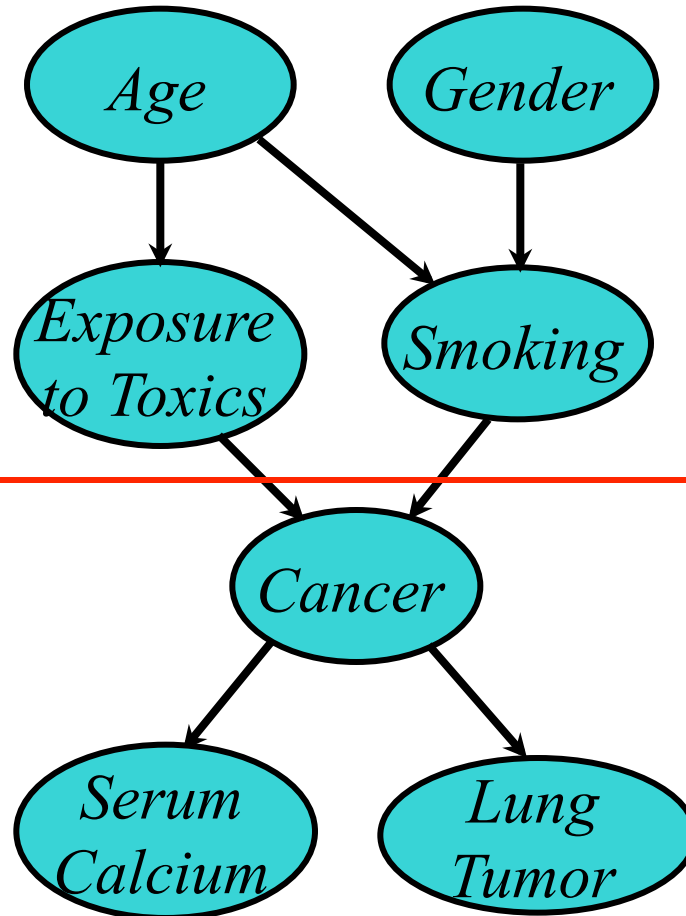
Links represent
“causal” relations

- Does gender cause smoking?
- Influence might be a more appropriate term

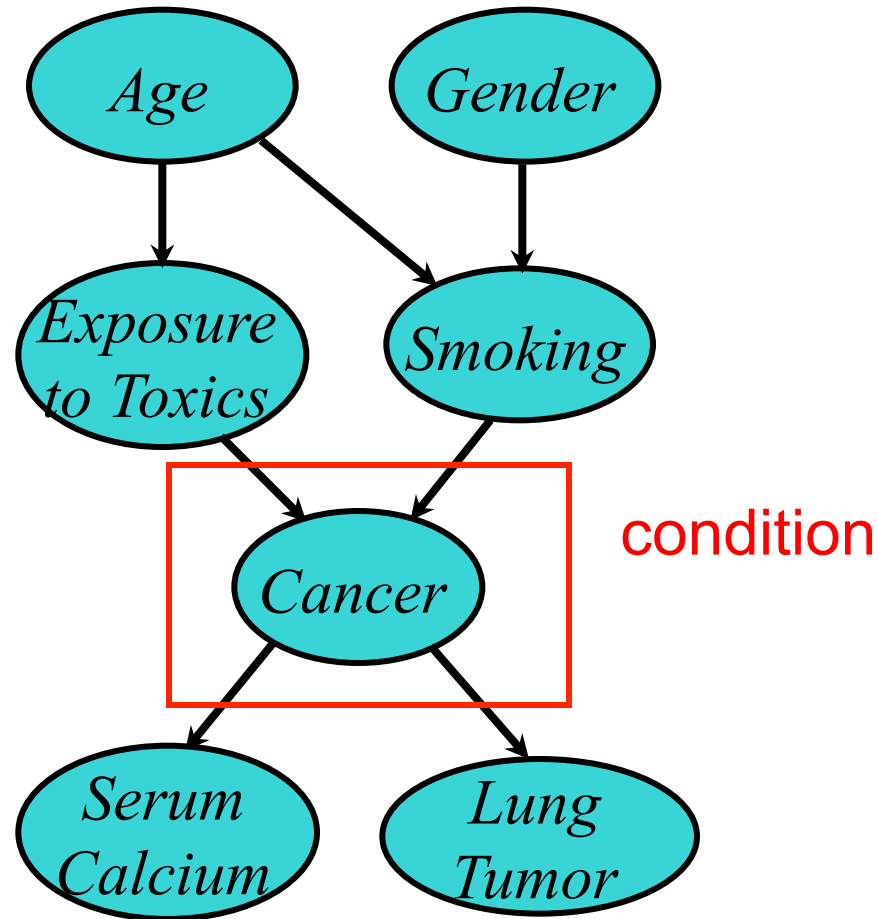
More Complex Bayesian Network



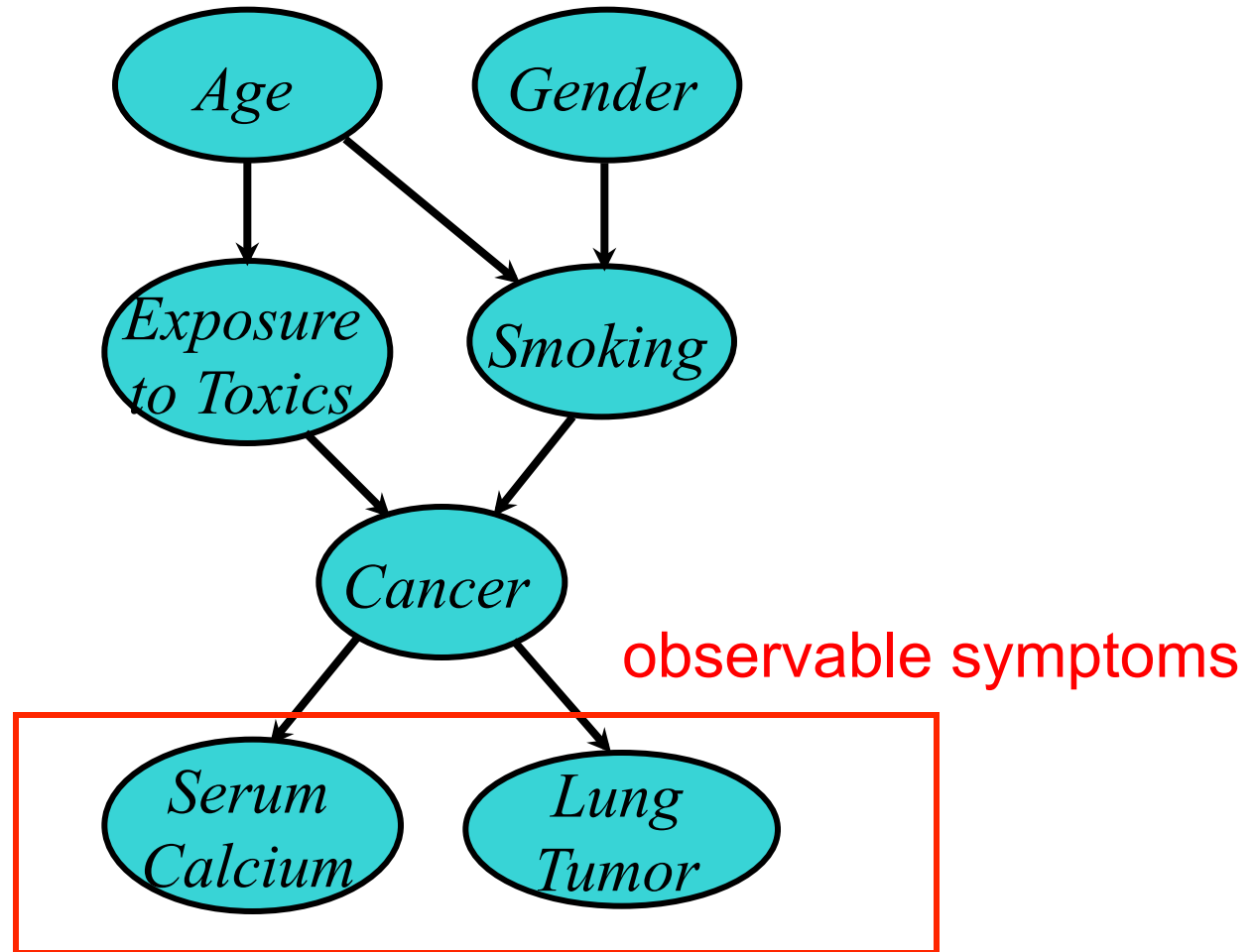
predispositions



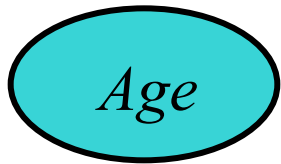
More Complex Bayesian Network



More Complex Bayesian Network



Independence



Age and Gender are independent.

$$P(A, G) = P(G) P(A)$$

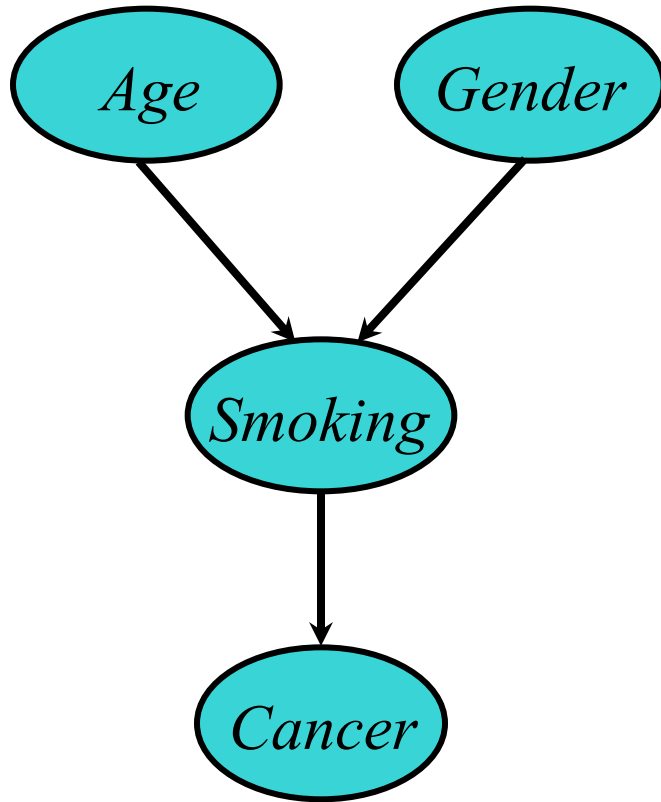
$$P(A | G) = P(A)$$

$$P(G | A) = P(G)$$

$$P(A, G) = P(G|A) P(A) = P(G)P(A)$$

$$P(A, G) = P(A|G) P(G) = P(A)P(G)$$

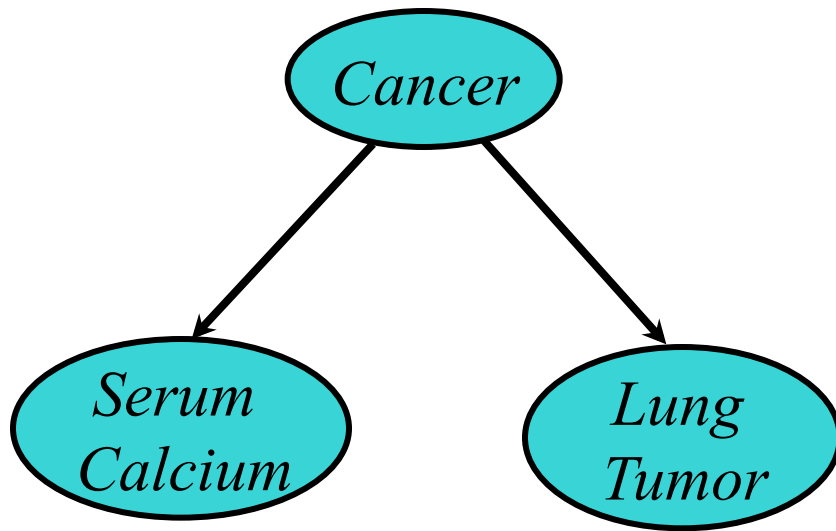
Conditional Independence



Cancer is independent of Age and Gender given Smoking

$$P(C \mid A, G, S) = P(C \mid S)$$

Conditional Independence: Naïve Bayes



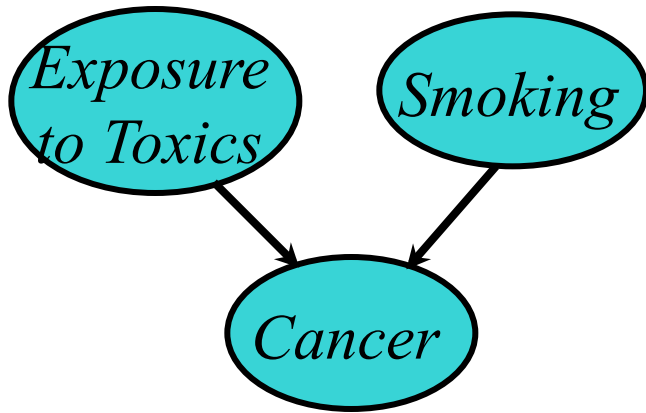
Serum Calcium and Lung Tumor are dependent

Serum Calcium is independent of Lung Tumor, given Cancer

$$P(L \mid SC, C) = P(L \mid C)$$
$$P(SC \mid L, C) = P(SC \mid C)$$

Naïve Bayes assumption: evidence (e.g., symptoms) is independent given the disease. This make it easy to combine evidence

Explaining Away



Exposure to Toxics and Smoking are independent

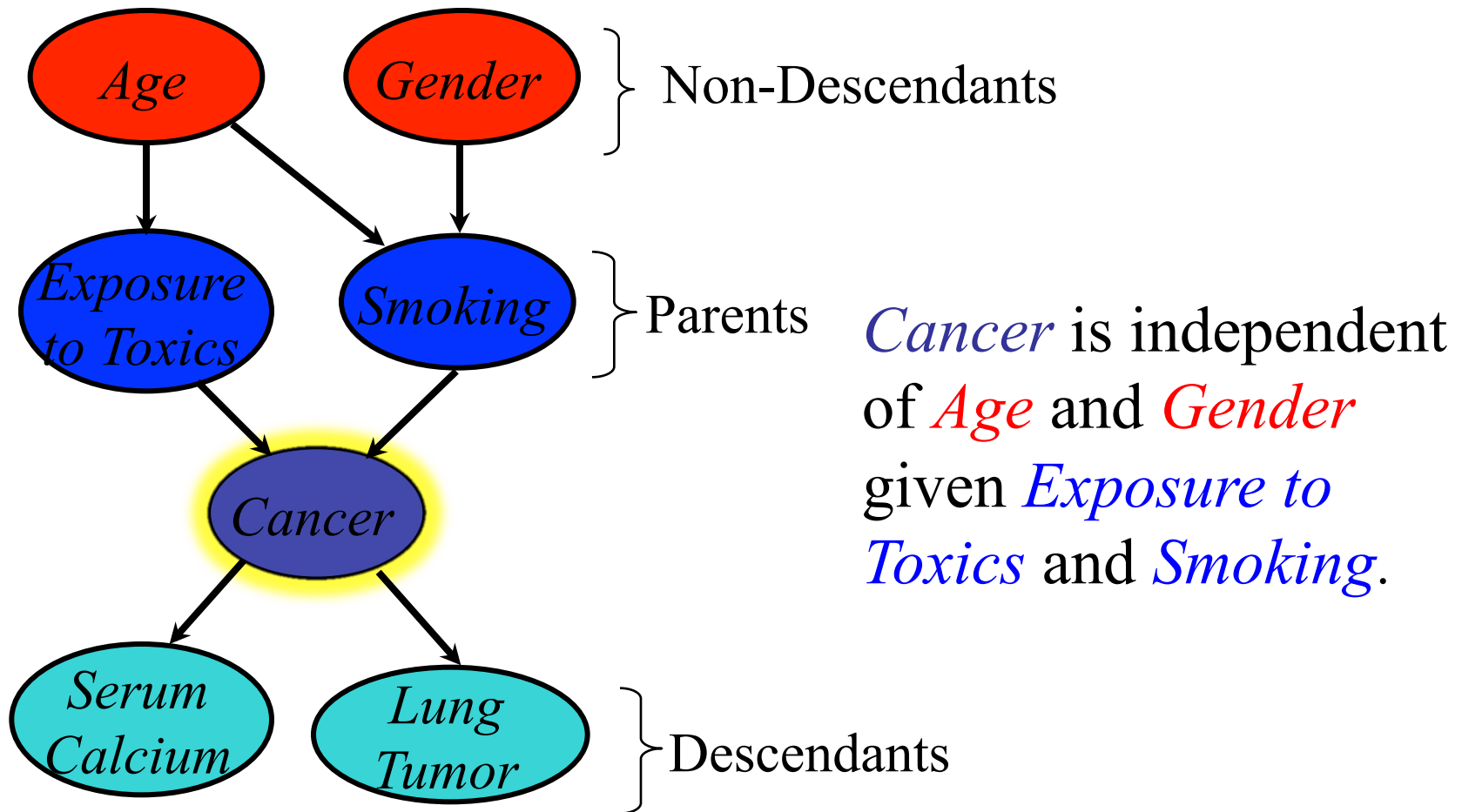
*Exposure to Toxics is **dependent** on Smoking, given Cancer*

$$P(E=\text{heavy} | C=\text{malignant}) > P(E=\text{heavy} | C=\text{malignant}, S=\text{heavy})$$

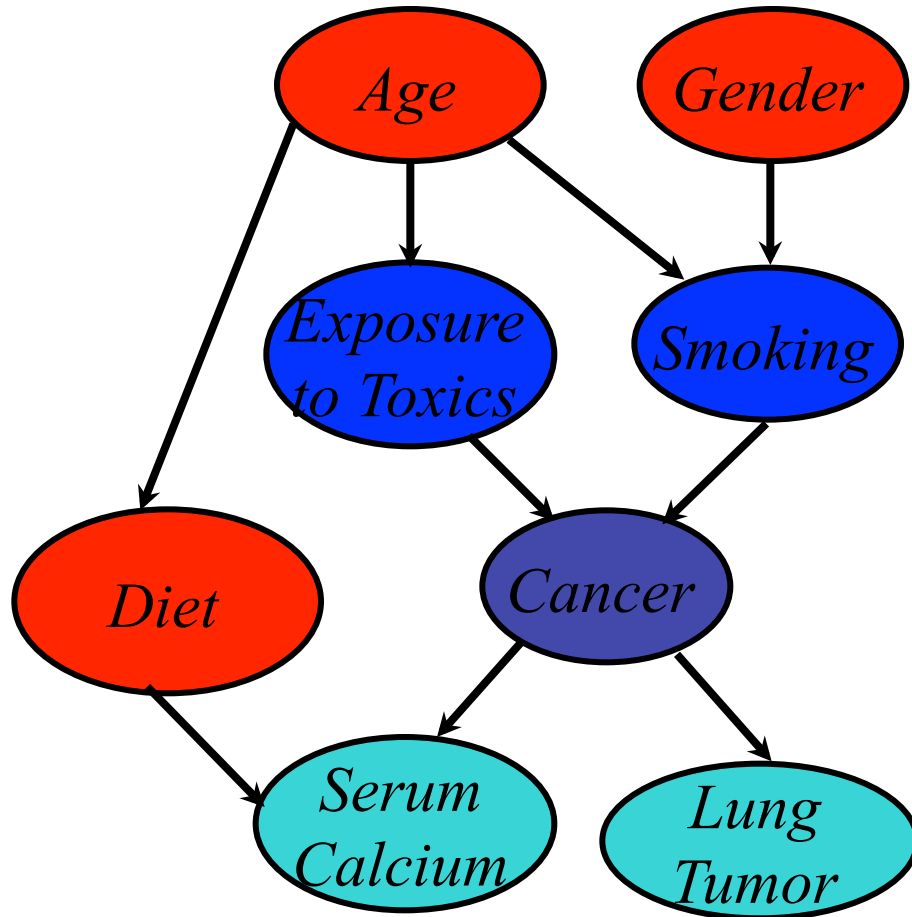
- Explaining away: reasoning pattern where confirmation of one cause of an event reduces need to invoke alternatives
- Essence of [Occam's Razor](#)

Conditional Independence

A variable (node) is conditionally independent of its non-descendants given its parents



Another non-descendant



A variable is conditionally independent of its non-descendants given its parents

Cancer is independent of *Diet* given *Exposure to Toxics* and *Smoking*

BBN Construction

The knowledge acquisition process for a BBN involves three steps

- Choosing appropriate variables
- Deciding on the network structure
- Obtaining data for the conditional probability tables

KA1: Choosing variables

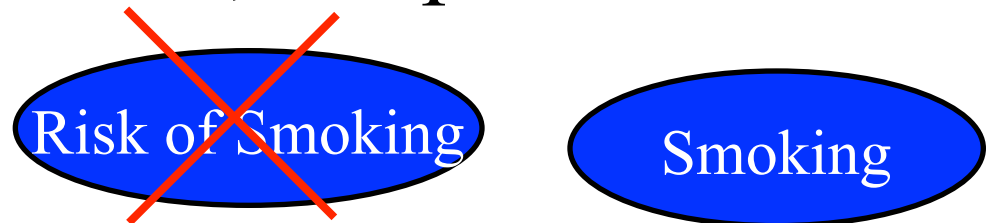
Variables should be collectively exhaustive, mutually exclusive values

$$x_1 \vee x_2 \vee x_3 \vee x_4$$

$$\neg (x_i \wedge x_j) \quad i \neq j$$



They should be values, not probabilities

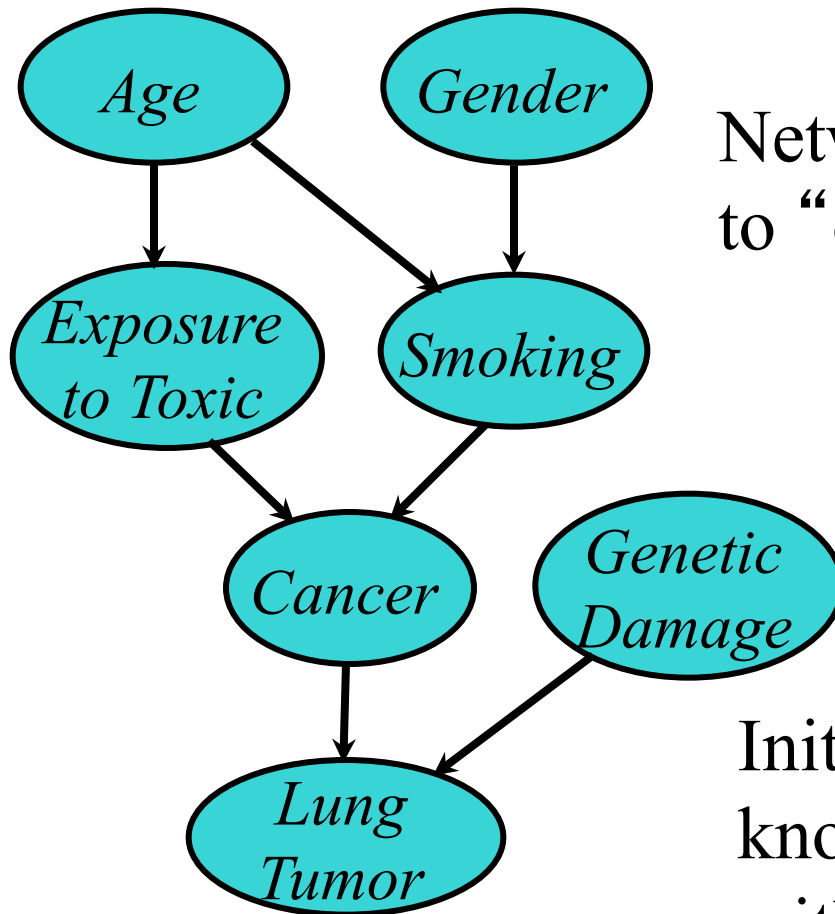


Heuristic: Knowable in Principle

Example of good variables

- Weather {Sunny, Cloudy, Rain, Snow}
- Gasoline: Cents per gallon
- Temperature { $\geq 100\text{F}$, $< 100\text{F}$ }
- User needs help on Excel Charting {Yes, No}
- User's personality {dominant, submissive}

KA2: Structuring

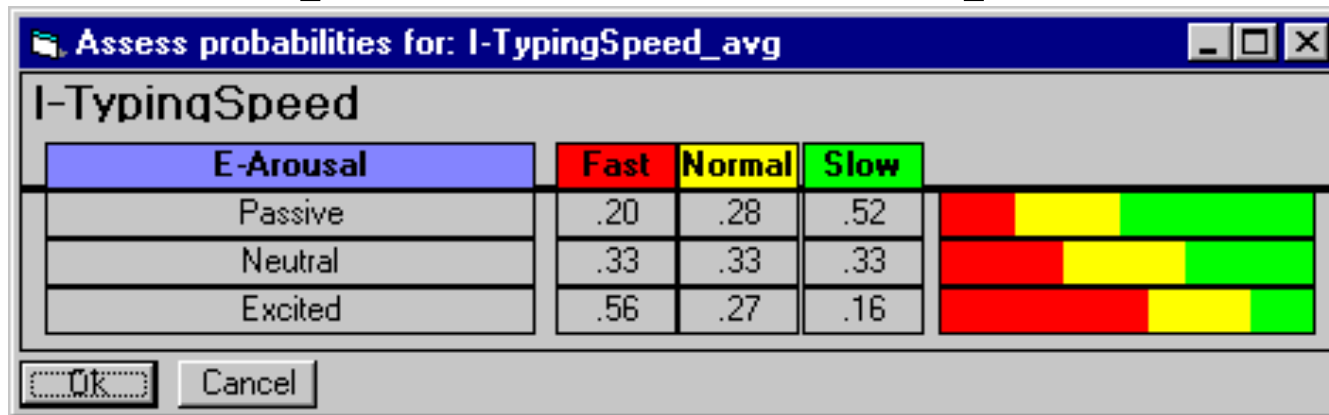


Network structure corresponding to “causality” is usually good.

Initially this uses the designer’s knowledge but can be checked with data

KA3: The numbers

- Second decimal usually doesn't matter
- Relative probabilities are important



- Zeros and ones are often enough
- Order of magnitude is typical: 10^{-9} vs 10^{-6}
- Sensitivity analysis can be used to decide accuracy needed

Three kinds of reasoning

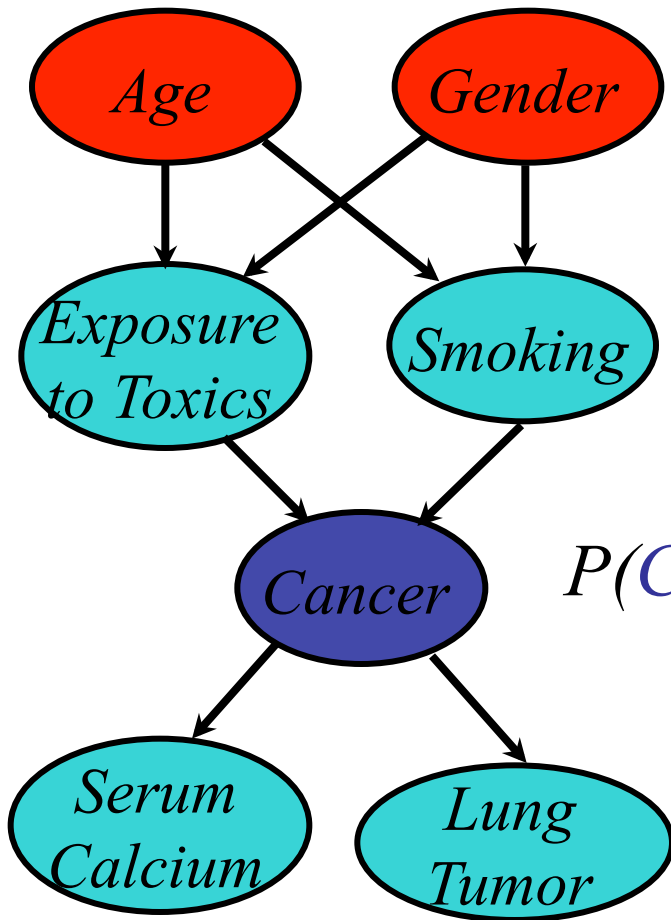
BBNs support three main kinds of reasoning:

- **Predicting** conditions given predispositions
- **Diagnosing** conditions given symptoms (and predisposing)
- **Explaining** a condition in by one or more predispositions

To which we can add a fourth:

- **Deciding** on an action based on the probabilities of the conditions

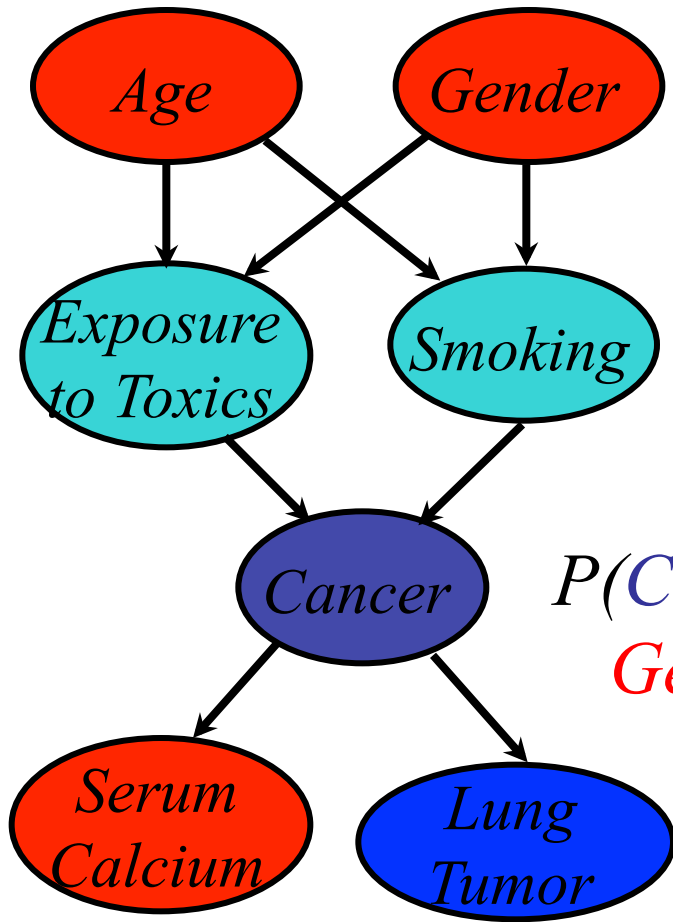
Predictive Inference



How likely are **elderly males** to get **malignant cancer**?

$$P(C=\text{malignant} \mid \text{Age} > 60, \text{Gender} = \text{male})$$

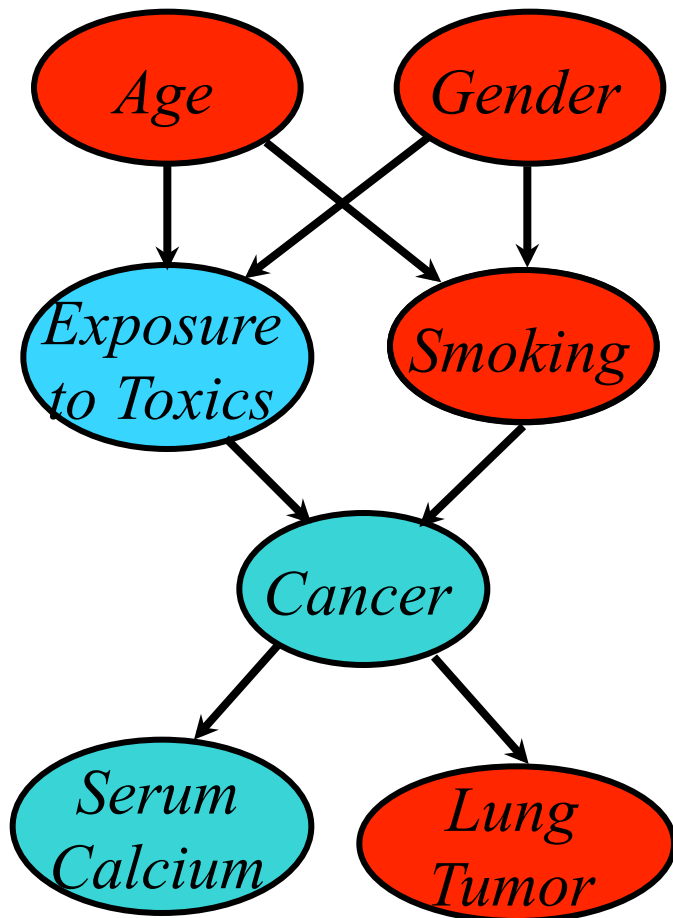
Predictive and diagnostic combined



How likely is an **elderly male** patient with high **Serum Calcium** to have malignant cancer?

$$P(C=\text{malignant} \mid \text{Age} > 60, \text{Gender} = \text{male}, \text{Serum Calcium} = \text{high})$$

Explaining away



- If we see a **lung tumor**, the probability of **heavy smoking** and of **exposure to toxics** both go up.
- If we then observe **heavy smoking**, the probability of **exposure to toxics** goes back down.

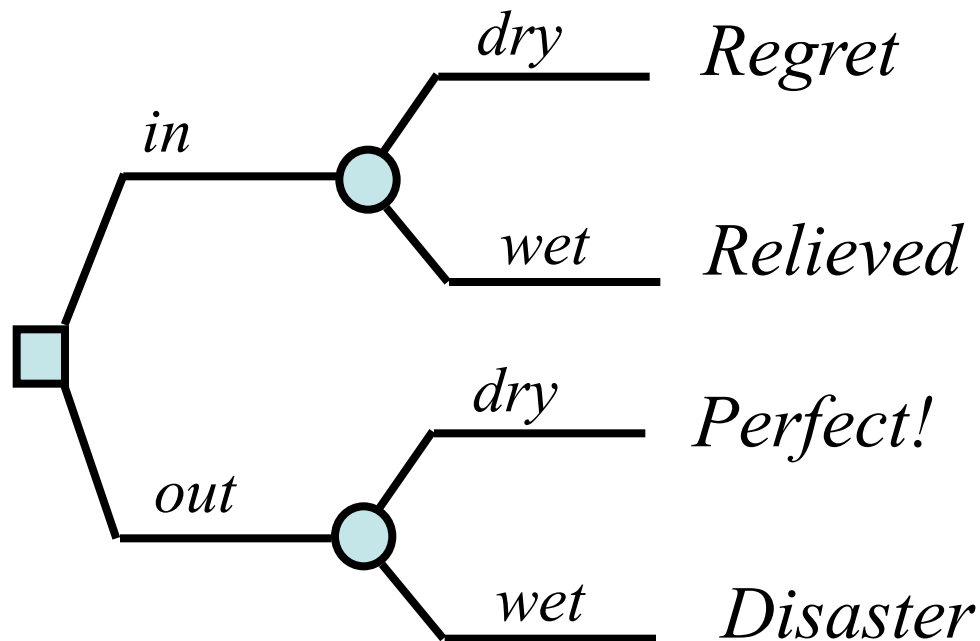
Decision making

- Decision - an irrevocable allocation of domain resources
- Decision should be made so as to maximize expected utility.
- View decision making in terms of
 - Beliefs/Uncertainties
 - Alternatives/Decisions
 - Objectives/Utilities

A Decision Problem



Should I have my party inside or outside?



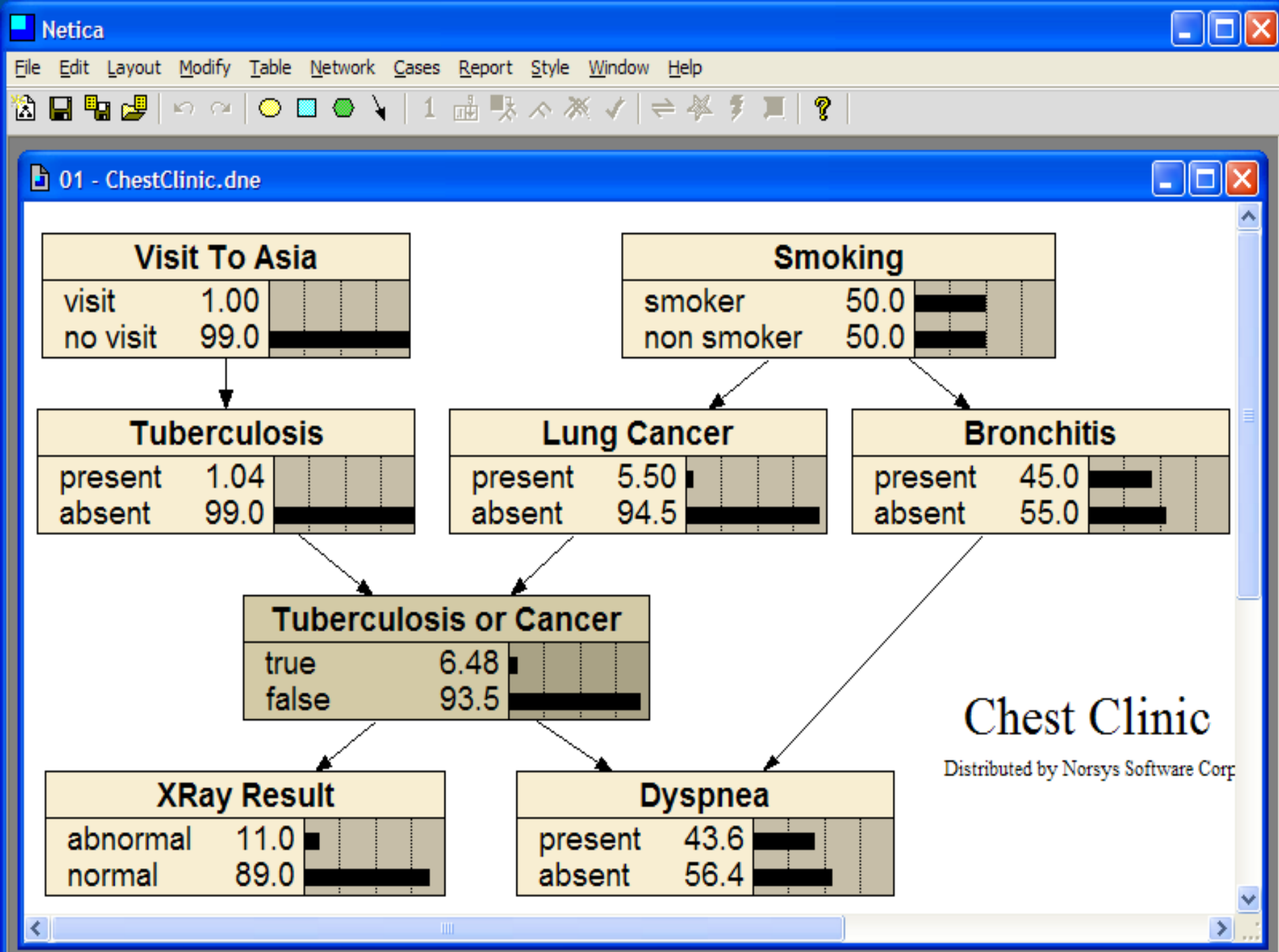
Value Function

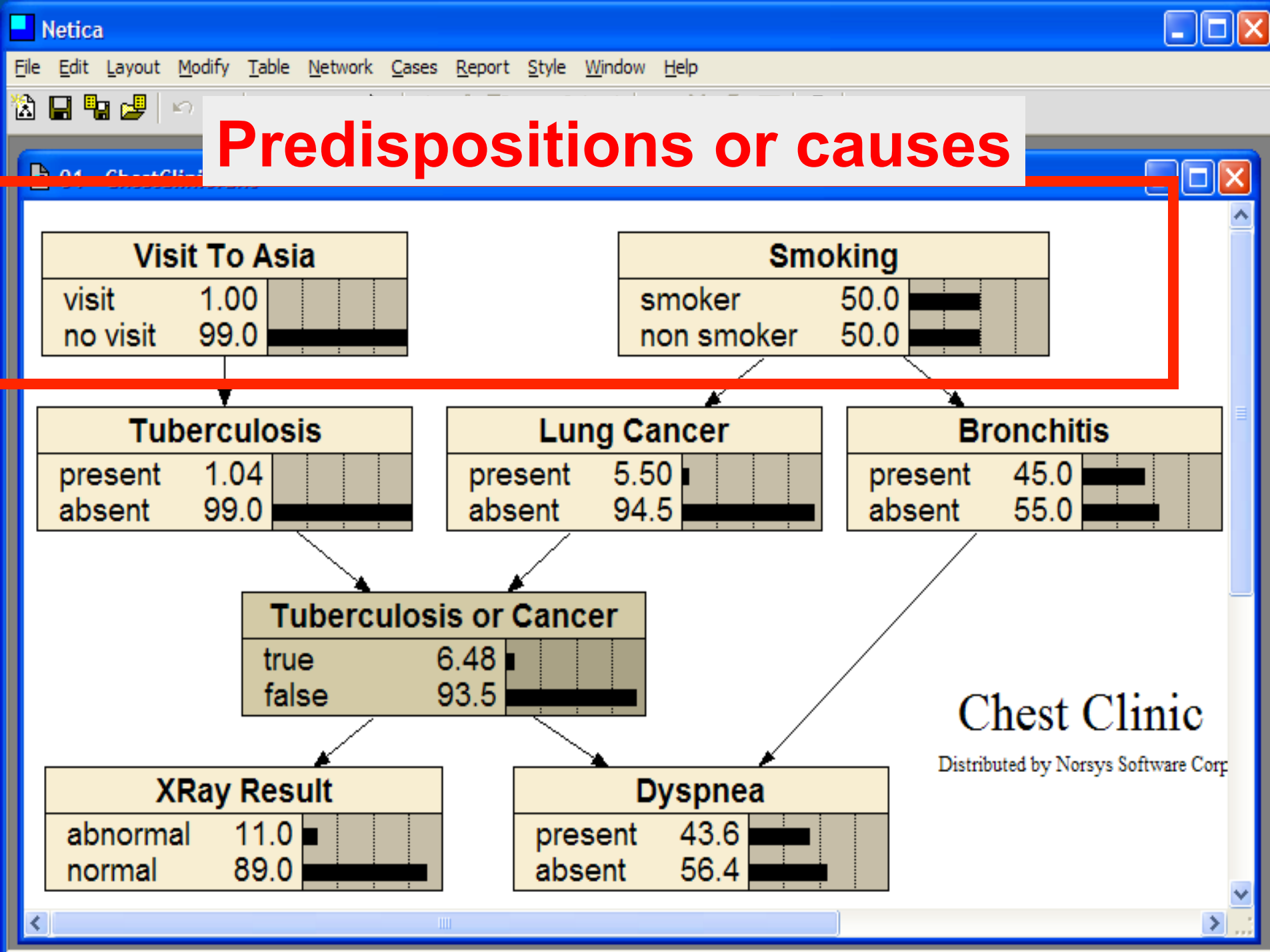
A numerical score over all possible states of the world allows BBN to be used to make decisions

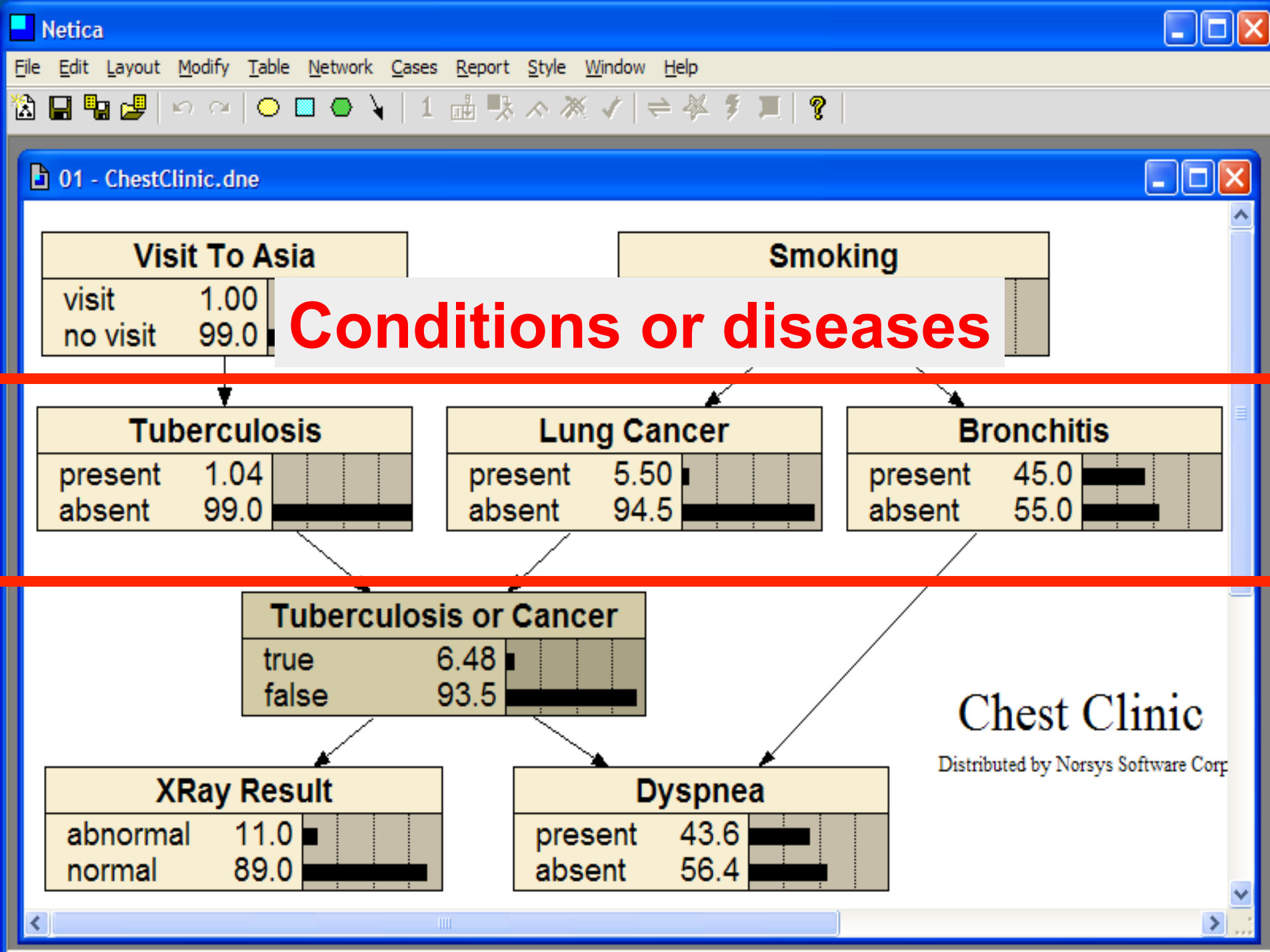
Location?	Weather?	Value
in	dry	\$50
in	wet	\$60
out	dry	\$100
out	wet	\$0

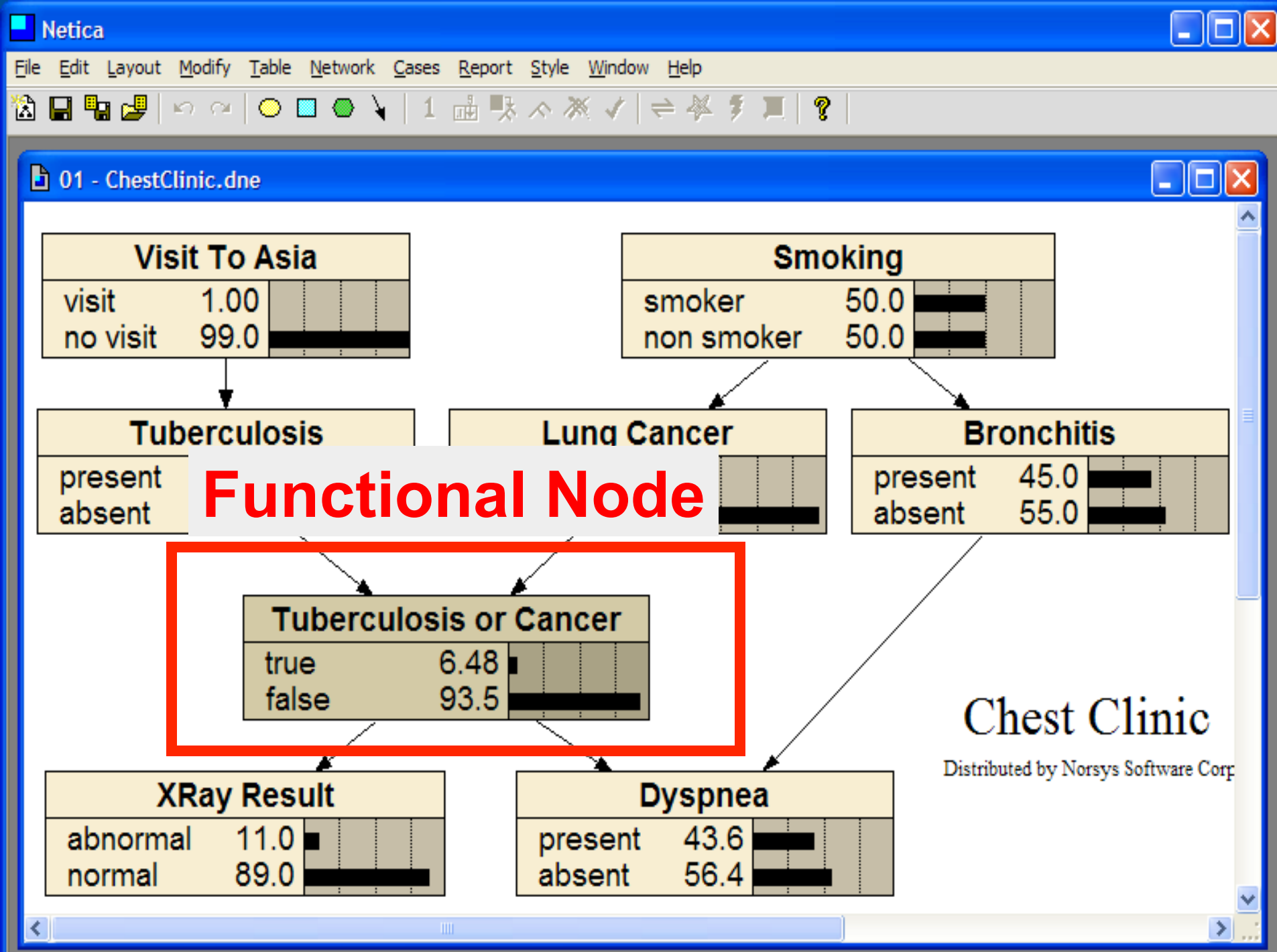
Two software tools

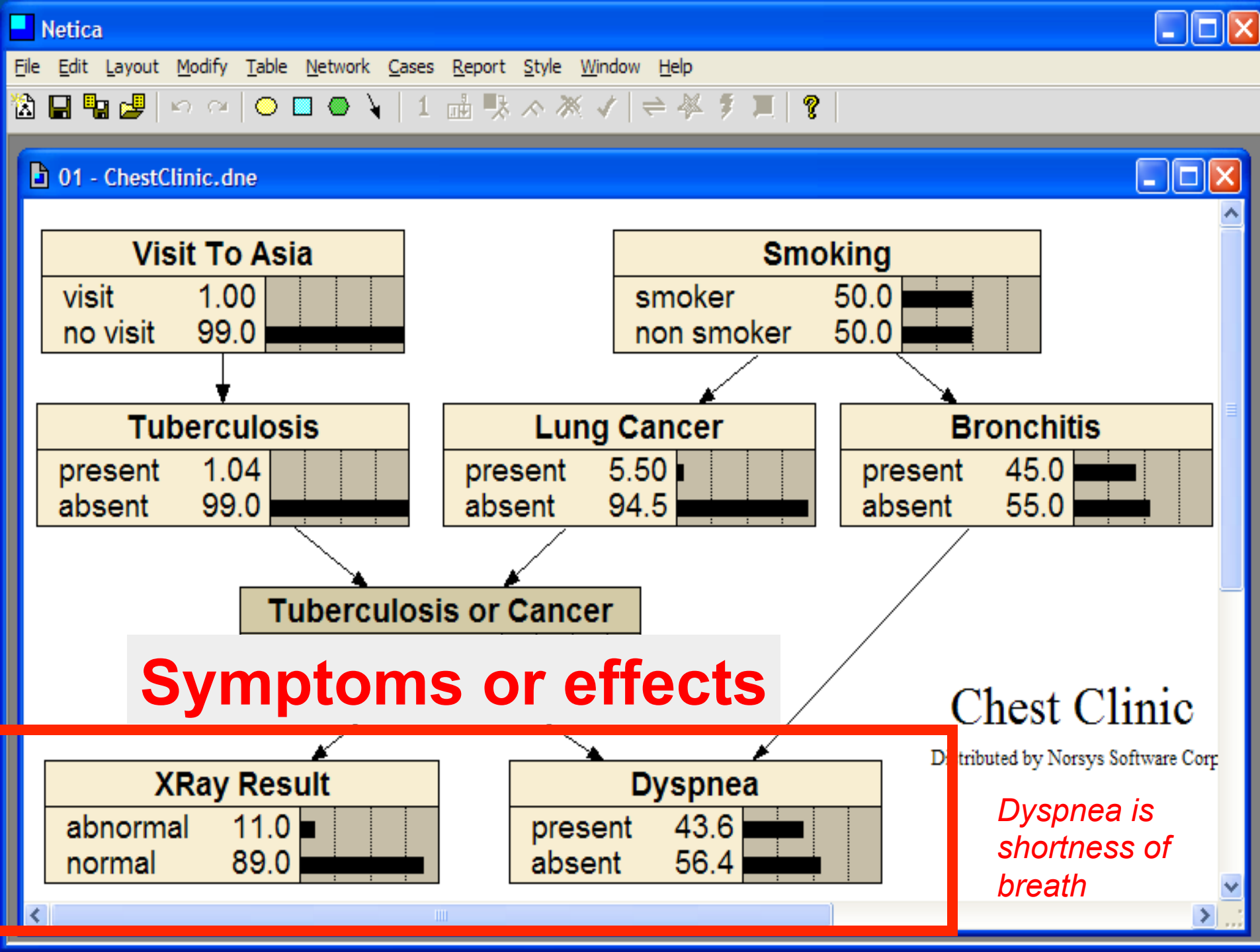
- [Netica](#): Windows app for working with Bayesian belief networks and influence diagrams
 - A commercial product but free for small networks
 - Includes a graphical editor, compiler, inference engine, etc.
- [Samiam](#): Java system for modeling and reasoning with Bayesian networks
 - Includes a GUI and reasoning engine














Decision Making with BBNs



- Today's weather forecast might be either sunny, cloudy or rainy
- Should you take an umbrella when you leave?
- Your decision depends only on the forecast
 - The forecast “depends on” the actual weather
- Your satisfaction depends on your decision and the weather
 - Assign a utility to each of four situations: (rain|no rain) x (umbrella, no umbrella)

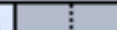
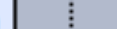
Decision Making with BBNs

- Extend the BBN framework to include two new kinds of nodes: Decision and Utility
- A **Decision** node computes the expected utility of a decision given its parent(s), e.g., forecast, an a valuation
- A **Utility** node computes a utility value given its parents, e.g. a decision and weather
 - We can assign a utility to each of four situations: (rain|no rain) x (umbrella, no umbrella)
 - The value assigned to each is probably subjective

03 - Umbrella.dne

Forecast		
Sunny	53.5	
Cloudy	21.5	
Rainy	25.0	

Weather		
No Rain	70.0	
Rain	30.0	

Decide_Umbrella		
Take It	35.0000	
Leave At Home	70.0000	

Satisfaction



Satisfaction Table (in net N3____Umbrella)

Node: Satisfaction

Apply

Okay

Deterministic

Percentages

Reset

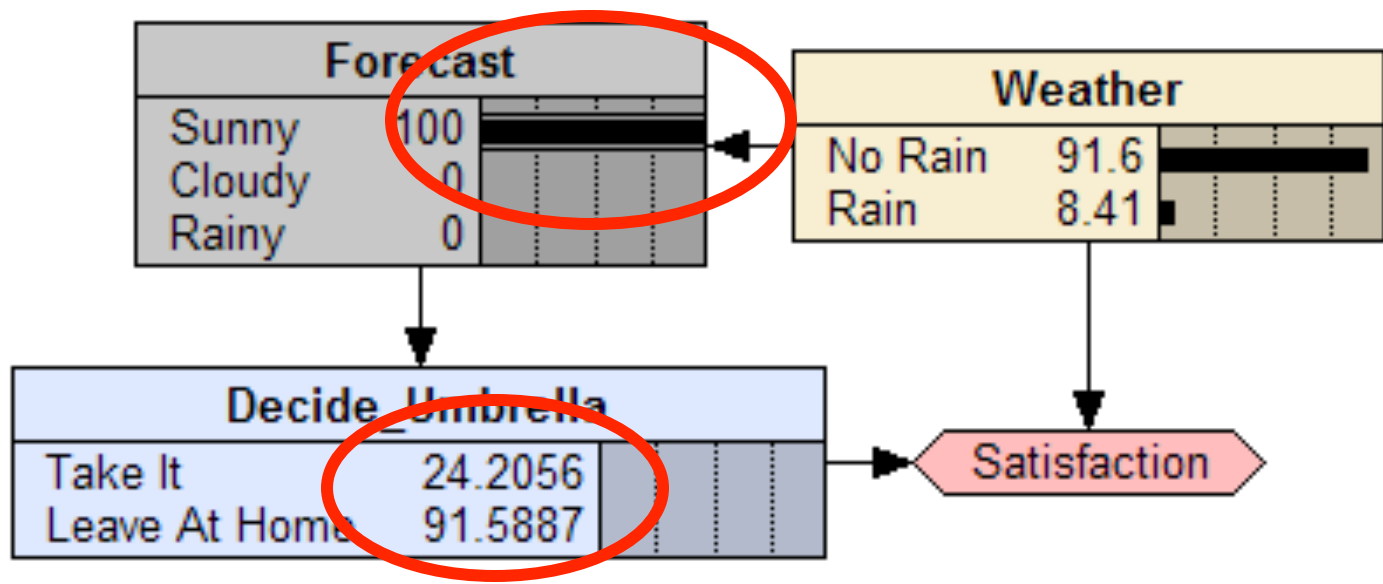
Close

Weather	Decide_Umbrella	Satisfaction
No Rain	Take It	20
No Rain	Leave At Home	100
Rain	Take It	70
Rain	Leave At Home	0

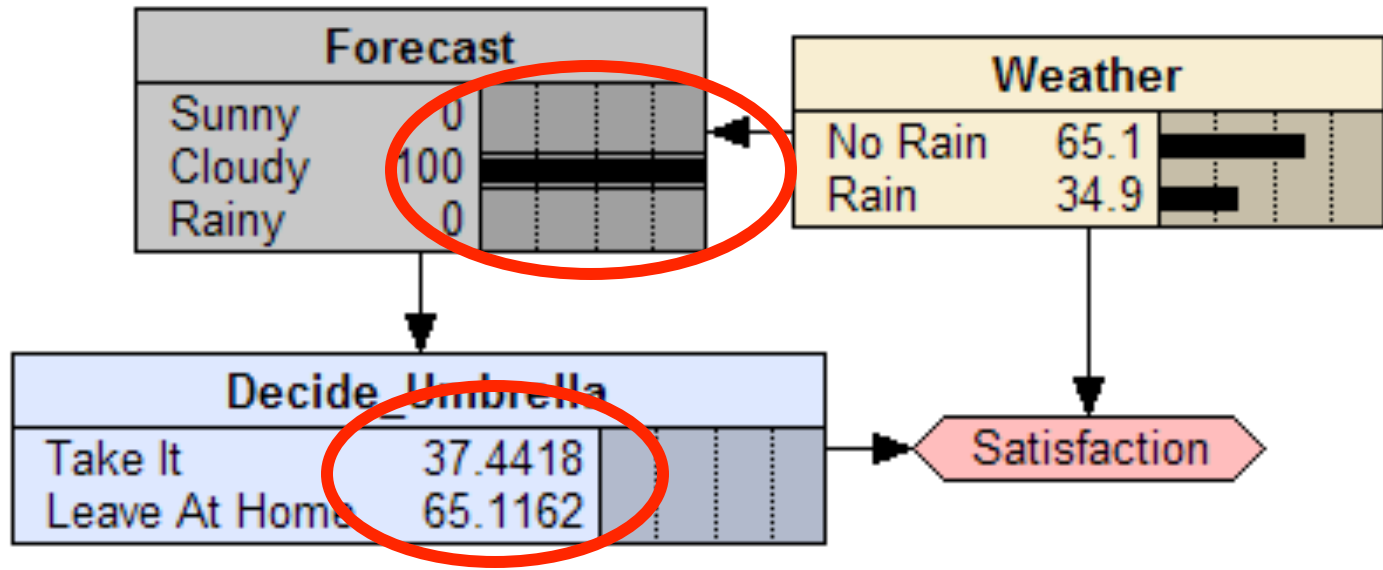
Take

Leave

03 - Umbrella.dne



03 - Umbrella.dne



03 - Umbrella.dne

