

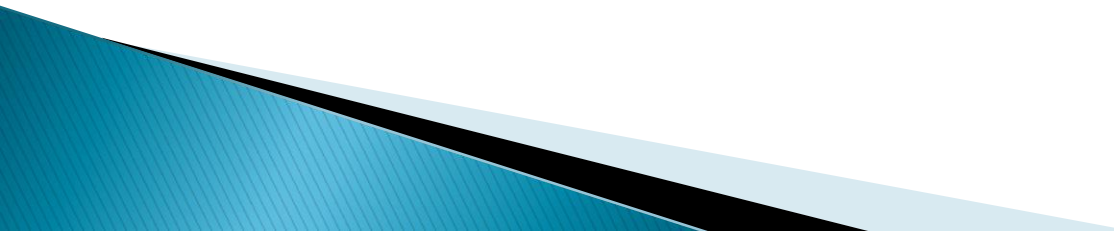
Adapted from AIMA slides

Uncertainty

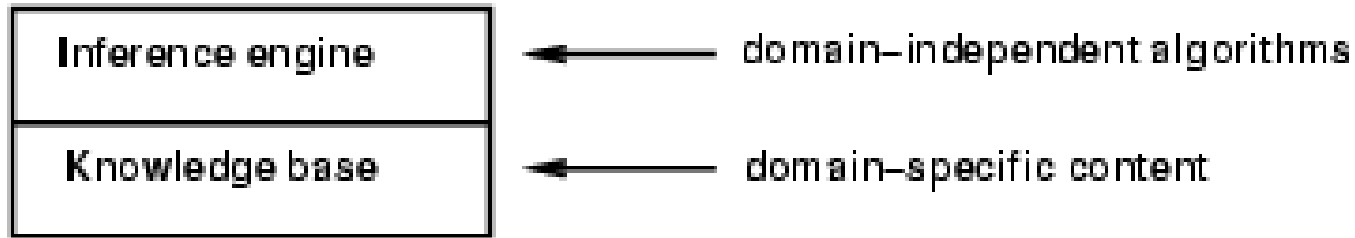
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Outline

- ▶ Reminder
 - ▶ A real-life example & demo for the homework
 - ▶ Uncertainty
 - ▶ Probability
 - ▶ Syntax and Semantics
 - ▶ Inference
 - ▶ Independence and Bayes' Rule
- 

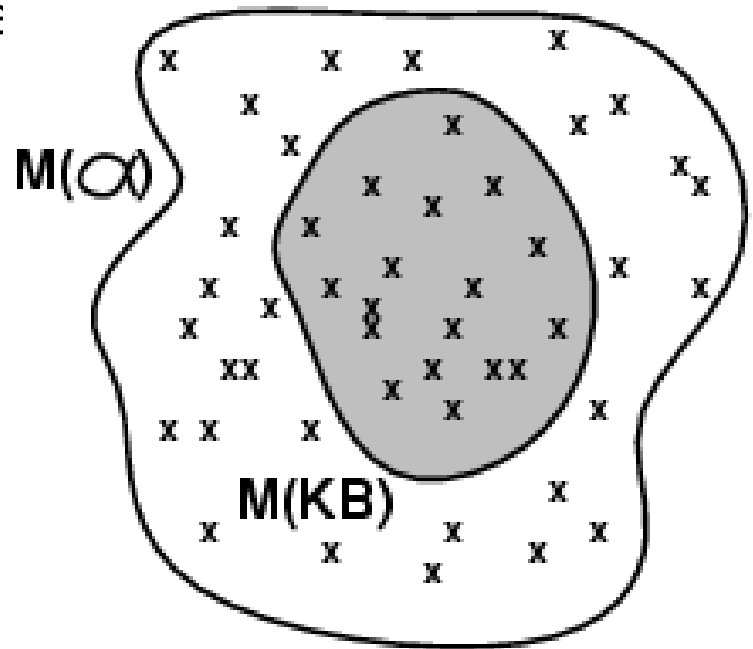
Reminder: Knowledge bases



- ▶ Knowledge base = set of **sentences** in a **formal** language
- ▶ **Declarative** approach to building an agent (or other system):
 - Tell it what it needs to know
 -
- ▶ Then it can **Ask** itself what to do – answers should follow from the KB
- ▶
- ▶ Agents can be viewed at the **knowledge level**
i.e., what they know, regardless of how implemented
- ▶ Or at the **implementation level**
 - i.e., data structures in KB and algorithms that manipulate them
 -

Reminder: Models

- ▶ Logicians typically think in terms of **models**, which are formally structured worlds with respect to which truth can be evaluated
- ▶
- ▶ We say m **is a model of** a sentence
- ▶ $M(\alpha)$ is the set of all models of α
- ▶
- ▶ Then $KB \models \alpha$ iff $M(KB) \subseteq M(\alpha)$
- ▶
 - E.g. KB = Giants won and Reds won α = Giants won
 -



Reminder: truth vs. proof

- ▶ **Soundness:** I is sound if whenever $KB \vdash_i \alpha$, it is also true that $KB \models \alpha$
- ▶
- ▶ **Completeness:** I is complete if whenever $KB \models \alpha$, it is also true that $KB \vdash_i \alpha$
- ▶
- ▶ Preview: we will define a logic (first-order logic) which is expressive enough to say almost anything of interest, and for which there exists a sound and complete inference procedure.
- ▶
- ▶ That is, the procedure will answer any question whose answer follows from what is known by the KB .
- ▶

Classical propositional logic models and inference

P_1	...	P_3	KB	s
F	F	F	F	T
F	F	T	T	F
F	T	F	F	T
F	T	T	F	F
T	F	F	F	T
T	F	T	T	T
T	T	F	F	T
T	T	T	F	T

Uncertainty

Let action A_t = leave for airport t minutes before flight
Will A_t get me there on time?

Problems:

1. partial observability (road state, other drivers' plans, etc.)
2. noisy sensors (traffic reports)
3. uncertainty in action outcomes (flat tire, etc.)
4. immense complexity of modeling and predicting traffic

Hence a purely logical approach either

1. risks falsehood: “ A_{25} will get me there on time”, or
2. leads to conclusions that are too weak for decision making:

“ A_{25} will get me there on time if there's no accident on the bridge and it doesn't rain and my tires remain intact etc etc.”

(A_{1440} might reasonably be said to get me there on time but I'd have to stay overnight in the airport ...)

Methods for handling uncertainty

- ▶ **Default** or **nonmonotonic** logic:
 - Assume my car does not have a flat tire
 - Assume A_{25} works unless contradicted by evidence
- ▶ Issues: What assumptions are reasonable? How to handle contradiction?
- ▶
- ▶ **Rules with fudge factors:**
 - $A_{25} \text{ } \not\rightarrow_{0.3}$ get there on time
 - $\textit{Sprinkler} \text{ } \not\rightarrow_{0.99} \textit{WetGrass}$
 - $\textit{WetGrass} \text{ } \not\rightarrow_{0.7} \textit{Rain}$
- ▶ Issues: Problems with combination, e.g., *Sprinkler causes Rain??*
- ▶
- ▶ **Probability**
 - Model agent's degree of belief
 - Given the available evidence,
 - A_{25} will get me there on time with probability 0.04

Probability

Probabilistic assertions **summarize** effects of
laziness: failure to enumerate exceptions, qualifications, etc.
ignorance: lack of relevant facts, initial conditions, etc.

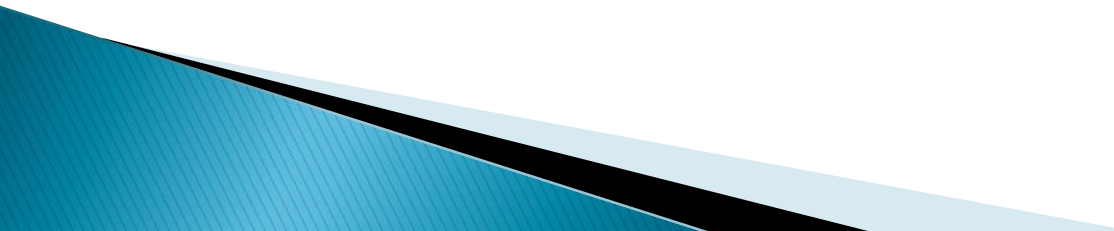
Subjective (personal, Bayesian) probability (belief):

- ▶ Probabilities relate propositions to agent's own state of knowledge
e.g., $P(A_{25} \mid \text{no reported accidents}) = 0.06$

These are **not** assertions about the world

Probabilities of propositions change with new evidence:

e.g., $P(A_{25} \mid \text{no reported accidents, 5 a.m.}) = 0.15$



Making decisions under uncertainty

Suppose I believe the following:

$$\begin{aligned}P(A_{25} \text{ gets me there on time} \mid \dots) &= 0.04 \\P(A_{90} \text{ gets me there on time} \mid \dots) &= 0.70 \\P(A_{120} \text{ gets me there on time} \mid \dots) &= 0.95 \\P(A_{1440} \text{ gets me there on time} \mid \dots) &= 0.9999\end{aligned}$$

▶ Which action to choose?

▶

Depends on my **preferences** for missing flight vs. time spent waiting, etc.

- **Utility theory** is used to represent and infer preferences
-
- **Decision theory** = probability theory + utility theory
-

Interpretations of probability

- ▶ Sources of uncertainty
 - inherent uncertainty in the physical process;
 - inherent uncertainty at macroscopic level;
 - ignorance;
 - practical omissions;
- ▶ Interpretations of probabilities:
 - combinatoric;
 - physical propensities;
 - frequentist;
 - personal/subjectivist;
 - instrumentalist;

$$\lim_{N \rightarrow \infty} \frac{N_A}{N} = \lim_{N \rightarrow \infty} \hat{p}_N(A) = p(A) ? p(A | \xi)$$

Uncertainty

- ▶ .A.Einstein: „God does not play dice..”

<https://arxiv.org/ftp/arxiv/papers/1301/1301.1656.pdf>

- ▶ Einstein–Podolski–Rosen paradox / Bell Test

- ▶ S. Hawking: „Does god play dice?”

<http://www.hawking.org.uk/does-god-play-dice.html>

- ▶ The BIG Bell Test (Nov30, 2016)

- <http://bist.eu/100000-people-participated-big-bell-test-unique-worldwide-quantum-physics-experiment/>



A chronology of uncertain inference

- ▶ [1713] *Ars Conjectandi* (The Art of Conjecture), Jacob Bernoulli
 - **Subjectivist interpretation** of probabilities
- ▶ [1718] *The Doctrine of Chances*, Abraham de Moivre
 - the first textbook on probability theory
 - **Forward predictions**
 - „given a specified number of white and black balls in an urn, what is the probability of drawing a black ball?”
 - his own death
- ▶ [1764, posthumous] *Essay Towards Solving a Problem in the Doctrine of Chances*, Thomas Bayes
 - **Backward questions:** „given that one or more balls has been drawn, what can be said about the number of white and black balls in the urn”
- ▶ [1812], *Théorie analytique des probabilités*, Pierre–Simon Laplace
 - General Bayes rule
- ▶ ...
- ▶ [1921]: **Correlation and causation**, S. Wright’s diagrams
- ▶ [1933]: A. Kolmogorov: *Foundations of the Theory of Probability*

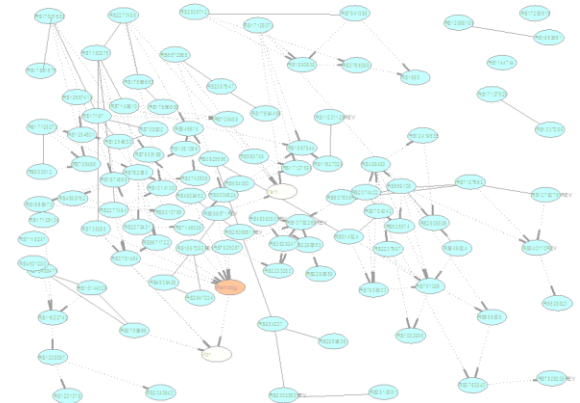
Bayes-omics

- ▶ Thomas Bayes (c. 1702 – 1761)
- ▶ Bayesian probability
- ▶ Bayes' rule
- ▶ Bayesian statistics
- ▶ Bayesian decision
- ▶ Bayesian model averaging
- ▶ Bayesian networks
- ▶ Bayes factor
- ▶ Bayes error
- ▶ Bayesian „communication”
- ▶ ...

$$p(\text{Model} | \text{Data}) \propto p(\text{Data} | \text{Model}) p(\text{Model})$$

$$a^* = \arg \max_i \sum_j U(o_j) p(o_j | a_i)$$

$$\begin{aligned} p(\text{prediction} | \text{data}) &= \\ &= \sum_i p(\text{pred.} | \text{Model}_i) p(\text{Model}_i | \text{data}) \end{aligned}$$



Basic concepts of probability theory

- Joint distribution
- Conditional probability
- Bayes' rule
- Chain rule
- Marginalization
- General inference
- Independence
 - Conditional independence
 - Independence model

Syntax

- ▶ Basic element: **random variable**
- ▶ Similar to propositional logic: possible worlds defined by assignment of values to random variables.
- ▶ **Boolean** random variables
- ▶ e.g., *Cavity* (do I have a cavity?)
- ▶
- ▶ **Discrete** random variables
- ▶ e.g., *Weather* is one of $\langle \textit{sunny}, \textit{rainy}, \textit{cloudy}, \textit{snow} \rangle$
- ▶ Domain values must be exhaustive and mutually exclusive
- ▶ Elementary proposition constructed by assignment of a value to a random variable: e.g., $\textit{Weather} = \textit{sunny}$, $\textit{Cavity} = \textit{false}$
- ▶ (abbreviated as $\neg \textit{cavity}$)
- ▶ Complex propositions formed from elementary propositions and standard logical connectives e.g., $\textit{Weather} = \textit{sunny} \vee \textit{Cavity} = \textit{false}$

Syntax

- ▶ **Atomic event:** A **complete** specification of the state of the world about which the agent is uncertain



E.g., if the world consists of only two Boolean variables *Cavity* and *Toothache*, then there are 4 distinct atomic events:

Cavity = false \wedge *Toothache = false*

Cavity = false \wedge *Toothache = true*

Cavity = true \wedge *Toothache = false*

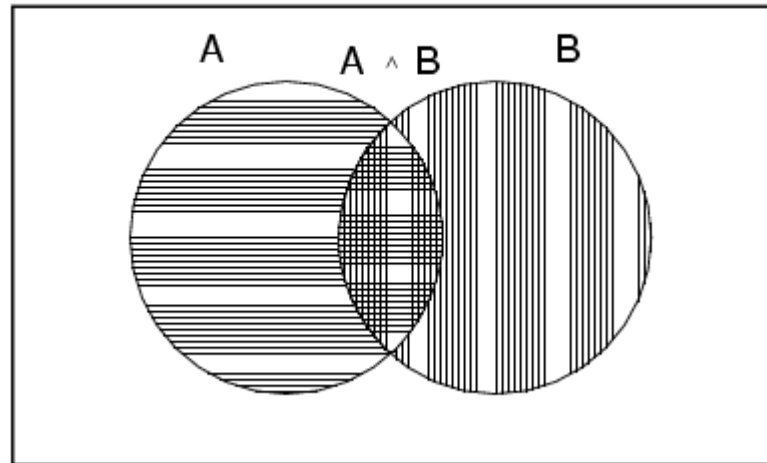
Cavity = true \wedge *Toothache = true*

- ▶ Atomic events are mutually exclusive and exhaustive

Axioms of probability

- ▶ For any propositions A, B
- ▶
 - $0 \leq P(A) \leq 1$
 - $P(\text{true}) = 1$ and $P(\text{false}) = 0$
 - $P(A \vee B) = P(A) + P(B) - P(A \wedge B)$
 -

True



Joint probability distribution

- ▶ **Prior** or **unconditional probabilities** of propositions
- ▶ e.g., $P(\text{Cavity} = \text{true}) = 0.1$ and $P(\text{Weather} = \text{sunny}) = 0.72$ correspond to belief prior to arrival of any (new) evidence
- ▶
- ▶ **Probability distribution** gives values for all possible assignments:
- ▶ $P(\text{Weather}) = \langle 0.72, 0.1, 0.08, 0.1 \rangle$ (**normalized**, i.e., sums to 1)
- ▶ **Joint probability distribution** for a set of random variables gives the probability of every atomic event on those random variables
- ▶ $P(\text{Weather}, \text{Cavity})$ = a 4×2 matrix of values:

<i>Weather</i> =	sunny	rainy	cloudy	snow
<i>Cavity</i> = true	0.144	0.02	0.016	0.02
<i>Cavity</i> = false	0.576	0.08	0.064	0.08

Conditional probability

- ▶ **Conditional or posterior probabilities**
- ▶ e.g., $P(\text{cavity} \mid \text{toothache}) = 0.8$
i.e., given that *toothache* is all I know
- ▶ (Notation for conditional distributions:
 - ▶ $P(\text{Cavity} \mid \text{Toothache}) = 2\text{-element vector of } 2\text{-element vectors}$
- ▶ If we know more, e.g., *cavity* is also given, then we have
 - ▶ $P(\text{cavity} \mid \text{toothache}, \text{cavity}) = 1$
- ▶ New evidence may be irrelevant, allowing simplification, e.g.,
 - ▶ $P(\text{cavity} \mid \text{toothache}, \text{sunny}) = P(\text{cavity} \mid \text{toothache}) = 0.8$
 - ▶ This kind of inference, sanctioned by domain knowledge, is crucial

Conditional probability

- ▶ Definition of conditional probability:
- ▶ $P(a \mid b) = P(a \wedge b) / P(b)$ if $P(b) > 0$
- ▶
- ▶ **Product rule** gives an alternative formulation:
- ▶ $P(a \wedge b) = P(a \mid b) P(b) = P(b \mid a) P(a)$
- ▶
- ▶ A general version holds for whole distributions, e.g.,
- ▶ $P(\text{Weather}, \text{Cavity}) = P(\text{Weather} \mid \text{Cavity}) P(\text{Cavity})$
- ▶ (View as a set of 4×2 equations, **not** matrix mult.)
- ▶
- ▶ **Chain rule** is derived by successive application of product rule:
- ▶
$$\begin{aligned} P(X_1, \dots, X_n) &= P(X_1, \dots, X_{n-1}) P(X_n \mid X_1, \dots, X_{n-1}) \\ &= P(X_1, \dots, X_{n-2}) P(X_{n-1} \mid X_1, \dots, X_{n-2}) P(X_n \mid X_1, \dots, X_{n-1}) \\ &= \dots \\ &= \prod_{i=1}^n P(X_i \mid X_1, \dots, X_{i-1}) \end{aligned}$$

Bayes rule

An algebraic triviality

$$p(X | Y) = \frac{p(Y | X)p(X)}{p(Y)} = \frac{p(Y | X)p(X)}{\sum_x p(Y | X)p(X)}$$

A scientific research paradigm

$$p(\textit{Model} | \textit{Data}) \propto p(\textit{Data} | \textit{Model}) p(\textit{Model})$$

A practical method for inverting causal knowledge to diagnostic tool.

$$p(\textit{Cause} | \textit{Effect}) \propto p(\textit{Effect} | \textit{Cause}) \times p(\textit{Cause})$$

Inference by enumeration

- ▶ Every question about a domain can be answered by the joint distribution.
- ▶ Start with the joint probability distribution:

	<i>toothache</i>		\neg <i>toothache</i>	
	<i>catch</i>	\neg <i>catch</i>	<i>catch</i>	\neg <i>catch</i>
<i>cavity</i>	.108	.012	.072	.008
\neg <i>cavity</i>	.016	.064	.144	.576

- ▶ For any proposition ϕ , sum the atomic events where it is true: $P(\phi) = \sum_{\omega: \omega \models \phi} P(\omega)$

Inference by enumeration

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- ▶ $P(\textit{toothache}) = 0.108 + 0.012 + 0.016 + 0.064 = 0.2$

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Inference by enumeration

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	<i>toothache</i>		\neg <i>toothache</i>	
	<i>catch</i>	\neg <i>catch</i>	<i>catch</i>	\neg <i>catch</i>
<i>cavity</i>	.108	.012	.072	.008
\neg <i>cavity</i>	.016	.064	.144	.576

- ▶ Can also compute conditional probabilities:

$$\begin{aligned} P(\neg \text{cavity} \mid \text{toothache}) &= \frac{P(\neg \text{cavity} \wedge \text{toothache})}{P(\text{toothache})} \\ &= \frac{0.016 + 0.064}{0.108 + 0.012 + 0.016 + 0.064} \\ &= 0.4 \end{aligned}$$

Normalization

	<i>toothache</i>		\neg <i>toothache</i>	
	<i>catch</i>	\neg <i>catch</i>	<i>catch</i>	\neg <i>catch</i>
<i>cavity</i>	.108	.012	.072	.008
\neg <i>cavity</i>	.016	.064	.144	.576

- ▶ Denominator can be viewed as a **normalization constant** α
- ▶

$$\begin{aligned} P(Cavity / toothache) &= \alpha, P(Cavity, toothache) \\ &= \alpha, [P(Cavity, toothache, catch) + P(Cavity, toothache, \neg catch)] \\ &= \alpha, [<0.108, 0.016> + <0.012, 0.064>] \\ &= \alpha, <0.12, 0.08> = <0.6, 0.4> \end{aligned}$$

General idea: compute distribution on query variable by fixing **evidence variables** and summing over **hidden variables**

Inference by enumeration, contd.

Typically, we are interested in the posterior joint distribution of the **query variables** Y given specific values e for the **evidence variables** E

Let the **hidden variables** be $H = X - Y - E$

Then the required summation of joint entries is done by summing out the hidden variables:

$$P(Y \mid E = e) = \alpha P(Y, E = e) = \alpha \sum_h P(Y, E = e, H = h)$$

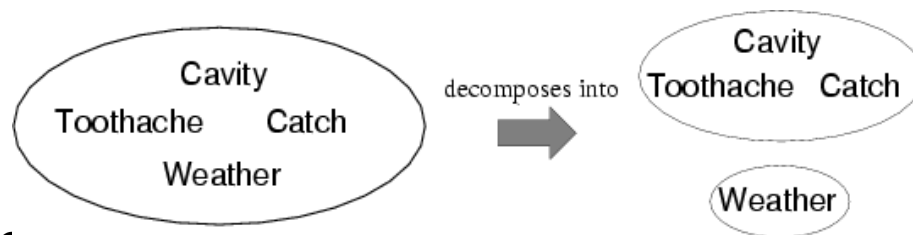
- ▶ The terms in the summation are joint entries because Y , E and H together exhaust the set of random variables
- ▶ Obvious problems:
 1. Worst-case time complexity $O(d^n)$ where d is the largest arity
 2. Space complexity $O(d^n)$ to store the joint distribution
 3. How to find the numbers for $O(d^n)$ entries?

Classical vs probabilistic logic: truth and beliefs

P_1	...	P_3	KB	s	pKB	P(query evidence)
F	F	F	F	T	.01	.1
F	F	T	T	F	.12	.2
F	T	F	F	T	.35	.3
F	T	T	F	F
T	F	F	F	T
T	F	T	T	T
T	T	F	F	T
T	T	T	F	T

Independence, conditional independence

- ▶ A and B are independent iff
 $P(A/B) = P(A)$ or $P(B/A) = P(B)$ or $P(A, B) = P(A) P(B)$



$$P(\textit{Toothache}, \textit{Catch}, \textit{Cavity}, \textit{Weather}) \\ = P(\textit{Toothache}, \textit{Catch}, \textit{Cavity}) P(\textit{Weather})$$

- ▶ 32 entries reduced to 12; for n independent biased coins, $O(2^n) \rightarrow O(n)$
- ▶
- ▶ Absolute independence powerful but rare
- ▶ A and B are conditionally independent iff
 $P(A/B) = P(A)$ or $P(B/A) = P(B)$ or $P(A, B|C) = P(A|C) P(B|C)$

Conditional independence

$I_p(X;Y|Z)$ or $(X \perp\!\!\!\perp Y|Z)_p$ denotes that X is independent of Y given Z defined as follows

for all x, y and z with $P(z) > 0$: $P(x, y|z) = P(x|z) P(y|z)$

(Almost) alternatively, $I_p(X;Y|Z)$ iff

$P(X|Z, Y) = P(X|Z)$ for all z, y with $P(z, y) > 0$.

Other notations: $D_p(X;Y|Z) = \text{def} = \neg I_p(X;Y|Z)$

Contextual independence: for not all z .

Direct dependence: $D_p(X;Y|V/\{X, Y\})$

The independence model of a distribution

The independence map (model) M of a distribution P is the set of the valid independence triplets:

$$M_P = \{I_{P,1}(X_1; Y_1 | Z_1), \dots, I_{P,K}(X_K; Y_K | Z_K)\}$$

If $P(X, Y, Z)$ is a Markov chain, then

$$M_P = \{D(X; Y), D(Y; Z), I(X; Z | Y)\}$$

Normally/almost always: $D(X; Z)$

Exceptionally: $I(X; Z)$



The semi-graphoid axioms

1. Symmetry: The observational probabilistic conditional independence is symmetric.

$$I_p(\mathbf{X}; \mathbf{Y} | \mathbf{Z}) \text{ iff } I_p(\mathbf{Y}; \mathbf{X} | \mathbf{Z})$$

2. Decomposition: Any part of an irrelevant information is irrelevant.

$$I_p(\mathbf{X}; \mathbf{Y} \cup \mathbf{W} | \mathbf{Z}) \Rightarrow I_p(\mathbf{X}; \mathbf{Y} | \mathbf{Z}) \text{ and } I_p(\mathbf{X}; \mathbf{W} | \mathbf{Z})$$

3. Weak union: Irrelevant information remains irrelevant after learning (other) irrelevant information.

$$I_p(\mathbf{X}; \mathbf{Y} \cup \mathbf{W} | \mathbf{Z}) \Rightarrow I_p(\mathbf{X}; \mathbf{Y} | \mathbf{Z} \cup \mathbf{W})$$

4. Contraction: Irrelevant information remains irrelevant after forgetting (other) irrelevant information.

$$I_p(\mathbf{X}; \mathbf{Y} | \mathbf{Z}) \text{ and } I_p(\mathbf{X}; \mathbf{W} | \mathbf{Z} \cup \mathbf{Y}) \Rightarrow I_p(\mathbf{X}; \mathbf{Y} \cup \mathbf{W} | \mathbf{Z})$$

Semi-graphoids (SG): Symmetry, Decomposition, Weak Union, Contraction (holds in all probability distribution). SG is sound, but incomplete inference.

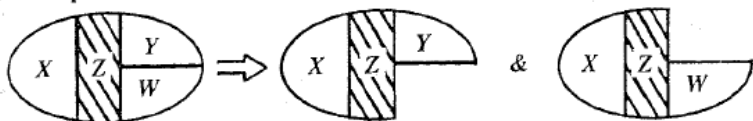
Graphoids

Intersection: Symmetric irrelevance implies joint irrelevance if there are no dependencies.

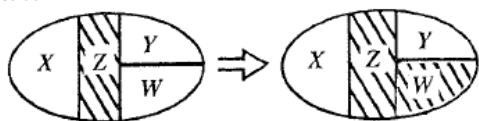
$$I_p(X; Y|Z \cup W) \text{ and } I_p(X; W|Z \cup Y) \Rightarrow I_p(X; Y \cup W|Z)$$

Graphoids: Semi-graphoids+Intersection
(holds only in strictly positive distribution)

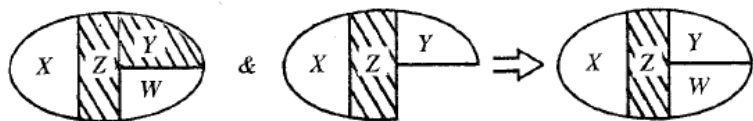
Decomposition



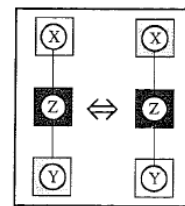
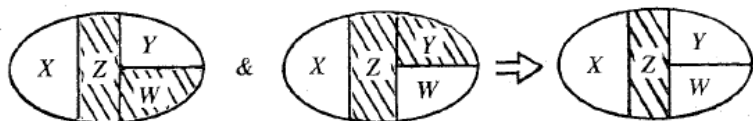
Weak Union



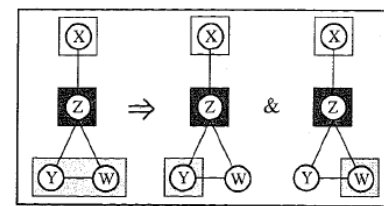
Contraction



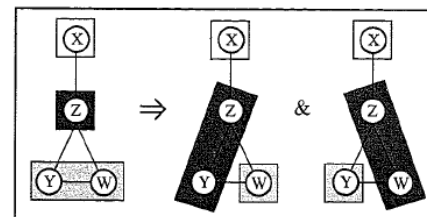
Intersection



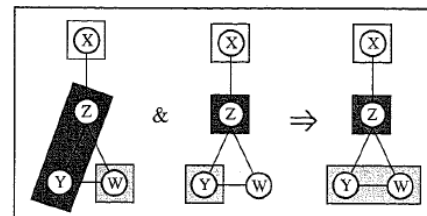
(a) Symmetry



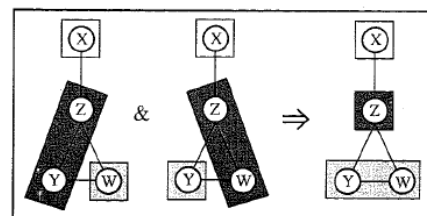
(b) Decomposition



(c) Weak Union



(d) Contraction



(e) Intersection

Summary

- ▶ Probability is a rigorous formalism for uncertain knowledge.
- ▶ The subjective/Bayesian interpretation of probabilities avoids the necessity of repeatability.
- ▶ **Joint probability distribution** specifies probability of every **atomic event**.
- ▶ Queries can be answered by summing over atomic events.
- ▶ **Suggested reading:**
 - Malakoff: Bayes Offers a `New' Way to Make Sense of Numbers, Science, 1999
 - Efron: Bayes' Theorem in the 21st Century, Science, 2013