

# Uncertainty

[RN2 Sec. 13.1-13.6]  
[RN3 Sec. 13.1-13.5]

CS 486/686  
University of Waterloo  
Lecture 6: May 21, 2015

## A Decision Making Scenario

- You are considering to buy a used car...
  - Is it in good condition?
  - How much are you willing to pay?
  - Should you get it inspected by a mechanics?
  - Should you buy the car?

## In the next few lectures

- Probability theory
  - Model uncertainty
- Utility theory
  - Model preferences
- Decision theory
  - Combine probability theory and utility theory

## Introduction

- Logical reasoning breaks down when dealing with uncertainty
- Example: Diagnosis
  - $\forall p \text{ Symptom}(p, \text{Toothache}) \Rightarrow \text{Disease}(p, \text{Cavity})$ 
    - But not all people with toothaches have cavities...
  - $\forall p \text{ Symptom}(p, \text{Toothache}) \Rightarrow \text{Disease}(p, \text{Cavity})$
  - $\vee \text{Disease}(p, \text{GumDisease}) \vee \text{Disease}(p, \text{HitInTheJaw}) \vee \dots$ 
    - Can't enumerate all possible causes and not very informative
  - $\forall p \text{ Disease}(p, \text{Cavity}) \Rightarrow \text{Symptom}(p, \text{Toothache})$ 
    - Does not work since not all cavities cause toothaches...

# Introduction

- Logic fails because
  - **We are lazy**
    - Too much work to write down all antecedents and consequences
  - **Theoretical ignorance**
    - Sometimes there is just no complete theory
  - **Practical ignorance**
    - Even if we knew all the rules, we might be uncertain about a particular instance (not collected enough info yet)

# Probabilities to the rescue

- For many years AI danced around the fact that the world is an uncertain place
- Then a few AI researchers decided to go back to the 18<sup>th</sup> century
  - Probabilities allow us to deal with uncertainty that comes from our laziness and ignorance
  - Clear semantics
  - Provide principled answers for
    - Combining evidence, predictive and diagnostic reasoning, incorporation of new evidence
  - Can be learned from data
  - Intuitive for humans (?)

## Discrete Random Variables

- Random variable  $A$  describes an outcome that cannot be determined in advance (roll of a dice)
  - Discrete random variable means that its possible values come from a countable domain (sample space)
    - E.G If  $X$  is the outcome of a dice throw, then  $X \in \{1,2,3,4,5,6\}$
  - **Boolean random variable**  $A \in \{True, False\}$ 
    - $A =$  The Canadian PM in 2040 will be female
    - $A =$  You have Ebola
    - $A =$  You wake up tomorrow with a headache

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7

## Events

- An **event** is a complete specification of the state of the world in which the agent is uncertain
  - Subset of the sample space
- Example:
  - $Cavity = True \wedge Toothache = True$
  - $Dice = 2$
- Events must be
  - Mutually exclusive
  - Exhaustive (at least one event must be true)

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8

## Probabilities

- We let  $P(A)$  denote the "degree of belief" we have that statement  $A$  is true
  - Also "fraction of worlds in which  $A$  is true"
    - Philosophers like to discuss this (but we won't)
- Note:
  - $P(A)$  DOES NOT correspond to a degree of truth
  - Example: Draw a card from a shuffled deck
    - The card is of some type (e.g ace of spades)
    - Before looking at it  $P(\text{ace of spades}) = 1/52$
    - After looking at it  $P(\text{ace of spades}) = 1$  or  $0$

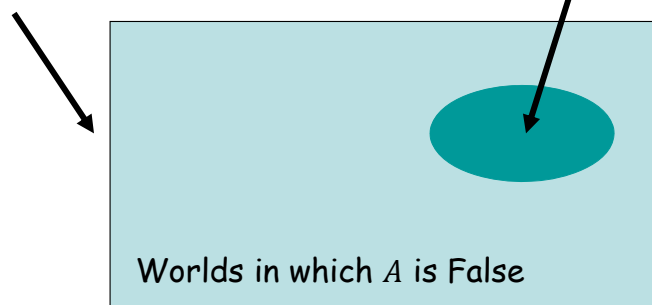
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9

## Visualizing $A$

Event space of all possible worlds.  
It's area is 1

Worlds in which  $A$  is true



$$P(A) = \text{Area of oval}$$

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10

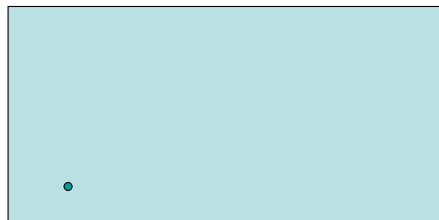
## The Axioms of Probability

- $0 \leq P(A) \leq 1$
- $P(\text{True}) = 1$
- $P(\text{False}) = 0$
- $P(A \vee B) = P(A) + P(B) - P(A \wedge B)$
- These axioms limit the class of functions that can be considered as probability functions

## Interpreting the axioms

- $0 \leq P(A) \leq 1$
- $P(\text{True}) = 1$
- $P(\text{False}) = 0$
- $P(A \vee B) = P(A) + P(B) - P(A \wedge B)$

The area of  $A$  can't be smaller than 0

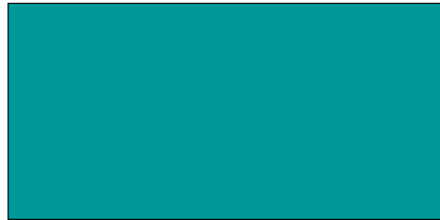


A zero area would mean no world could ever have  $A$  as true

## Interpreting the axioms

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- $P(\text{True}) = 1$
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The area of  $A$  can't be larger than 1



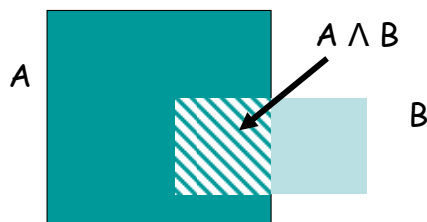
An area of 1 would mean all possible worlds have  $A$  as true

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13

## Interpreting the axioms

- $0 \leq P(A) \leq 1$
- $P(\text{True}) = 1$
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14

## Take the axioms seriously!

- There have been attempts to use different methodologies for uncertainty
  - Fuzzy logic, three valued logic, Dempster-Shafer, non-monotonic reasoning,...
- But if you follow the axioms of probability then no one can take advantage of you 😊

## A Betting Game [di Finetti 1931]

- Propositions  $A$  and  $B$
- Agent 1 announces its "degree of belief" in  $A$  and  $B$  ( $P(A)$  and  $P(B)$ )
- Agent 2 chooses to bet for or against  $A$  and  $B$  at stakes that are consistent with  $P(A)$  and  $P(B)$
- If Agent 1 does not follow the axioms, it is guaranteed to lose money

Agent 1 Proposition	Agent 1 Belief	Agent 2 Bet	Agent 2 Odds	Outcome for Agent 1			
				$A \wedge B$	$A \wedge \sim B$	$\sim A \wedge B$	$\sim A \wedge \sim B$
$A$	0.4	$A$	4 to 6	-6	-6	4	4
$B$	0.3	$B$	3 to 7	-7	3	-7	3
$A \vee B$	0.8	$\sim(A \vee B)$	2 to 8	2	2	2	-8
				<b>-11</b>	<b>-1</b>	<b>-1</b>	<b>-1</b>



## Theorems from the axioms

- Thm:  $P(\sim A) = 1 - P(A)$
- Proof:  $P(A \vee \sim A) = P(A) + P(\sim A) - P(A \wedge \sim A)$   
 $P(\text{True}) = P(A) + P(\sim A) - P(\text{False})$   
 $1 = P(A) + P(\sim A) - 0$   
 $P(\sim A) = 1 - P(A)$

## Multivalued Random Variables

- Assume domain of  $A$  (sample space) is  $\{v_1, v_2, \dots, v_k\}$
- $A$  can take on exactly one value out of this set  
 $P(A = v_i \wedge A = v_j) = 0$  if  $i \neq j$   
 $P(A = v_1 \vee A = v_2 \vee \dots \vee A = v_k) = 1$

## Terminology

- **Probability distribution:**
  - A specification of a probability for each event in our sample space
  - Probabilities must sum to 1
- Assume the world is described by two (or more) random variables
  - **Joint probability distribution**
    - Specification of probabilities for all combinations of events

## Joint distribution

- Given two random variables A and B:
- Joint distribution:

$$\Pr(A = a \wedge B = b) \forall a, b$$

- **Marginalisation (sumout rule):**

$$\Pr(A = a) = \sum_b \Pr(A = a \wedge B = b)$$

$$\Pr(B = b) = \sum_a \Pr(A = a \wedge B = b)$$

## Example: Joint Distribution

	sunny		~sunny	
	cold	~cold	cold	~cold
headache	0.108	0.012	0.072	0.008
~headache	0.016	0.064	0.144	0.576

$$P(\text{headache} \wedge \text{sunny} \wedge \text{cold}) = 0.108 \quad P(\sim\text{headache} \wedge \text{sunny} \wedge \sim\text{cold}) = 0.064$$

$$P(\text{headache} \vee \text{sunny}) = 0.108 + 0.012 + 0.072 + 0.008 + 0.016 + 0.064 = 0.28$$

$$P(\text{headache}) = 0.108 + 0.012 + 0.072 + 0.008 = 0.2$$

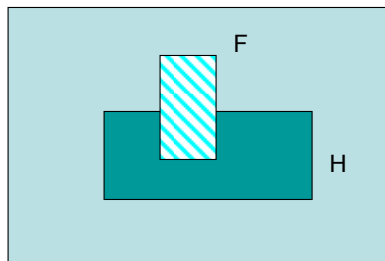
marginalization

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21

## Conditional Probability

- $P(A|B)$  fraction of worlds in which  $B$  is true that also have  $A$  true



$H$  = "Have headache"  
 $F$  = "Have Flu"

$$P(H) = 1/10$$

$$P(F) = 1/40$$

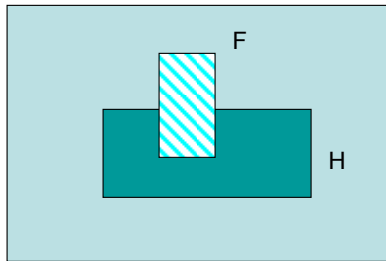
$$P(H|F) = 1/2$$

Headaches are rare and flu is rarer, but if you have the flu, then there is a 50-50 chance you will have a headache

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22

# Conditional Probability



$H$  = "Have headache"  
 $F$  = "Have Flu"

$$P(H) = 1/10$$
$$P(F) = 1/40$$
$$P(H|F) = 1/2$$

$P(H|F)$  = Fraction of flu inflicted worlds in which you have a headache

$$= (\# \text{ worlds with flu and headache}) / (\# \text{ worlds with flu})$$

$$= (\text{Area of "H and F" region}) / (\text{Area of "F" region})$$

$$= \frac{P(H \wedge F)}{P(F)}$$

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23

# Conditional Probability

- Definition:

$$P(A|B) = P(A \wedge B) / P(B)$$

- Chain rule:

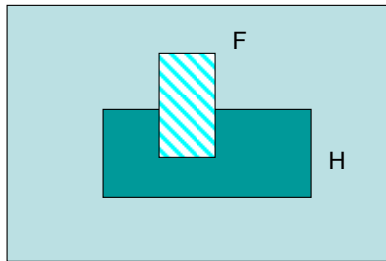
$$P(A \wedge B) = P(A|B) P(B)$$

**Memorize these!**

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24

# Inference



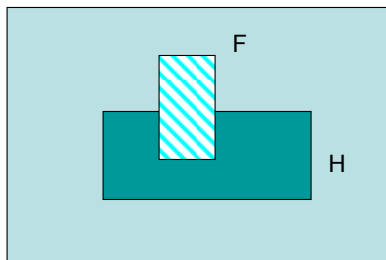
One day you wake up with a headache. You think "Drat! 50% of flues are associated with headaches so I must have a 50-50 chance of coming down with the flu"

$H$  = "Have headache"  
 $F$  = "Have Flu"

$$P(H) = 1/10$$
$$P(F) = 1/40$$
$$P(H|F) = 1/2$$

Is your reasoning correct?

# Inference



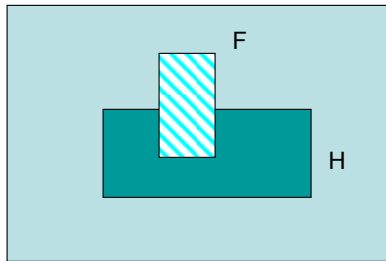
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$$P(H) = 1/10$$
$$P(F) = 1/40$$
$$P(H|F) = 1/2$$

$$P(F \wedge H) = P(F)P(H|F) = 1/80$$

# Inference



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$H$  = "Have headache"  
 $F$  = "Have Flu"

$P(H) = 1/10$   
 $P(F) = 1/40$   
 $P(H|F) = 1/2$

$$P(F \wedge H) = P(F)P(H|F) = 1/80$$

$$P(F|H) = P(F \wedge H)/P(H) = 1/8$$

# Example: Joint Distribution

	sunny		~sunny	
	cold	~cold	cold	~cold
headache	0.108	0.012	0.072	0.008
~headache	0.016	0.064	0.144	0.576

$$\begin{aligned} P(\text{headache} \wedge \text{cold} | \text{sunny}) &= P(\text{headache} \wedge \text{cold} \wedge \text{sunny}) / P(\text{sunny}) \\ &= 0.108 / (0.108 + 0.012 + 0.016 + 0.064) \\ &= 0.54 \end{aligned}$$

$$\begin{aligned} P(\text{headache} \wedge \text{cold} | \sim \text{sunny}) &= P(\text{headache} \wedge \text{cold} \wedge \sim \text{sunny}) / P(\sim \text{sunny}) \\ &= 0.072 / (0.072 + 0.008 + 0.144 + 0.576) \\ &= 0.09 \end{aligned}$$

# Bayes Rule

- Note

$$P(A|B)P(B) = P(A \wedge B) = P(B \wedge A) = P(B|A)P(A)$$

- Bayes Rule

$$P(B|A) = \frac{P(A|B)P(B)}{P(A)}$$

**Memorize this!**

## Using Bayes Rule for inference

- Often we want to form a hypothesis about the world based on what we have observed
- Bayes rule is vitally important when viewed in terms of stating the belief given to hypothesis  $H$ , given evidence  $e$

The diagram shows the equation  $P(H|e) = \frac{P(e|H)P(H)}{P(e)}$  with red arrows pointing from labels to parts of the equation: 'Likelihood' points to  $P(e|H)$ , 'Prior probability' points to  $P(H)$ , 'Posterior probability' points to  $P(H|e)$ , and 'Normalizing constant' points to  $P(e)$ .

$$P(H|e) = \frac{P(e|H)P(H)}{P(e)}$$

## More General Forms of Bayes Rule

$$P(A|B) = \frac{P(B|A)P(A)}{P(B|A)P(A) + P(B|\sim A)P(\sim A)}$$

$$P(A|B \wedge X) = \frac{P(B|A \wedge X)P(A|X)}{P(B|X)}$$

$$P(A = v_i|B) = \frac{P(B|A = v_i)P(A = v_i)}{\sum_{k=1}^n P(B|A = v_k)P(A = v_k)}$$

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31

## Example

- A doctor knows that Asian flu causes a fever 95% of the time. She knows that if a person is selected at random from the population, they have a  $10^{-7}$  chance of having Asian flu. 1 in 100 people suffer from a fever.
- You go to the doctor complaining about the symptom of having a fever. What is the probability that Asian flu is the cause of the fever?

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32



## Example

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$A$  = Asian flu  
 $F$  = fever

Evidence = Symptom ( $F$ )  
Hypothesis = Cause ( $A$ )

$$P(A|F) = \frac{P(F|A)P(A)}{P(F)} = \frac{0.95 \times 10^{-7}}{0.01} = 0.95 \times 10^{-5}$$

## Computing conditional probabilities

- Often we are interested in the posterior joint distribution of some query variables  $Y$  given specific evidence  $e$  for evidence variables  $E$
- Set of all variables:  $X$
- Hidden variables:  $H = X - Y - E$
- If we had the joint probability distribution then could marginalize
- $P(Y|E = e) = \alpha \sum_h P(Y \wedge E = e \wedge H = h)$   
where  $\alpha$  is the normalization factor

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where  $\alpha$  is the normalization factor

**Problem: Joint distribution is usually too big to handle**

## Independence

- Two variables  $A$  and  $B$  are independent if knowledge of  $A$  does not change uncertainty of  $B$  (and vice versa)
  - $P(A|B) = P(A)$
  - $P(B|A) = P(B)$
  - $P(A \wedge B) = P(A)P(B)$
  - In general  $P(X_1, X_2, \dots, X_n) = \prod_{i=1}^n P(X_i)$

**Need only  $n$  numbers to specify joint distribution!**

## Conditional Independence

- Absolute independence is often too strong a requirement
- Two variables  $A$  and  $B$  are conditionally independent given  $C$  if
  - $P(a|b, c) = P(a|c) \quad \forall a, b, c$
  - i.e. knowing the value of  $B$  does not change the prediction of  $A$  **if the value of  $C$  is known**

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37

## Conditional Independence

- Diagnosis problem  
 $Fl = Flu, \quad Fv = Fever, \quad C = Cough$
- Full joint distribution has  $2^3 - 1 = 7$  independent entries
- If someone has the flu, we can assume that the probability of a cough does not depend on having a fever  
$$P(C|Fl, Fv) = P(C|Fl)$$
- If the patient does not have the *Flu*, then  $C$  and  $Fv$  are again conditionally independent  
$$P(C|\sim Fl, Fv) = P(C|\sim Fl)$$

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38

## Conditional Independence

- Full distribution can be written as

$$\begin{aligned}P(C, Fl, Fv) &= P(C, Fv|Fl)P(Fl) \\ &= P(C|Fl)P(Fv|Fl)P(Fl)\end{aligned}$$

- That is we only need 5 numbers now!
- Huge savings if there are lots of variables

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Such a probability distribution is sometimes called a naïve Bayes model.

In practice, they work well - even when the independence assumption is not true