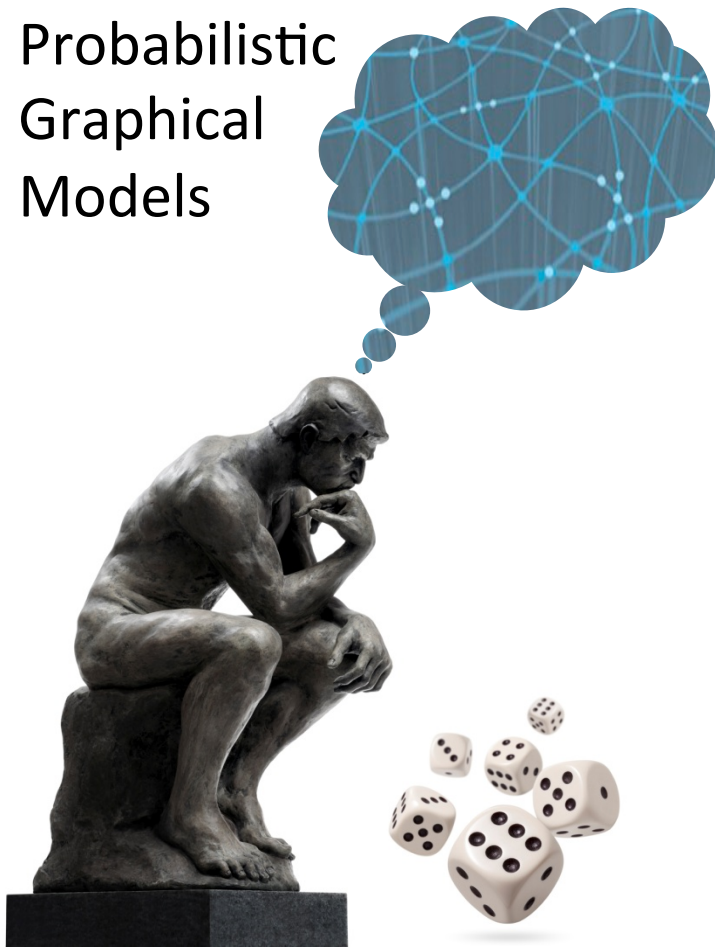


Probabilistic
Graphical
Models



Inference

Message Passing

Clique Tree
and VE

Variable Elimination & Clique Trees

- Variable elimination

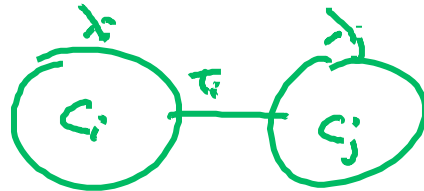
- Each step creates a factor λ_i through factor product
- A variable is eliminated in λ_i to generate new factor τ_i
- τ_i is used in computing other factors λ_j

- Clique tree view

- Intermediate factors λ_i are cliques
- τ_i are "messages" generated by clique λ_i and transmitted to another clique λ_j

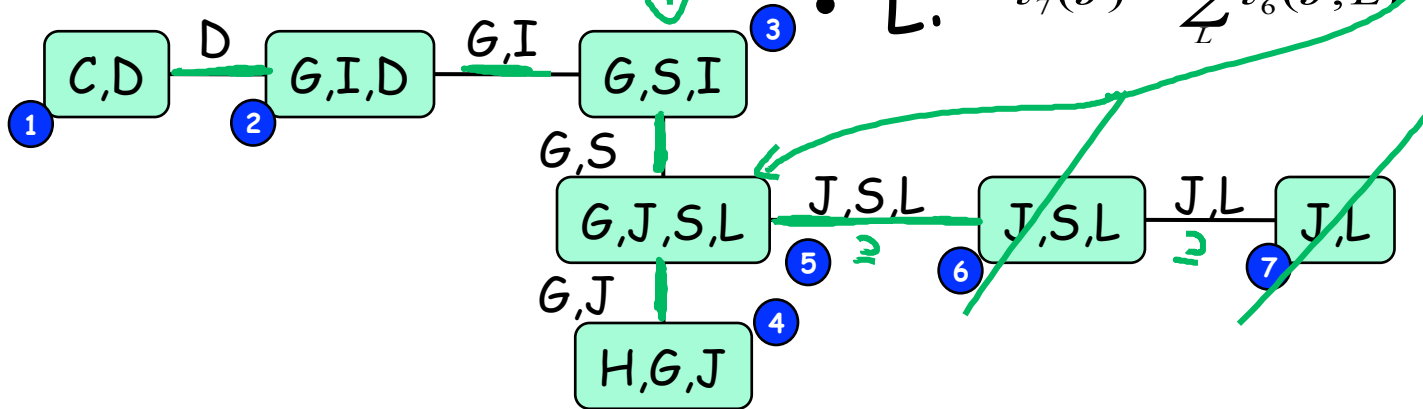
Clique Tree from VE

- VE defines a graph
 - Cluster C_i for each factor λ_i used in the computation
 - Draw edge C_i-C_j if the factor generated from λ_i is used in the computation of λ_j



Example

- **C:** $\tau_1(D) = \sum_C \phi_C(C) \phi_D(C, D)$
- **D:** $\tau_2(G, I) = \sum_D \phi_G(G, I, D) \tau_1(D)$
- **I:** $\tau_3(G, S) = \sum_I \phi_I(I) \phi_S(S, I) \tau_2(G, I)$
- **H:** $\tau_4(G, J) = \sum_H \phi_H(H, G, J)$
- **G:** $\tau_5(J, L, S) = \sum_G \phi_L(L, G) \tau_3(G, S) \tau_4(G, J)$
- **S:** $\tau_6(J, L) = \sum_S \phi(J, L, S) \tau_5(J, L, S)$
- **L:** $\tau_7(J) = \sum_L \tau_6(J, L)$



Remove redundant cliques:

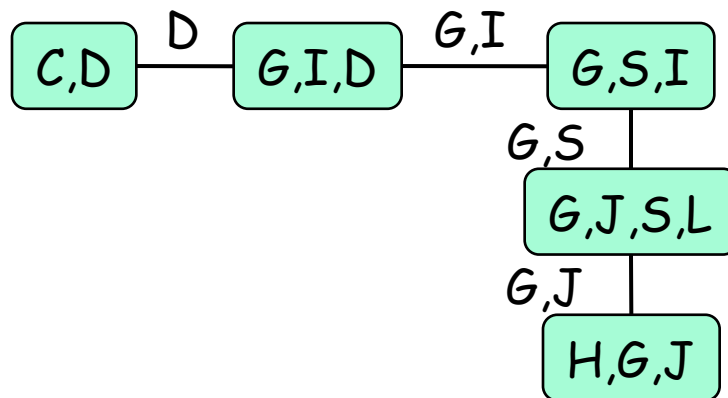
those whose scope is a subset of adjacent clique's scope

Properties of Tree

- VE process induces a tree
 - In VE, each intermediate factor τ_i is used only once
 - Hence, each cluster "passes" a factor (message) to exactly one other cluster (every cluster has at most one parent)
- Tree is family preserving: $\phi \in \mathcal{D}$
 - Each of the original factors must be used in some elimination step
 - And therefore contained in scope of associated ϕ_i (scope that contains $\text{Scope}(\phi)$)

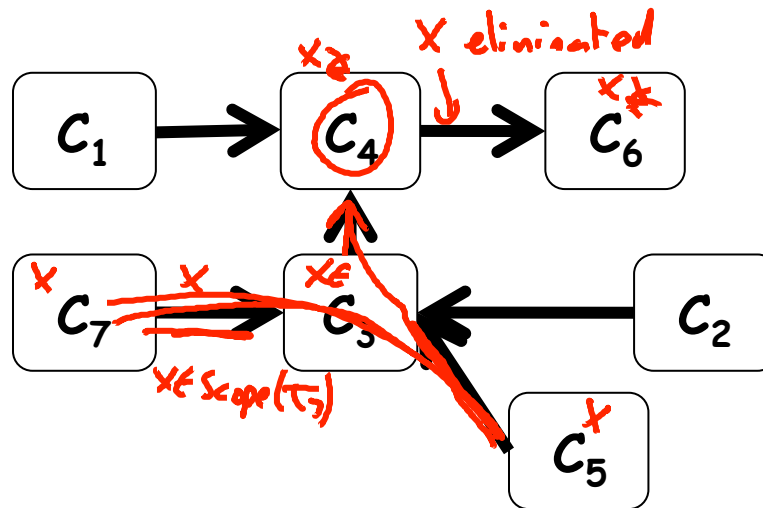
Properties of Tree

- Tree obeys running intersection property
 - If $X \in C_i$ and $X \in C_j$ then X is in each cluster in the (unique) path between C_i and C_j



Running Intersection Property

- Theorem:** If T is a tree of clusters induced by VE, then T obeys RIP



Summary

- A run of variable elimination implicitly defines a correct clique tree
 - We can "simulate" a run of VE to define cliques and connections between them
- Cost of variable elimination is \sim the same as passing messages in one direction in tree
- Clique trees use dynamic programming (storing messages) to compute marginals over all variables at only twice the cost of VE