# Belief Propagation Tutorial 

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## Outline

- Factor Graphs
- Message Passing Algorithms
- Free Energy Approximations


## Variable Nodes



Factor Nodes

$$
p(X)=\frac{1}{Z} \prod_{a} f_{a}\left(X_{a}\right)
$$



$$
p\left(x_{1}, x_{2}, x_{3}, x_{4}\right)=\frac{1}{Z} f_{A}\left(x_{1}, x_{2}, x_{3}\right) f_{B}\left(x_{2}, x_{3}, x_{4}\right) f_{C}\left(x_{4}\right)
$$

$$
p(X)=\frac{1}{Z} \exp \left(-\sum_{a} E_{a}\left(X_{a}\right)\right)
$$



## Questions

- What is the most probable configuration?
- What is the marginal probability for a node or group of nodes?

These questions can be attacked by Simulated Annealing or Monte Carlo Simulation, but there are often much more efficient methods.

Belief propagation is one method, but one should remember that there are others!

## Ising Model



Marginal Probabilities = local magnetization

## Computer Vision and Signal Processing



Marginal Probabilities = "beliefs" about possible underlying scenes

## Observed Variables



Observed Variables induce a local "evidence" factor node.

## 



Marginal Probabilities $=A$ posteriori bit probabilities

# Inference Engines 

(Pearl, 1988)


Marginal Probabilities = "beliefs" about possible diagnoses

## Equivalent Graphical Models

- Markov Random Fields: Use only variable nodes. Factor nodes are defined implicitly when all nodes in a "clique" are connected to each other.
- Forney Factor Graphs: Use only factor nodes.Variables live on edges. Use equality factor nodes to convert ordinary factor graphs into Forney factor graphs
- Bayesian Networks: Use directed graphs which imply conditional probabilities.


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## Belief Propagation



The "belief" is the BP approximation of the marginal probability.

## BP Message-update Rules

Using $b_{i}\left(x_{i}\right)=\sum b_{a}\left(X_{a}\right)$, we get the "Sum-Product" message-update rules:

$$
m_{a \rightarrow i}\left(x_{i}\right)=\sum_{X_{a} \backslash x_{i}} f_{a}\left(X_{a}\right) \prod_{j \in N(a) \backslash i} \prod_{b \in N(j) \backslash a} m_{b \rightarrow j}\left(x_{j}\right)
$$



## BP Is Exact for Trees



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$$
\begin{aligned}
& b_{1}\left(x_{1}\right) \propto m_{A \rightarrow 1}\left(x_{1}\right) \\
& \propto \sum_{x_{2}} f_{A}\left(x_{1}, x_{2}\right) m_{B \rightarrow 2}\left(x_{2}\right)
\end{aligned}
$$

B $\quad \square$

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\end{gathered}
$$

## Max-Product BP

Max-Product (a.k.a. min-sum) message-update rules provably give the most probable configuration for graphs without cycles. This algorithm is also known as the Viterbi algorithm.

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## Variational Free Energies

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$$

Optimizing $G\left(b_{s}\right)$, with a normalized $b_{s}$, we obtain Boltzmann's Law:

$$
b_{s}=\frac{1}{Z} \exp \left(-E_{s} / T\right)
$$

## Variational Derivation of Mean-Field Theory

Choose the $b_{s}$ from a limited and tractable sub-space:

$$
b_{s}=\prod_{i} b_{i}\left(x_{i}\right)
$$

Minimizing the free energy over beliefs from this limited sub-space will give a rigorous upper-bound on the true free energy.

## Region-based Approximations to the Variational Free Energy (kkuchi, 1951)

## Exact: $\quad G[b(X)] \quad$ (intractable)

Regions: $G\left[\left\{b_{r}\left(X_{r}\right)\right\}\right]$


## Defining a "Region"

A region $r$ is a set of variable nodes $V_{r}$ and factor nodes $F_{r}$ such that if a factor node $a$ belongs to $F_{r}$, all variable nodes neighboring $a$ must belong to $V_{r}$. A region free energy can be naturally defined. The overall free energy will be the sum of the region free energies, weighted by their counting numbers.

Regions

Not a
Region


## Bethe Approximation

Two sets of regions:
Large regions containing a single factor node $a$ and all attached variable nodes. $c_{r}=1$
Small regions containing a single variable node $i . c_{r}=1-d_{i}$


## Bethe Free Energy

$$
G_{\text {Bethe }}=\sum_{a} \sum_{X_{a}} b_{a}\left(X_{a}\right) \log \left(\frac{b_{a}\left(X_{a}\right)}{f_{a}\left(X_{a}\right)}\right)+\sum_{i}\left(1-d_{i}\right) \sum_{x_{i}} b_{i} \log b_{i}\left(x_{i}\right)
$$

Minimizing the Bethe Free Energy, subject to the normalization and consistency constraints, gives a set of equations that is equivalent to the Belief Propagation message update rules!

## Improving on BP

- Generalized Belief Propagation: Using larger regions, construct a more accurate region-based free energy, or equivalent message-passing algorithm. Particularly useful for factor graphs defined on a square lattice.
- Survey Propagation: Account for the possibility of many thermodynamic states by keeping a probability distribution over messages. Particularly useful for constraint-satisfaction problems.
- Loop Calculus: An expansion where the zeroth order term is BP, and the corrections can be systematically computed.
- Convexified Free Energies: approximations, with a unique global minimum which can be used to obtain rigorous lower bounds on the free energy.
- Expectation Propagation: an algorithm, with a different derivation but very close connections to Generalized Belief Propagation; it also can be used to derive message-passing algorithms for factor graphs with continuous variables.


## Pointers to the Literature

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- "Loop Series for Discrete Statistical Models on Graphs" M. Chertkov andV. Chernyak, cond-mat/0603 I89, JSTAT P06009 (2006).
- and references in these papers and more recent papers by all these authors. (Apologies to all those l've neglected.)

