

# Graphical Models

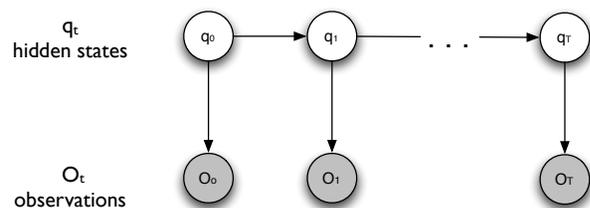
ML 701

Anna Goldenberg

## Outline

- ➔ Dynamic Models
  - ➔ Gaussian Linear Models
    - ➔ Kalman Filter
  - ➔ DBN
- ➔ Undirected Models
- ➔ Unification
- ➔ Summary

## HMMs



$$P(Q, O) = p(q_0) \prod_{t=1}^{T-1} p(q_{t+1}|q_t) \prod_{t=1}^T p(O_t|q_t)$$

## HMM in short

- ➔ is a Bayes Net
- ➔ satisfies Markov property (independence of states given present)
- ➔ with discrete states (time steps are discrete)



What about continuous HMMs?



What about continuous HMMs?

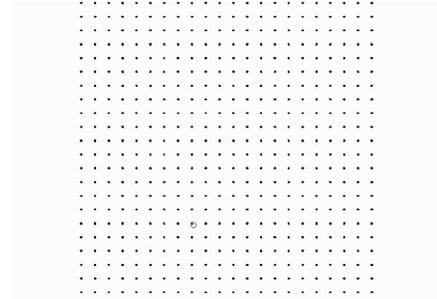


Gaussian Linear State Space models!!!

## Example of use

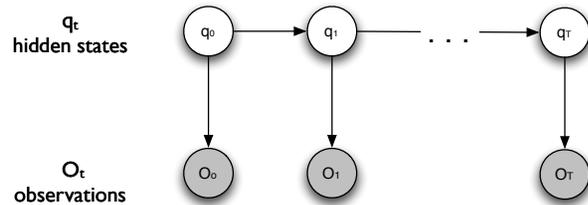
SLAM - Simultaneous Localization and Mapping

<http://www.stanford.edu/~paskin/slam/>



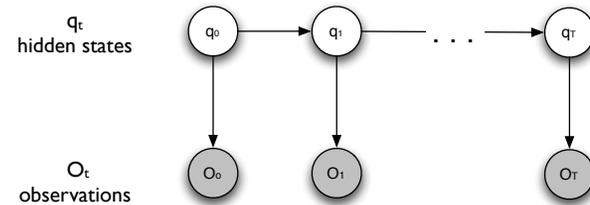
Drawback: Belief State and Time grow quadratically in the number of landmarks

## State Space Models



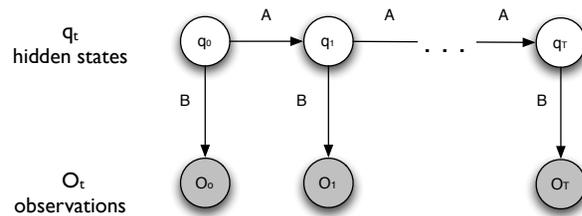
$$P(Q, O) = p(q_0) \prod_{t=1}^{T-1} p(q_{t+1}|q_t) \prod_{t=1}^T p(O_t|q_t)$$

## State Space Models



$q_t$  - is a *real-valued* K-dimensional hidden state variable  
 $O_t$  - is a D-dimensional *real-valued* observation vector

## State Space Models



$$q_t = f(q_{t-1}) + w_t \quad f \text{ determines mean of } q_t \text{ given mean of } q_{t-1}$$

$$w_t \text{ is zero-mean random noise vector}$$

$$O_t = g(q_t) + v_t \quad \text{similarly}$$

## Gaussian Linear State Space Models

- $O_t$  and  $q_t$  are Gaussian
- $f$  and  $g$  are linear and time-invariant

correction:  
previously  
R and S were  
reversed

$$q_t = Aq_{t-1} + w_t, \quad w_t \sim N(0, R)$$

$$O_t = Bq_{t-1} + v_t, \quad v_t \sim N(0, S)$$

$$q_0 \sim N(0, \Sigma_0)$$

- A - transition matrix
- B - observation matrix

## Inference

- forward step (filtering)

Kalman Filter

$$p(q_t | O_0, \dots, O_t)$$

- backward step (smoothing)

$$p(q_t | O_t, O_{t+1}, \dots, O_T)$$



## Kalman Filter (1960)

- time update  $P(q_{t-1} | O_0, \dots, O_{t-1}) \rightarrow P(q_t | O_0, \dots, O_{t-1})$ 

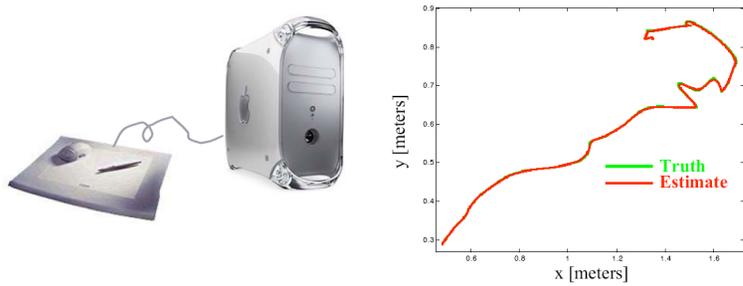
$$E(q_{t|t-1}) = A \cdot E(q_{t-1|t-1})$$

$$V(q_{t|t-1}) = A \cdot V(q_{t-1|t-1})A^T + R$$
- measurement update  $P(q_t | O_0, \dots, O_{t-1}) \rightarrow P(q_t | O_0, \dots, O_t)$ 
  - $$P(q_t, O_t | O_0, \dots, O_{t-1}) = \begin{bmatrix} E(q_{t|t-1}) & \Sigma_{11} \\ B \cdot E(q_{t|t-1}) & \Sigma_{21} \end{bmatrix} \begin{bmatrix} V(q_{t|t-1}) & V(q_{t|t-1})B^T \\ BV(q_{t|t-1}) & BV(q_{t|t-1})B^T + R \end{bmatrix} \begin{matrix} \Sigma_{12} \\ \Sigma_{22} \end{matrix}$$
  - $$P(q_t | O_0, \dots, O_{t-1}) \rightarrow P(q_t | O_0, \dots, O_t)$$

$$E(q_{t|t}) = E(q_{t|t-1}) + \Sigma_{12}\Sigma_{22}^{-1}(O_t - E(O_t|t))$$

$$V(q_{t|t}) = V(q_{t|t-1}) - \Sigma_{12}\Sigma_{22}^{-1}\Sigma_{21}$$

## Example of use



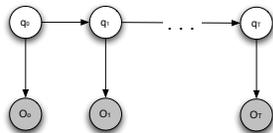
Reported by Welch and Bishop, SIGGRAPH 2001

## Kalman Filter Usage

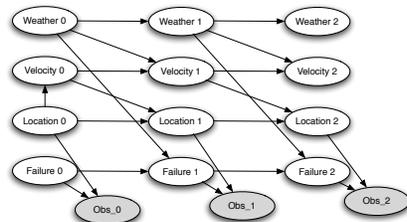
- ➔ Tracking motion
  - ➔ Missiles
  - ➔ Hand motion
  - ➔ Lip motion from videos
- ➔ Signal Processing
- ➔ Navigation
- ➔ Economics (for prediction)

## Dynamic Bayes Nets

➔ So far

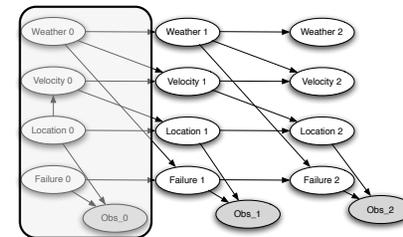


➔ But are there more appealing models?



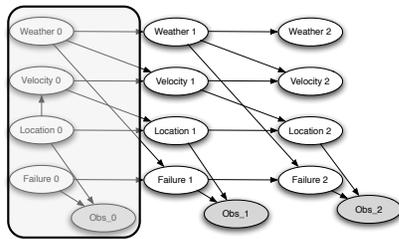
(Koller and Friedman)

## Dynamic Bayes Nets



- ➔ It's just a Bayes Net!
- ➔ Approach to the dynamics
  1. Start with some prior for the initial state
  2. Predict the next state just using the observation up to the previous time step
  3. Incorporate the new observation and re-estimate the current state

## Dynamic Bayes Nets



- It's just a Bayes Net!
- Approach to the dynamics
  - 1. Start with some
  - 2. Predict the ne
  - 3. Incorporate the n

**Most importantly:**  
**Use the structure of the Bayes Net.**  
**Use the independencies!!!**

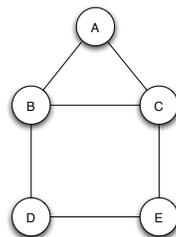
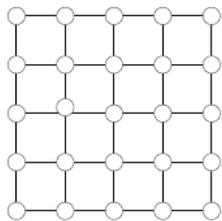
## Other graphical models

but first...

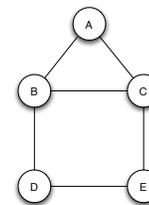
Any questions so far?

## Are all GM directed?

There are Undirected Graphical Models!



## Undirected models

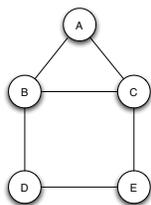


$$p(X) = \frac{1}{Z} \prod_C \psi(X_C)$$

$\psi(X_C)$  - non-negative potential function

What are  $C$ ?

## Cliques



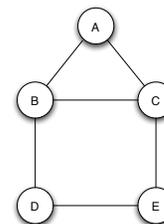
$$p(X) = \frac{1}{Z} \prod_C \psi(X_C)$$

$\psi(X_C)$  - non-negative potential function

A clique  $C$  is a subset  $C \subseteq V$  if  $\forall i, j \in C, (i, j) \in E$

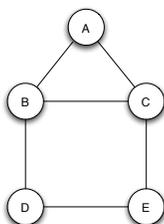
$C$  is maximal if it is not contained in any other clique

## Cliques



- i) B - a clique?
- ii) BC - a maximal clique?
- iii) ABCD - a clique?
- iv) ABC - a maximal clique?
- v) BCDE - a clique?

## Decomposition



Note to resolve the confusion:

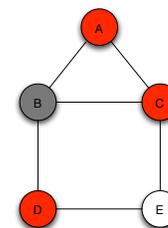
The most common machine learning notation is the decomposition over *maximal* cliques

$$p(A, B, C, D, E) = \frac{1}{Z} p(A, B, C) p(B, D) p(C, E) p(D, E)$$

## Independence

Rule:  $V_1$  is independent of  $V_2$  given cutset  $S$   
 $S$  is called the Markov Blanket (MB)

e.g.  $MB(B) = \{A, C, D\}$ , i.e. the set of neighbors



## Are undirected models useful?

- Yes!
  - Used a lot in Physics (Ising model, Boltzmann machine)
  - In vision (every pixel is a node)
  - Bioinformatics

## Are undirected models useful?

- Yes!
  - Used a lot in Physics (Ising model, Boltzmann machine)
  - In vision (every pixel is a node), bioinformatics
- Why not more popular?
  - the ZZZZZ! it's the partition function

$$p(X) = \frac{1}{Z} \prod_C \psi(X_C)$$

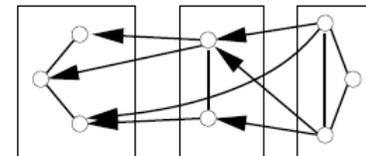
## What's Z and ways to fight it

$$Z = \sum_{\forall x} \prod_C \psi(X_C)$$

- Approximations
  - Sampling (MCMC sampling is common)
  - Pseudo-Likelihood
  - Mean-field approximation

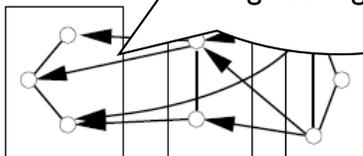
## Chain Graphs

- Generalization of MRFs and Bayes Nets
- Structured as blocks
  - Undirected edges within a block
  - Directed edges between blocks



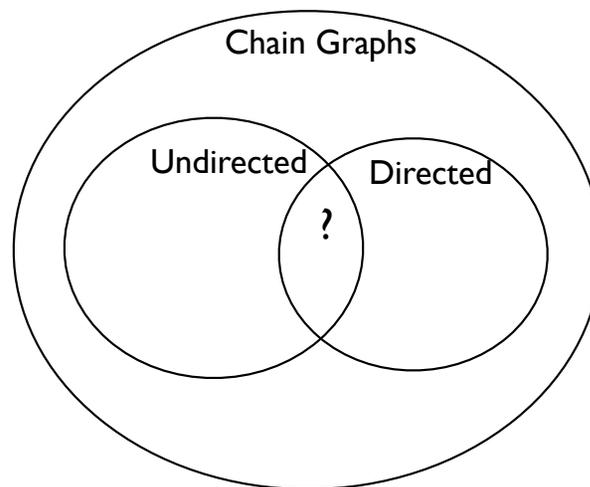
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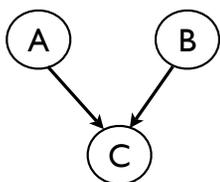


quite intractable  
not very popular  
used in BioMedical  
Engineering (text)

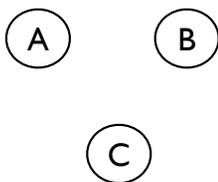
## Graphical Models



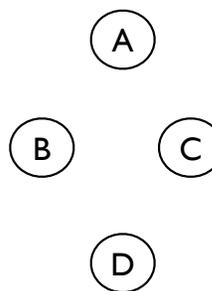
Directed



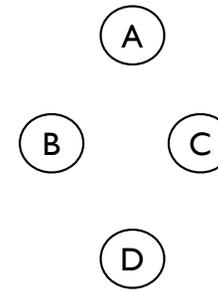
Undirected?

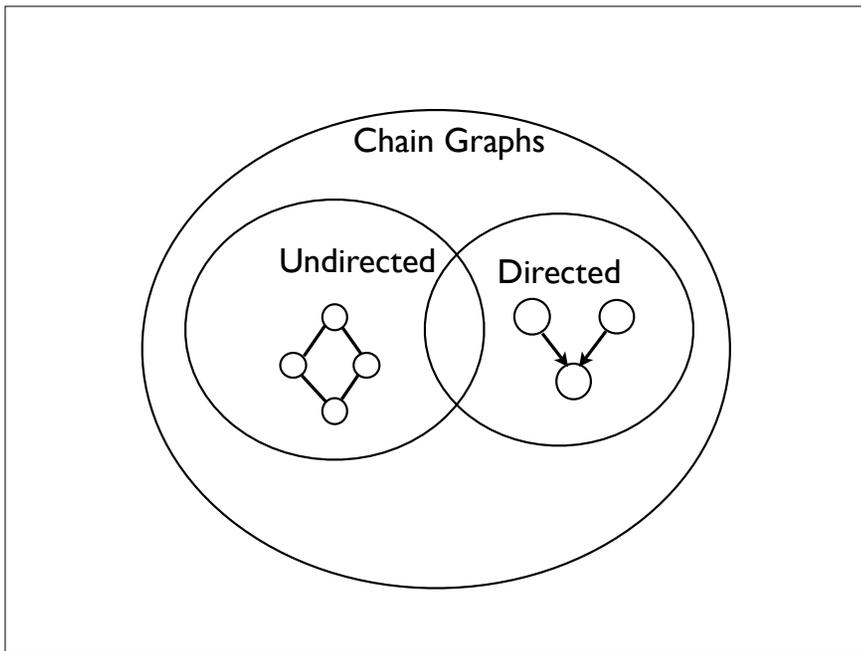


Undirected?



Directed?





## Summary

- ➔ Graphical Models is a huge evolving field
- ➔ There are many other variations that haven't been discussed
- ➔ Used extensively in variety of domains
- ➔ Tractability issues
- ➔ More work to be done!

Questions?