

Probabilistic
Graphical
Models



Inference

Overview

MAP

Inference

Maximum a Posteriori (MAP)

- Evidence: $E=e$
- Query: all other variables Y ($Y=\{X_1, \dots, X_n\}-E$) *← all variables other than*
- Task: compute $MAP(Y|E=e) = \text{argmax}_y P(Y=y | E=e)$
 - Note: there may be more than one possible solution
- Applications
 - Message decoding: most likely transmitted message
 - Image segmentation: most likely segmentation

MAP \neq Max over Marginals

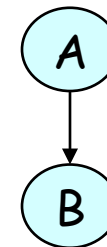
- Joint distribution

- $- P(a^0, b^0) = 0.04$

- $- P(\underline{a^0}, b^1) = 0.36$

- $- P(a^1, b^0) = 0.3$

- $- P(a^1, b^1) = 0.3$



$P(A)$

	I
a⁰	0.4
a¹	0.6

$P(B|A)$

	B	
A	B ⁰	B ¹
a ⁰	0.1	0.9
a ¹	0.5	0.5

NP-Hardness

The following are NP-hard

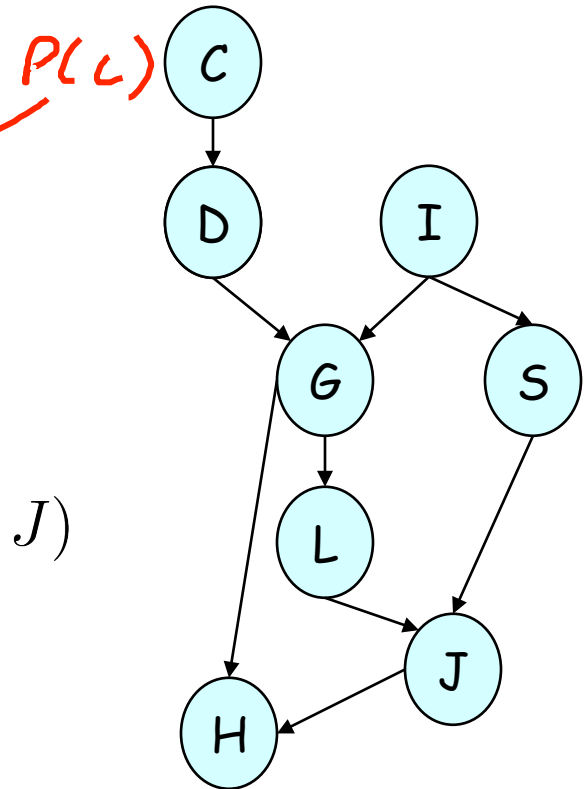
- Given a PGM P_{Φ} , find a joint assignment \mathbf{x} with highest probability $P_{\Phi}(\mathbf{x})$
- Given a PGM P_{Φ} and a probability p , decide if there is an assignment \mathbf{x} such that $P_{\Phi}(\mathbf{x}) > p$

Max-Product

$\operatorname{argmax}_{C, D, I, G, S, L, J, H}$

$$\phi_C(C) \phi_D(C, D) \phi_I(I) \phi_G(G, I, D)$$

$$\phi_S(S, I) \phi_L(L, G) \phi_J(J, L, S) \phi_H(H, G, J)$$



Max-Product

$$\underline{Y = \{X_1, \dots, X_n\} - E}$$

$$P(\underline{Y} \mid \underline{E} = e) = \frac{P(Y, E = e)}{P(E = e)} \propto P(Y, E = e)$$

constant wrt Y

$$P(Y, E = e) = \frac{1}{Z} \prod_k \phi'_k(D'_k)$$

partition

constant wrt Y

reduced relative to $E = e$

$$\propto \prod_k \phi'_k(D'_k)$$

$$\operatorname{argmax}_Y P(Y \mid E = e) = \operatorname{argmax}_Y \prod_k \phi'_k(D'_k)$$

Algorithms: MAP optimization

- Push maximization into factor product
 - Variable elimination Max product
- Message passing over a graph
 - Max-product belief propagation
- Using methods for integer programming
- For some networks: graph-cut methods
- Combinatorial search

Summary

- MAP: single coherent assignment of highest probability
 - Not the same as maximizing individual marginal probabilities
- Maxing over factor product
- Combinatorial optimization problem
- Many exact and approximate algorithms