



Graphical models in Constraint Logic Programming

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talk structure



- Logic Programming
- Uncertainty
- Constraints
- Graphical Models integration
- Example
- Interfacing

logic programming



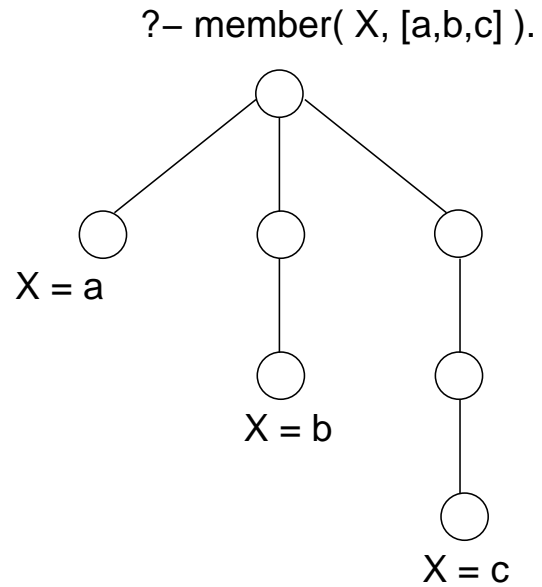
Used in AI for crisp problem solving and for building executable models.

Programs are formed from logic based rules.

```
member( H, [H|T] ).
```

```
member( E1, [H|T] ) :- member( E1, T ).
```

execution tree



member(H, [H|T]).

member(EI, [H|T]) :- member(EI, T).

uncertainty in logic programming



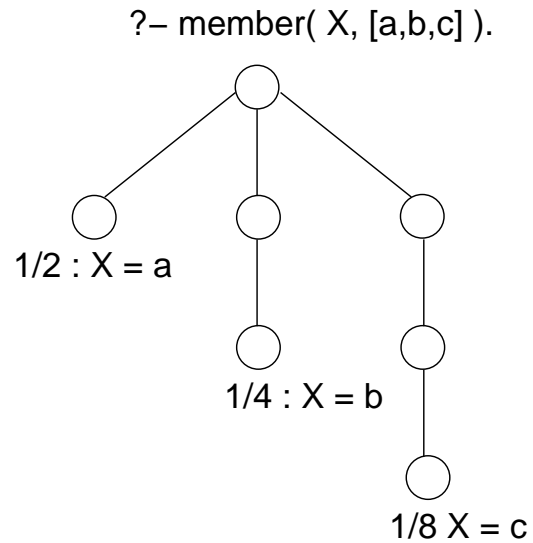
Most approaches use Probability Theory but there are fundamental questions unresolved.

In general,

$0.5 : \text{member}(H, [H|T]).$

$0.5 : \text{member}(El, [H|T]) :- \text{member}(El, T).$

stochastic tree



0.5 : member(H, [H|T]).

0.5 : member(El, [H|T]) :- member(El, T).

constraints in lp



Logic Programming :

- execution model is inflexible, and
- its relational nature discourages use of state information.

constraints in lp



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- its relational nature discourages use of state information.

Constraints add

- specialised algorithms

constraints in lp



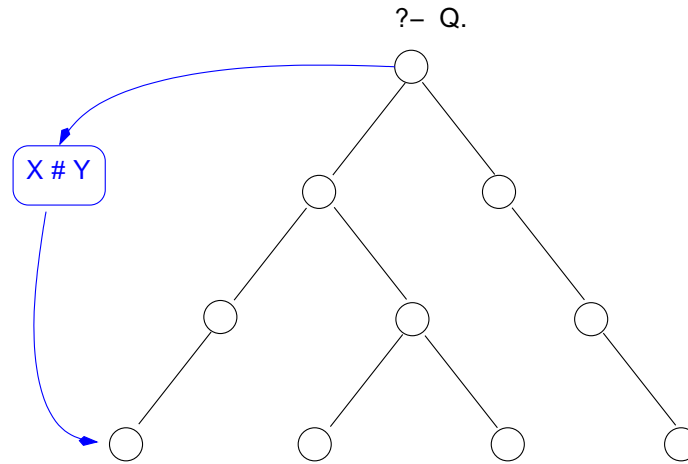
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Constraints add

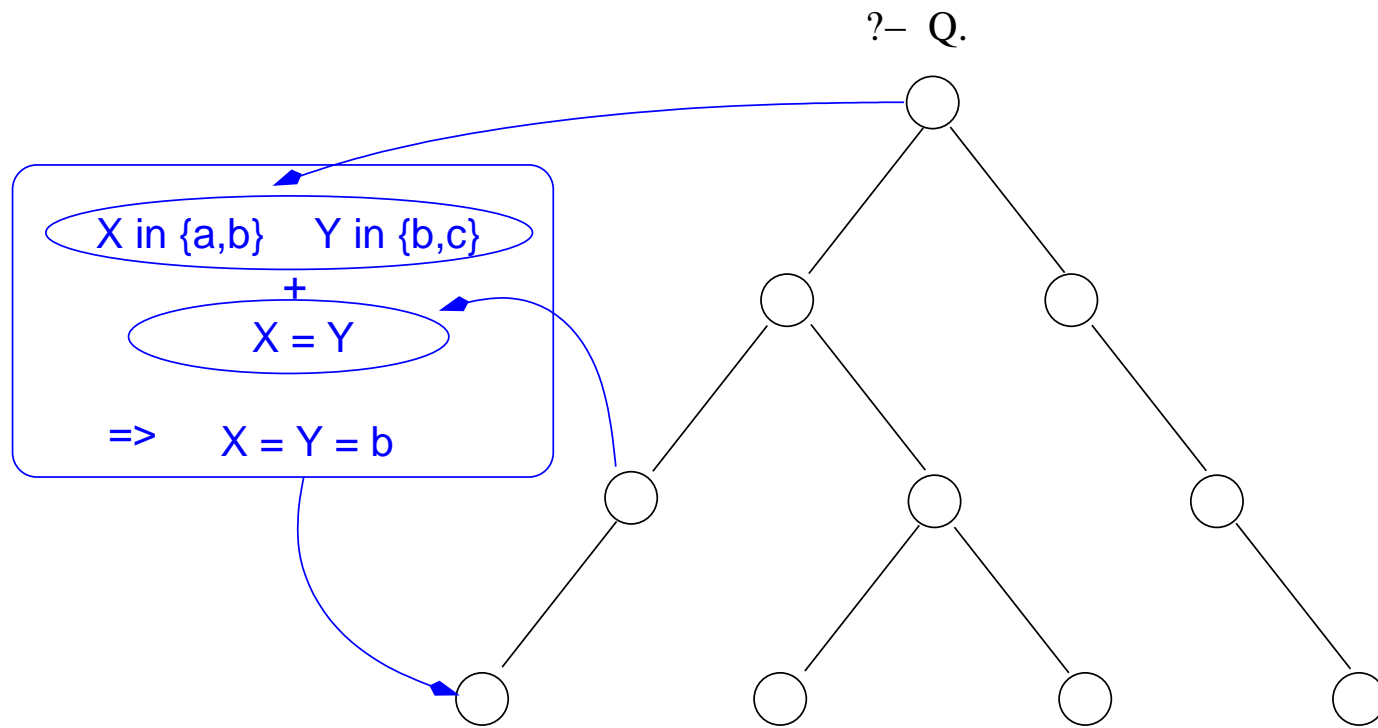
- specialised algorithms
- state information

constraint store



- Logic Programming engine
- Constraint store interaction

constraints inference



finite domain distributions



For discrete graphical models: extend the idea of finite domains to admit distributions.

from

$$X \text{ in } \{a, b\} \quad (\text{i.e. } X = a \text{ or } X = b)$$

to

$$p(X = a) + p(X = b)$$

finite domain distributions



For discrete graphical models: extend the idea of finite domains to admit distributions.

from

$$X \text{ in } \{a, b\} \quad (\text{i.e. } X = a \text{ or } X = b)$$

to

$$[p(X = a) + p(X = b)] = 1$$

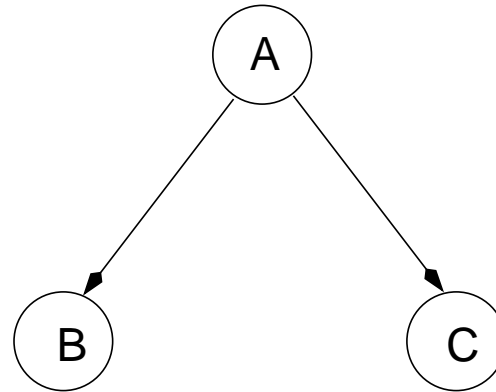
GMs integration



Execution, assembles the graphical model in the store according to program and query.

Existing algorithms can be used for probabilistic inference on the model present in the store.

example



	A = y	A = n
B = y	0.80	0.10
B = n	0.20	0.90

	A = y	A = n
C = y	0.60	0.90
C = n	0.40	0.10

program



```
example_bn( A, B, C ) :-  
    cpt(A, [], [y,n]),  
    cpt(B, [A], [(y,y,0.8), (y,n,0.2),  
                (n,y,0.1), (n,n,0.9)]),  
    cpt(C, [A], [(y,y,0.6), (y,n,0.4),  
                (n,y,0.9), (n,n,0.1)]).
```


program



```
example_bn( A, B, C ) :-  
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                (n,y,0.9), (n,n,0.1)]).
```

```
?- example_bn(X,Y,Z),  
    evidence(X, [(y,0.8), (n,0.2)]),  
    Za is p(Z = a).
```

program

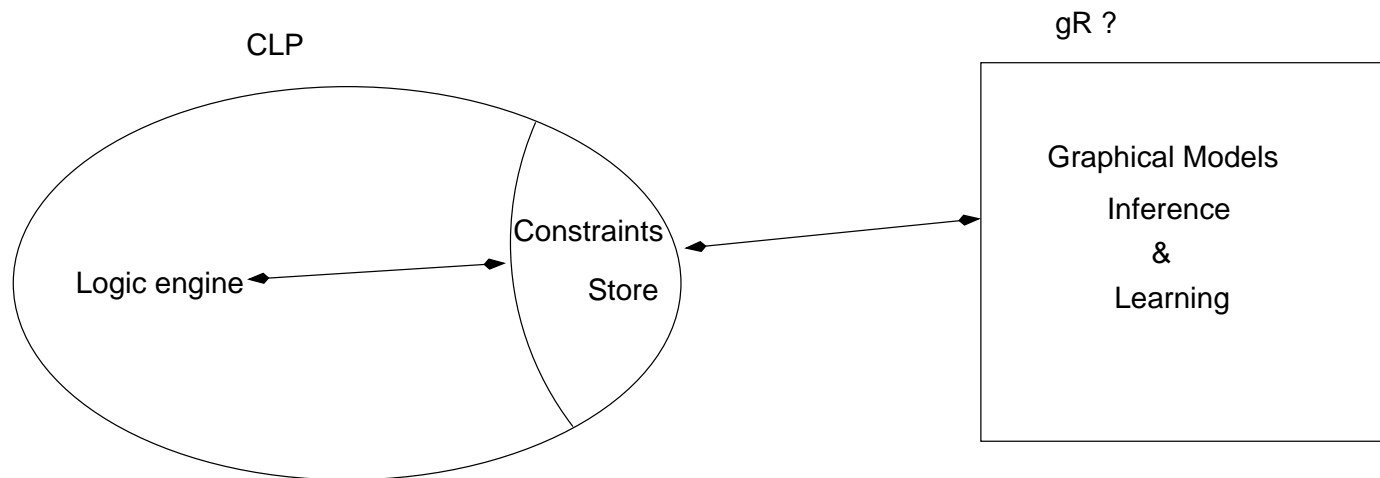


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```

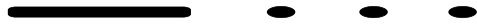
```
?- example_bn(X,Y,Z),  
    evidence(X, [(y,0.8), (n,0.2)]),  
    Za is p(Z = y).
```

Za = 0.66

interactions



bottom line



Software properties:

- implementation of algorithms in literature
- open-source
- standardised data structures
- API
- session management and communication
- well characterised computational behaviour
- ... documentation