

10-301/601 Introduction to Machine Learning

Machine Learning Department School of Computer Science Carnegie Mellon University

Bayesian Networks + Reinforcement Learning: Markov Decision Processes

Matt Gormley & Henry Chai Lecture 21 Nov. 8, 2021

Reminders

- Homework 7: HMMs
 - Out: Wed, Nov. 03
 - Due: Fri, Nov. 12 at 11:59pm

Q: <u>Lecture</u>: Would you be so kind as to end lecture on time?

A:

Q: <u>Lecture</u>: The larger-than-life in-class demonstrations are absolutely amazing. Could you do more of them?

A: Honestly, as the core material becomes increasingly complex it will be quite difficult, but we sure can try!

- **Q:** <u>Lecture</u>: The larger-than-life in-class demonstrations are really boring and take up a lot of time. Could you do less of them?
- A: Honestly, that would make our lives a lot easier, so we sure can try!

- **Q:** <u>Lectures</u>: Could you upload the slides a day ahead of time?
- A: Yes, we can do that.

(Just a heads up that the slides might change slightly after that first upload.)

Q: <u>Homework</u>: Some of the multiple choice homework questions are ambiguous or you end up changing the questions later

A: We are trying to improve our own testing to try to catch these sorts of bugs early. They tend to come up specifically in these heavily constrained multiple choice problems.

Q: <u>Recitation</u>: Some of the TAs handwriting is even worse than yours (some is much better), could you all work on that?

- A: Ah. We hadn't thought of that sorry! We've just instituted some digital handwriting practice for those who haven't had much. (We used to use chalkboards, but don't have those this semester.)
- **Q:** <u>Recitation</u>: It'd be great if recitations left more time for students to solve the problems.
- A: Sorry about that. We've been trying to pack more and more in and rushing a bit through the interactive-problem-solving parts as a result.

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:

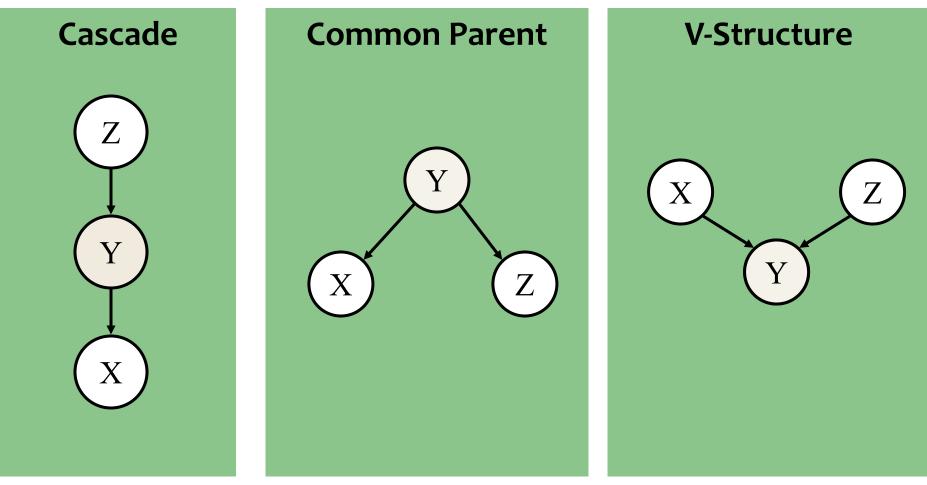
Each variable is conditionally independent of all its non-descendants in the graph given the value of all its parents.

• This follows from
$$P(X_1...X_n) = \prod_{i=1}^n P(X_i \mid parents(X_i))$$
$$= \prod_{i=1}^n P(X_i \mid X_1...X_{i-1})$$

• But what else does it imply?

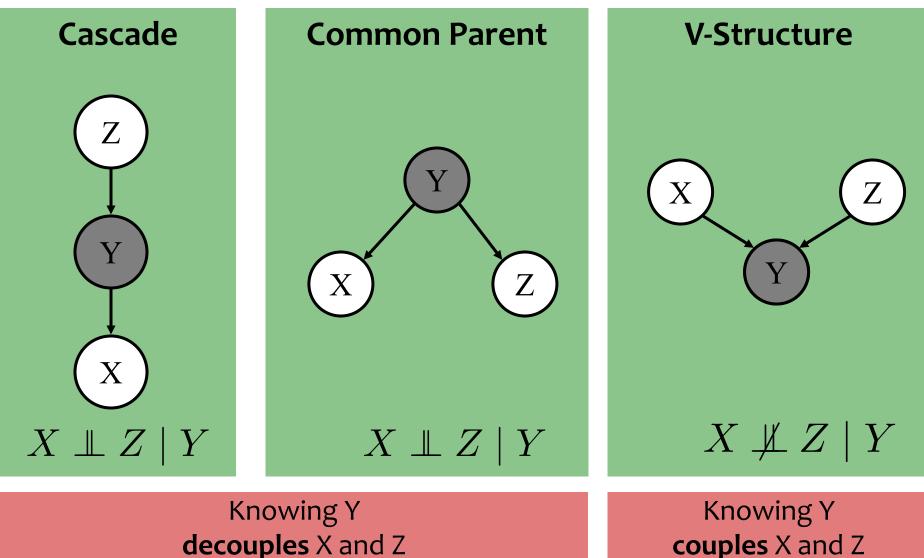
What Independencies does a Bayes Net Model?

Three cases of interest...



What Independencies does a Bayes Net Model?

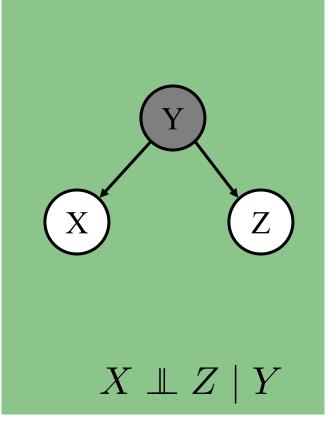
Three cases of interest...



Whiteboard

Common Parent

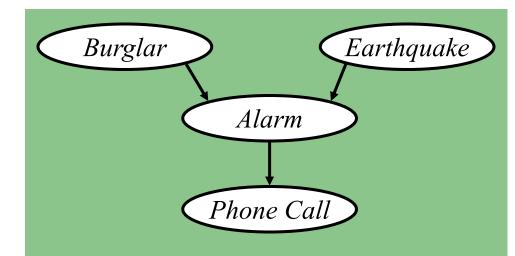
Proof of conditional independence



(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?

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



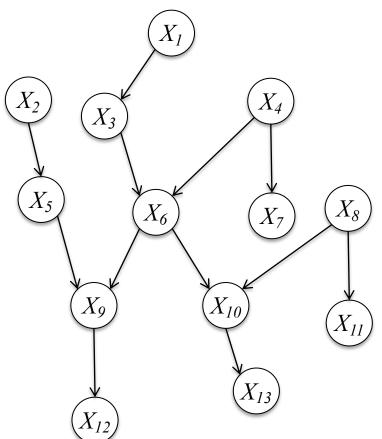


A			
В			
С			

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.



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.

Example: The Markov Blanket of X_6 is $\{X_3, X_4, X_5, X_8, X_9, X_{10}\}$ X_{i} X_2 X_4 X_5 X_8 X_6 X_7 X_{10} X_{g} X_1 X_{13} X_{12}

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.

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 $\{X_3, X_4, X_5, X_8, X_9, X_{10}\}$ X_{I} X_2 X_4 X_{3} Parents X_5 X_8 X_6 X_7 **Co-parents** X_{g} X_{1i} X_{L} Children X_{13}

D-Separation

Definition #1:

Variables X and Z are **d-separated** given a **set** of evidence variables E (variables that are observed) iff every path from X to Z is "blocked".

A path is "blocked" whenever:

1. $\exists Y \text{ on path s.t. } Y \in E \text{ and } Y \text{ is a "common parent"}$

2. $\exists Y \text{ on path s.t. } Y \in E \text{ and } Y \text{ is in a "cascade"}$

3. $\exists Y \text{ on path s.t. } \{Y, \text{descendants}(Y)\} \notin E \text{ and } Y \text{ is in a "v-structure"}$ $(X) - \cdots - (Z)$

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

D-Separation

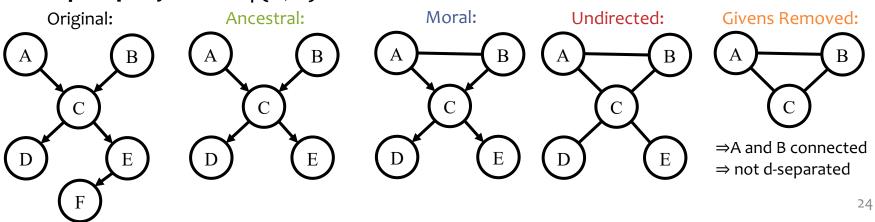
If variables X and Z are d-separated given a set of variables E Then X and Z are conditionally independent given the set E

Definition #2:

Variables X and Z are **d-separated** given a **set** of evidence variables E iff there does **not** exist a path between X and Z 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: $A \perp B \mid \{D, E\}$



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) $x^{(i)} \sim p(x|\theta)$
- 2. Write log-likelihood

$$\widetilde{\ell}(\mathbf{\Theta}) = \log p(\mathbf{x}^{(1)}|\mathbf{\Theta}) + \dots + \log p(\mathbf{x}^{(N)}|\mathbf{\Theta})$$

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

$$\partial \boldsymbol{\ell}(\boldsymbol{\Theta}) / \partial \boldsymbol{\Theta}_1 = \dots$$

 $\partial \boldsymbol{\ell}(\boldsymbol{\Theta}) / \partial \boldsymbol{\Theta}_2 = \dots$

 $\partial \boldsymbol{\ell}(\boldsymbol{\Theta}) / \partial \boldsymbol{\Theta}_{\mathsf{M}} = \dots$

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

 $\partial \ell(\theta)/\partial \theta_m = 0$ for all $m \in \{1, ..., M\}$ $\theta^{MLE} =$ solution to system of M equations and M variables

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

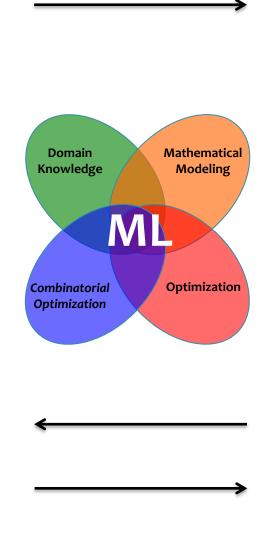
Machine Learning

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

Inference finds

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

(Inference is usually called as a subroutine in learning)

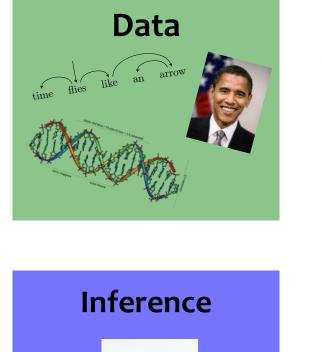


Our **model** defines a score for each structure

It also tells us what to optimize

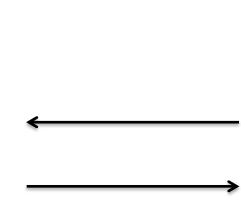
Learning tunes the parameters of the model

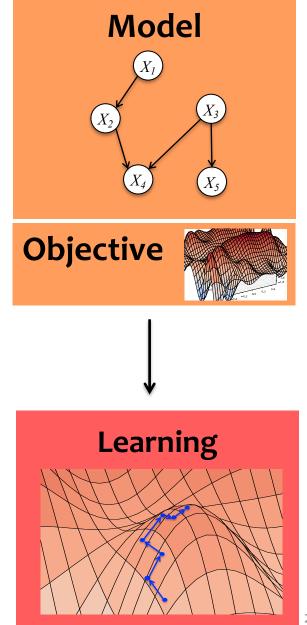
Machine Learning

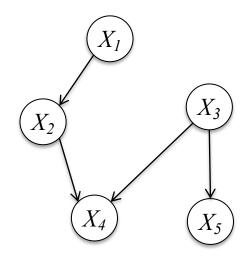




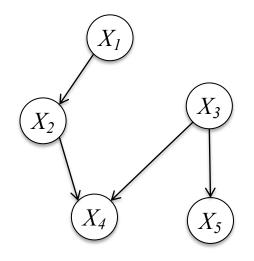
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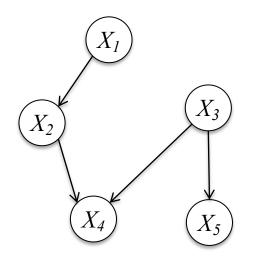




 $p(X_1, X_2, X_3, X_4, X_5) =$ $p(X_5|X_3)p(X_4|X_2,X_3)$ $p(X_3)p(X_2|X_1)p(X_1)$



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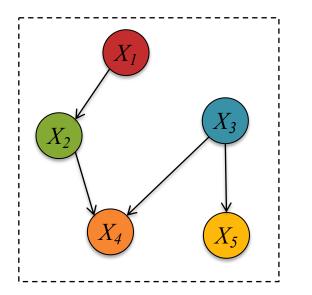


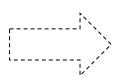
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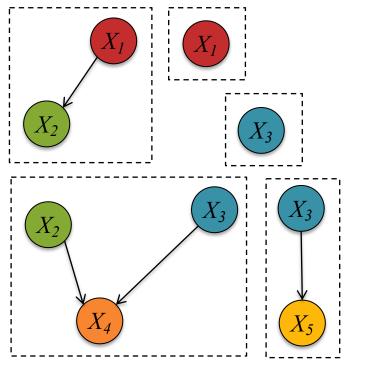
How do we learn these conditional and marginal distributions for a Bayes Net?

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

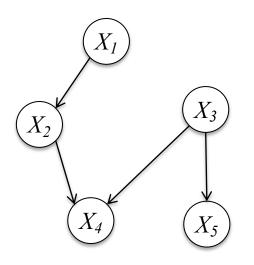
 $p(X_1, X_2, X_3, X_4, X_5) =$ $p(X_5 | X_3) p(X_4 | X_2, X_3)$ $p(X_3) p(X_2 | X_1) p(X_1)$







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



 $\boldsymbol{\theta}^* = \operatorname{argmax} \log p(X_1, X_2, X_3, X_4, X_5)$ $= \operatorname{argmax} \log p(X_5 | X_3, \theta_5) + \log p(X_4 | X_2, X_3, \theta_4)$ θ $+\log p(X_3|\theta_3) + \log p(X_2|X_1,\theta_2)$ $+\log p(X_1|\theta_1)$ $\theta_1^* = \operatorname{argmax} \log p(X_1|\theta_1)$ θ_1 $\theta_2^* = \operatorname{argmax} \log p(X_2 | X_1, \theta_2)$ θ_2 $\theta_3^* = \operatorname{argmax} \log p(X_3|\theta_3)$ θ_3 $\theta_4^* = \operatorname{argmax} \log p(X_4 | X_2, X_3, \theta_4)$ θ_A $\theta_5^* = \operatorname{argmax} \log p(X_5 | X_3, \theta_5)$ θ_5 33

Example: Tornado Alarms



- Imagine that you work at the 911 call center in Dallas
- You receive six calls informing you that the Emergency Weather Sirens are going off
 What do you conclude?

Example: Tornado Alarms

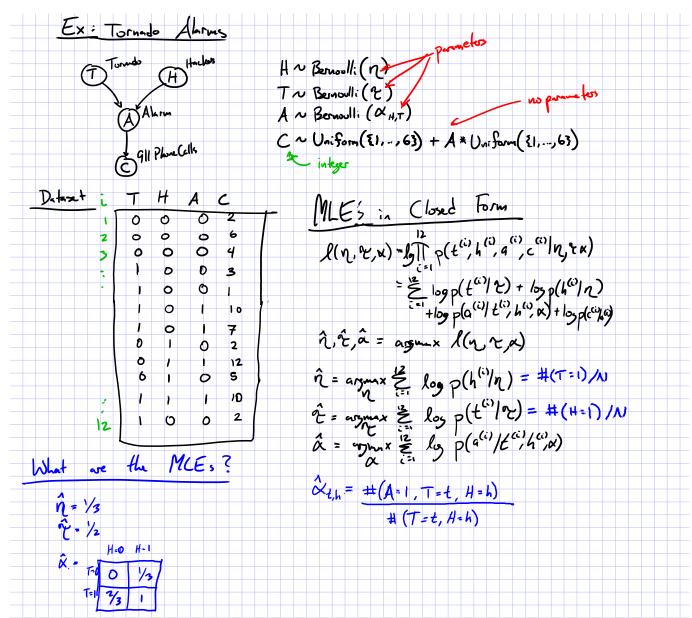
1.



Warning sirens in Dallas, meant to alert the public to emergencies like severe weather, started sounding around 11:40 p.m. Friday, and were not shut off until 1:20 a.m. Rex C. Curry for The New York Times

Imagine that you work at the 911 call center in Dallas

You receive six calls informing you that the Emergency Weather Sirens are going off
 What do you conclude?



INFERENCE FOR BAYESIAN NETWORKS

A Few Problems for Bayes Nets

Suppose we already have the parameters of a Bayesian Network...

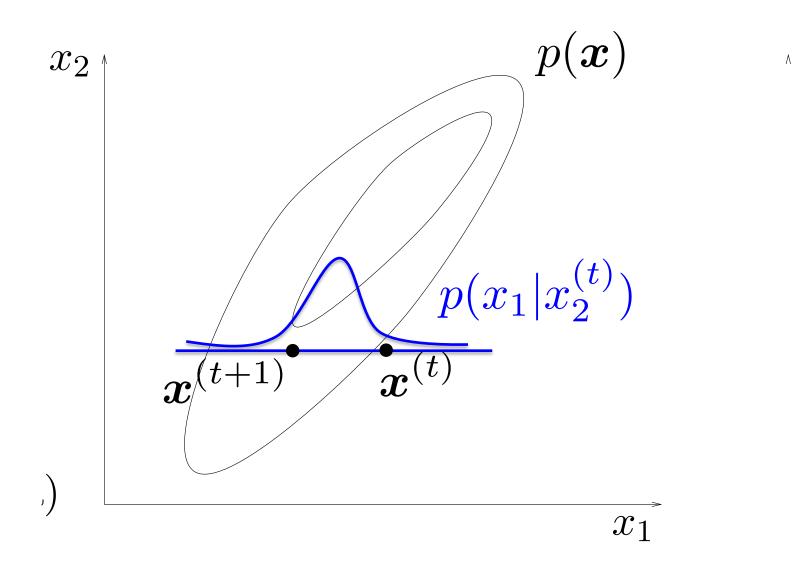
- How do we compute the probability of a specific assignment to the variables?
 P(T=t, H=h, A=a, C=c)
- 2. How do we draw a sample from the joint distribution? t,h,a,c ~ P(T, H, A, C)
- How do we compute marginal probabilities?P(A) = ...
- 4. How do we draw samples from a conditional distribution? t,h,a ~ P(T, H, A | C = c)
- 5. How do we compute conditional marginal probabilities? P(H | C = c) = ...

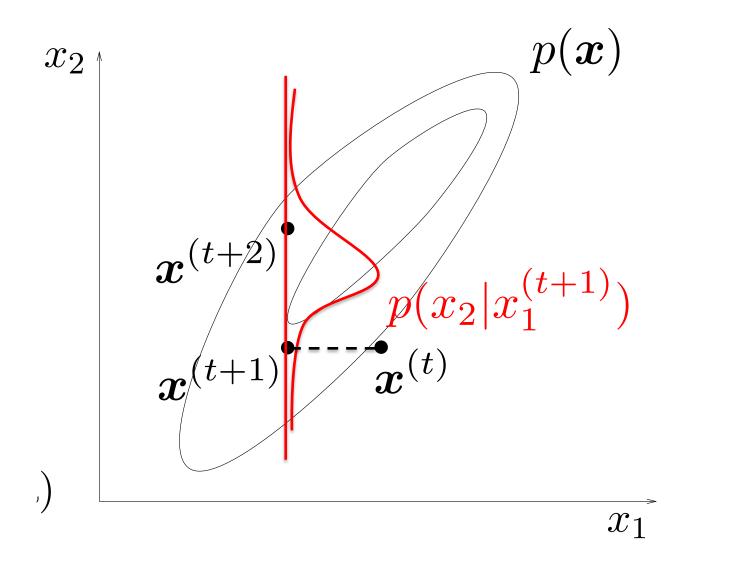
es

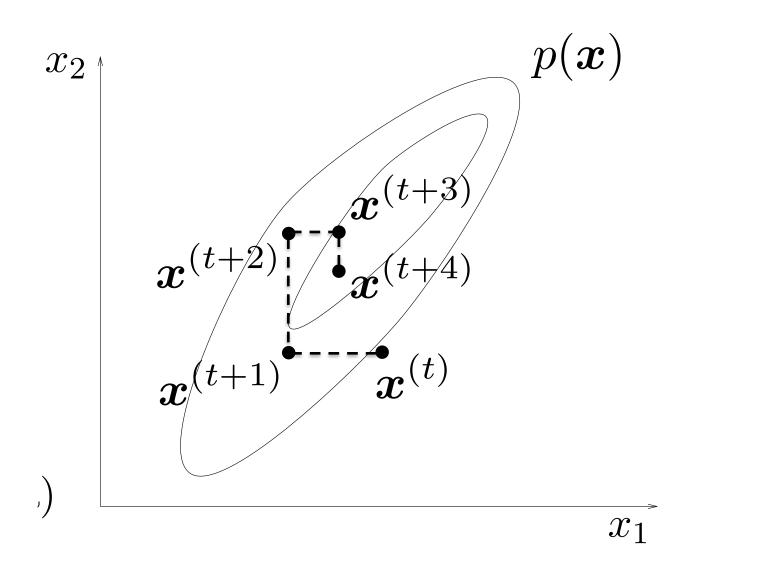
Can we

use

samp







Question:

How do we draw samples from a conditional distribution? $y_1, y_2, \dots, y_J \sim p(y_1, y_2, \dots, y_J | x_1, x_2, \dots, x_J)$

(Approximate) Solution:

- Initialize $y_1^{(0)}, y_2^{(0)}, \dots, y_J^{(0)}$ to arbitrary values
- For t = 1, 2, ...:
 - $y_1^{(t+1)} \sim p(y_1 | y_2^{(t)}, \dots, y_J^{(t)}, x_1, x_2, \dots, x_J)$
 - $y_2^{(t+1)} \sim p(y_2 | y_1^{(t+1)}, y_3^{(t)}, \dots, y_j^{(t)}, x_1, x_2, \dots, x_j)$
 - $y_3^{(t+1)} \sim p(y_3 | y_1^{(t+1)}, y_2^{(t+1)}, y_4^{(t)}, \dots, y_J^{(t)}, x_1, x_2, \dots, x_J)$
 - ...
 - $y_{J}^{(t+1)} \sim p(y_{J} | y_{1}^{(t+1)}, y_{2}^{(t+1)}, \dots, y_{J-1}^{(t+1)}, x_{1}, x_{2}, \dots, x_{J})$

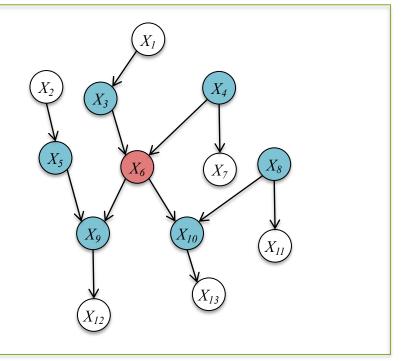
Properties:

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

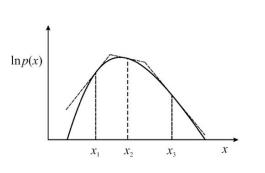
Gibbs Sampling

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...

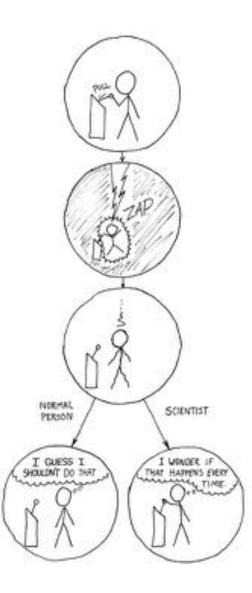
- 1. Identify the conditional independence assumptions given by a generative story or a specification of a joint distribution
- 2. Draw a Bayesian network given a set of conditional independence assumptions
- 3. Define the joint distribution specified by a Bayesian network
- 4. User domain knowledge to construct a (simple) Bayesian network for a realworld 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

Reinforcement Learning

Learning Paradigms

- Supervised Learning
 - Training data is (input, output)
 - Variants: active learning and online learning
- Unsupervised Learning
 - Training data is (input)
- Reinforcement Learning
 - Training data is (input, action, reward)

Reinforcement Learning (RL)



Source: https://www.xkcd.com/242/

Source: <u>https://techobserver.net/2019/06/argo-ai-self-driving-car-research-center/</u>

Source: https://www.wired.com/2012/02/high-speed-trading/

RL: Examples



Source: https://www.cnet.com/news/boston-dynamics-robot-dog-spot-finally-goes-on-sale-for-74500/

Source: https://twitter.com/alphagomovie





Source: <u>https://www.youtube.com/watch?v=WXuK6gekU1Y&ab_channel=DeepMind</u>

RL: Challenges

- The algorithm has to gather its own training data
- The outcome of taking some action is often stochastic or unknown until after the fact
- Decisions can have a delayed effect on future outcomes (exploration-exploitation tradeoff)

RL: Outline

- Problem formulation
 - Time discounted cumulative reward
 - Markov decision processes (MDPs)
- Algorithms:
 - Value iteration and policy iteration (dynamic programming)
 - (Deep) Q-learning (temporal difference learning)

RL: Components

- State space, *S*
- Action space, *A*
- Reward function, $R : S \times A \rightarrow \mathbb{R}$
- Transition probabilities, p(s' | s, a)
 - Deterministic transitions:

$$p(s' \mid s, a) = \begin{cases} 1 \text{ if } \delta(s, a) = s' \\ 0 \text{ otherwise} \end{cases}$$

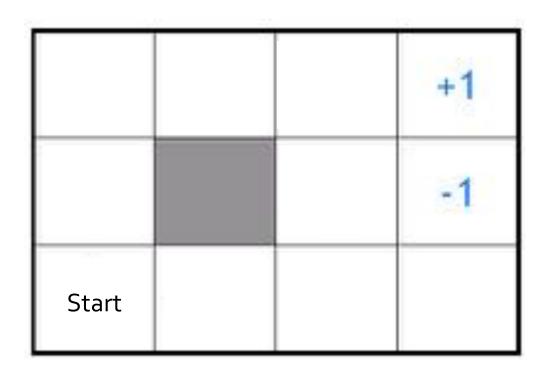
where $\delta(s, a)$ is a transition function

- Policy, $\pi : S \to \mathcal{A}$
- Value function, $V^{\pi}: S \to \mathbb{R}$
 - Measures the expected total payoff of starting in some state s and *executing* policy π

RL:Toy Example

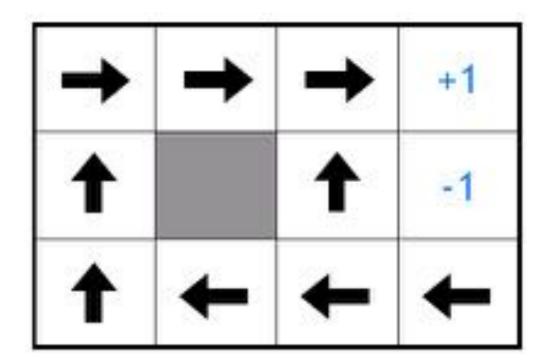
S = all emptysquares in the grid

 $\mathcal{A} = \{ up, \\ down, left, \\ right \}$



RL: Poll Q2

Is this policy optimal?







A			
В			
С			





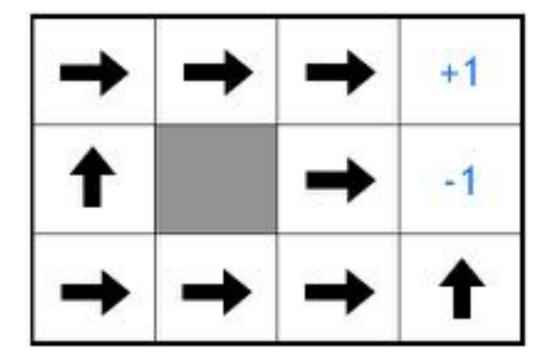
Justify your answer to the previous question



Instructions not active. Log in to activate

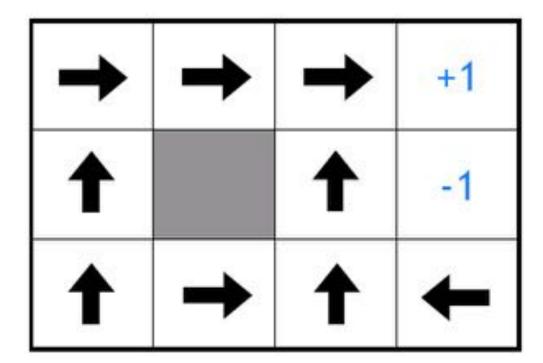
RL:Toy Example

Optimal policy given reward of -2 for each step



RL:Toy Example

Optimal policy given reward of -0.1 for each step



RL: Objective Function

• Find a policy $\pi^* = \operatorname{argmax}_{\pi} V^{\pi}(s) \ \forall s \in S$

• $V^{\pi}(s) = \mathbb{E}[\text{discounted total reward of starting in state} s \text{ and executing policy } \pi \text{ forever}]$

$$= \mathbb{E}_{p(s' \mid s, a)} [R(s_0 = s, \pi(s_0)) + \gamma R(s_1, \pi(s_1)) + \gamma^2 R(s_2, \pi(s_2)) + \cdots]$$
$$= \sum_{t=0}^{\infty} \gamma^t \mathbb{E}_{p(s' \mid s, a)} [R(s_t, \pi(s_t))]$$

where $0 < \gamma < 1$ is some discount factor for future rewards

Markov Decision Processes (MDP)

- In RL, the model for our data is an MDP:
- **1**. Start in some initial state s_0
- 2. For time step *t*:
 - 1. Agent observes state *s*_t
 - 2. Agent takes action $a_t = \pi(s_t)$
 - 3. Agent receives reward $r_t = R(s_t, a_t)$
 - 4. Agent transitions to state $s_{t+1} \sim p(s' | s_t, a_t)$
- 3. Total reward is $\sum_{t=0}^{\infty} \gamma^t r_t$
- Makes the same Markov assumption we used for HMMs! The next state only depends on the current state and action.