10-601 Introduction to Machine Learning

Machine Learning Department
School of Computer Science
Carnegie Mellon University

Bayesian Networks

+

Reinforcement Learning

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Lecture 22
Apr. 8, 2019

Reminders

- **Homework 7: HMMs**
  - Out: Fri, Mar 29
  - Due: Wed, Apr 10 at 11:59pm

- **Today's In-Class Poll**
  - http://p22.mlcourse.org

Q&A

GRAPHICAL MODELS: DETERMINING CONDITIONAL INDEPENDENCIES

What Independencies does a Bayes Net Model?

- In order for a Bayesian network to model a probability distribution, the following must be true:

  Each variable is conditionally independent of all its non-descendants in the graph given the value of all its parents.

- This follows from

$$P(X_1 \ldots X_n) = \prod_{i=1}^{n} P(X_i \mid parents(X_i))$$

$$= \prod_{i=1}^{n} P(X_i \mid X_1 \ldots X_{i-1})$$

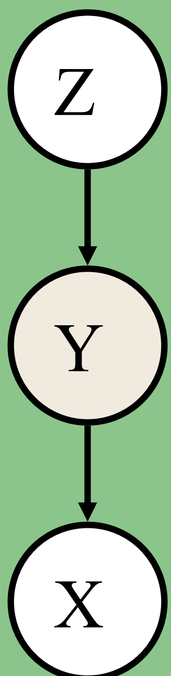
- But what else does it imply?

Slide from William Cohen

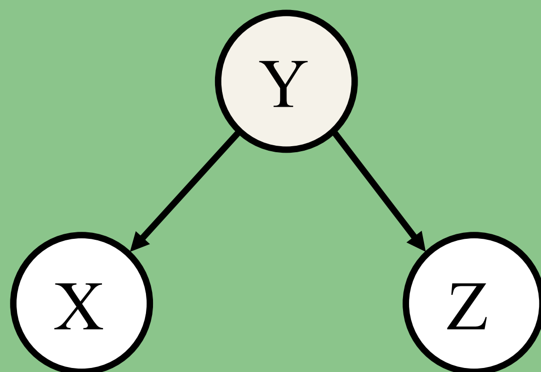
What Independencies does a Bayes Net Model?

Three cases of interest…

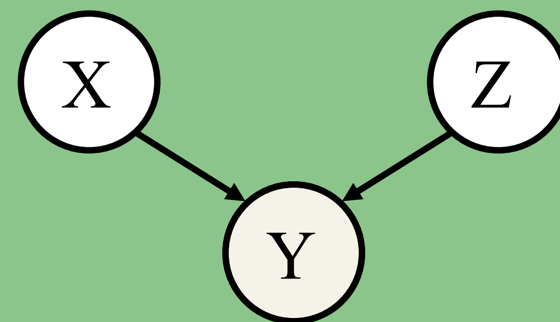
Cascade



Common Parent



V-Structure



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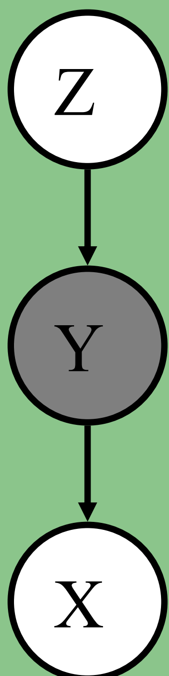

$$X \perp\!\!\!\perp Z \mid Y$$

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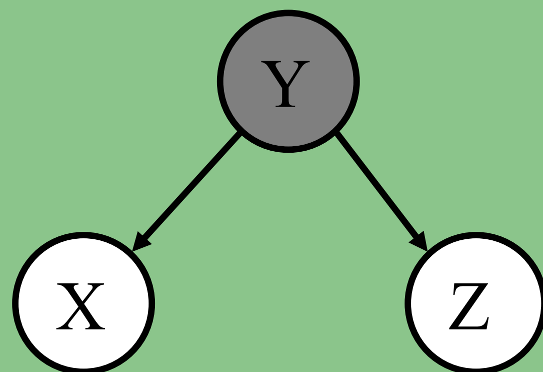

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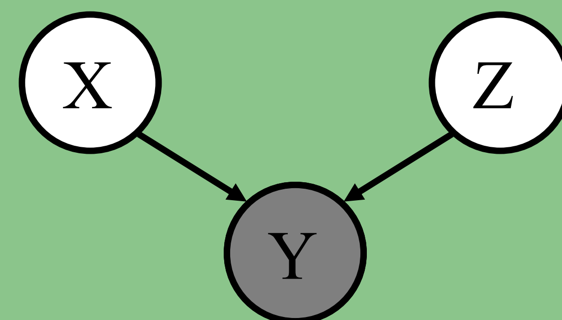


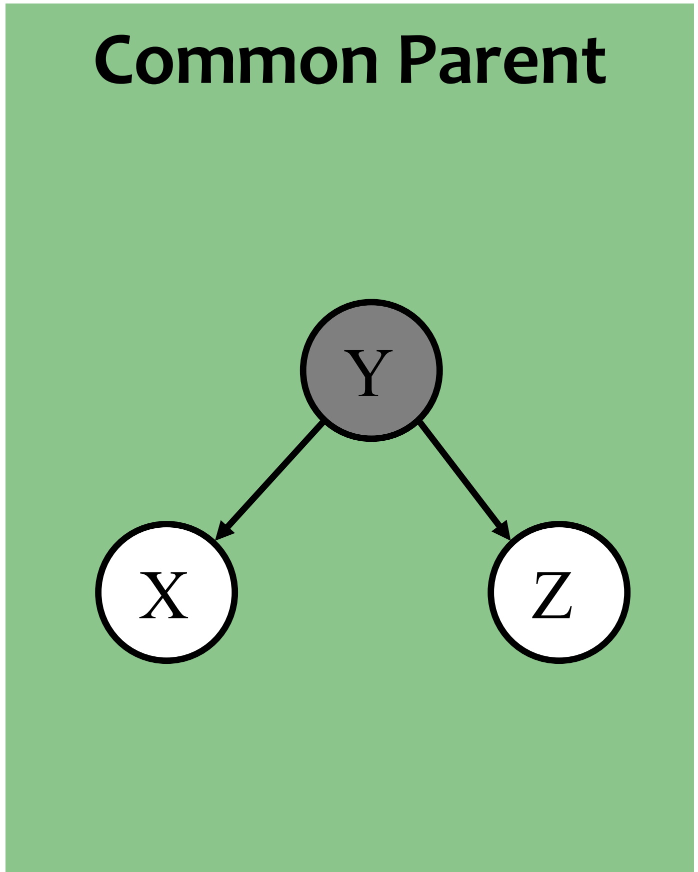
$$X \not\perp\!\!\!\perp Z \mid Y$$

Knowing Y
decouples X and Z

Knowing Y
couples X and Z

Whiteboard

Proof of conditional independence

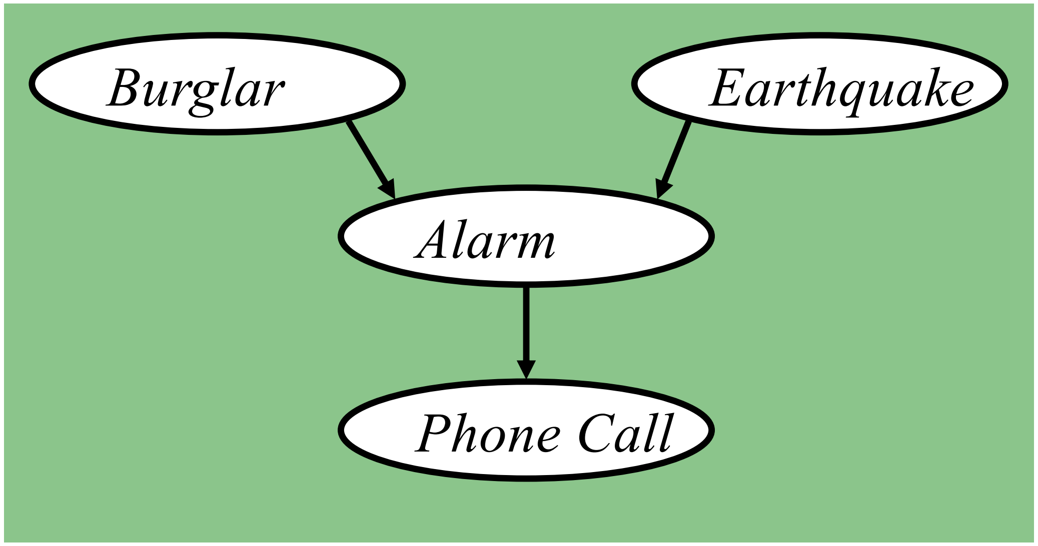


$$X \perp\!\!\!\perp Z \mid Y$$

(The other two cases can be shown just as easily.)

The "Burglar Alarm" example

- Your house has a twitchy burglar alarm that is also sometimes triggered by earthquakes.
- Earth arguably doesn't care whether your house is currently being burgled
- While you are on vacation, one of your neighbors calls and tells you your home's burglar alarm is ringing. Uh oh!



Quiz: True or False?

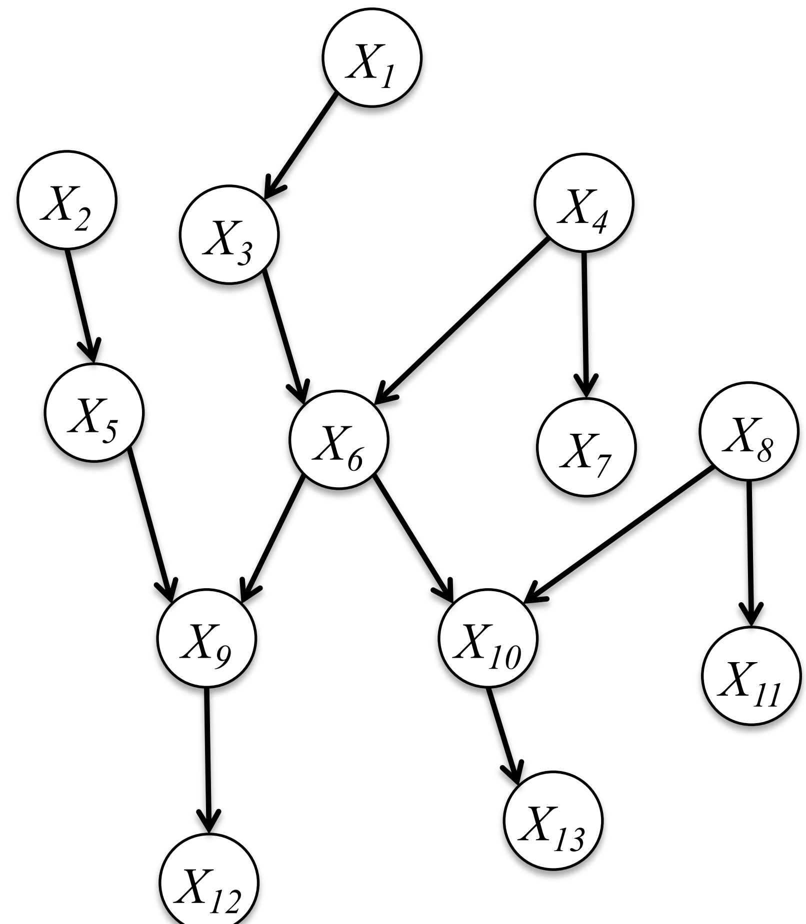
$$Burglar \perp\!\!\!\perp Earthquake \mid PhoneCall$$

Markov Blanket

Def: the **co-parents** of a node are the parents of its children

Def: the **Markov Blanket** of a node is the set containing the node's parents, children, and co-parents.

Thm: a node is **conditionally independent** of every other node in the graph given its **Markov blanket**



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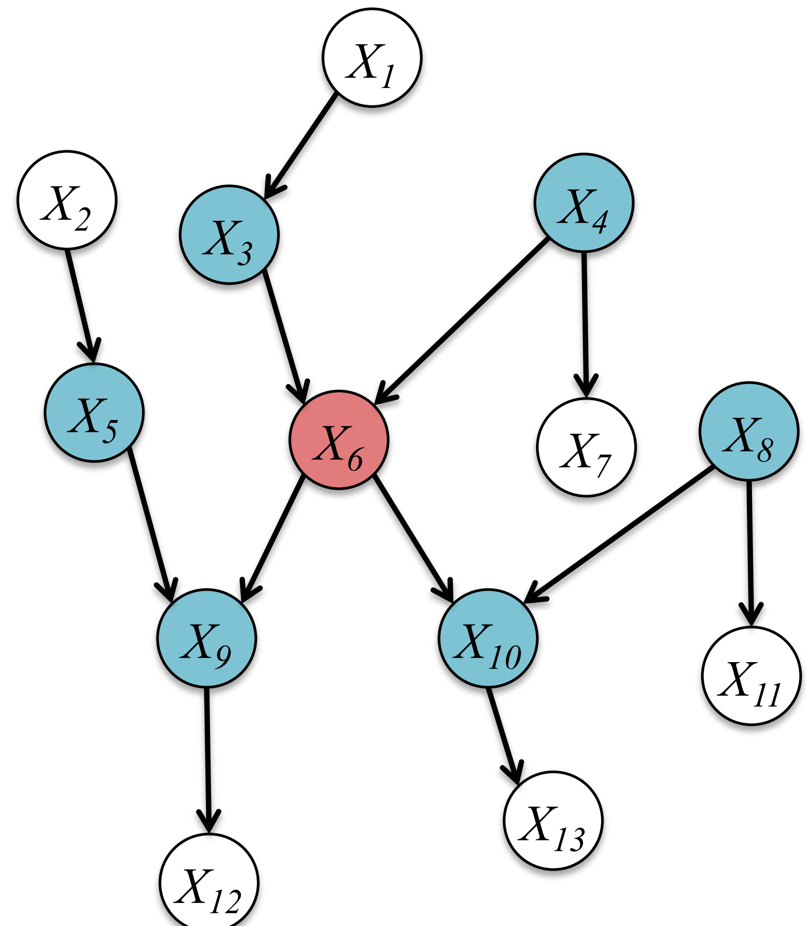
Theorem: a node is **conditionally independent** of every other node in the graph given its **Markov blanket**

Example: The Markov Blanket of X_6 is $\{X_3, X_4, X_5, X_8, X_9, X_{10}\}$



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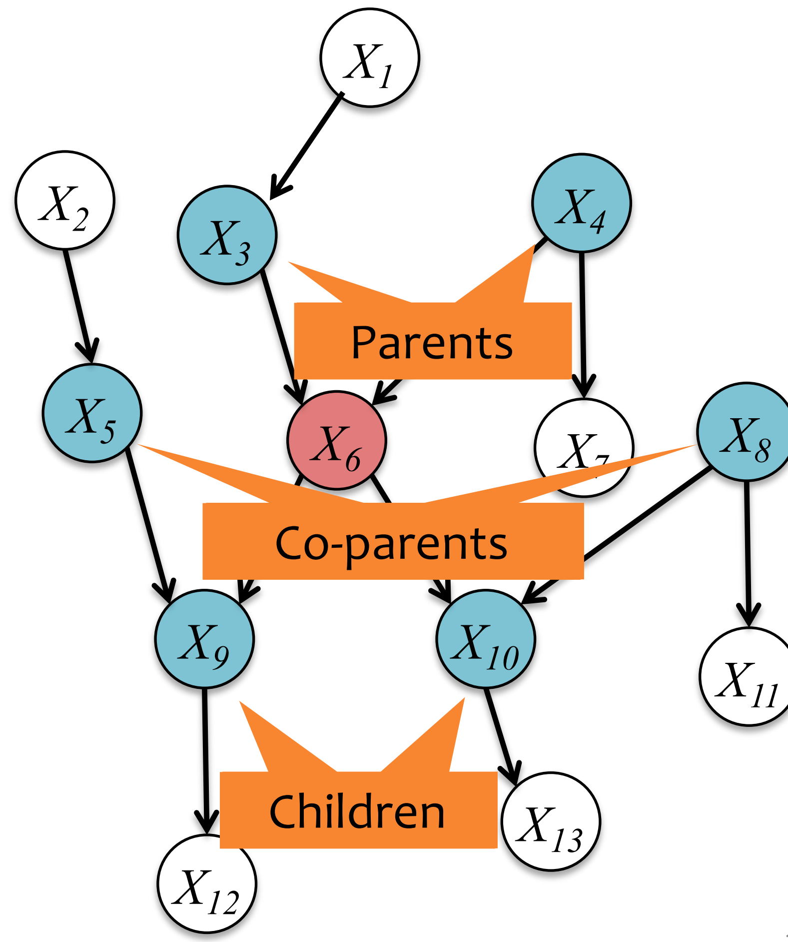


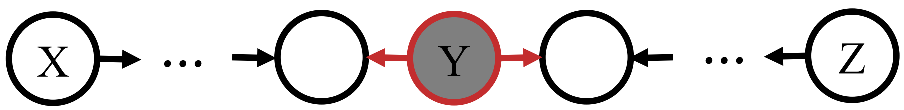
D-Separation

If variables X and Z are **d-separated** given a **set** of variables E
Then X and Z are **conditionally independent** given the **set** E

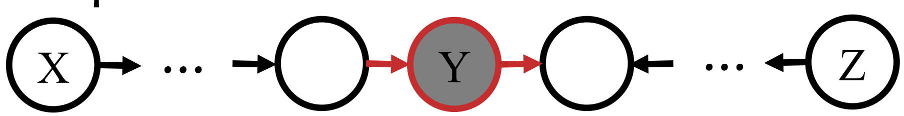
<u>Definition #1:</u>
Variables X and Z are **d-separated** given a **set** of evidence variables E iff every path from X to Z is “blocked”.

A path is “blocked” whenever:

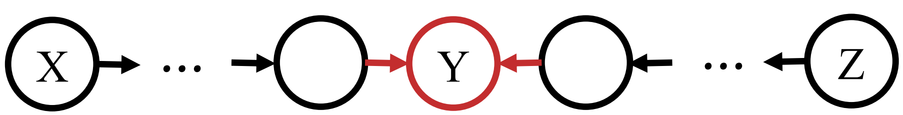
1. ∃Y on path s.t. Y ∈ E and Y is a “common parent”



2. ∃Y on path s.t. Y ∈ E and Y is in a “cascade”



3. ∃Y on path s.t. {Y, descendants(Y)} ∉ E and Y is in a “v-structure”



D-Separation

If variables X and Z are **d-separated** given a **set** of variables E
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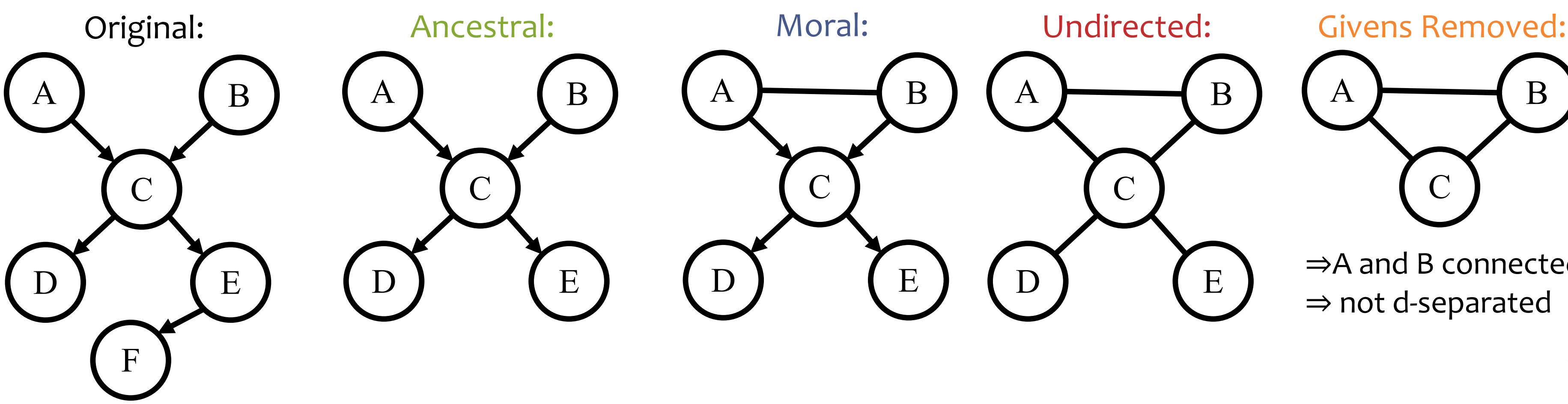
Definition #2:
Variables X and Z are **d-separated** given a **set** of evidence variables E iff there does **not** exist a path in the **undirected ancestral moral** graph **with E removed**.

1. **Ancestral graph**: keep only X, Z, E and their ancestors
2. **Moral graph**: add undirected edge between all pairs of each node's parents
3. **Undirected graph**: convert all directed edges to undirected
4. Givens Removed: delete any nodes in E

Example Query: $A \perp\!\!\!\perp B \mid \{D, E\}$



⇒A and B connected
⇒ not d-separated

SUPERVISED LEARNING FOR BAYES NETS

Recipe for Closed-form MLE

1. Assume data was generated i.i.d. from some model (i.e. write the generative story)

   $x^{(i)} \sim p(x|\boldsymbol{\theta})$

2. Write log-likelihood

   $\ell(\boldsymbol{\theta}) = \log p(x^{(1)}|\boldsymbol{\theta}) + \ldots + \log p(x^{(N)}|\boldsymbol{\theta})$

3. Compute partial derivatives (i.e. gradient)

   $\partial\ell(\boldsymbol{\theta})/\partial\theta_1 = \ldots$

   $\partial\ell(\boldsymbol{\theta})/\partial\theta_2 = \ldots$

   …

   $\partial\ell(\boldsymbol{\theta})/\partial\theta_M = \ldots$

4. Set derivatives to zero and solve for $\boldsymbol{\theta}$

   $\partial\ell(\boldsymbol{\theta})/\partial\theta_m = 0$ for all $m \in \{1, \ldots, M\}$

   $\boldsymbol{\theta}^{MLE}$ = solution to system of M equations and M variables

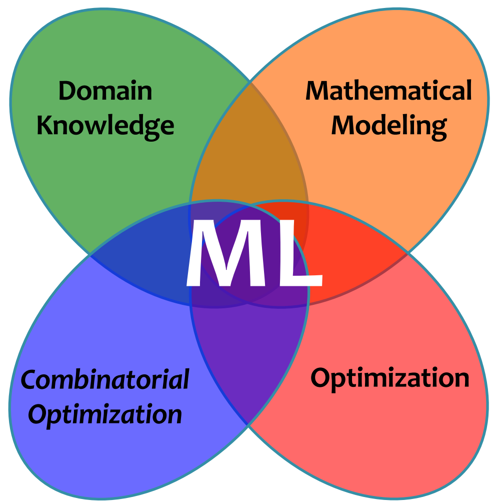
5. Compute the second derivative and check that $\ell(\boldsymbol{\theta})$ is concave down at $\boldsymbol{\theta}^{MLE}$

Machine Learning

The **data** inspires the structures we want to predict

Our **model** defines a score for each structure

It also tells us what to optimize

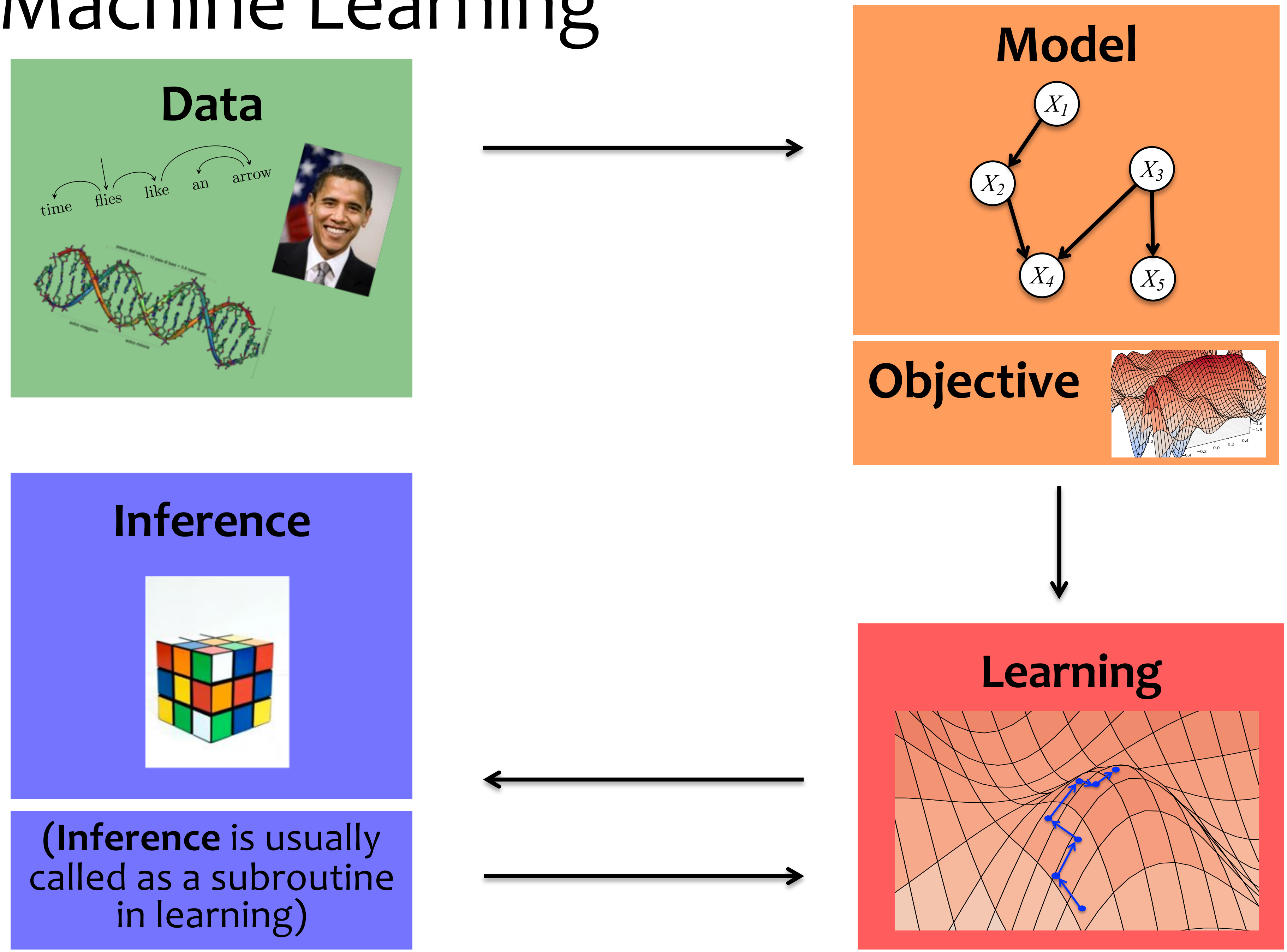


Learning tunes the parameters of the model

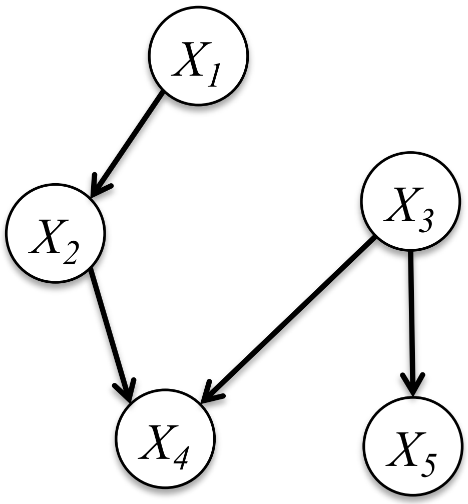
Inference finds {best structure, marginals, partition function} for a new observation

(**Inference** is usually called as a subroutine in learning)

Machine Learning

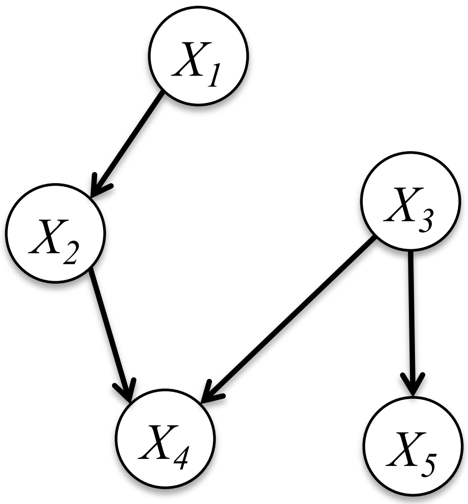


Learning Fully Observed BNs



$$p(X_1, X_2, X_3, X_4, X_5) =$$
$$p(X_5|X_3)p(X_4|X_2, X_3)$$
$$p(X_3)p(X_2|X_1)p(X_1)$$

Learning Fully Observed BNs



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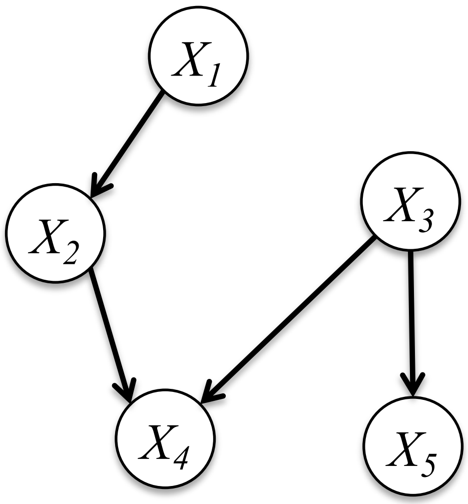

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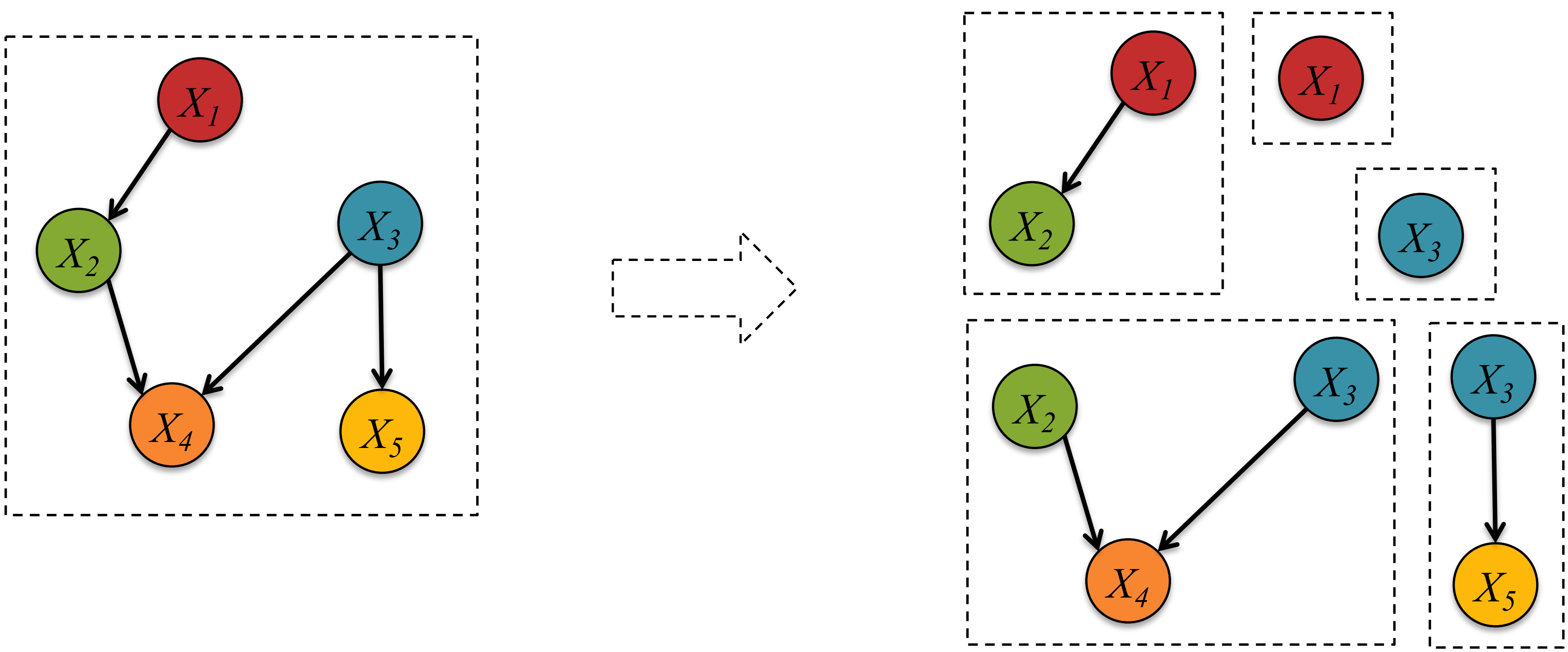
$$p(X_3)p(X_2|X_1)p(X_1)$$

How do we learn these conditional and marginal distributions for a Bayes Net?

Learning Fully Observed BNs

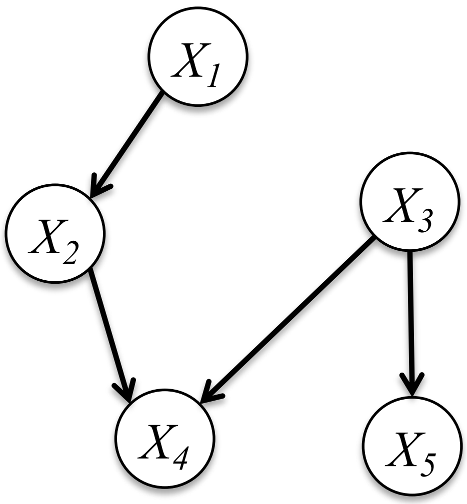
Learning this fully observed Bayesian Network is **equivalent** to learning five (small / simple) independent networks from the same data

$$p(X_1, X_2, X_3, X_4, X_5) = p(X_5|X_3)p(X_4|X_2, X_3) p(X_3)p(X_2|X_1)p(X_1)$$



Learning Fully Observed BNs

How do we **learn** these conditional and marginal distributions for a Bayes Net?



$$\boldsymbol{\theta}^* = \underset{\boldsymbol{\theta}}{\operatorname{argmax}} \log p(X_1, X_2, X_3, X_4, X_5)$$
$$= \underset{\boldsymbol{\theta}}{\operatorname{argmax}} \log p(X_5|X_3, \theta_5) + \log p(X_4|X_2, X_3, \theta_4)$$
$$+ \log p(X_3|\theta_3) + \log p(X_2|X_1, \theta_2)$$
$$+ \log p(X_1|\theta_1)$$

$$\theta_1^* = \underset{\theta_1}{\operatorname{argmax}} \log p(X_1|\theta_1)$$

$$\theta_2^* = \underset{\theta_2}{\operatorname{argmax}} \log p(X_2|X_1, \theta_2)$$

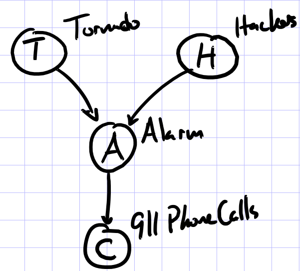
$$\theta_3^* = \underset{\theta_3}{\operatorname{argmax}} \log p(X_3|\theta_3)$$

$$\theta_4^* = \underset{\theta_4}{\operatorname{argmax}} \log p(X_4|X_2, X_3, \theta_4)$$

$$\theta_5^* = \underset{\theta_5}{\operatorname{argmax}} \log p(X_5|X_3, \theta_5)$$

Learning Fully Observed BNs

Ex: Tornado Alarms



$H \sim \text{Bernoulli}(\eta)$

$T \sim \text{Bernoulli}(\tau)$

$A \sim \text{Bernoulli}(\alpha_{H,T})$

$C \sim \text{Uniform}(\{1,\ldots,6\}) + A * \text{Uniform}(\{1,\ldots,6\})$

parameters → η, τ, $\alpha_{H,T}$

no parameters → $\text{Uniform}(\{1,\ldots,6\})$

integer → C

Dataset

i	T	H	A	C
1	0	0	0	2
2	0	0	0	6
3	0	0	0	4
⋮	1	0	0	3
	1	0	0	1
	1	0	1	10
	1	0	1	7
	0	1	0	2
	0	1	1	12
	0	1	0	5
⋮	1	1	1	10
12	1	0	0	2

MLEs in Closed Form

$$\ell(\eta,\tau,\alpha) = \log \prod_{i=1}^{12} p(t^{(i)}, h^{(i)}, a^{(i)}, c^{(i)} \mid \eta, \tau, \alpha)$$

$$= \sum_{i=1}^{12} \log p(t^{(i)} \mid \tau) + \log p(h^{(i)} \mid \eta) + \log p(a^{(i)} \mid t^{(i)}, h^{(i)}, \alpha) + \log p(c^{(i)} \mid a^{(i)})$$

$$\hat{\eta}, \hat{\tau}, \hat{\alpha} = \operatorname{argmax} \ell(\eta, \tau, \alpha)$$

$$\hat{\eta} = \operatorname{argmax}_{\eta} \sum_{i=1}^{12} \log p(h^{(i)} \mid \eta) = \#(T=1)/N$$

$$\hat{\tau} = \operatorname{argmax}_{\tau} \sum_{i=1}^{12} \log p(t^{(i)} \mid \tau) = \#(H=1)/N$$

$$\hat{\alpha} = \operatorname{argmax}_{\alpha} \sum_{i=1}^{12} \log p(a^{(i)} \mid t^{(i)}, h^{(i)}, \alpha)$$

$$\hat{\alpha}_{t,h} = \frac{\#(A=1, T=t, H=h)}{\#(T=t, H=h)}$$

What are the MLEs?

$\hat{\eta} = 1/3$

$\hat{\tau} = 1/2$

$\hat{\alpha} =$

	H=0	H=1
T=0	0	1/3
T=1	2/3	1

INFERENCE FOR BAYESIAN NETWORKS

A Few Problems for Bayes Nets

Suppose we already have the parameters of a Bayesian Network…

1. How do we compute the probability of a specific assignment to the variables?
   $P(T=t, H=h, A=a, C=c)$

2. How do we draw a sample from the joint distribution?
   $t,h,a,c \sim P(T, H, A, C)$

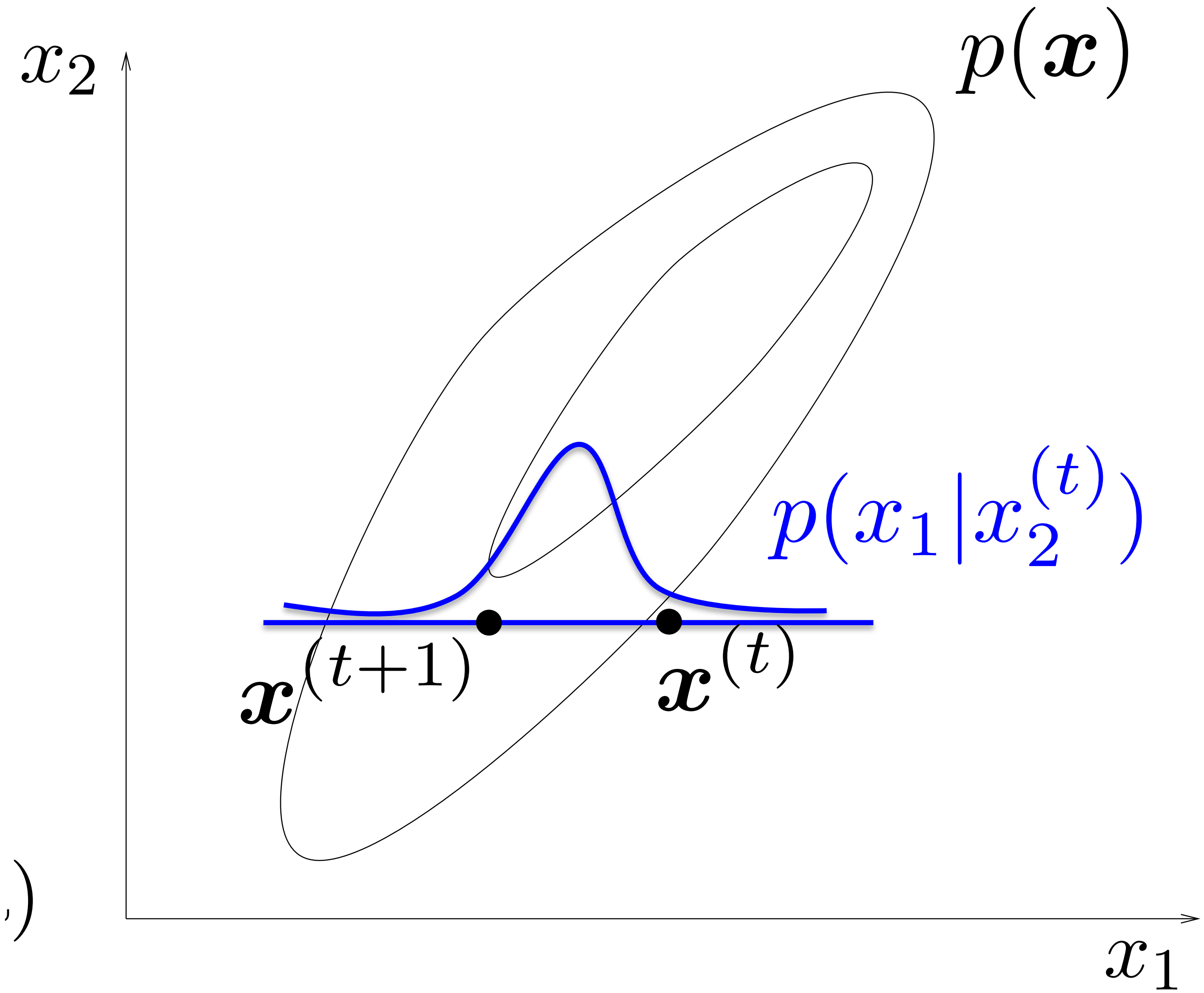
3. How do we compute marginal probabilities?
   $P(A) = \ldots$

4. How do we draw samples from a conditional distribution?
   $t,h,a \sim P(T, H, A \mid C = c)$

5. How do we compute conditional marginal probabilities?
   $P(H \mid C = c) = \ldots$

Can we use samples ?

Gibbs Sampling



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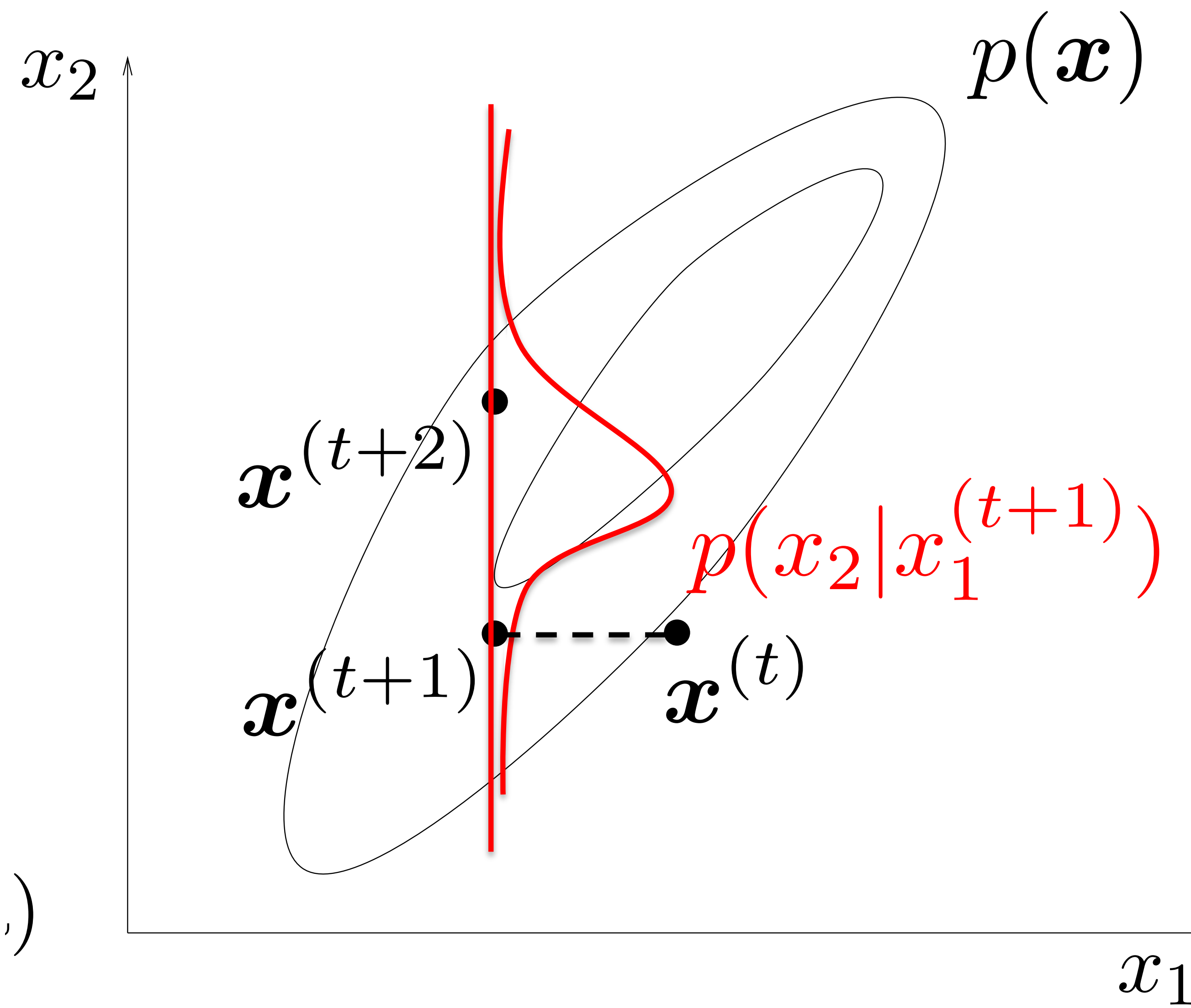

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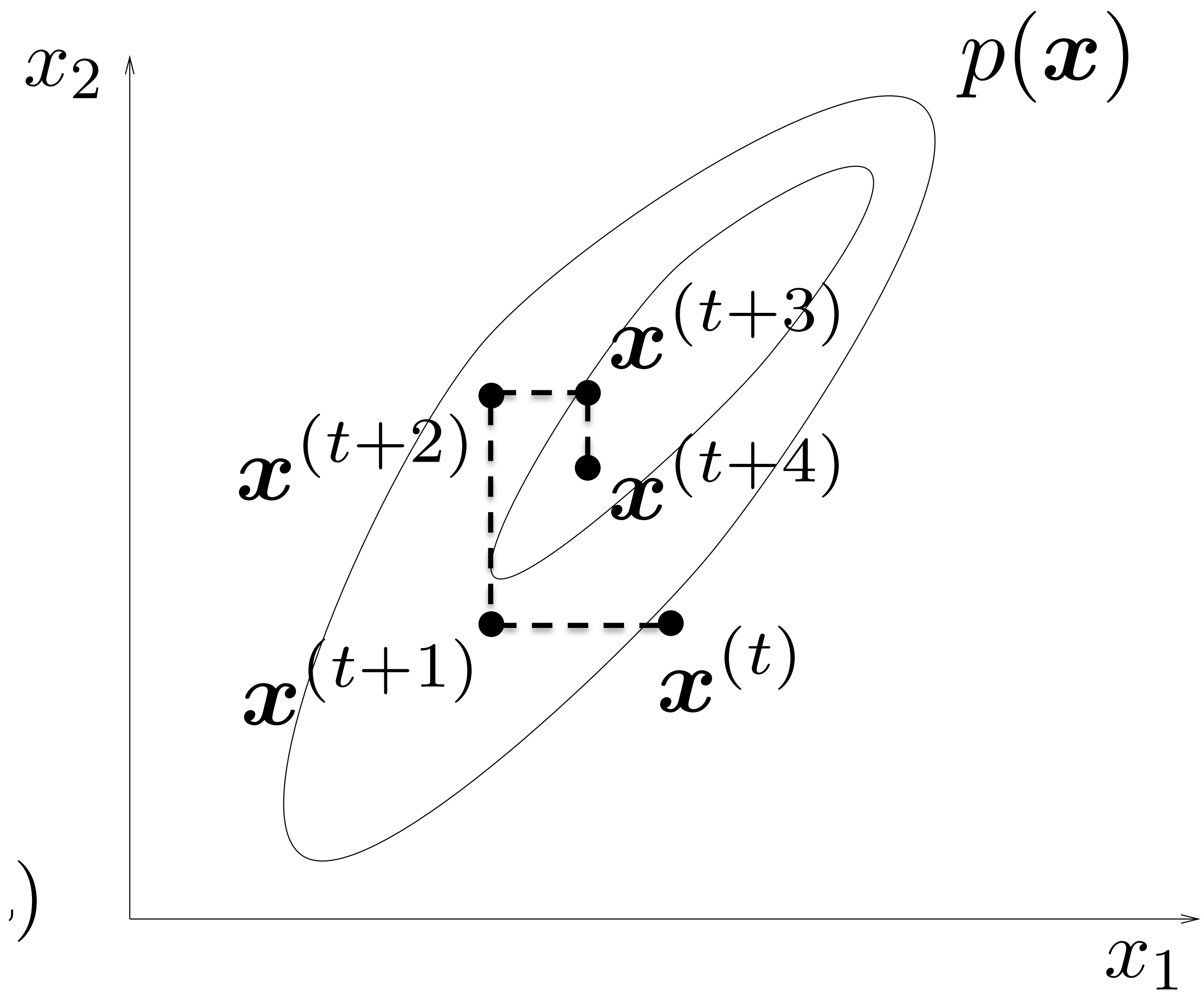


Gibbs Sampling

Question:
How do we draw samples from a conditional distribution?
$y_1, y_2, \ldots, y_J \sim p(y_1, y_2, \ldots, y_J \mid x_1, x_2, \ldots, x_J)$

(Approximate) Solution:

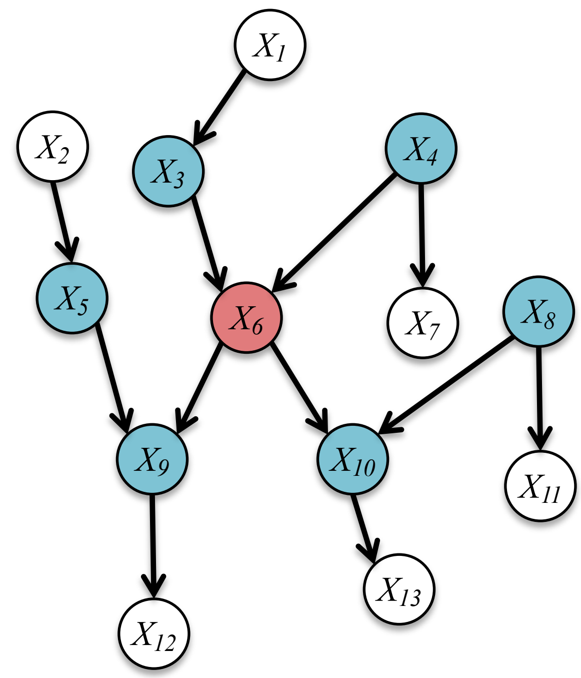
- Initialize $y_1^{(0)}, y_2^{(0)}, \ldots, y_J^{(0)}$ to arbitrary values
- For $t = 1, 2, \ldots$:
  - $y_1^{(t+1)} \sim p(y_1 \mid y_2^{(t)}, \ldots, y_J^{(t)}, x_1, x_2, \ldots, x_J)$
  - $y_2^{(t+1)} \sim p(y_2 \mid y_1^{(t+1)}, y_3^{(t)}, \ldots, y_J^{(t)}, x_1, x_2, \ldots, x_J)$
  - $y_3^{(t+1)} \sim p(y_3 \mid y_1^{(t+1)}, y_2^{(t+1)}, y_4^{(t)}, \ldots, y_J^{(t)}, x_1, x_2, \ldots, x_J)$
  - …
  - $y_J^{(t+1)} \sim p(y_J \mid y_1^{(t+1)}, y_2^{(t+1)}, \ldots, y_{J-1}^{(t+1)}, x_1, x_2, \ldots, x_J)$

Properties:

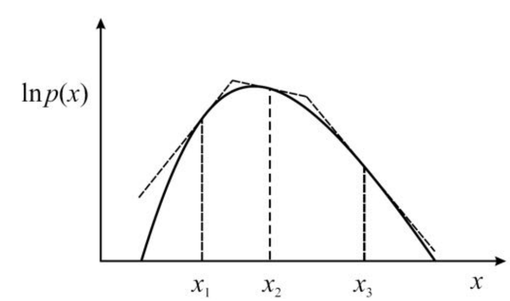
- This will eventually yield samples from
  $p(y_1, y_2, \ldots, y_J \mid x_1, x_2, \ldots, x_J)$
- But it might take a long time -- just like other Markov Chain Monte Carlo methods

Gibbs Sampling

Full conditionals only need to condition on the **Markov Blanket**



- Must be "easy" to sample from conditionals
- Many conditionals are log-concave and are amenable to adaptive rejection sampling



Learning Objectives

Bayesian Networks

You should be able to…

1. Identify the conditional independence assumptions given by a generative story or a specification of a joint distribution
2. Draw a Bayesian network given a set of conditional independence assumptions
3. Define the joint distribution specified by a Bayesian network
4. User domain knowledge to construct a (simple) Bayesian network for a real-world modeling problem
5. Depict familiar models as Bayesian networks
6. Use d-separation to prove the existence of conditional indenpendencies in a Bayesian network
7. Employ a Markov blanket to identify conditional independence assumptions of a graphical model
8. Develop a supervised learning algorithm for a Bayesian network
9. Use samples from a joint distribution to compute marginal probabilities
10. Sample from the joint distribution specified by a generative story
11. Implement a Gibbs sampler for a Bayesian network

LEARNING PARADIGMS

Learning Paradigms

Paradigm	Data	
Supervised	$\mathcal{D} = \{\mathbf{x}^{(i)}, y^{(i)}\}_{i=1}^{N}$	$\mathbf{x} \sim p^*(\cdot)$ and $y = c^*(\cdot)$
↪ Regression	$y^{(i)} \in \mathbb{R}$	
↪ Classification	$y^{(i)} \in \{1, \ldots, K\}$	
↪ Binary classification	$y^{(i)} \in \{+1, -1\}$	
↪ Structured Prediction	$\mathbf{y}^{(i)}$ is a vector	

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Unsupervised	$\mathcal{D} = \{\mathbf{x}^{(i)}\}_{i=1}^N \qquad \mathbf{x} \sim p^*(\cdot)$
Semi-supervised	$\mathcal{D} = \{\mathbf{x}^{(i)}, y^{(i)}\}_{i=1}^{N_1} \cup \{\mathbf{x}^{(j)}\}_{j=1}^{N_2}$

Learning Paradigms

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Semi-supervised	$\mathcal{D} = \{\mathbf{x}^{(i)}, y^{(i)}\}_{i=1}^{N_1} \cup \{\mathbf{x}^{(j)}\}_{j=1}^{N_2}$
Online	$\mathcal{D} = \{(\mathbf{x}^{(1)}, y^{(1)}), (\mathbf{x}^{(2)}, y^{(2)}), (\mathbf{x}^{(3)}, y^{(3)}), \ldots\}$

Learning Paradigms

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Semi-supervised	$\mathcal{D} = \{\mathbf{x}^{(i)}, y^{(i)}\}_{i=1}^{N_1} \cup \{\mathbf{x}^{(j)}\}_{j=1}^{N_2}$
Online	$\mathcal{D} = \{(\mathbf{x}^{(1)}, y^{(1)}), (\mathbf{x}^{(2)}, y^{(2)}), (\mathbf{x}^{(3)}, y^{(3)}), \ldots\}$
Active Learning	$\mathcal{D} = \{\mathbf{x}^{(i)}\}_{i=1}^{N}$ and can query $y^{(i)} = c^*(\cdot)$ at a cost

Learning Paradigms

Paradigm	**Data**
Supervised	$\mathcal{D} = \{\mathbf{x}^{(i)}, y^{(i)}\}_{i=1}^N \qquad \mathbf{x} \sim p^*(\cdot)$ and $y = c^*(\cdot)$
$\hookrightarrow$ Regression	$y^{(i)} \in \mathbb{R}$
$\hookrightarrow$ Classification	$y^{(i)} \in \{1, \ldots, K\}$
$\hookrightarrow$ Binary classification	$y^{(i)} \in \{+1, -1\}$
$\hookrightarrow$ Structured Prediction	$\mathbf{y}^{(i)}$ is a vector
Unsupervised	$\mathcal{D} = \{\mathbf{x}^{(i)}\}_{i=1}^N \qquad \mathbf{x} \sim p^*(\cdot)$
Semi-supervised	$\mathcal{D} = \{\mathbf{x}^{(i)}, y^{(i)}\}_{i=1}^{N_1} \cup \{\mathbf{x}^{(j)}\}_{j=1}^{N_2}$
Online	$\mathcal{D} = \{(\mathbf{x}^{(1)}, y^{(1)}), (\mathbf{x}^{(2)}, y^{(2)}), (\mathbf{x}^{(3)}, y^{(3)}), \ldots\}$
Active Learning	$\mathcal{D} = \{\mathbf{x}^{(i)}\}_{i=1}^N$ and can query $y^{(i)} = c^*(\cdot)$ at a cost
Imitation Learning	$\mathcal{D} = \{(s^{(1)}, a^{(1)}), (s^{(2)}, a^{(2)}), \ldots\}$

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Imitation Learning	$\mathcal{D} = \{(s^{(1)}, a^{(1)}), (s^{(2)}, a^{(2)}), \ldots\}$
Reinforcement Learning	$\mathcal{D} = \{(s^{(1)}, a^{(1)}, r^{(1)}), (s^{(2)}, a^{(2)}, r^{(2)}), \ldots\}$

REINFORCEMENT LEARNING

Examples of Reinforcement Learning

- How should a robot behave so as to optimize its "performance"? (Robotics)

- How to automate the motion of a helicopter? (Control Theory)

- How to make a good chess-playing program? (Artificial Intelligence)

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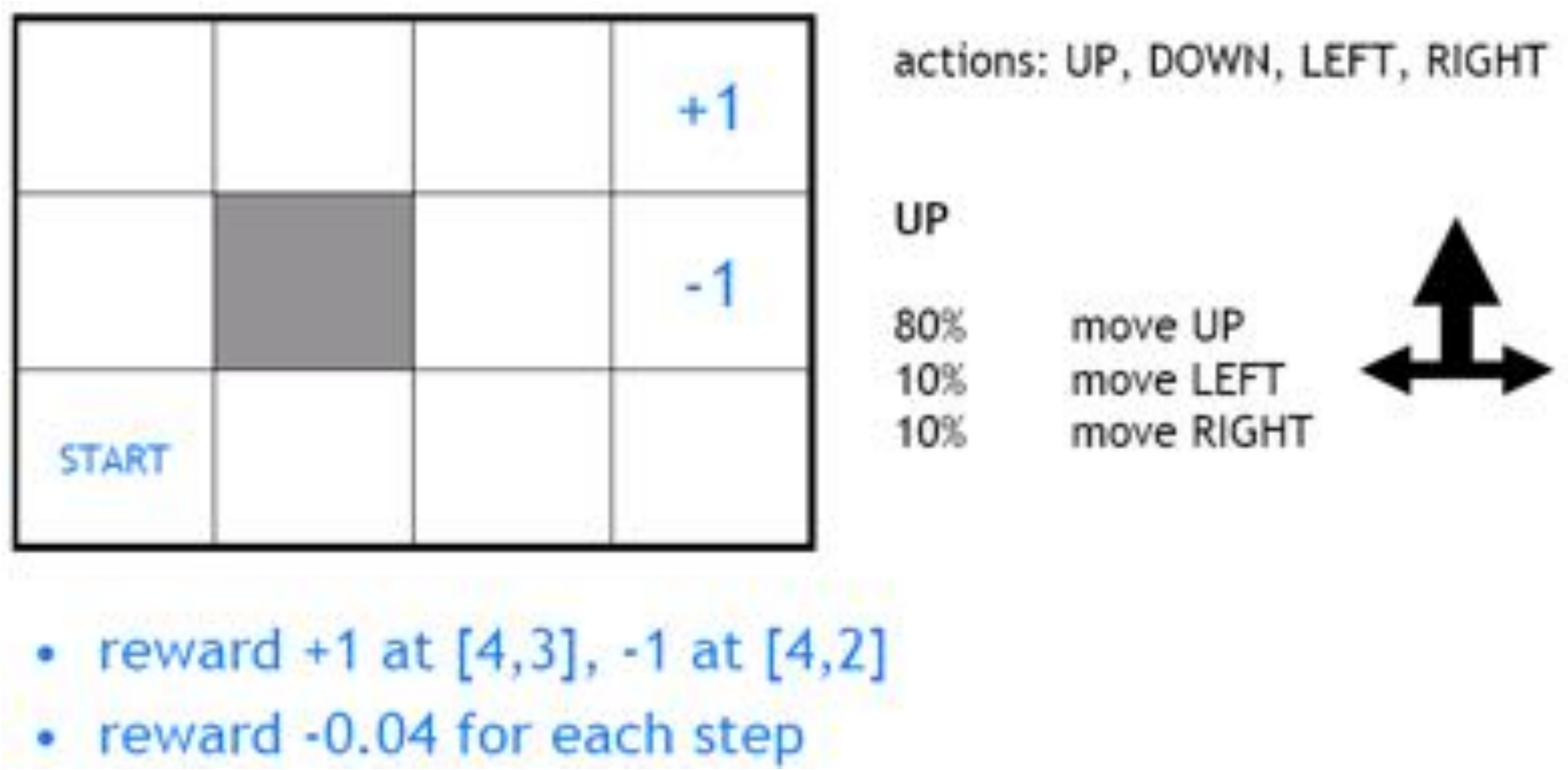
Autonomous Helicopter

Video:

https://www.youtube.com/watch?v=VCdxqn0fcnE

Robot in a room



- what's the strategy to achieve max reward?
- what if the actions were NOT deterministic?

History of Reinforcement Learning

- Roots in the psychology of animal learning (Thorndike,1911).
- Another independent thread was the problem of optimal control, and its solution using dynamic programming (Bellman, 1957).
- Idea of temporal difference learning (on-line method), e.g., playing board games (Samuel, 1959).
- A major breakthrough was the discovery of Q-learning (Watkins, 1989).

What is special about RL?

- RL is learning how to map states to actions, so as to maximize a numerical reward over time.
- Unlike other forms of learning, it is a multistage decision-making process (often Markovian).
- An RL agent must learn by trial-and-error. (Not entirely supervised, but interactive)
- Actions may affect not only the immediate reward but also subsequent rewards (Delayed effect).

Elements of RL

- A policy
  - A map from state space to action space.
  - May be stochastic.
- A reward function
  - It maps each state (or, state-action pair) to a real number, called reward.
- A value function
  - Value of a state (or, state-action pair) is the total expected reward, starting from that state (or, state-action pair).

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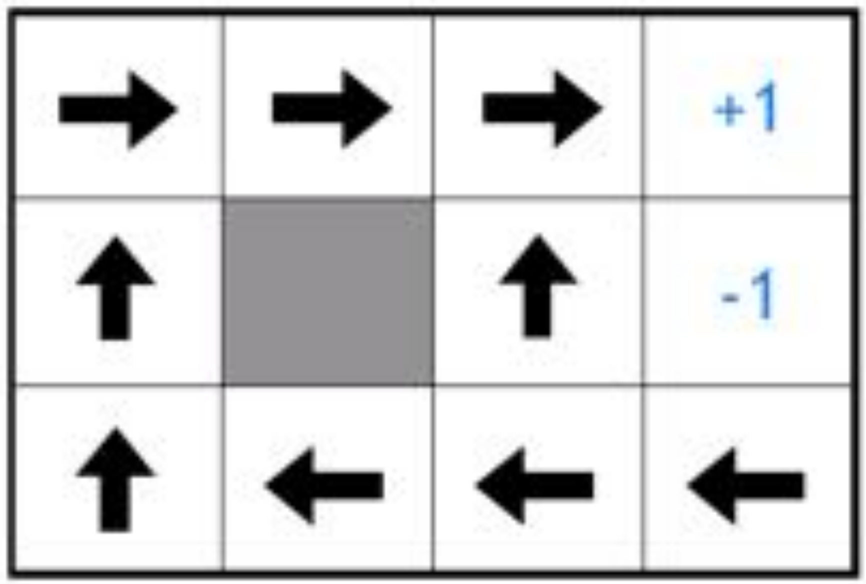
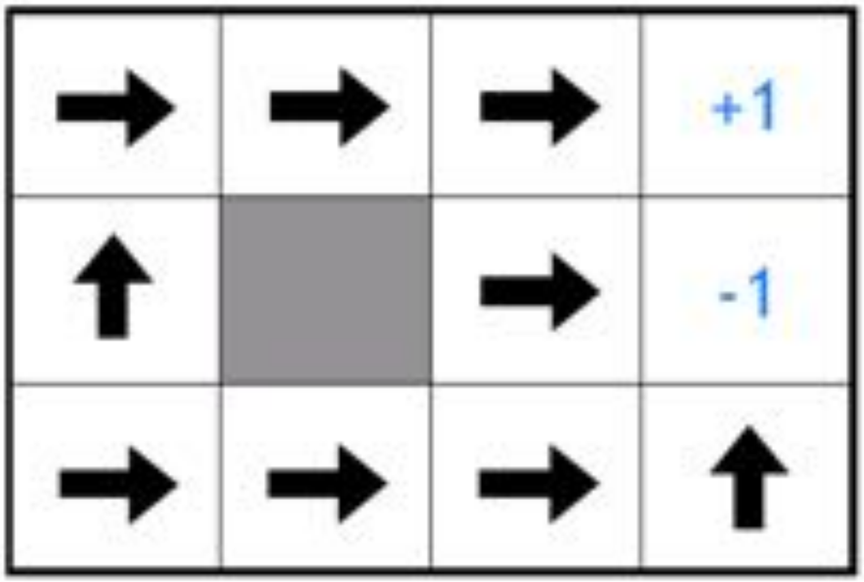
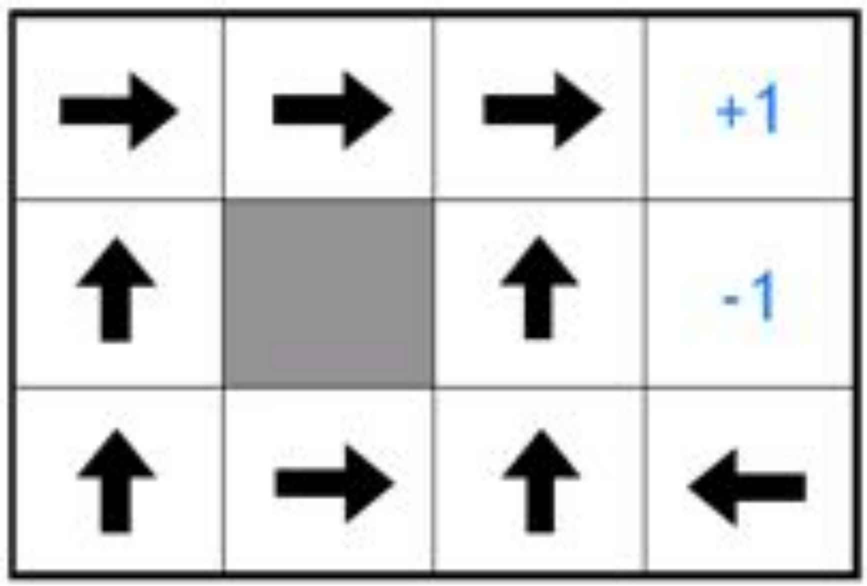
Policy



Reward for each step -2



Reward for each step: -0.1



The Precise Goal

- To find a policy that maximizes the Value function.
  - transitions and rewards usually not available

- There are different approaches to achieve this goal in various situations.

- Value iteration and Policy iteration are two more classic approaches to this problem. But essentially both are dynamic programming.

- Q-learning is a more recent approaches to this problem. Essentially it is a temporal-difference method.

MARKOV DECISION PROCESSES

Markov Decision Process

- For **supervised learning** the **PAC learning framework** provided assumptions about where our data came from:

$$\mathbf{x} \sim p^*(\cdot) \text{ and } y = c^*(\cdot)$$

- For **reinforcement learning** we assume our data comes from a **Markov decision process** (MDP)

Markov Decision Process

Whiteboard

- Components: states, actions, state transition probabilities, reward function
- Markovian assumption
- MDP Model
- MDP Goal: Infinite-horizon Discounted Reward
- deterministic vs. nondeterministic MDP
- deterministic vs. stochastic policy

Exploration vs. Exploitation

Whiteboard

- Explore vs. Exploit Tradeoff
- Ex: k-Armed Bandits
- Ex: Traversing a Maze