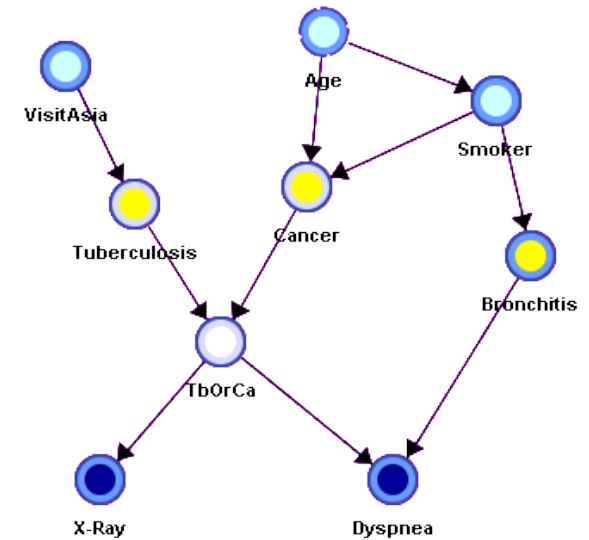


# Reasoning with Bayesian Belief Networks

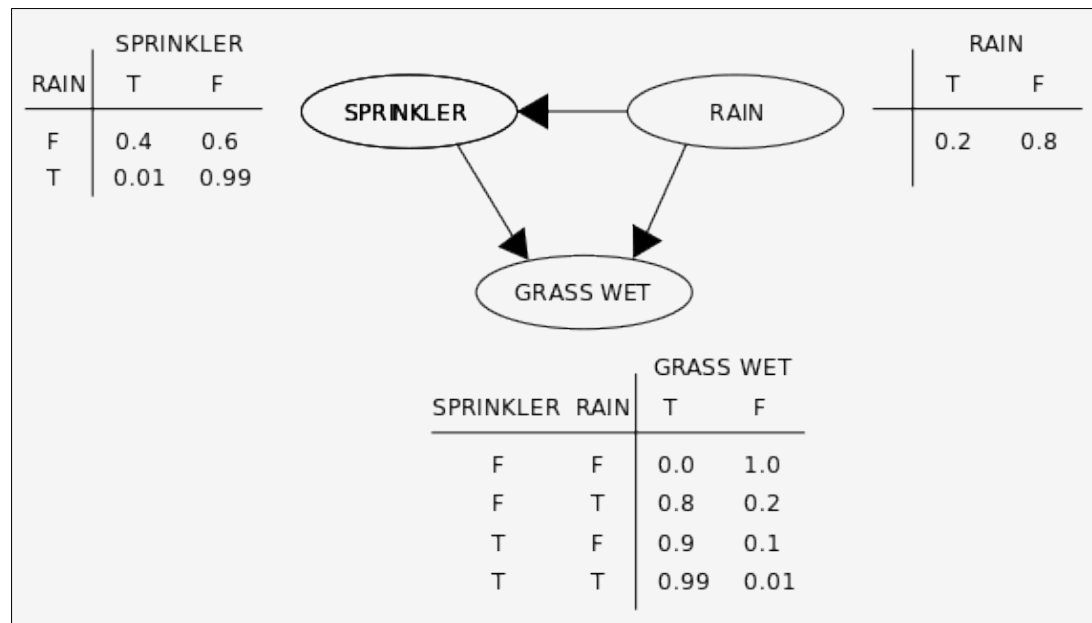


# Overview

- 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](#)

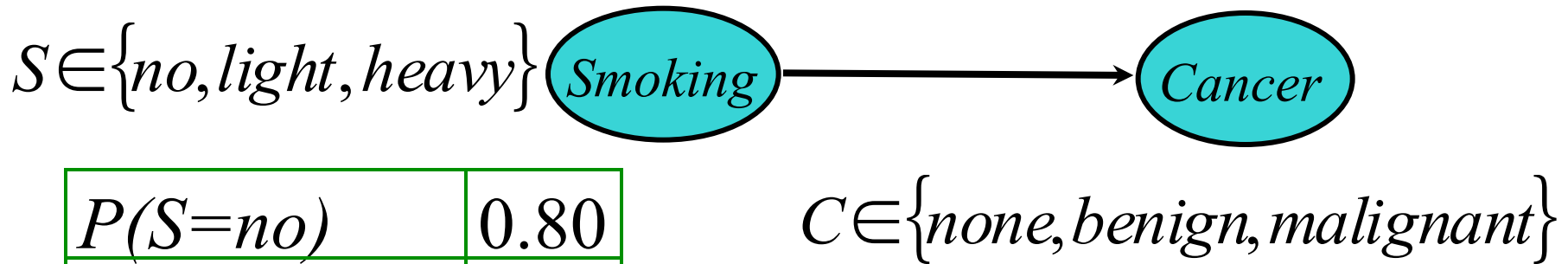
# Recall Bayes Rule

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

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

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

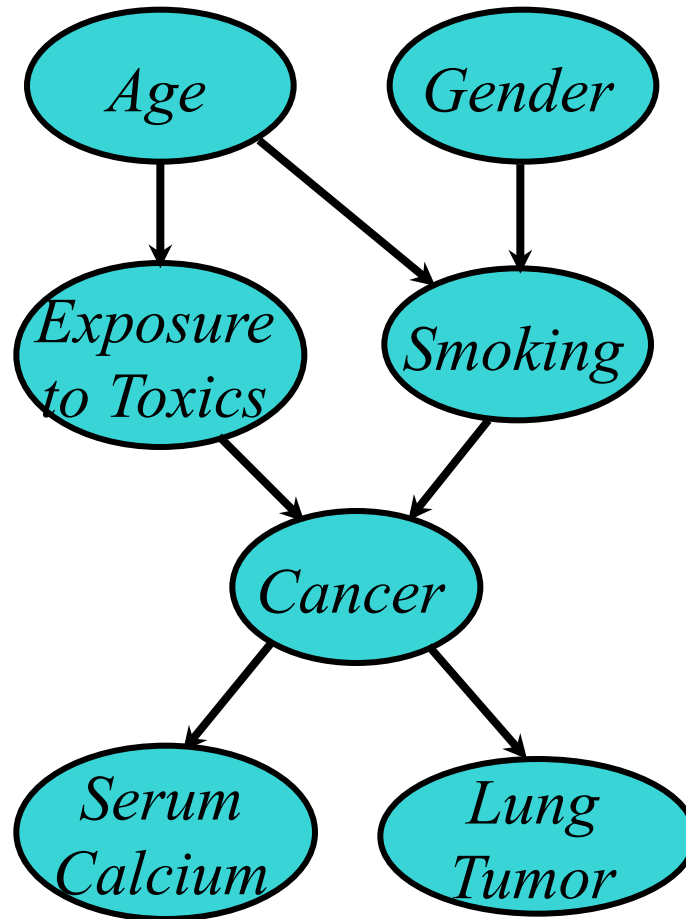
# Simple Bayesian Network



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

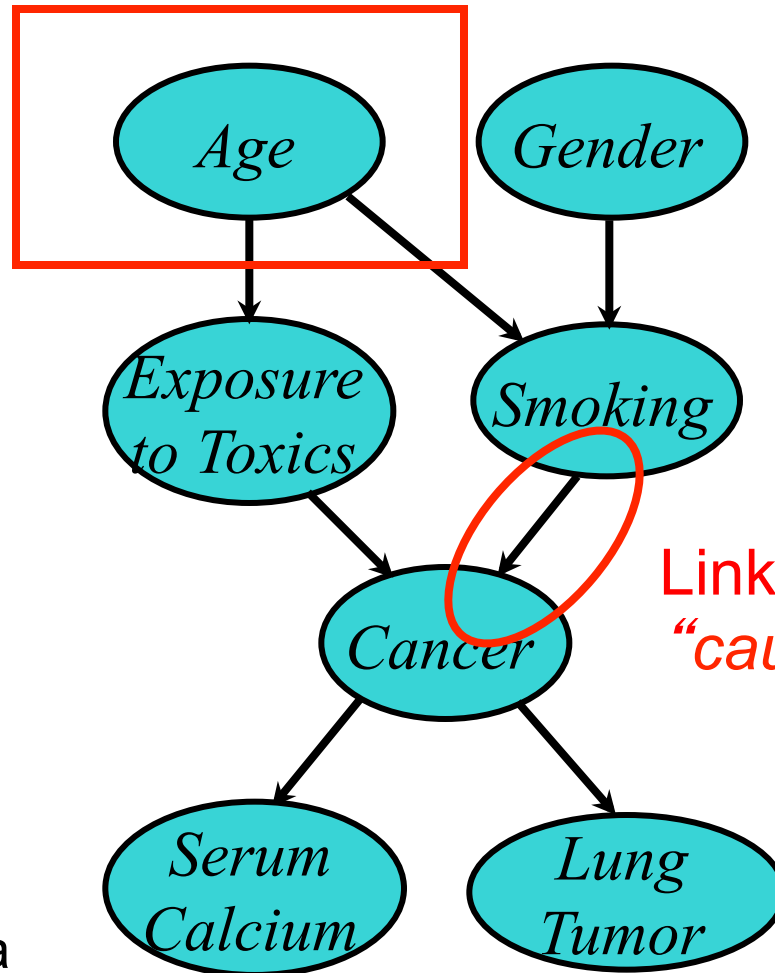
$Smoking =$	$no$	$light$	$heavy$
$P(C=none)$	0.96	0.88	0.60
$P(C=benign)$	0.03	0.08	0.25
$P(C=malign)$	0.01	0.04	0.15

# More Complex Bayesian Network



# More Complex Bayesian Network

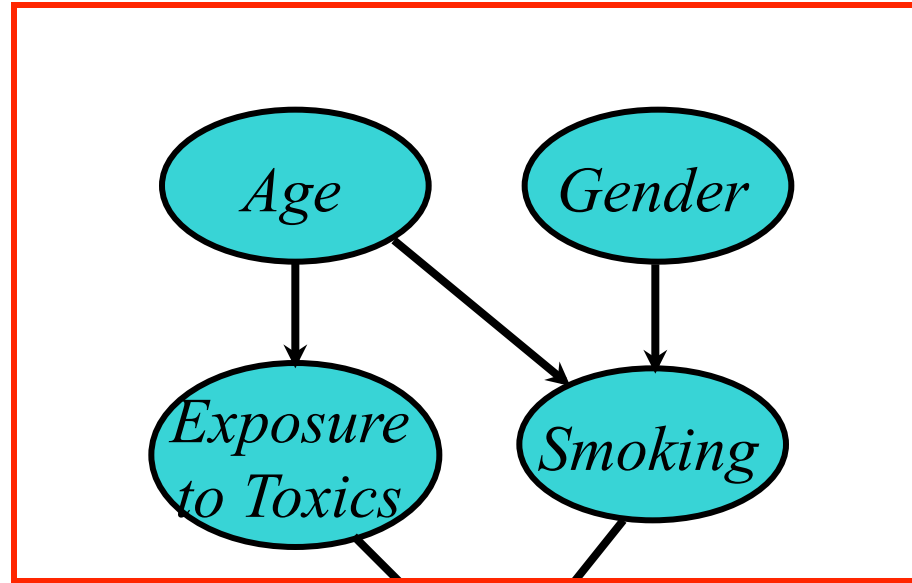
Nodes  
represent  
variables



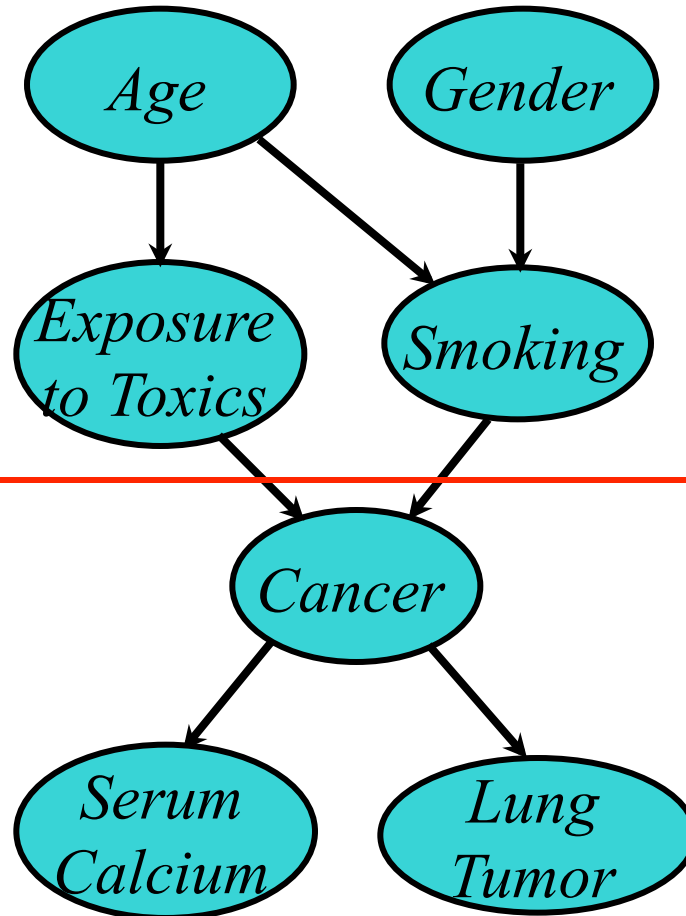
Links represent  
“causal” relations

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

# More Complex Bayesian Network

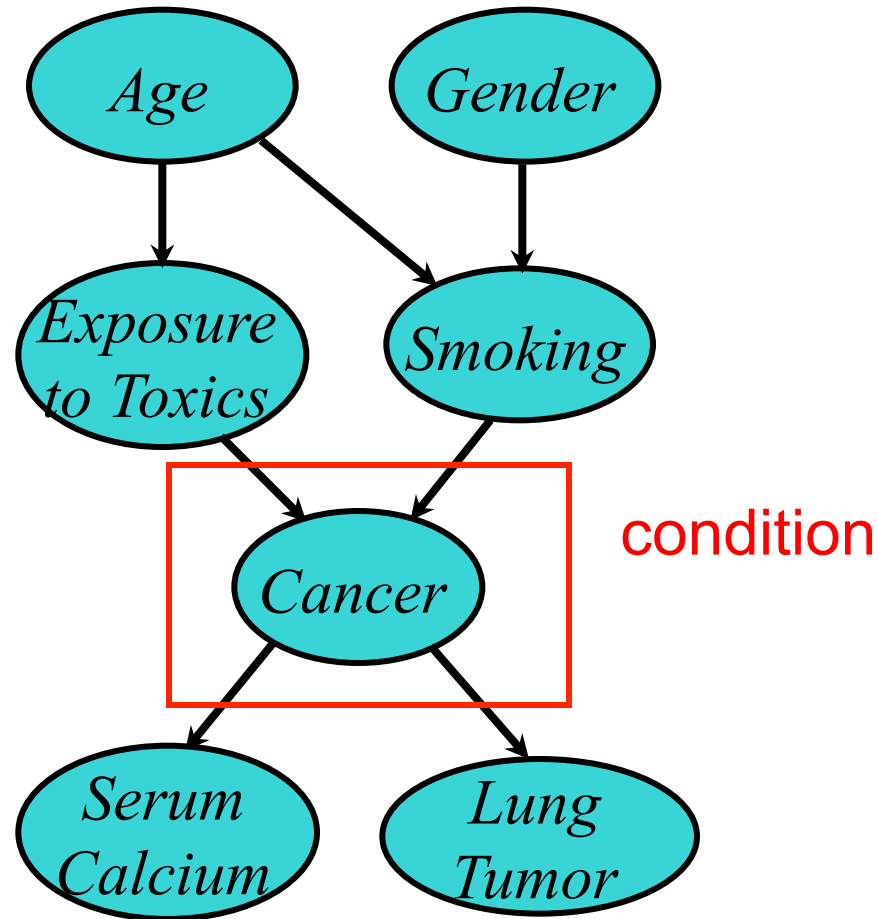


predispositions

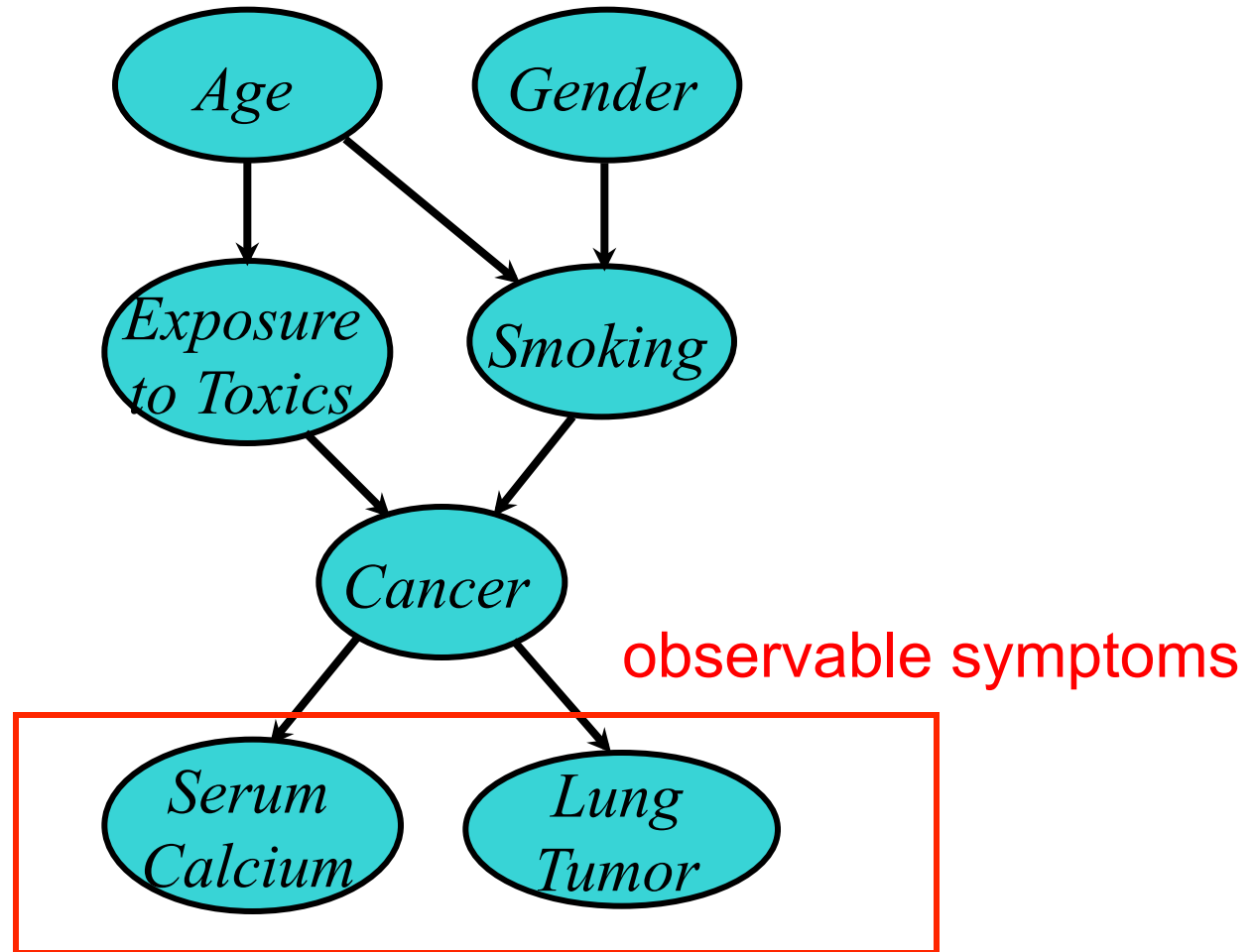




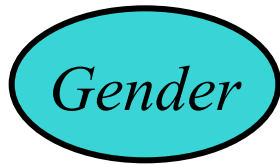
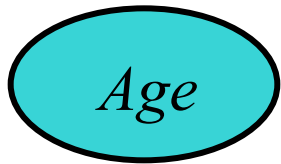
# More Complex Bayesian Network



# More Complex Bayesian Network



# Independence



*Age and Gender are independent.*

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

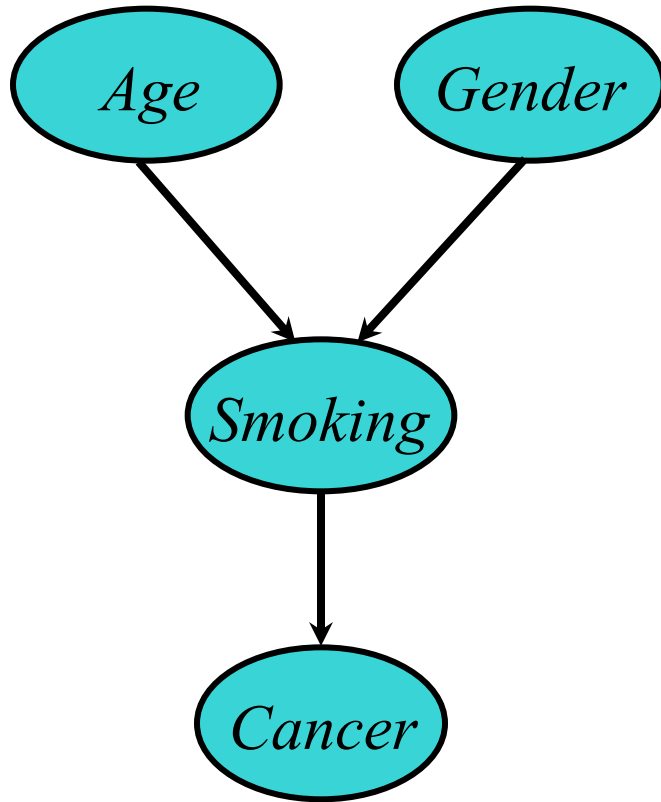
$$P(A | G) = P(A)$$

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

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

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

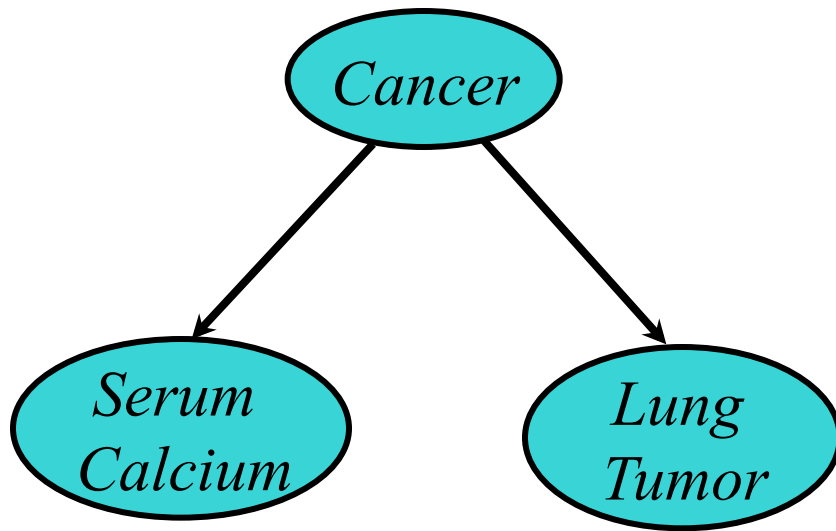
# Conditional Independence



*Cancer* is independent  
of *Age* and *Gender*  
given *Smoking*

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

# Conditional Independence: Naïve Bayes



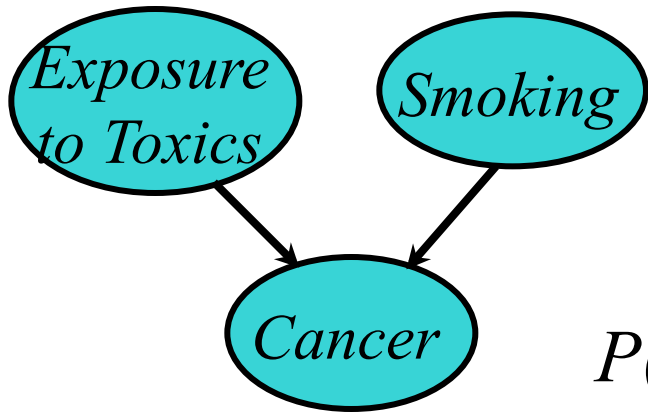
*Serum Calcium and Lung Tumor are dependent*

*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*

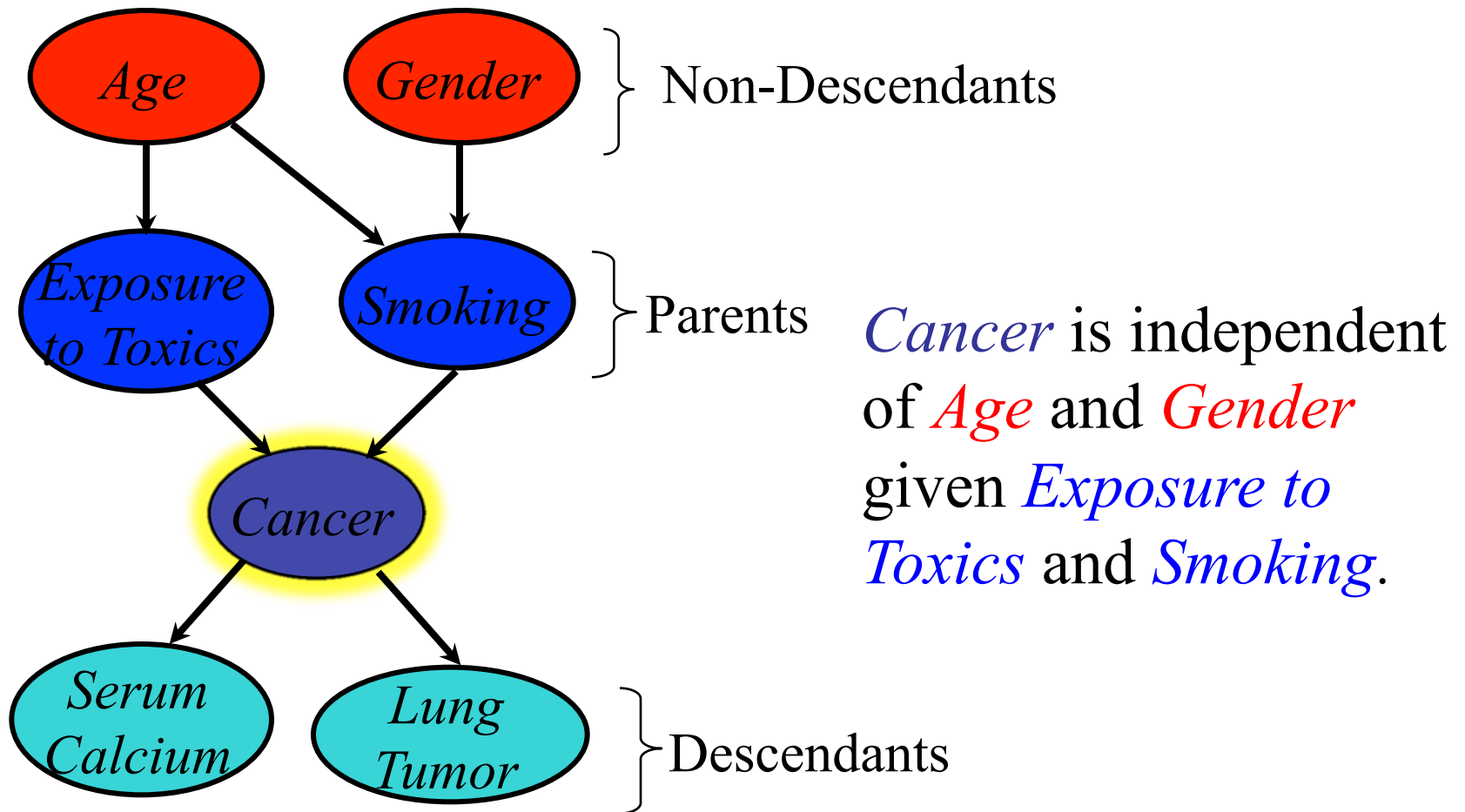
*Exposure to Toxics is **dependent** on Smoking, given Cancer*

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

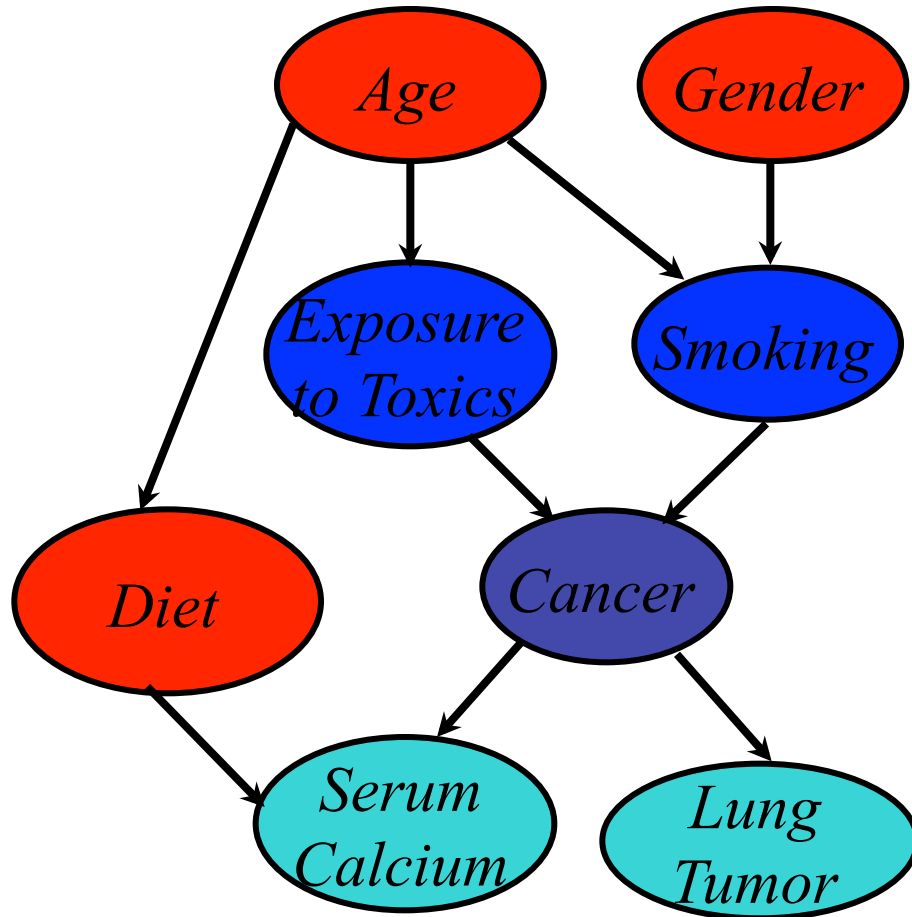
- *Explaining away*: reasoning pattern where confirmation of one cause reduces need to invoke alternatives
- Essence of [Occam's Razor](#) (prefer hypothesis with fewest assumptions)
- Relies on independence of causes

# 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

KA1: Choosing appropriate variables

KA2: Deciding on the network structure

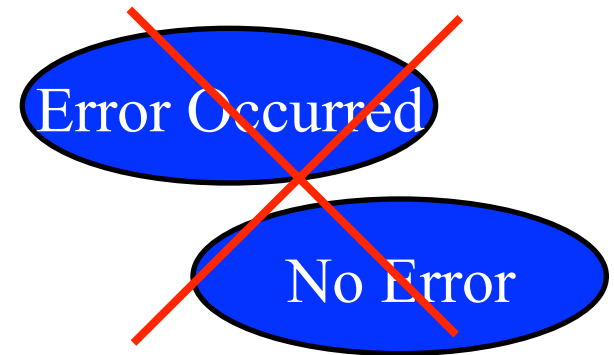
KA3: Obtaining data for the conditional probability tables

# KA1: Choosing variables

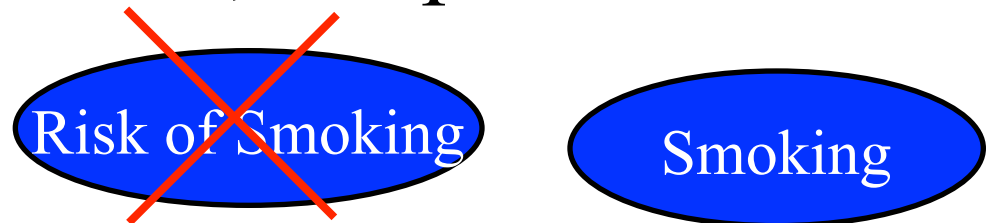
Variables should be collectively exhaustive,  
mutually exclusive values

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

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



They should be values, not probabilities

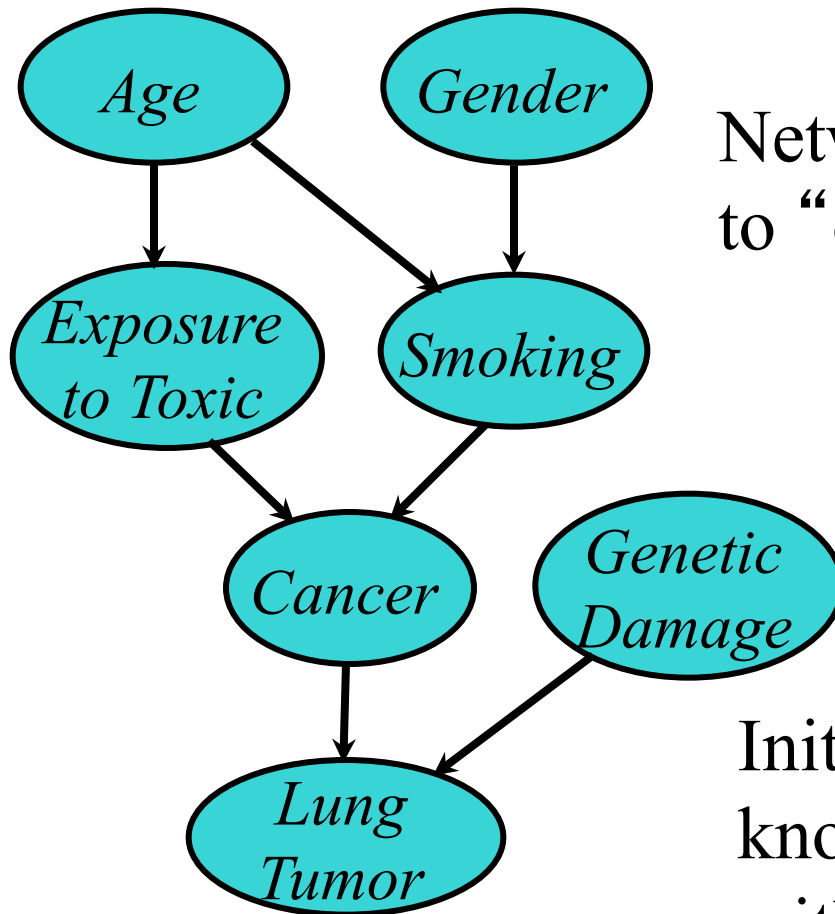


# Heuristic: Knowable in Principle

Example of good variables

- Weather: {Sunny, Cloudy, Rain, Snow}
- Gasoline: Cents per gallon
- Temperature: {  $\geq 100^{\circ}\text{F}$  ,  $< 100^{\circ}\text{F}$  }
- 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

- For each variable we have a table of probability of its value for values of its parents
- For variables w/o parents, we have prior probabilities

$S \in \{no, light, heavy\}$

$C \in \{none, benign, malignant\}$

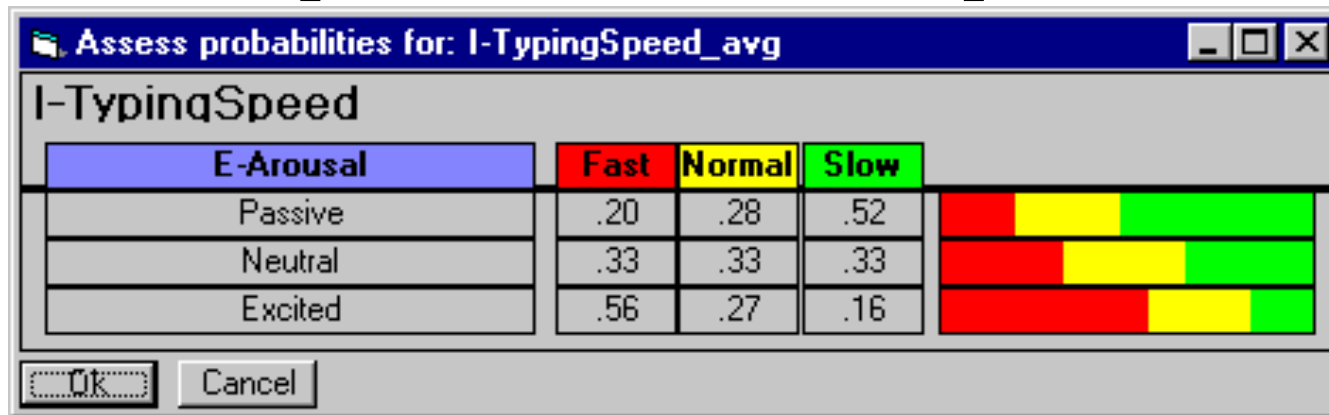
smoking priors	
no	0.80
light	0.15
heavy	0.05



	smoking		
cancer	no	light	heavy
none	0.96	0.88	0.60
benign	0.03	0.08	0.25
malignant	0.01	0.04	0.15

# 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

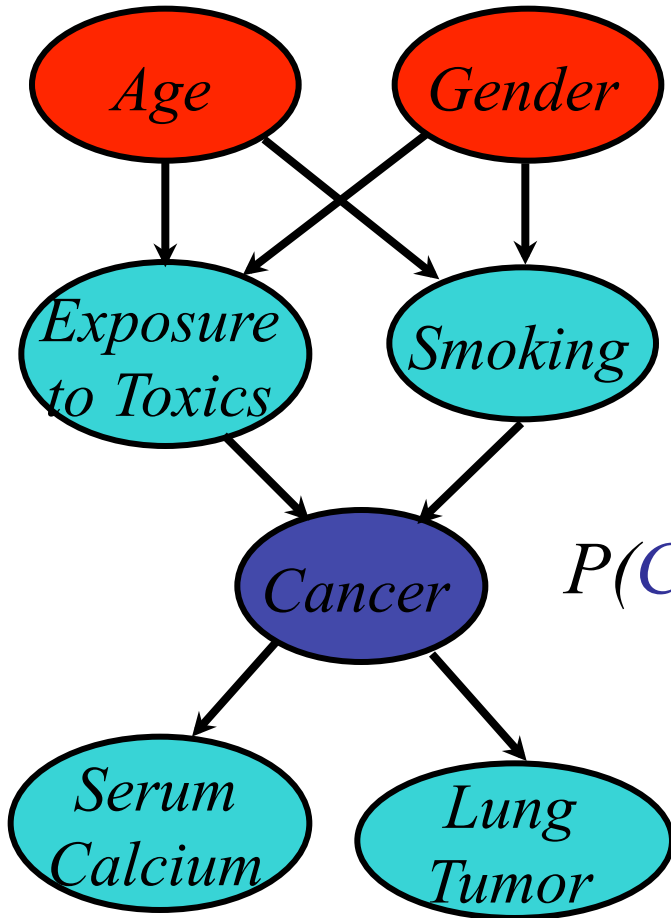
BBNs support three main kinds of reasoning:

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

To which we can add a fourth:

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

# Predictive Inference

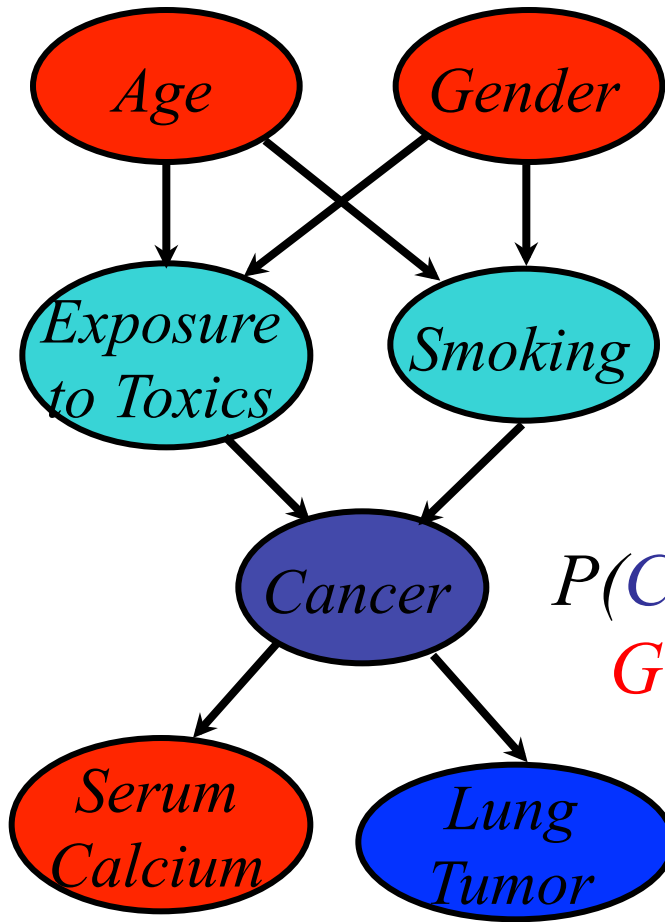


How likely are **elderly males** to get **malignant cancer**?

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



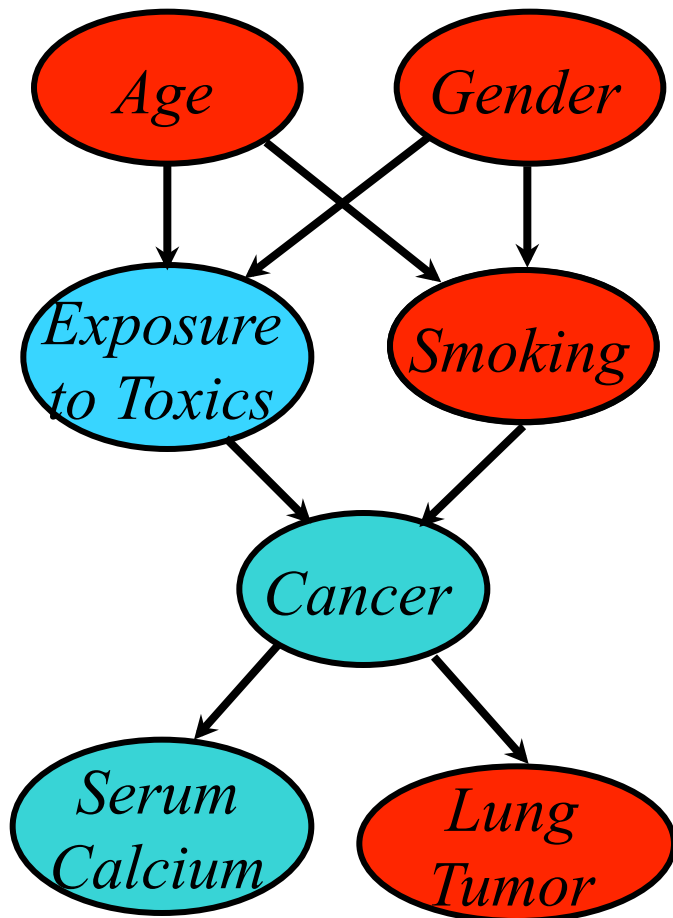
# Predictive and diagnostic combined



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

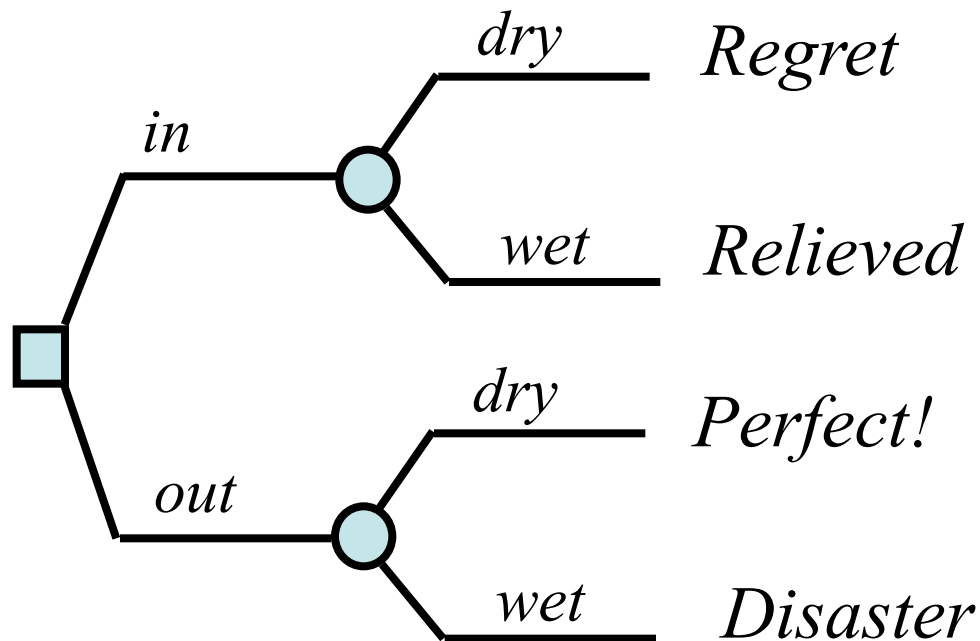
# Decision making

- A decision in a medical domain might be a choice of treatment (e.g., radiation or chemotherapy)
- Decisions should be made 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?



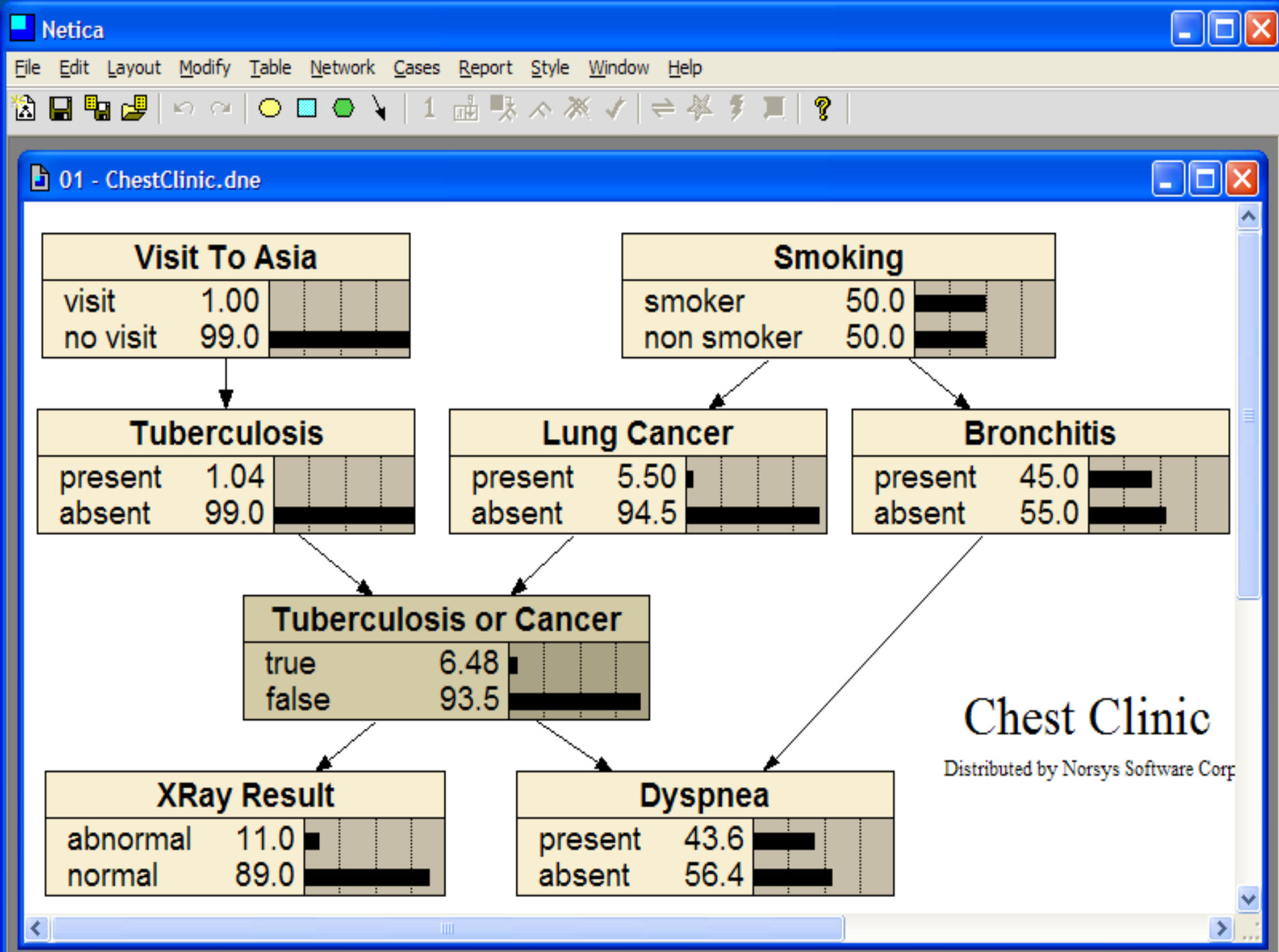
# Value Function

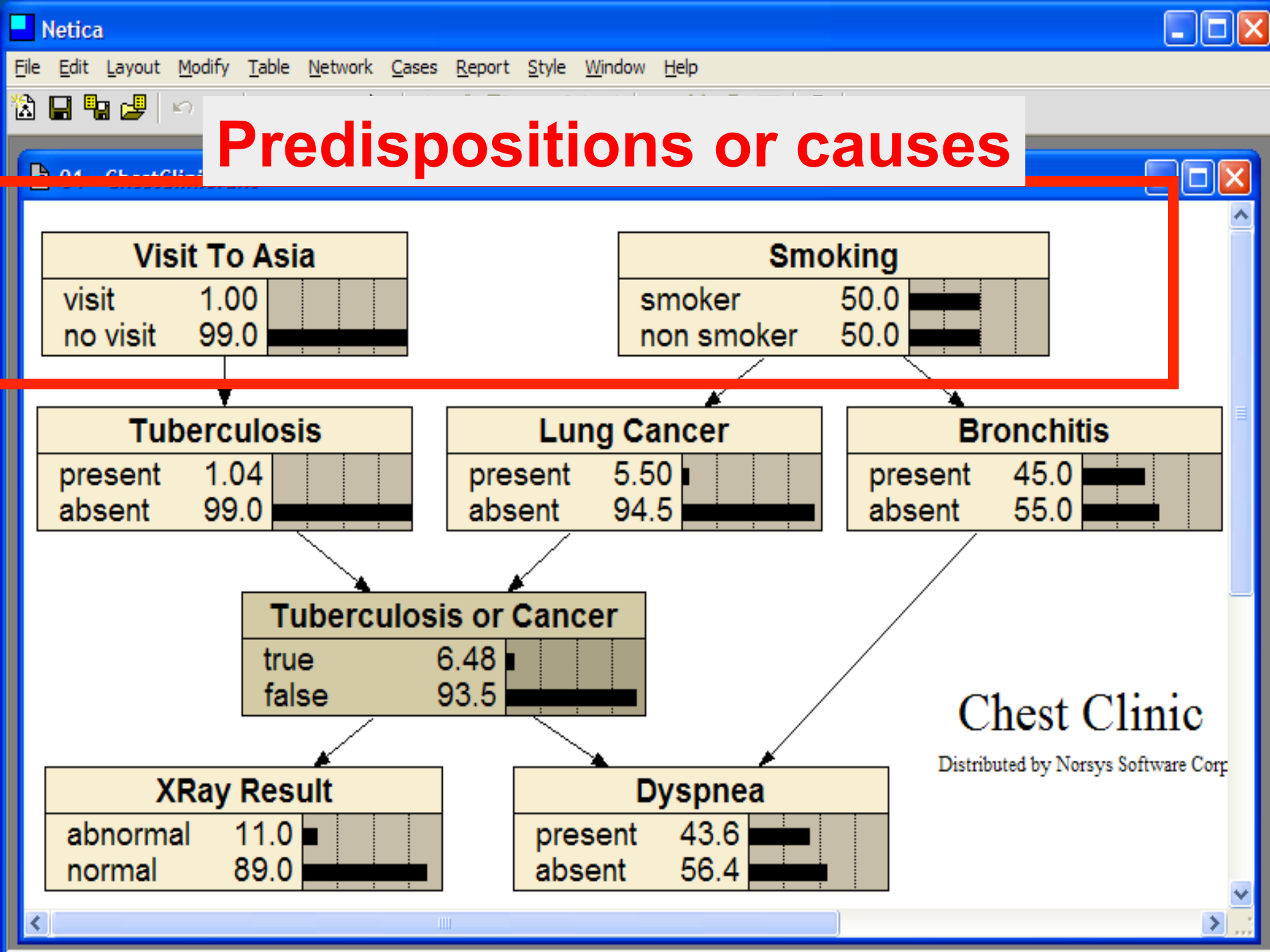
A numerical score over all possible states of the world allows BBN to be used to make decisions

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

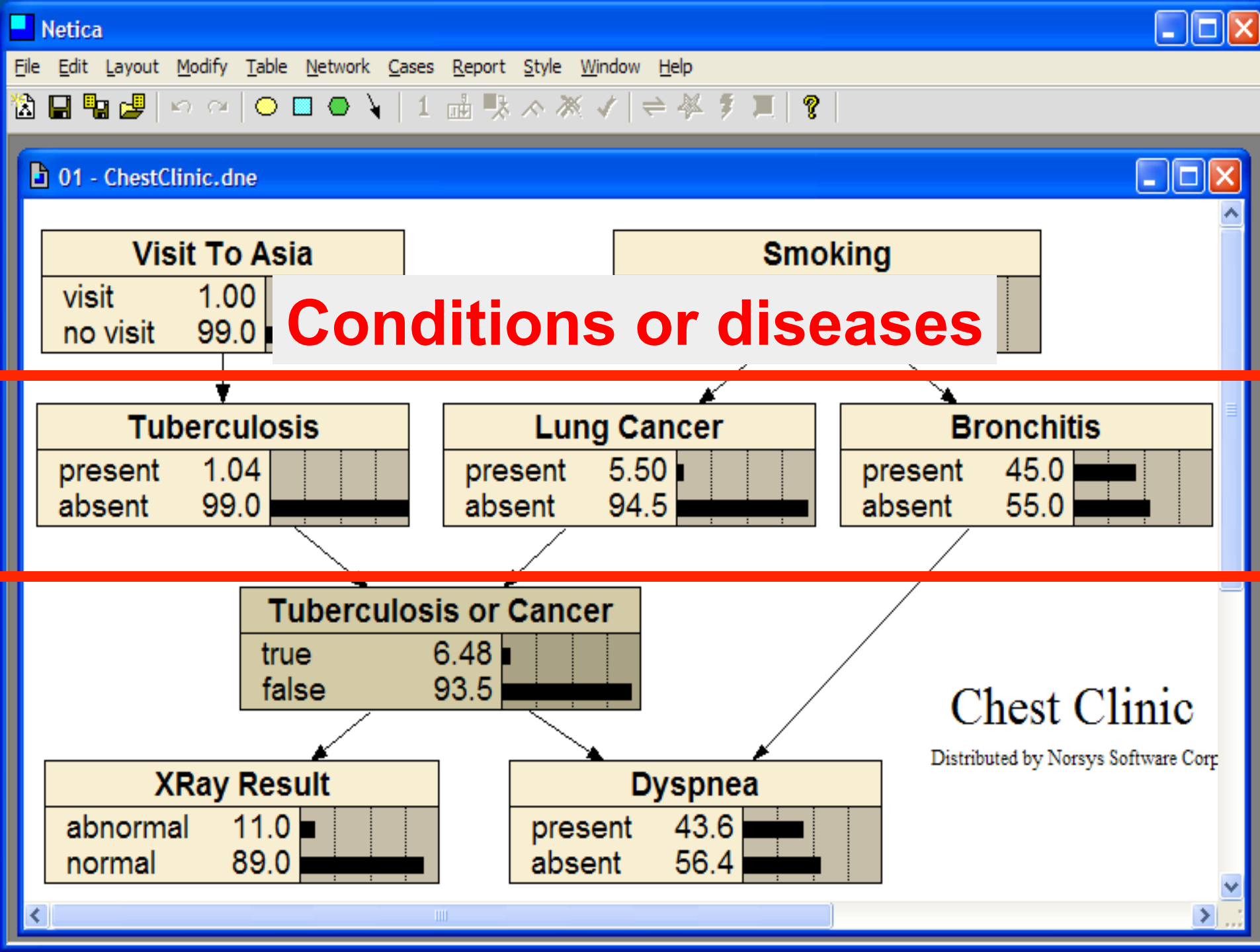
# Two software tools

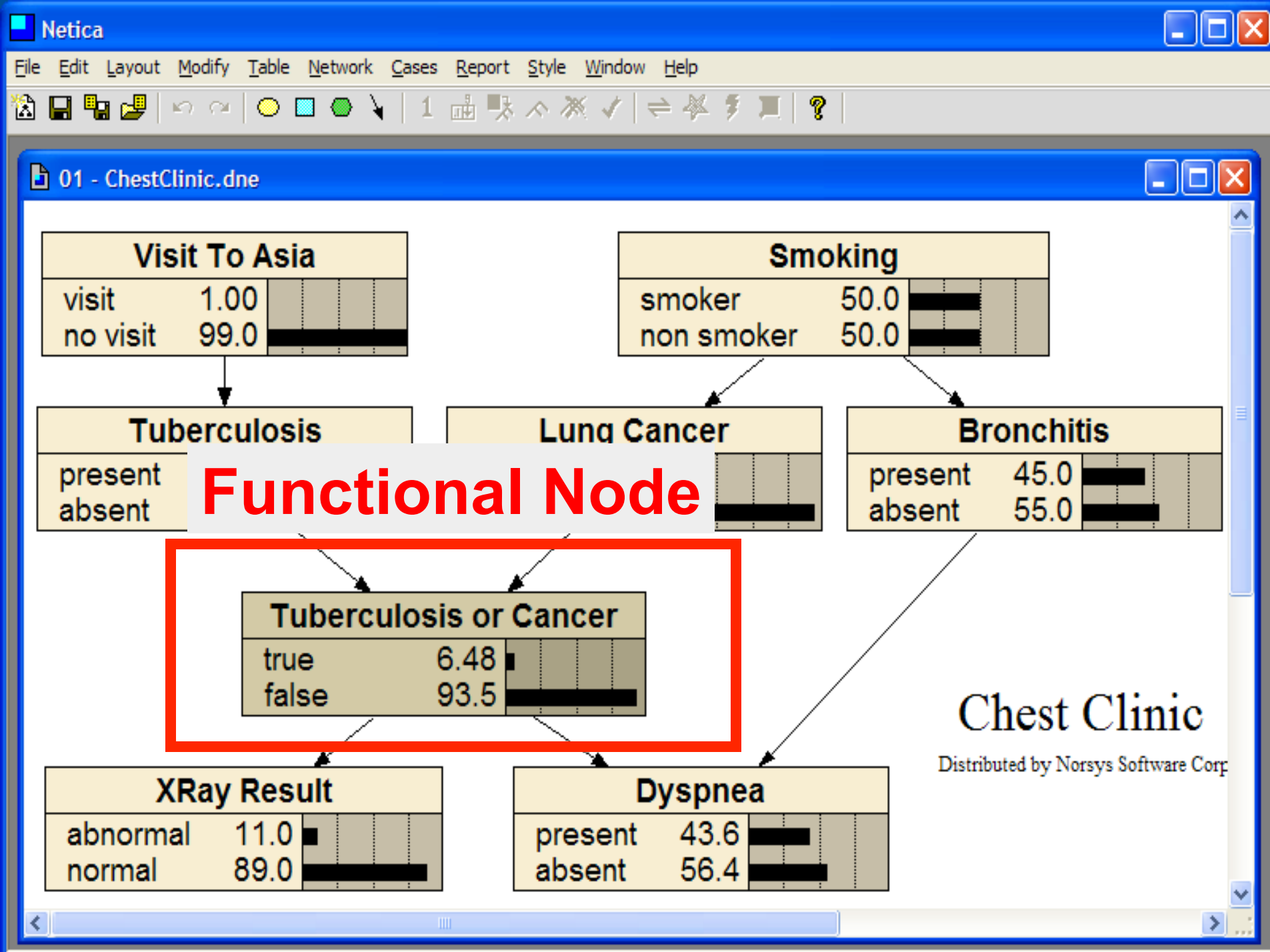
- [Netica](#): Windows app for working with Bayesian belief networks and influence diagrams
  - A commercial product but free for small networks
  - Includes a graphical editor, compiler, inference engine, etc.
- [Samiam](#): Java system for modeling and reasoning with Bayesian networks
  - Includes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

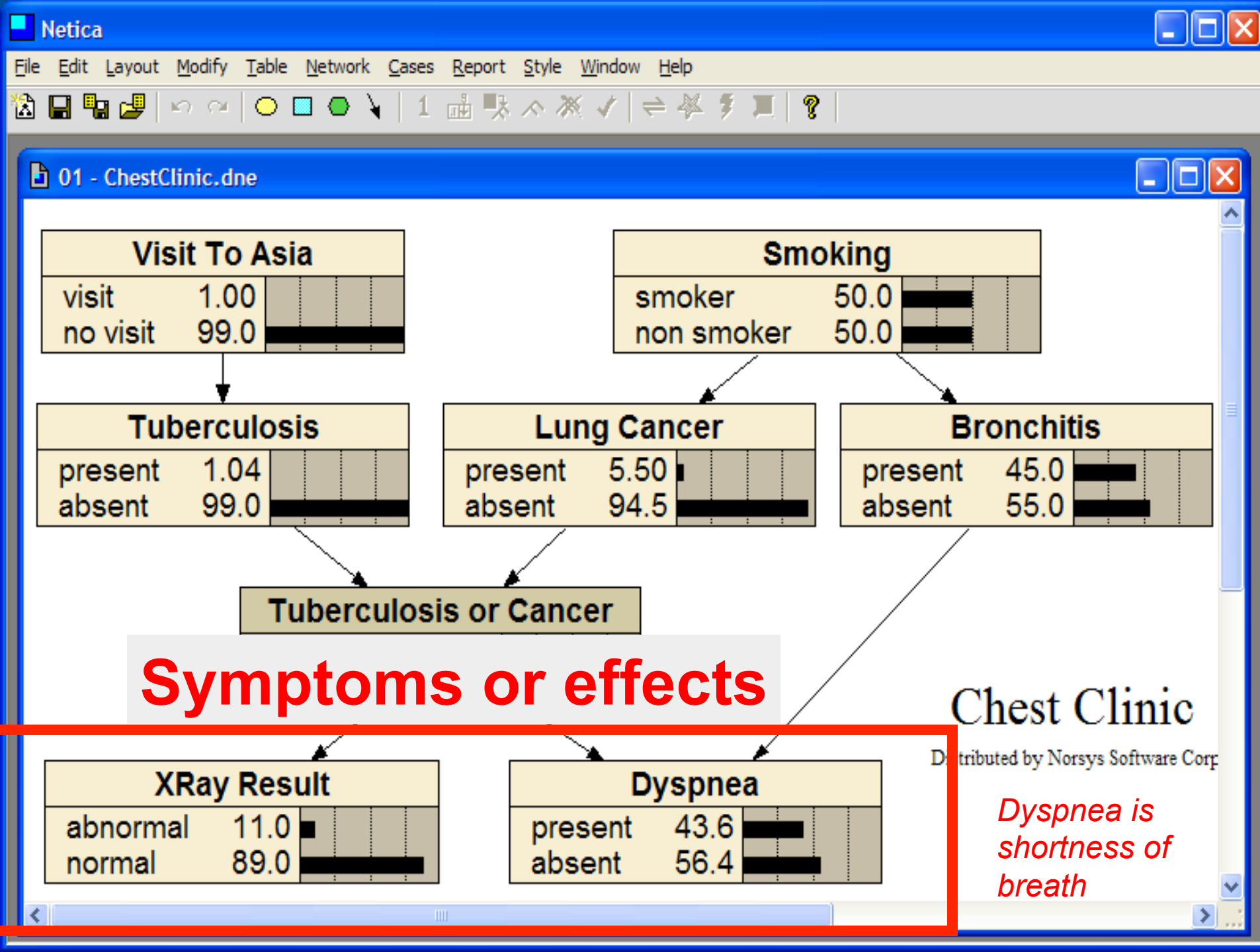












# Decision Making with BBNs

- 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

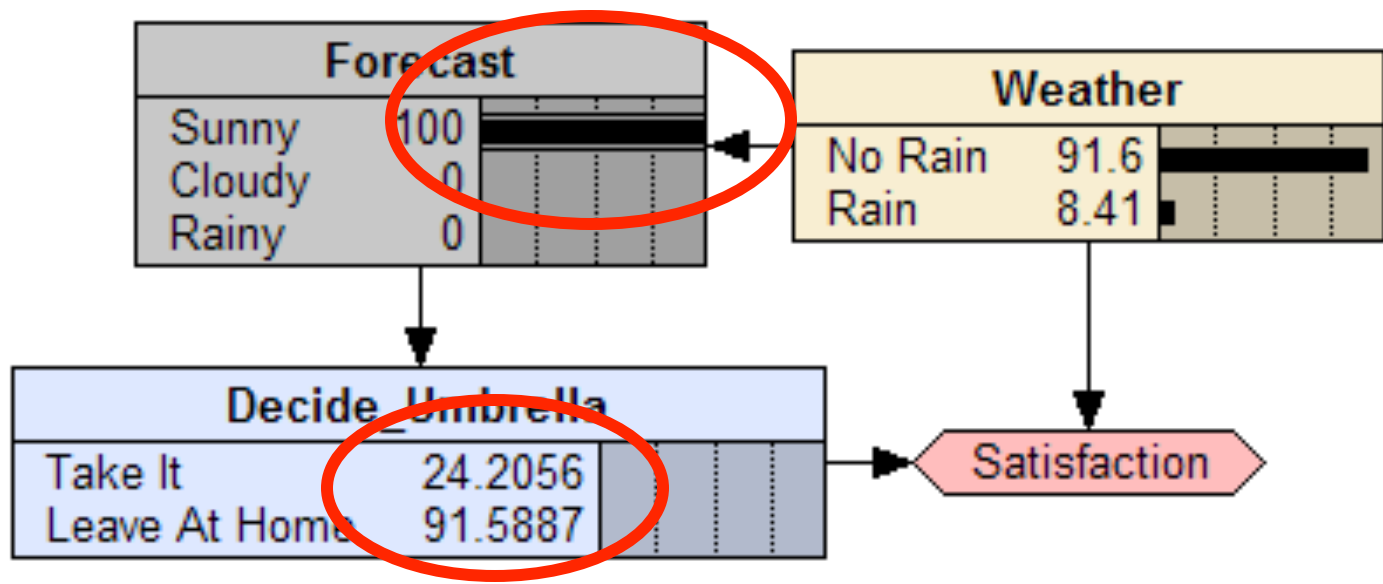
Close

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

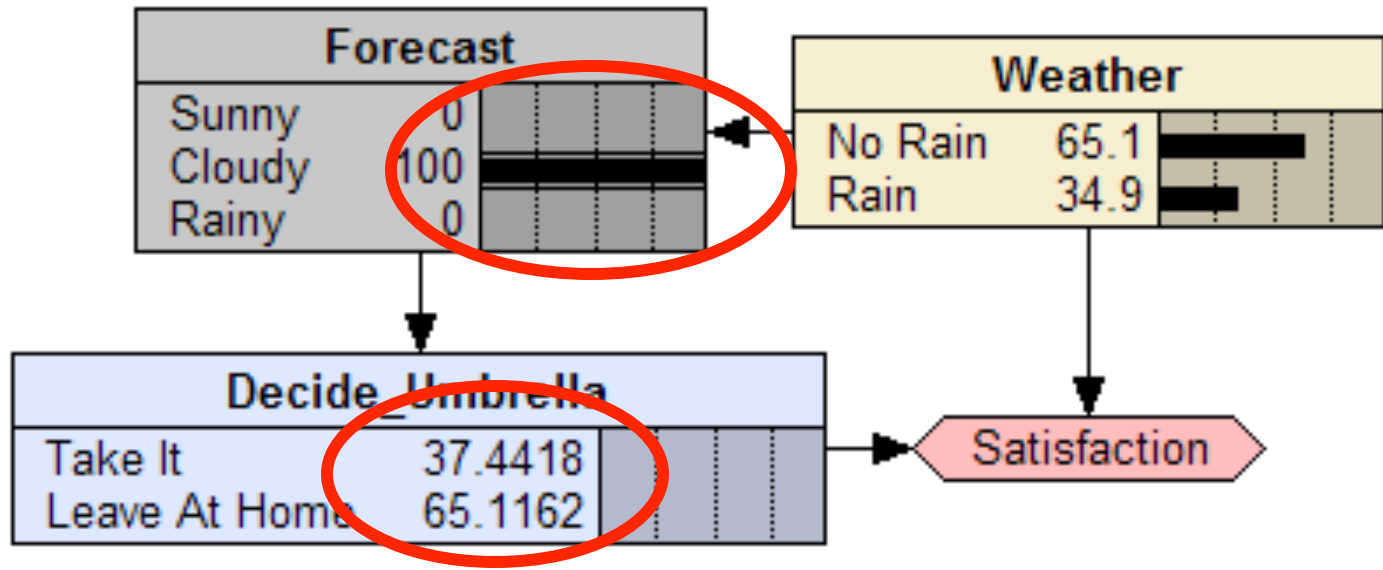
Leave

03 - Umbrella.dne





03 - Umbrella.dne



03 - Umbrella.dne

