KR-IST Lecture 8b Bayesian Reasoning

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The standard symbolic rule is treated as fully certain.

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speedingTicket \Rightarrow speeding
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This is read 'getting a speedingTicket implies that you were speeding'.

But we often need to be able to state consequences probabilistically. This can be done using conditional probabilities.

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P(\text{speeding}|\text{speedingTicket}) = 0.9
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This is read 'the probability of speeding given that you got a speeding ticket is 0.9'

Working in terms of conditional probabililties, we have a distribution of probability values over possible states of affairs.

P(speedingTicket|speeding) = 0.8P(speedingTicket|sleeping) = 0.1P(speedingTicket|swimming) = 0.1

Probabilities in a distribution must sum to 1.0.

- The level of uncertainty regarding the state of affairs can be worked out by looking at the distribution.
- The more flat it is, the greater the uncertainty.
- The more cases there are, the greater the uncertainty (for distributions of a particular flatness).

The entropy formula takes both aspects into account.

$$-\sum_i P_i \log_2 P_i$$

where  $P_i$  is the probability of the *i*th alternative.

The value of the entropy rises with the number of alternatives *and* the uniformity of the attributed probabilities.

More extreme probabilities produce lower evaluations.

$$\begin{array}{rcl} -(1.0\log_2 1.0) &=& 0\\ -(0.0\log_2 0.0) &=& 0\\ -(0.5\log_2 0.5) &=& 0.5\\ -(0.7\log_2 0.7) &=& 0.36 \end{array}$$



Using entropy as a measure of uncertainty, we can evaluate how much information is obtained when something happens (e.g., a message) which updates distributions.

Reduction of uncertainty implies an increase of knowledge.

Let's say there are 4 possible states of affairs: speeding, sleeping, swimming, eating.

We have no knowledge about which is the case.

The probability distribution is  $\{0.25, 0.25, 0.25, 0.25\}$ .

The entropy is 2.0

(It's always  $\log_2 n$  with a flat distribution.)

Given we took logs to base 2, the entropy is also the number of bits you need in a binary system to encode 4 values.

The amount of information in a message or event which establishes the state of affairs is then measured as 2 bits. As well as being key for information theory, conditional probabilities are also the basis for methods of probabilistic reasoning.

These methods chain implications together in a way that takes probability into account.

The simplest approach to probabilistic reasoning uses the inference method known as **Bayes' rule**.

Given evidence E and some conclusion C, it's always the case that

$$P(C|E) = \frac{P(C)P(E|C)}{P(E)}$$

We can plug any values we like into this formula to infer a conditional probability for the conclusion.

P(C) and P(E) are called **prior probabilities**. P(E|C) is the **likelihood**. P(C|E) is called the **posterior probability**.

## Rich bankers example

50% of people are rich and 20% are bankers.30% of rich people are bankers.What are the chances of a random banker being rich?



## Flu diagnosis example

20% of people have flu and 60% are sneezing.70% of people with flu are found to be sneezing.What is the probability someone sneezing has flu?



60% of people pass the AI exam but only 50% attend lectures. 80% of people who pass the exam attend lectures. What is the probability of passing the exam given you attend lectures



## Bayesian (MAP) inference

Say we have observations D1, D2, and explanatory hypotheses H1 and H2, with all priors (e.g., P(D2)) and likelihoods (e.g., P(D2|H1)) known.

By combining Bayes rule with the product rule, can find the probability of each hypothesis given the data.

 $P(H1|D1,D2) = P(H1|D1) \times P(H1|D2)$ 

The most probable hypothesis is called the *maximum a posteriori* (MAP) hypothesis.

Deriving it is called MAP inference (what is usually meant by 'Bayesian inference')

In practice, the process has the problem that probabilities become vanishingly small.

## Summary

Conditional probabilities are like fuzzy rules

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- Uncertainty a function of distributional flatness

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