

# Graphical Models

## Discrete Inference and Learning

### Lecture 3

MVA

2020 – 2021

<http://thoth.inrialpes.fr/~alahari/disinflern>

# Practical matters

- Course website
  - <http://thoth.inrialpes.fr/~alahari/disinflearn>
  - (linked from my webpage)
- Questions ?

# Project suggestions (also sent by email)

- Implement BP on trees, then graph, extend to TRW, compare
- Implement graph cut + extension (Ishikawa, other multi-label) or variation of implementation + small application
- Complex application of graph cut, requiring modelling (e.g., sequence of images)
- Geometric scene labelling with graph cuts
- Joint modelling of two labelling problems (e.g., segmentation + detection)
- Implement fast primal-dual algorithm + evaluate
- Implement deformable parts model for object detection
- ...
- Or your own (but check with us first)
- **Select projects before 25<sup>th</sup> January and email us**  
**([karteek.alahari@inria.fr](mailto:karteek.alahari@inria.fr), [guillaume.charpiat@inria.fr](mailto:guillaume.charpiat@inria.fr))**

# Practical matters

- Questions ?

# Recap: Lectures 1&2

- Graphical Models
  - Making **global** predictions from **local** observations
  - Learning from large quantities of data
- Two types of models studied in the class
  - Bayesian nets
  - Markov nets

# Recap: Lectures 1&2

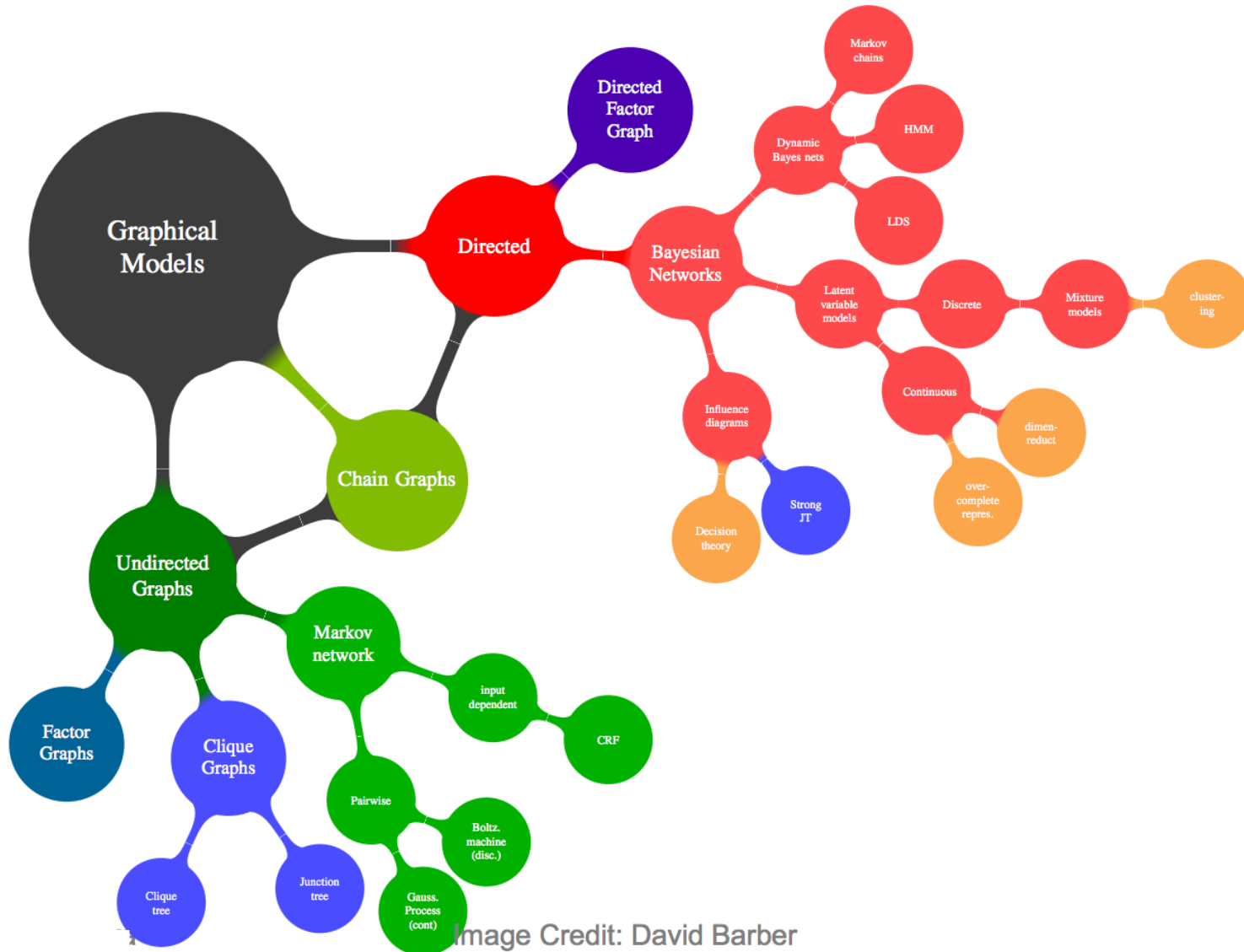


Image Credit: David Barber

# Recap: Lectures 1&2

- Question: What is the core of these models?
- Question: Can you compute probabilities in Markov nets? If yes, how and if no, why?
- Question: What is the difference between Markov and Conditional random fields?

# Recap: Lectures 1&2

**The st-mincut problem**

**Connection between st-mincut  
and energy minimization?**

**What problems can we solve  
using st-mincut?**

**st-mincut based Move algorithms**



# The st-Mincut Problem

## What is an st-cut?

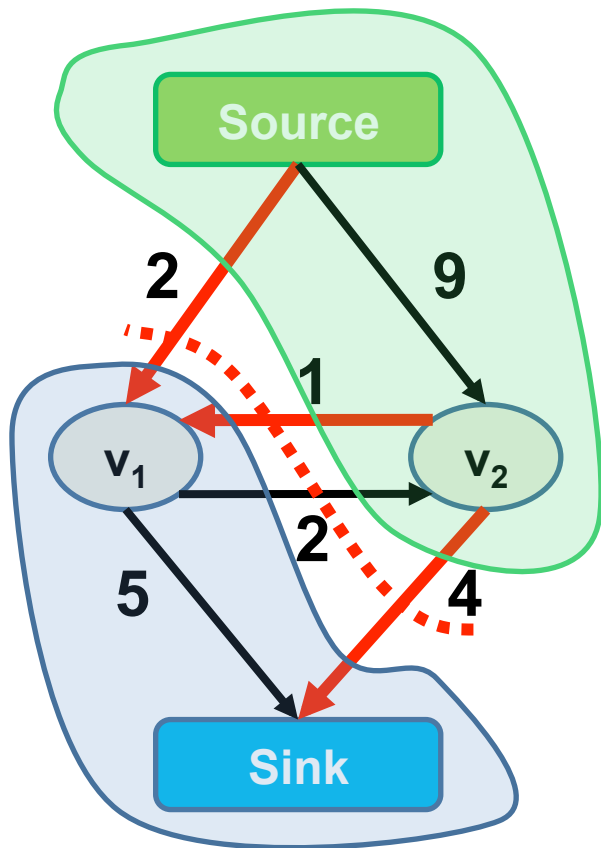
An st-cut ( $S, T$ ) divides the nodes between source and sink

## What is the cost of an st-cut?

Sum of cost of all edges going from  $S$  to  $T$

## What is the st-mincut?

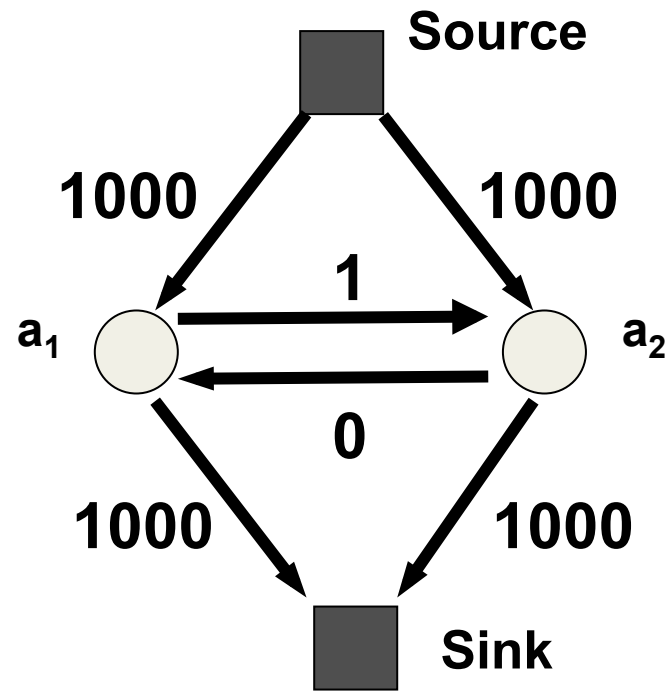
st-cut with the minimum cost



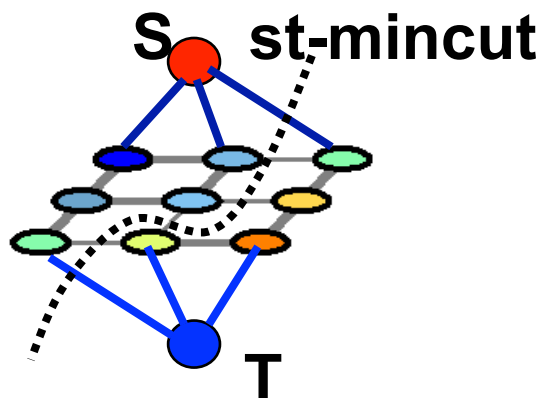
$$2 + 1 + 4 = 7$$

# Recap: Lectures 1&2

Are all paths equally good?



# st-minicut and Energy Minimization



Minimizing a Quadratic Pseudoboolean function  $E(x)$

Functions of boolean variables

$$E: \{0,1\}^n \rightarrow \mathbf{R}$$

Pseudoboolean?

$$E(y) = \sum_i c_i y_i + \sum_{i,j} c_{ij} y_i(1-y_j)$$

$$c_{ij} \geq 0$$

Polynomial time st-minicut algorithms require non-negative edge weights

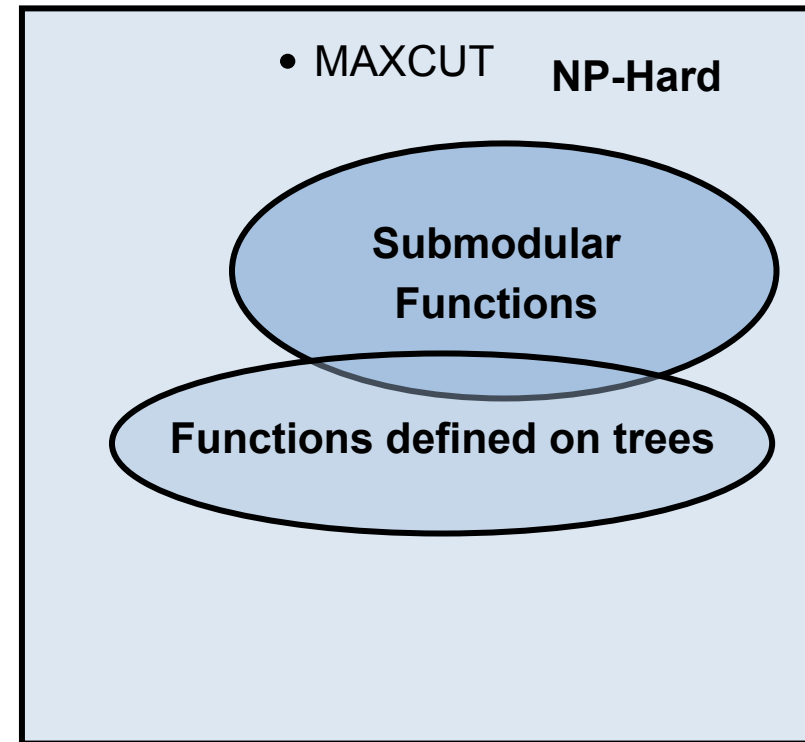
# Minimizing Energy Functions

- **General Energy Functions**

- NP-hard to minimize
- Only approximate minimization possible

- **Easy energy functions**

- Solvable in polynomial time
- Submodular  $\sim O(n^6)$



**Space of Function  
Minimization Problems**

# Quadratic Submodular Pseudoboolean Functions

$y \text{ in } \{0,1\}^n$

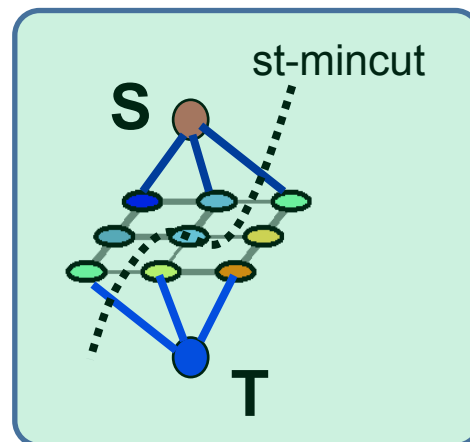
$$E(y) = \sum_i \theta_i(y_i) + \sum_{i,j} \theta_{ij}(y_i, y_j)$$

For all  $ij$

$$\theta_{ij}(0,1) + \theta_{ij}(1,0) \geq \theta_{ij}(0,0) + \theta_{ij}(1,1)$$



**Equivalent (transformable)**

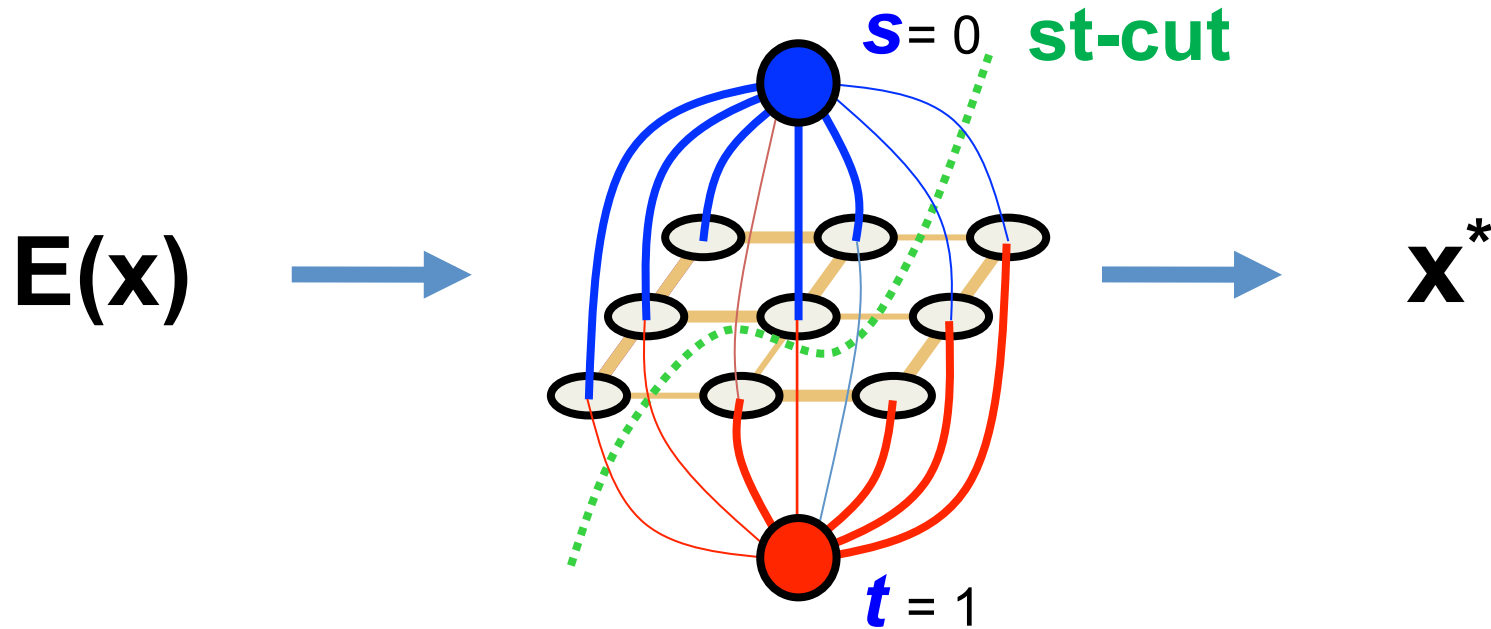


# Today's lecture

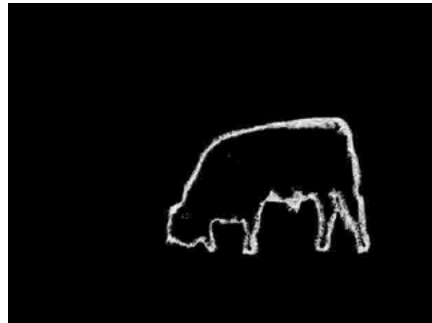
- A few more graph cut based approaches
- Belief propagation
- TRW

# Dynamic Energy Minimization

# Image Segmentation in Video



Image



Flow



Global  
Optimum

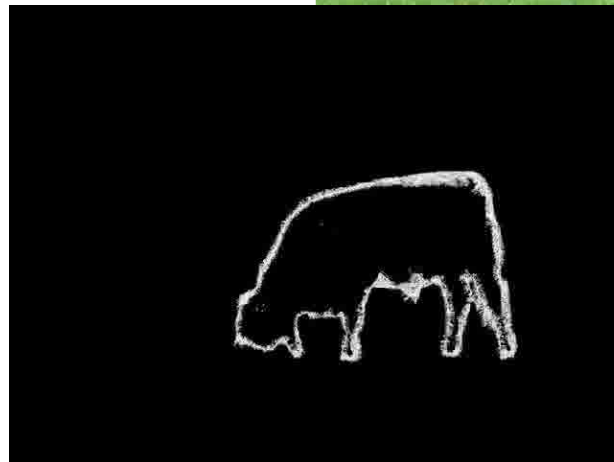


# Image Segmentation in Video

**Image**



**Flow**



**Global  
Optimum**



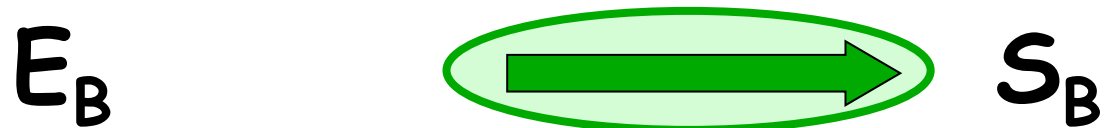
# Dynamic Energy Minimization



Can we do better?

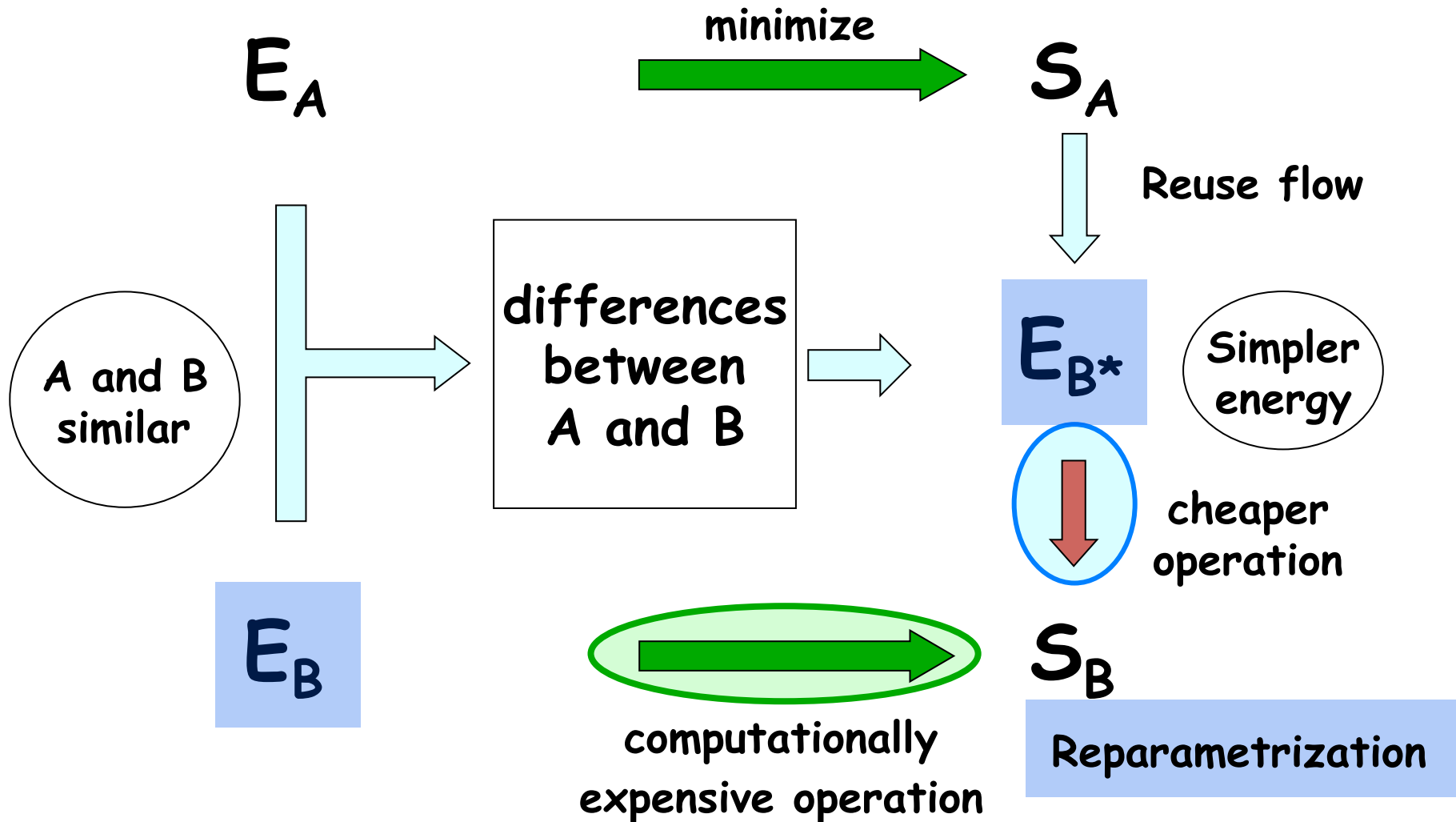


Recycling Solutions



computationally expensive operation

# Dynamic Energy Minimization



# Dynamic Energy Minimization

Original Energy

$$E(a_1, a_2) = 2a_1 + 5\bar{a}_1 + 9a_2 + 4\bar{a}_2 + 2a_1\bar{a}_2 + \bar{a}_1a_2$$

Reparameterized Energy

$$E(a_1, a_2) = 8 + \bar{a}_1 + 3a_2 + 3\bar{a}_1a_2$$

New Energy

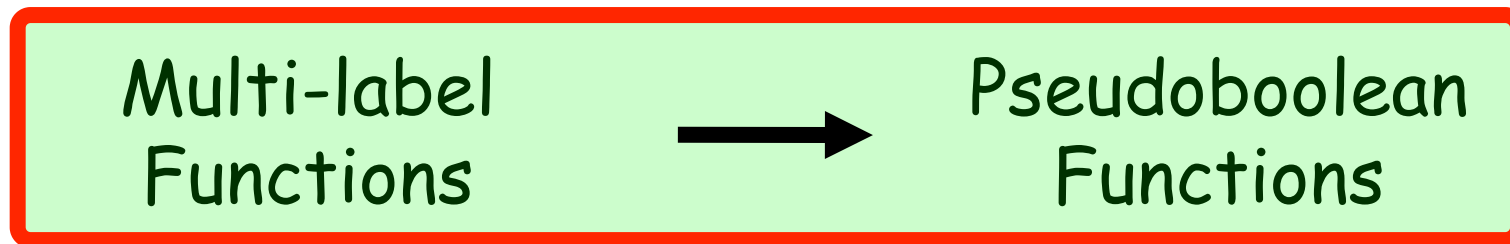
$$E(a_1, a_2) = 2a_1 + 5\bar{a}_1 + 9a_2 + 4\bar{a}_2 + 7a_1\bar{a}_2 + \bar{a}_1a_2$$

New Reparameterized Energy

$$E(a_1, a_2) = 8 + \bar{a}_1 + 3a_2 + 3\bar{a}_1a_2 + 5a_1\bar{a}_2$$

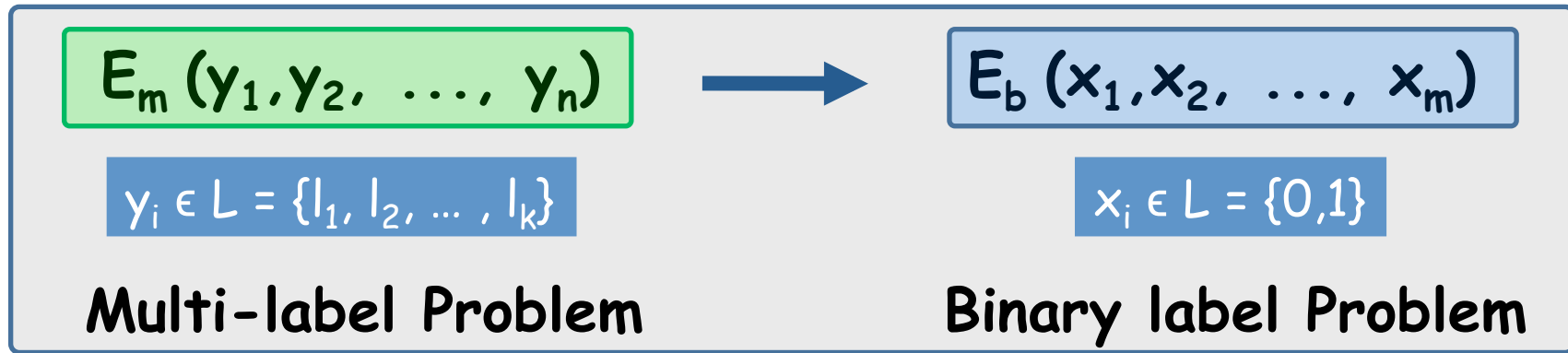
# Transforming Multi-label Problems

# Transforming problems in QBFs



# Multi-label to Pseudo-boolean

So what is the problem?



such that:

Let  $Y$  and  $X$  be the set of feasible solutions, then

1. For each binary solution  $x \in X$  with finite energy there exists exactly one multi-label solution  $y \in Y$

-> One-One encoding function  $T: X \rightarrow Y$

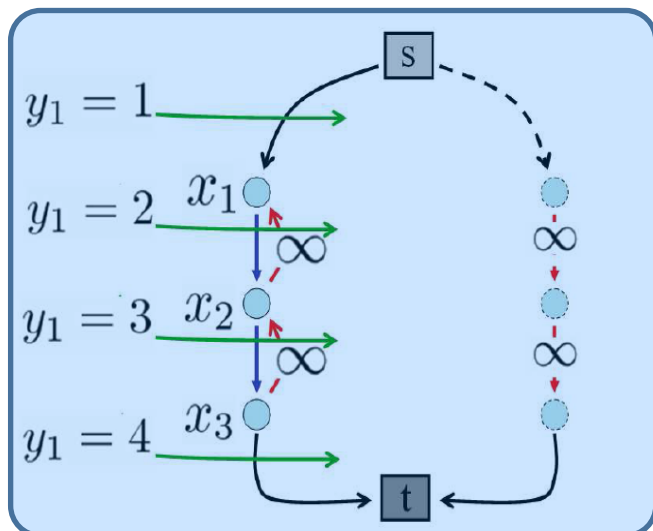
2.  $\arg \min E_m(y) = T(\arg \min E_b(x))$

# Multi-label to Pseudo-boolean

- **Popular encoding scheme**

[Roy and Cox '98, Ishikawa '03, Schlesinger & Flach '06]

$\{y_1 = 1\} \leftrightarrow \{x_1 = 1, x_2 = 1, x_3 = 1\},$   
 $\{y_1 = 2\} \leftrightarrow \{x_1 = 0, x_2 = 1, x_3 = 1\},$   
 $\{y_1 = 3\} \leftrightarrow \{x_1 = 0, x_2 = 0, x_3 = 1\},$   
 $\{y_1 = 4\} \leftrightarrow \{x_1 = 0, x_2 = 0, x_3 = 0\}.$

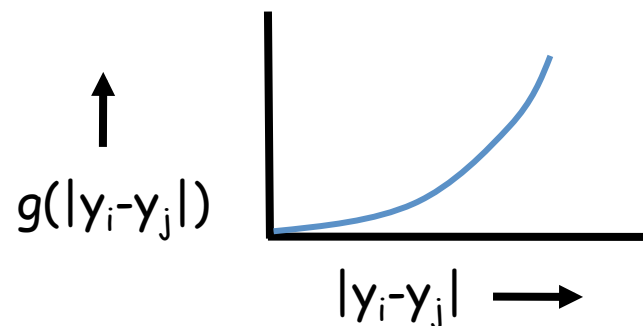


## Ishikawa's result:

$$E(\mathbf{y}) = \sum_i \theta_i(y_i) + \sum_{i,j} \theta_{ij}(y_i, y_j)$$

$y \in \text{Labels } L = \{l_1, l_2, \dots, l_k\}$

$$\theta_{ij}(y_i, y_j) = g(|y_i - y_j|) \rightarrow \text{Convex Function}$$





# Belief Propagation

# A Computer Vision Application

## Binary Image Segmentation



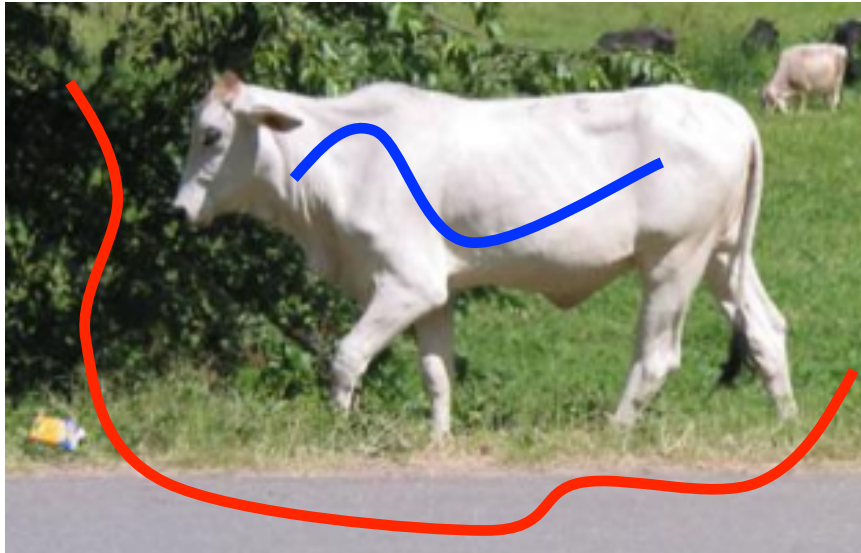
**How ?**

Cost function    Models *our* knowledge about natural images

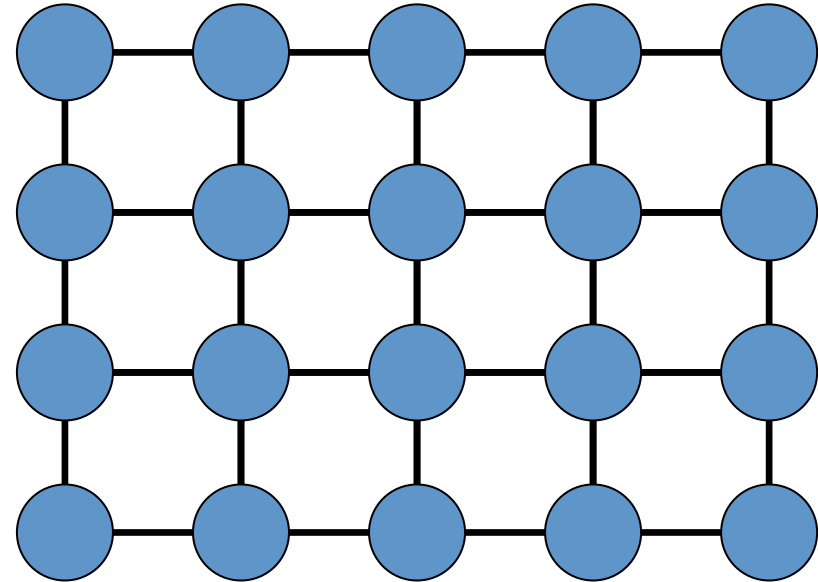
Optimize cost function to obtain the segmentation

# A Computer Vision Application

## Binary Image Segmentation



Object - white, Background - green/grey



Graph  $G = (V, E)$

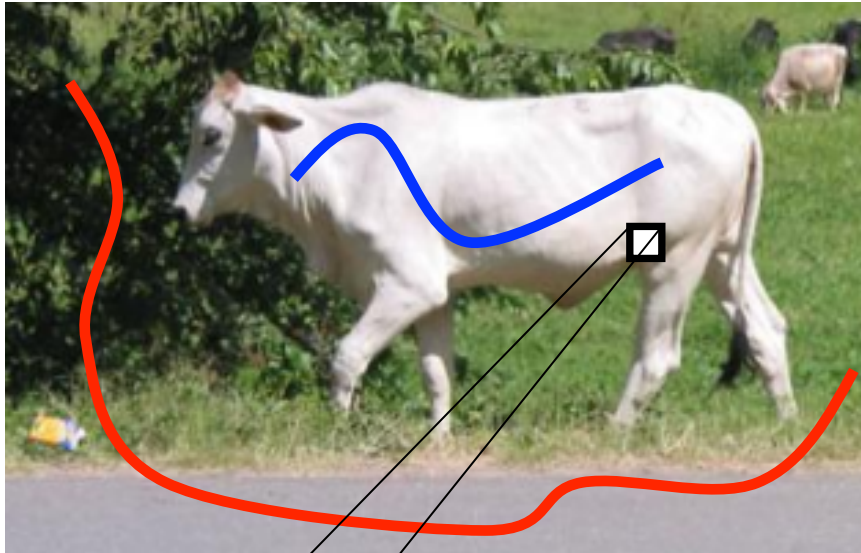
Each vertex corresponds to a pixel

Edges define a 4-neighbourhood *grid* graph

Assign a label to each vertex from  $L = \{\text{obj}, \text{bkg}\}$

# A Computer Vision Application

## Binary Image Segmentation

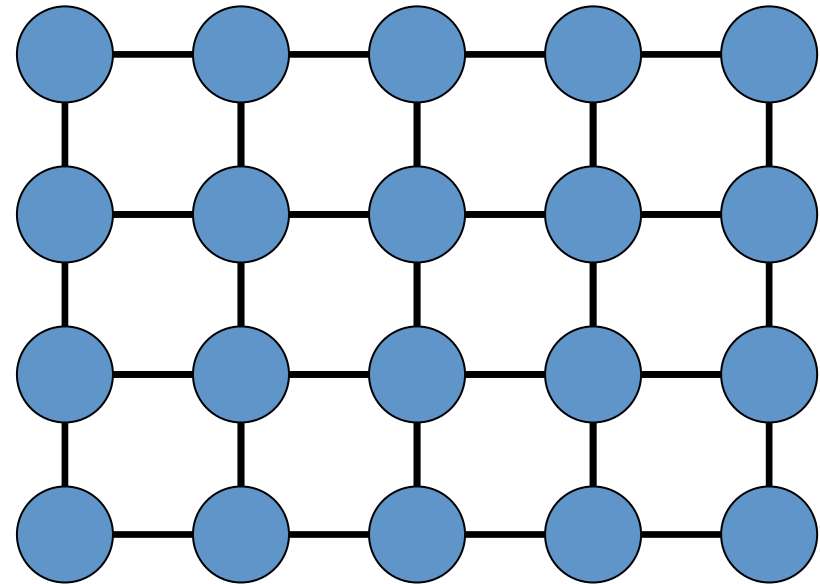


Object - white, Background - green/grey

Cost of a labelling  $f : V \rightarrow L$



Cost of label 'obj' low Cost of label 'bkg' high

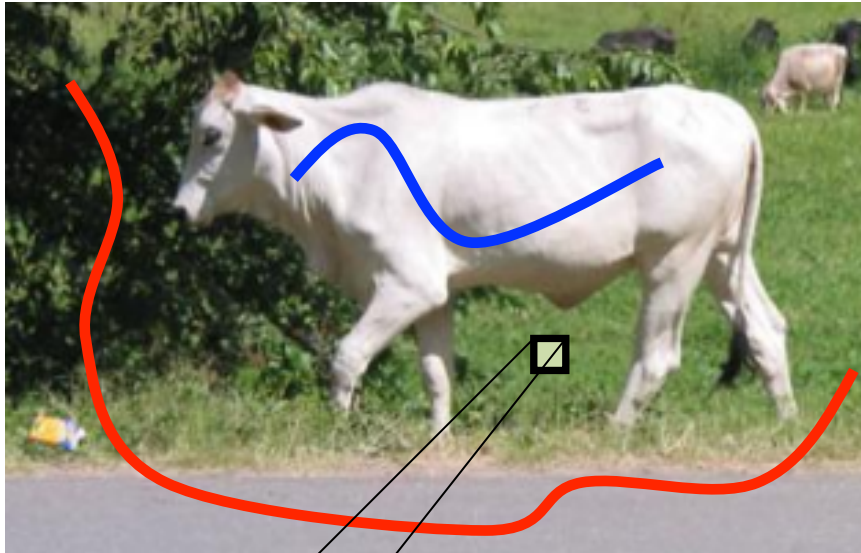


Graph  $G = (V, E)$

Per Vertex Cost

# A Computer Vision Application

## Binary Image Segmentation

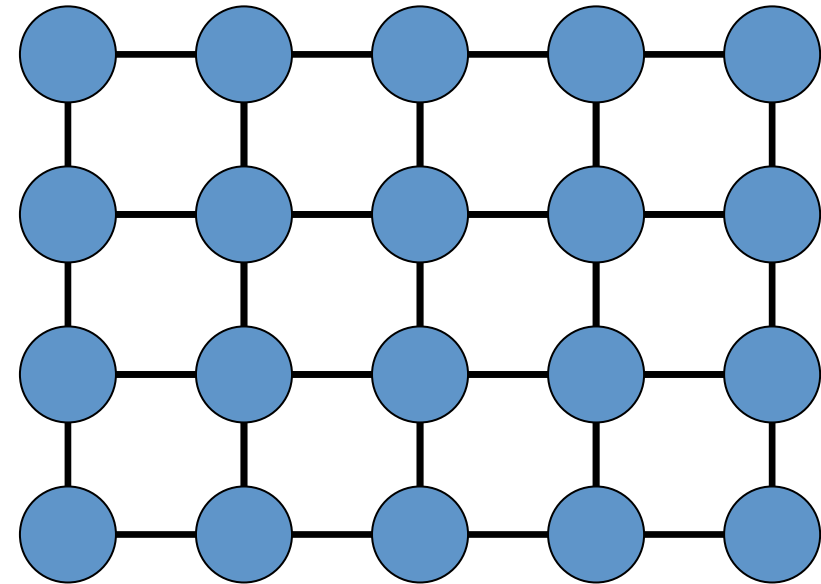


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Cost of a labelling  $f : V \rightarrow L$



Cost of label 'obj' high Cost of label 'bkg' low



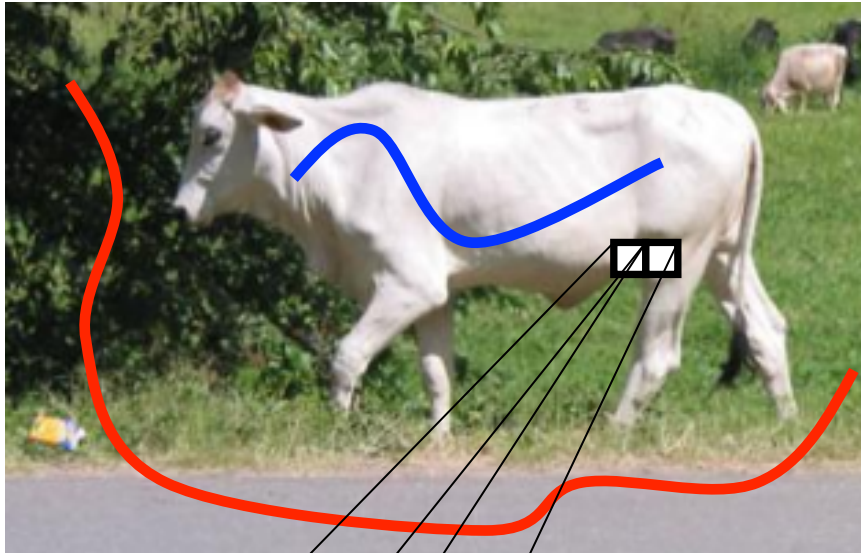
Graph  $G = (V, E)$

Per Vertex Cost

UNARY COST

# A Computer Vision Application

## Binary Image Segmentation



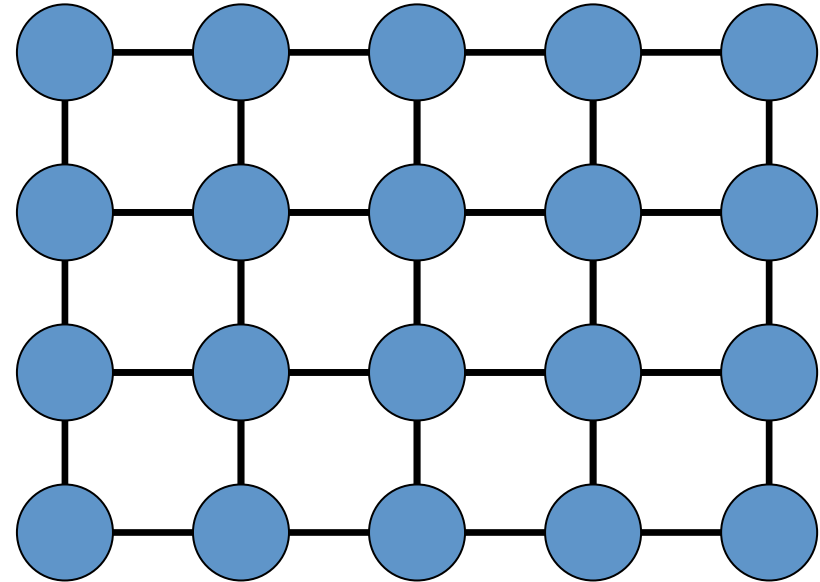
Object - white, Background - green/grey

Cost of a labelling  $f : V \rightarrow L$



Cost of same label low

Cost of different labels high

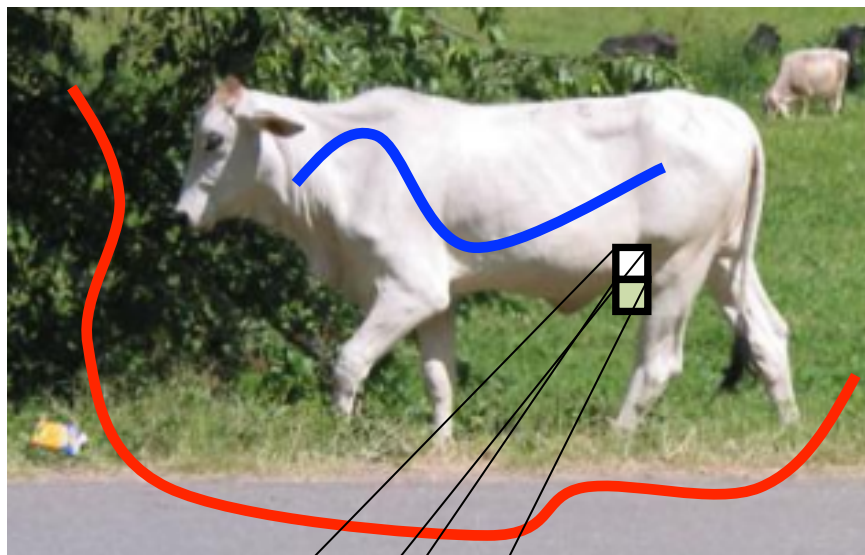


Graph  $G = (V, E)$

Per Edge Cost

# A Computer Vision Application

## Binary Image Segmentation



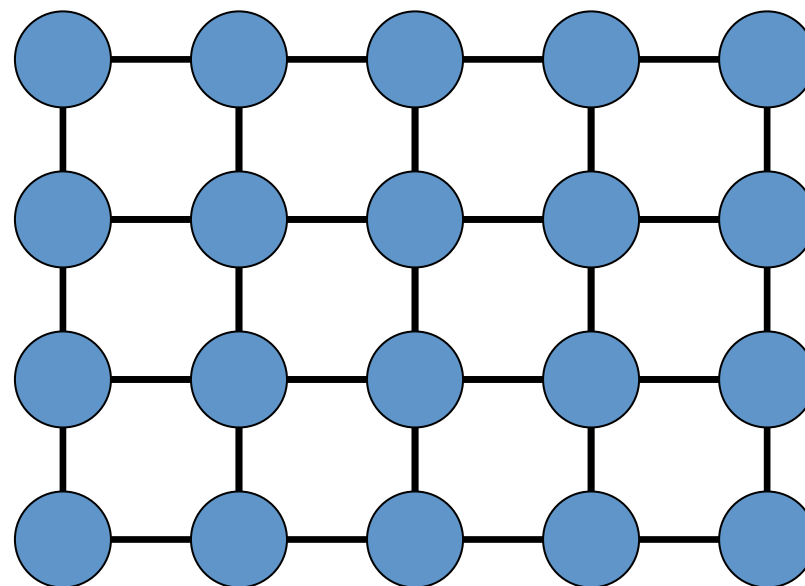
Object - white, Background - green/grey

Cost of a labelling  $f : V \rightarrow L$



Cost of same label high

Cost of different labels low



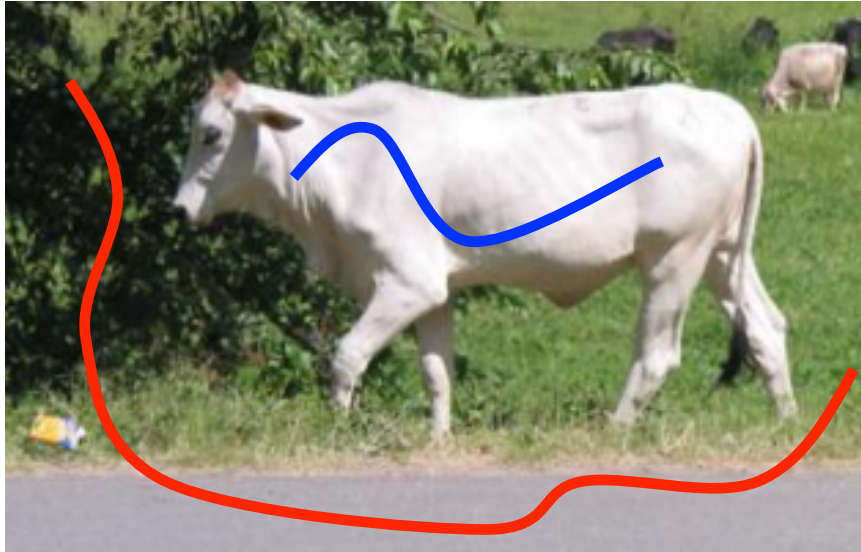
Graph  $G = (V, E)$

Per Edge Cost

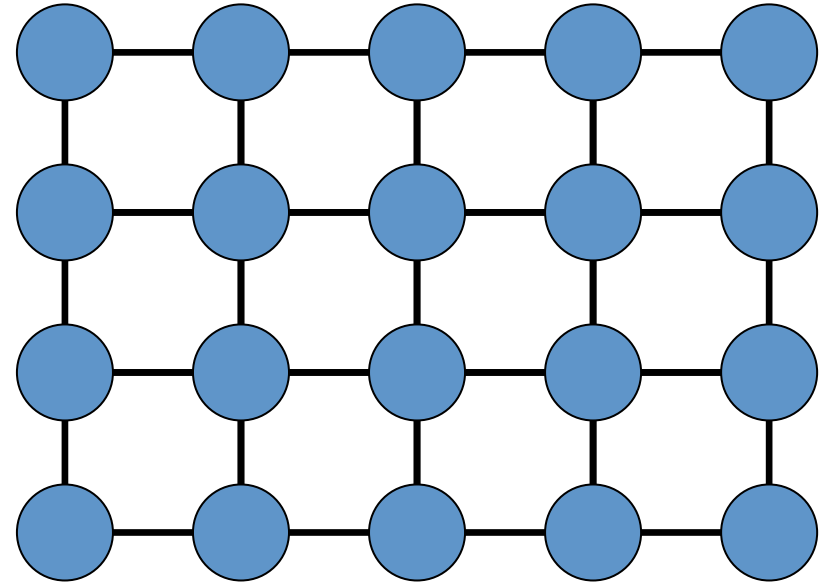
**PAIRWISE  
COST**

# A Computer Vision Application

## Binary Image Segmentation



Object - white, Background - green/grey



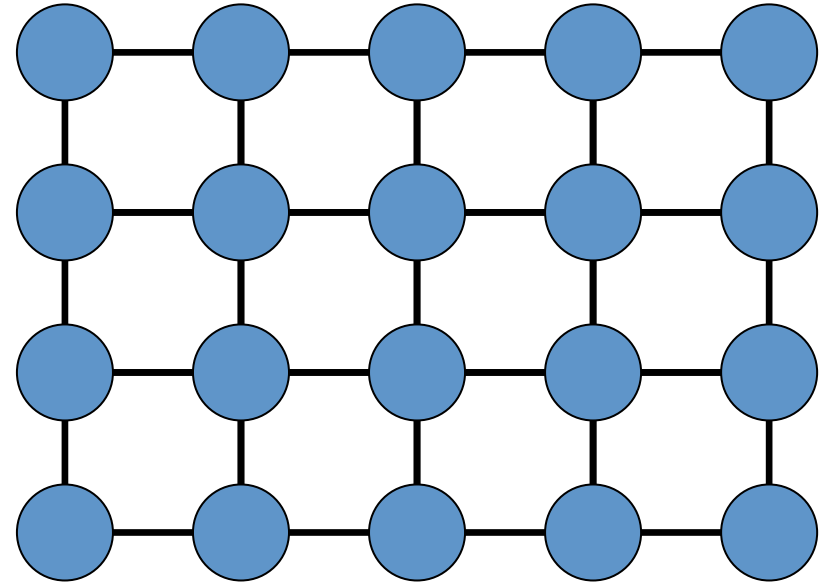
Graph  $G = (V, E)$

Problem: Find the labelling with minimum cost  $f^*$



# A Computer Vision Application

## Binary Image Segmentation

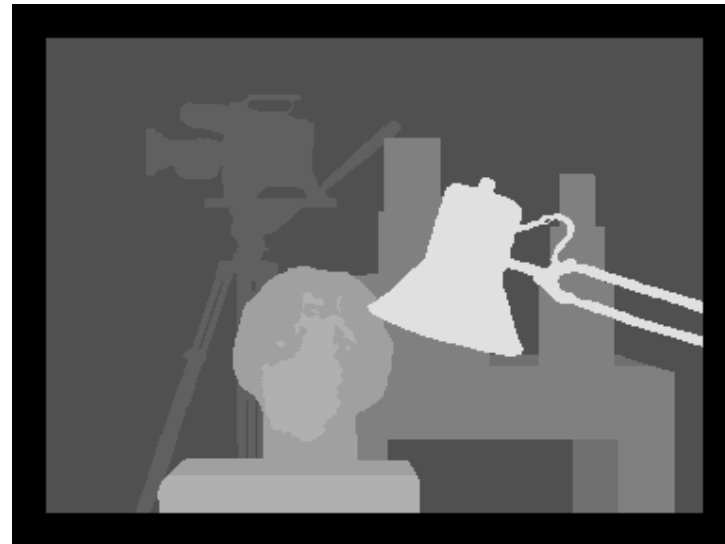


Graph  $G = (V, E)$

Problem: Find the labelling with minimum cost  $f^*$

# Another Computer Vision Application

## Stereo Correspondence



Disparity Map

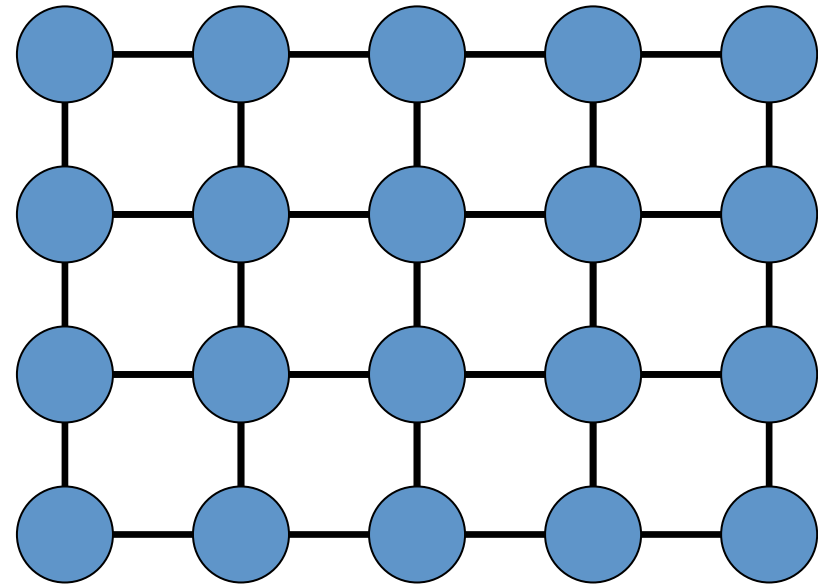
**How ?**

Minimizing a cost function



# Another Computer Vision Application

## Stereo Correspondence



Graph  $G = (V, E)$

Vertex corresponds to a pixel

Edges define grid graph

$L = \{\text{disparities}\}$

# Another Computer Vision Application

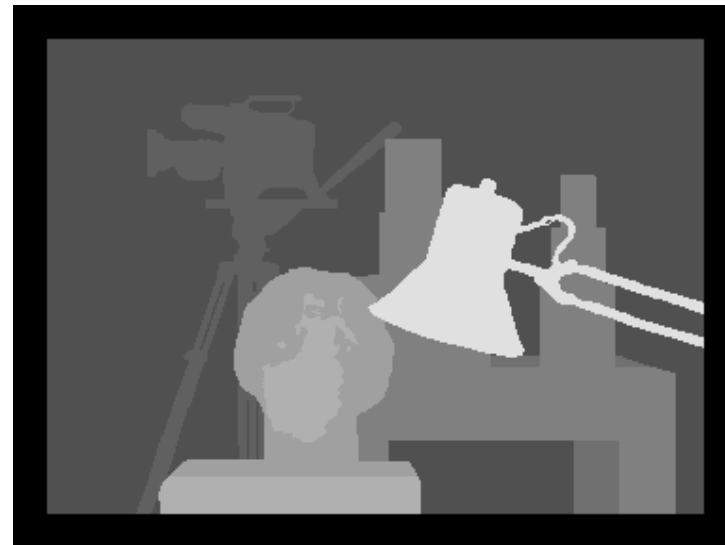
## Stereo Correspondence



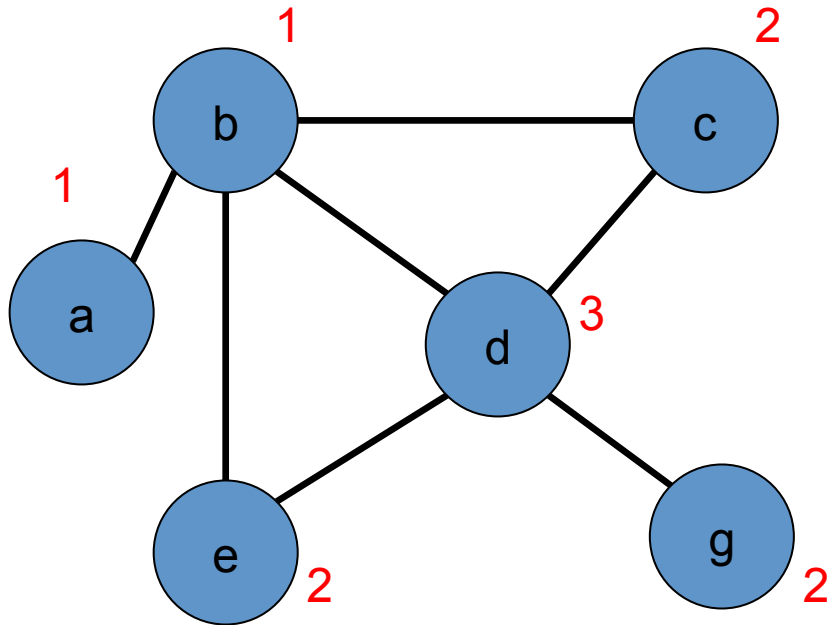
Cost of labelling  $f$  :

Unary cost + Pairwise Cost

Find minimum cost  $f^*$



# The General Problem



Graph  $G = (V, E)$

Discrete label set  $L = \{1, 2, \dots, h\}$

Assign a label to each vertex

$f: V \rightarrow L$

Cost of a labelling  $Q(f)$

Unary Cost

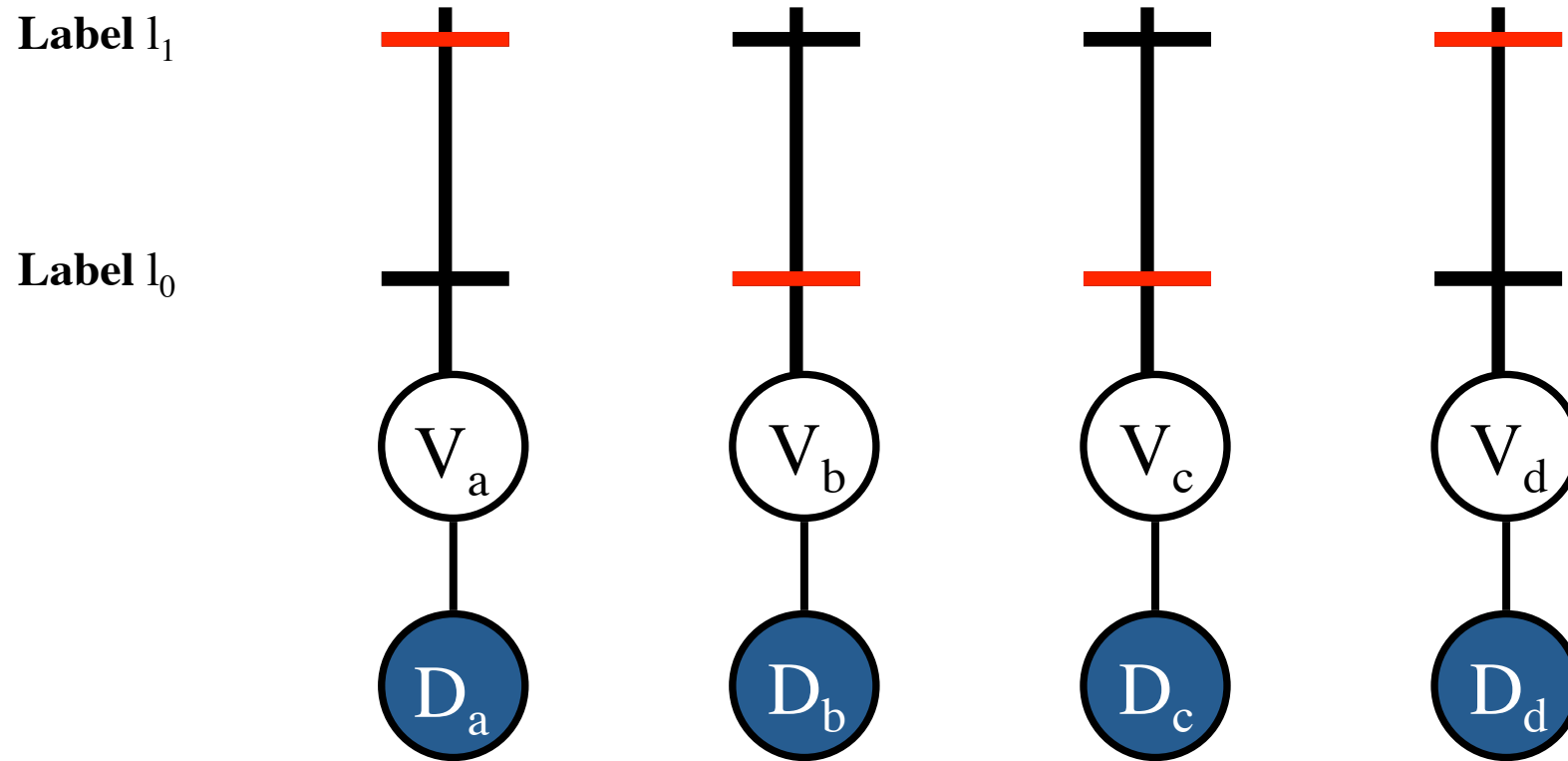
Pairwise Cost

Find  $f^* = \arg \min Q(f)$

# Overview

- Basics: problem formulation
  - Energy Function
  - MAP Estimation
  - Computing min-marginals
  - Reparameterization
- Solutions
  - Belief Propagation and related methods [Lecture 3]
  - Graph cuts [Lecture 2]

# Energy Function

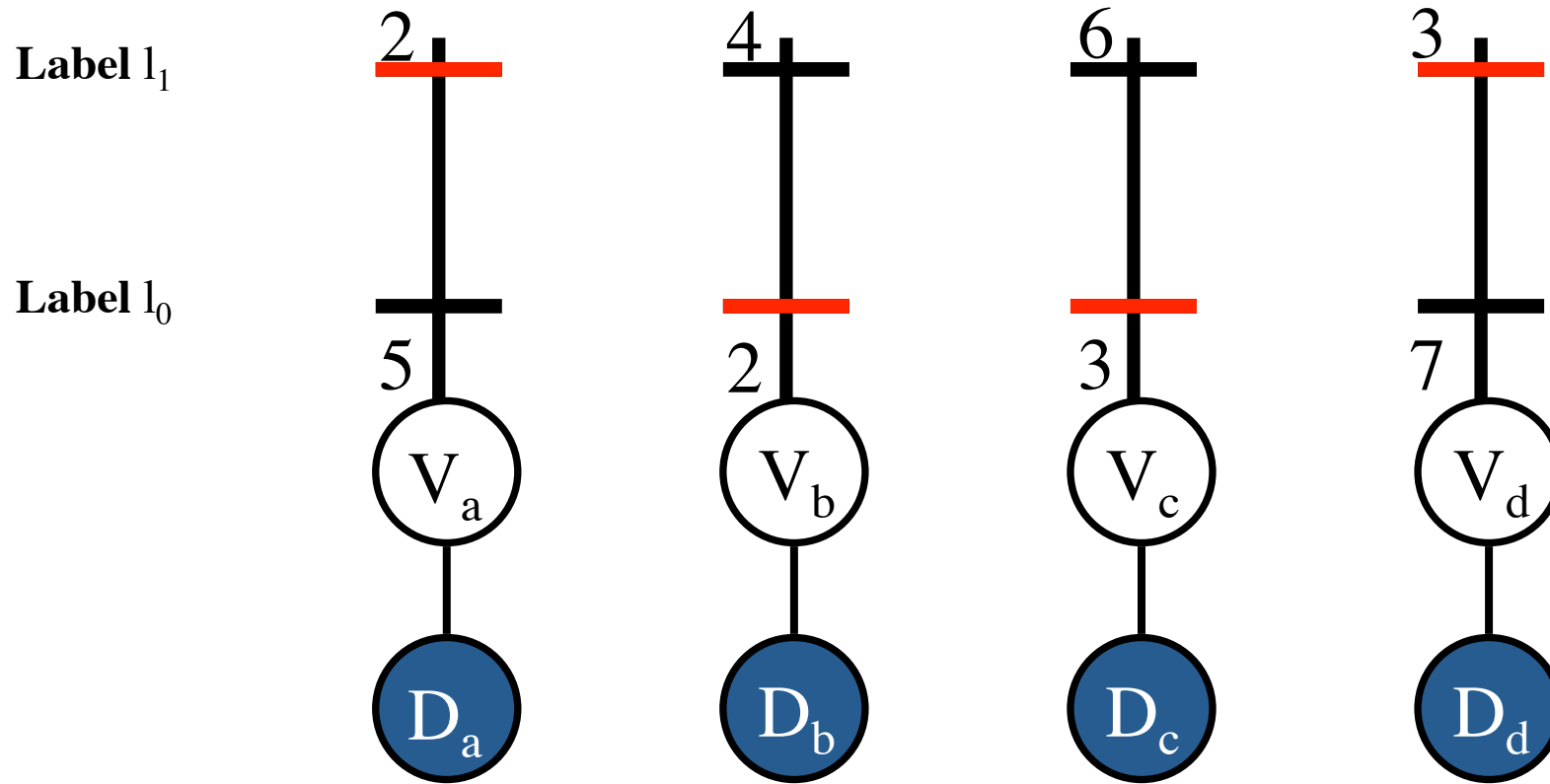


Random Variables  $V = \{V_a, V_b, \dots\}$

Labels  $L = \{l_0, l_1, \dots\}$  Data  $D$

Labelling  $f: \{a, b, \dots\} \rightarrow \{0, 1, \dots\}$

# Energy Function



$$Q(f) = \sum_a \theta_{a;f(a)}$$

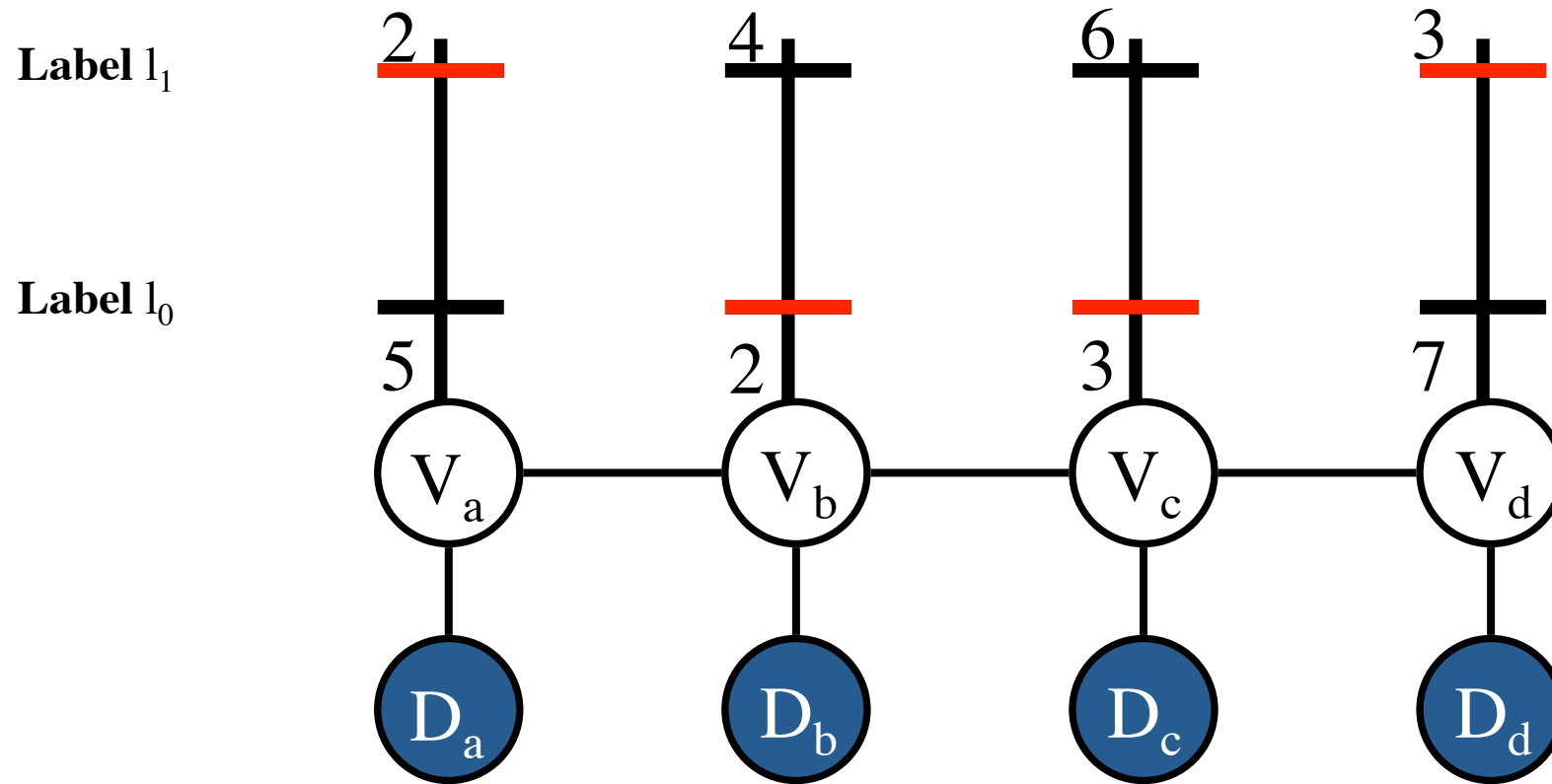
Unary Potential

Easy to minimize

Neighbourhood



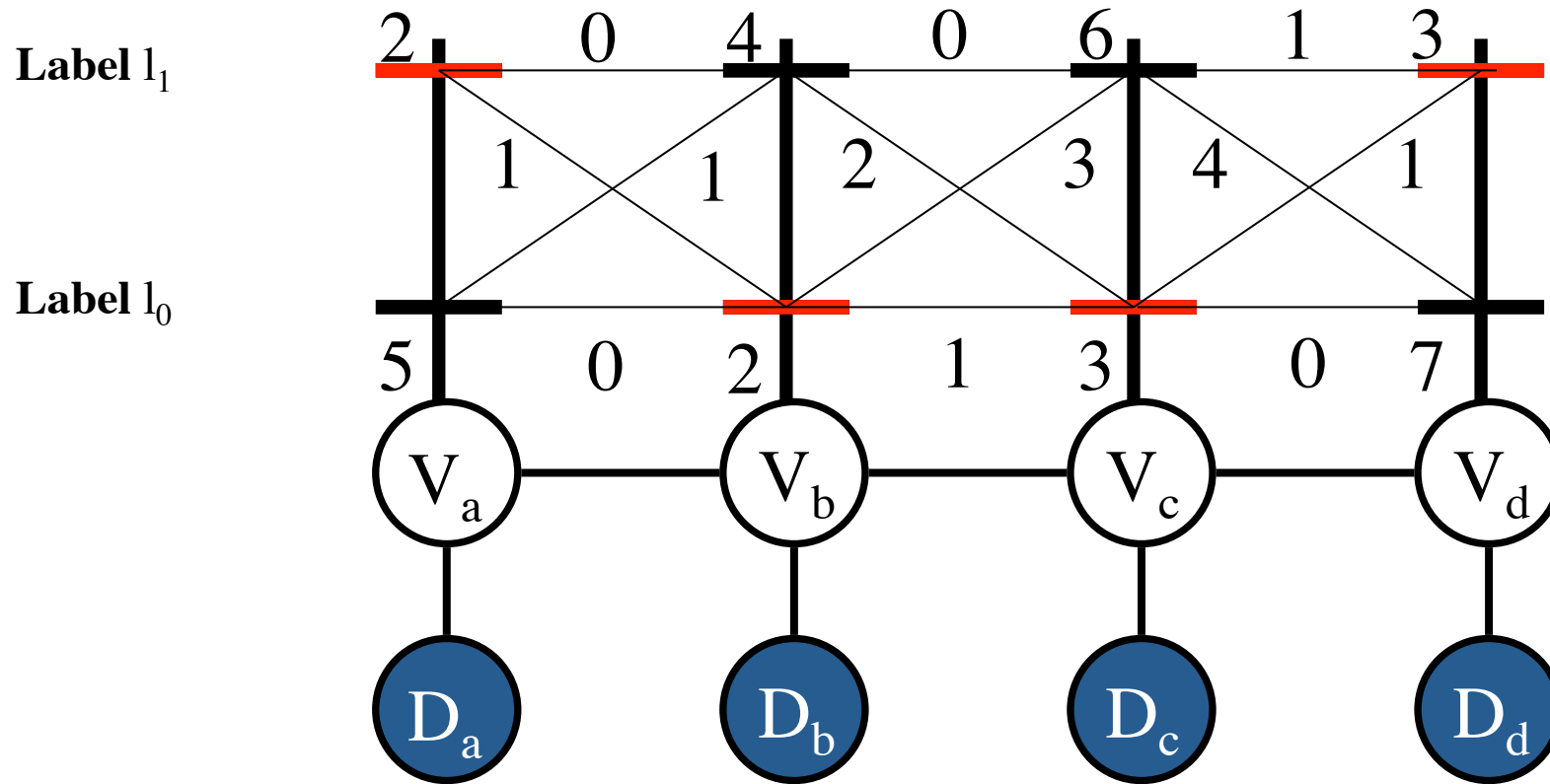
# Energy Function



$E : (a,b) \in E$  iff  $V_a$  and  $V_b$  are neighbours

$$E = \{ (a,b) , (b,c) , (c,d) \}$$

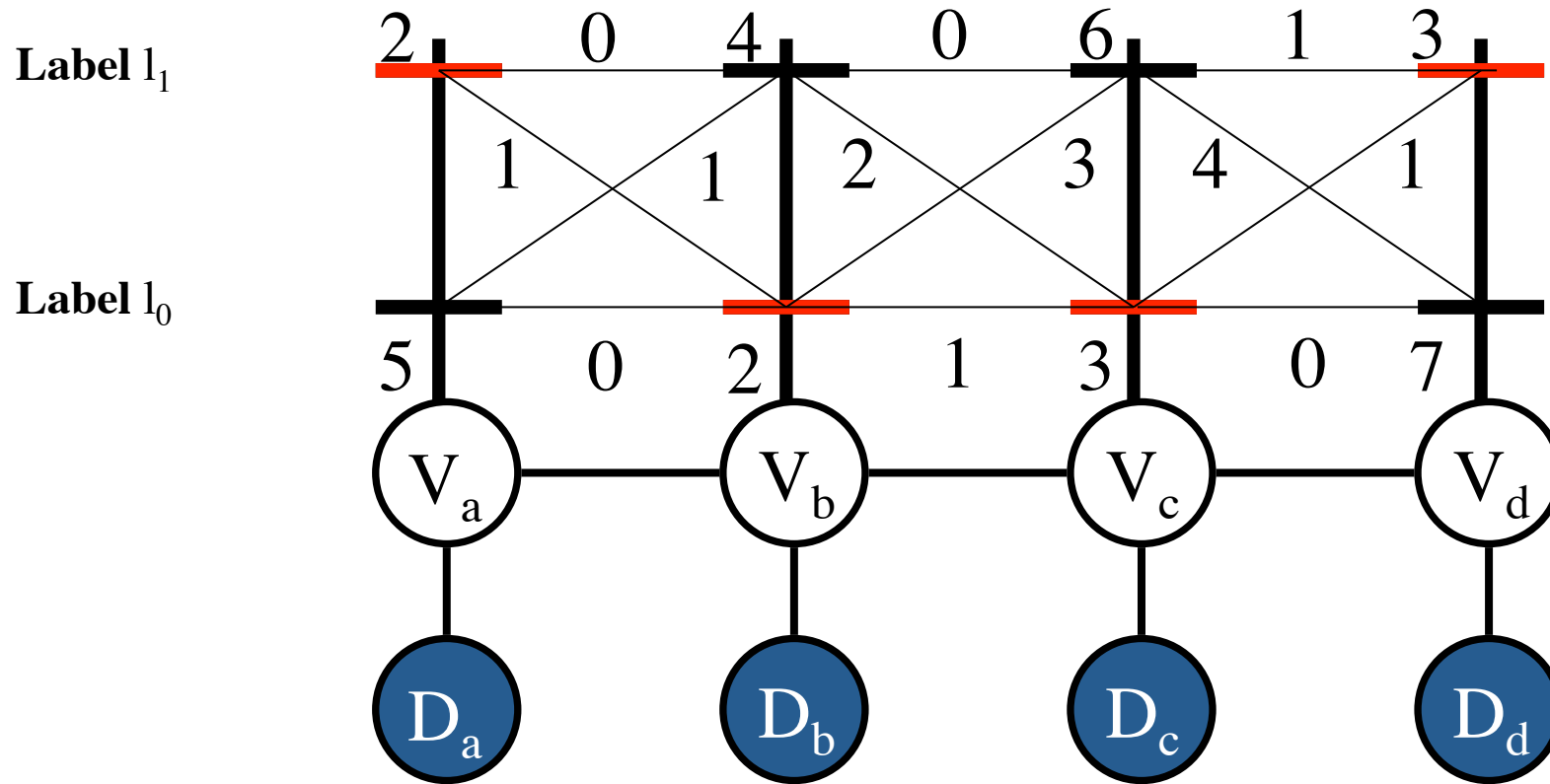
# Energy Function



Pairwise Potential

$$Q(f) = \sum_a \theta_{a;f(a)} + \sum_{(a,b)} \theta_{ab;f(a)f(b)}$$

# Energy Function



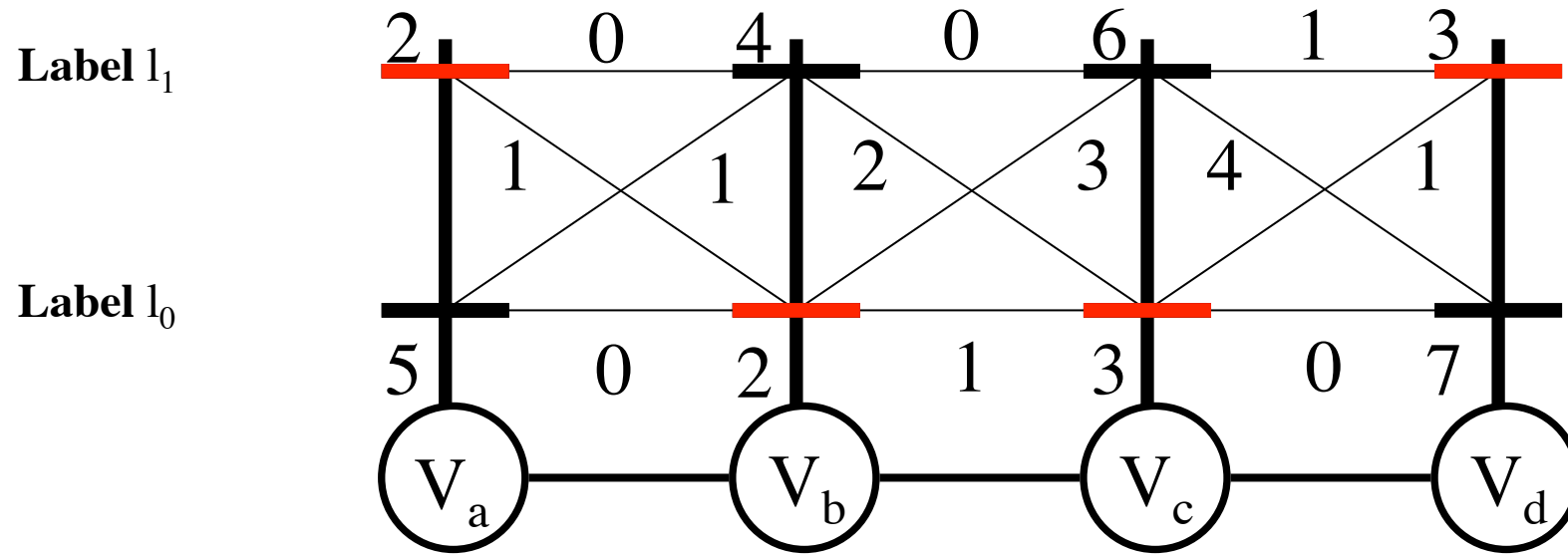
$$Q(f; \theta) = \sum_a \theta_{a;f(a)} + \sum_{(a,b)} \theta_{ab;f(a)f(b)}$$

Parameter

# Overview

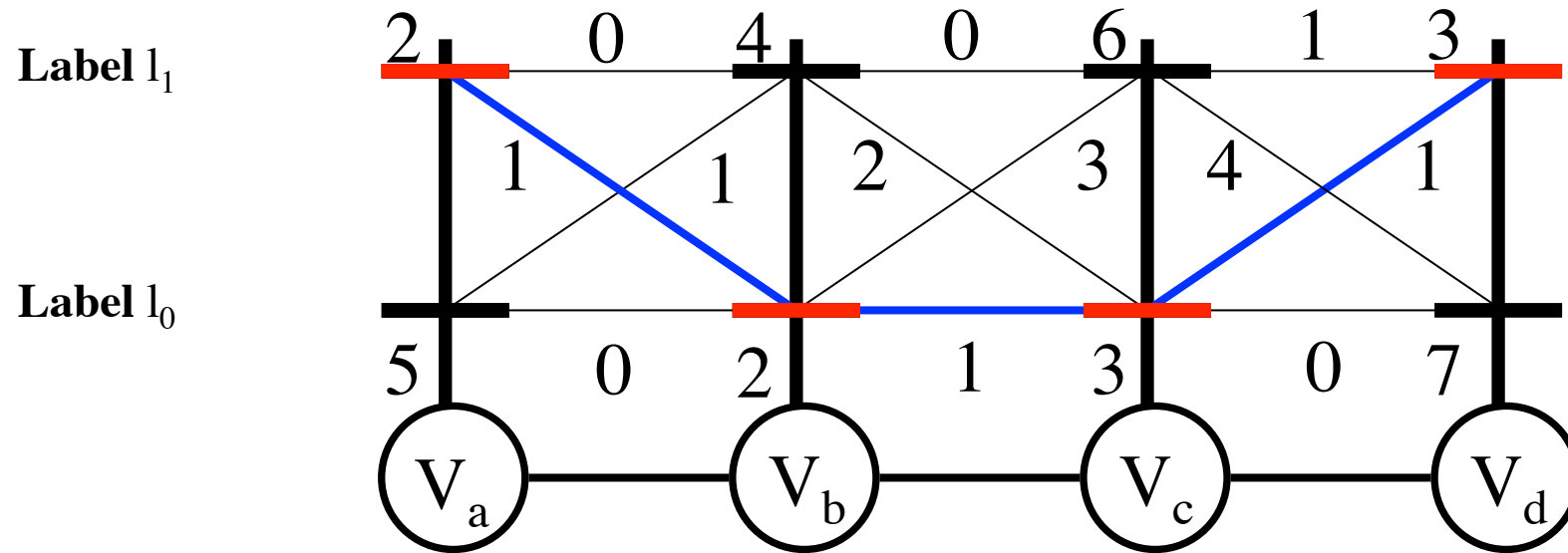
- Basics: problem formulation
  - Energy Function
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  - Graph cuts [Lecture 2]

# MAP Estimation



$$Q(f; \theta) = \sum_a \theta_{a;f(a)} + \sum_{(a,b)} \theta_{ab;f(a)f(b)}$$

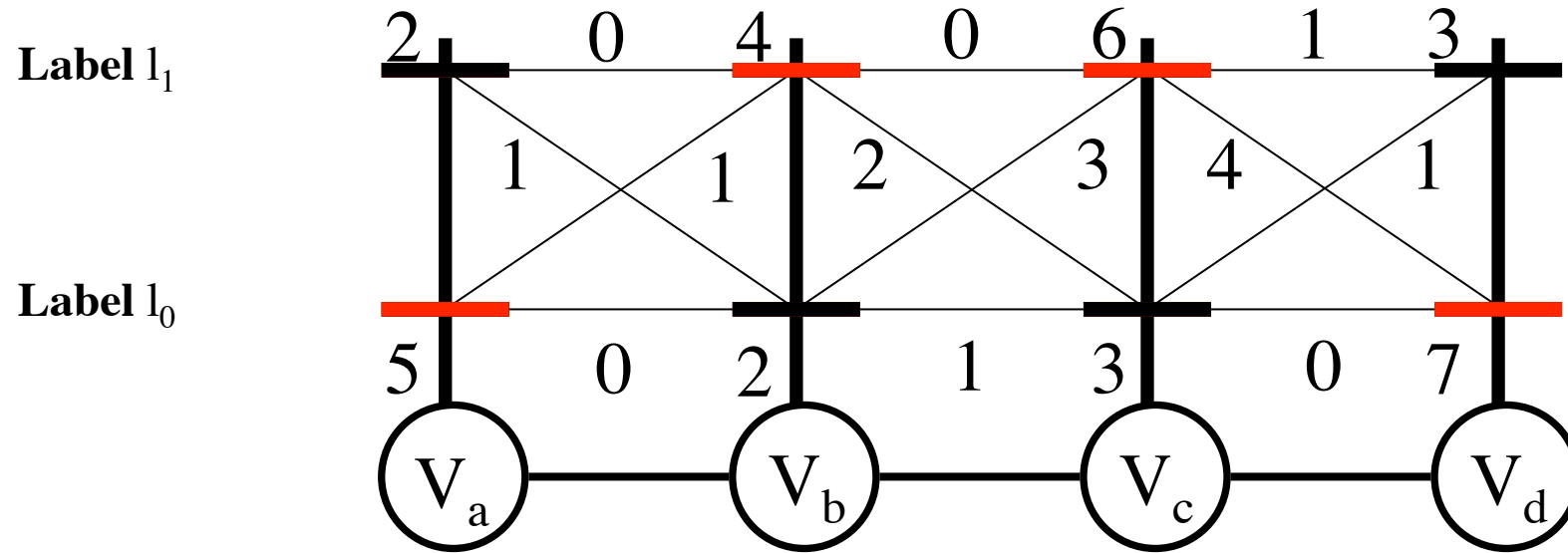
# MAP Estimation



$$Q(f; \theta) = \sum_a \theta_{a;f(a)} + \sum_{(a,b)} \theta_{ab;f(a)f(b)}$$

$$2 + 1 + 2 + 1 + 3 + 1 + 3 = 13$$

# MAP Estimation

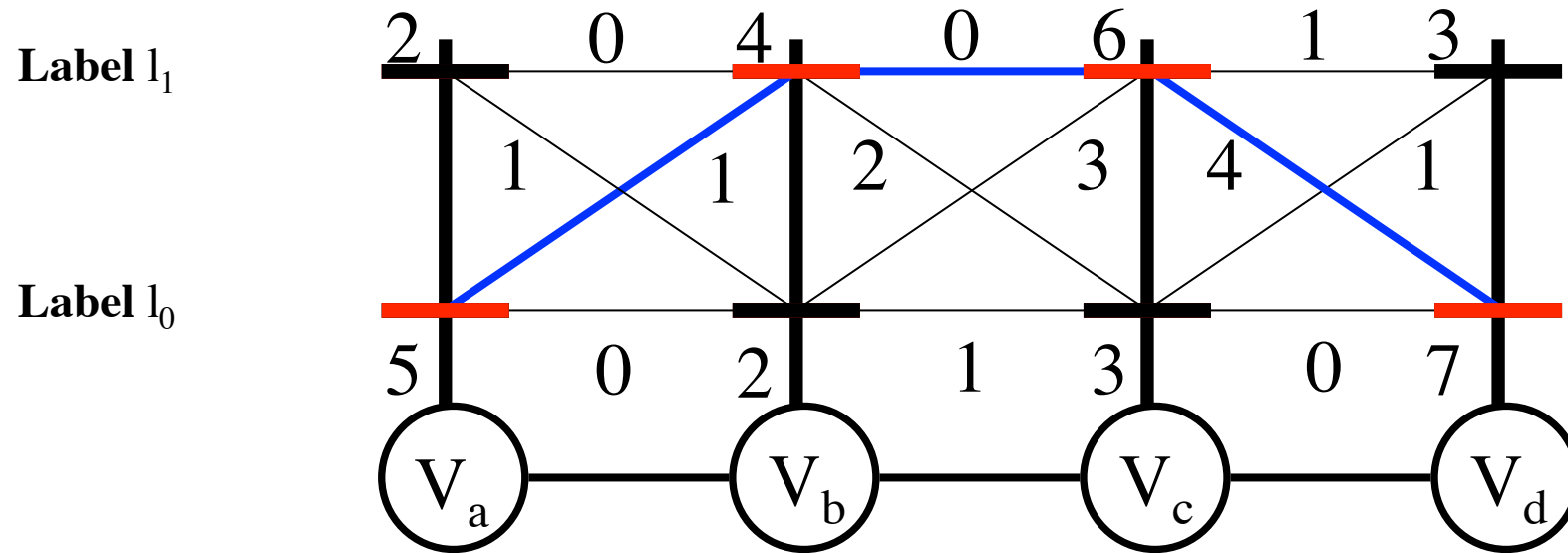


$$Q(f; \theta) = \sum_a \theta_{a;f(a)} + \sum_{(a,b)} \theta_{ab;f(a)f(b)}$$





# MAP Estimation



$$q^* = \min Q(\mathbf{f}; \theta) = Q(\mathbf{f}^*; \theta)$$

$$Q(\mathbf{f}; \theta) = \sum_a \theta_{a;f(a)} + \sum_{(a,b)} \theta_{ab;f(a)f(b)}$$

$$\mathbf{f}^* = \arg \min Q(\mathbf{f}; \theta)$$

Equivalent to maximizing the associated probability

# MAP Estimation

16 possible labellings

$$f^* = \{1, 0, 0, 1\}$$

$$q^* = 13$$

f(a)	f(b)	f(c)	f(d)	Q(f; $\theta$ )
0	0	0	0	18
0	0	0	1	15
0	0	1	0	27
0	0	1	1	20
0	1	0	0	22
0	1	0	1	19
0	1	1	0	27
0	1	1	1	20

f(a)	f(b)	f(c)	f(d)	Q(f; $\theta$ )
1	0	0	0	16
1	0	0	1	13
1	0	1	0	25
1	0	1	1	18
1	1	0	0	18
1	1	0	1	15
1	1	1	0	23
1	1	1	1	16

# Computational Complexity

Segmentation

$2^{|V|}$



$|V|$  = number of pixels  $\approx 153600$

Can we do better than brute-force?

MAP Estimation is NP-hard !!

# MAP Inference / Energy Minimization

- Computing the assignment minimizing the energy in NP-hard in general

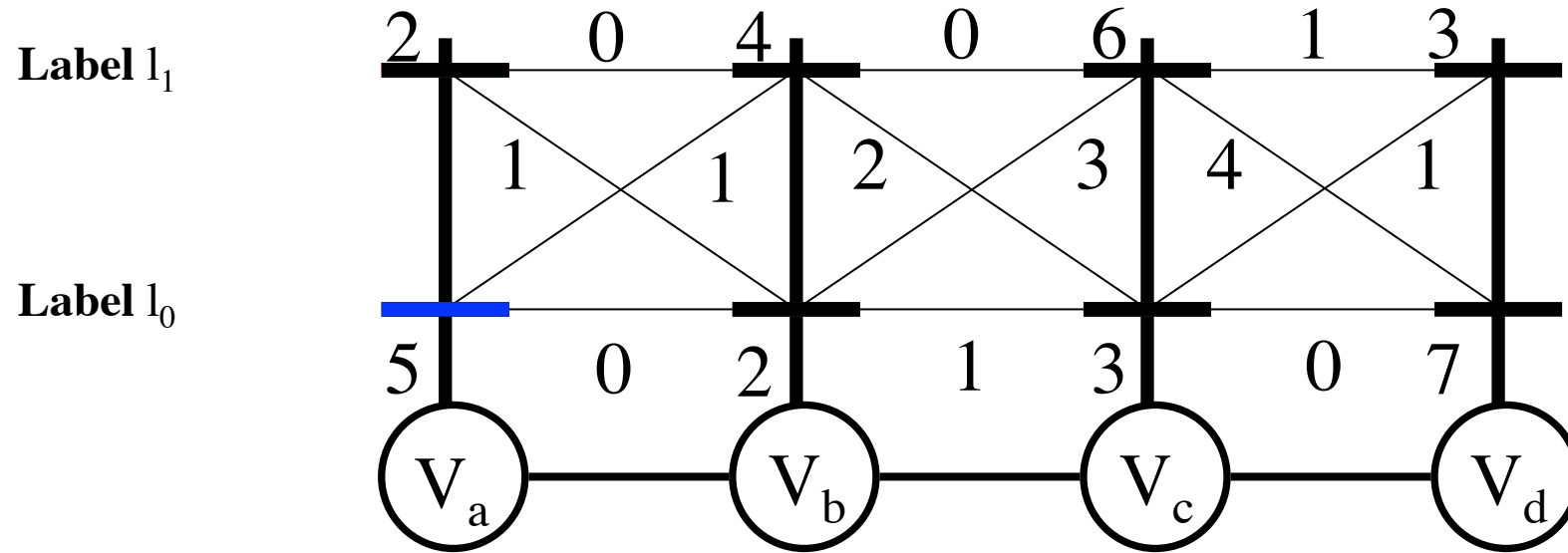
$$\operatorname{argmin}_{\mathbf{y} \in \mathcal{Y}} E(\mathbf{y}; \mathbf{x}) = \operatorname{argmax}_{\mathbf{y} \in \mathcal{Y}} P(\mathbf{y} | \mathbf{x})$$

- Exact inference is possible in some cases, e.g.,
  - Low treewidth graphs  $\rightarrow$  message-passing
  - Submodular potentials  $\rightarrow$  graph cuts
- Efficient approximate inference algorithms exist
  - Message passing on general graphs
  - Move-making algorithms
  - Relaxation algorithms

# Overview

- Basics: problem formulation
  - Energy Function
  - MAP Estimation
  - Computing min-marginals
  - Reparameterization
- Solutions
  - Belief Propagation and related methods [Lecture 3]
  - Graph cuts [Lecture 2]

# Min-Marginals



Not a marginal (no summation)

$$f^* = \arg \min Q(f; \theta) \quad \text{such that } f(a) = i$$

Min-marginal  $q_{a,i}$

# Min-Marginals

16 possible labellings

$$Q_{a;0} = 15$$

f(a)	f(b)	f(c)	f(d)	Q(f; $\theta$ )
0	0	0	0	18
0	0	0	1	15
0	0	1	0	27
0	0	1	1	20
0	1	0	0	22
0	1	0	1	19
0	1	1	0	27
0	1	1	1	20

f(a)	f(b)	f(c)	f(d)	Q(f; $\theta$ )
1	0	0	0	16
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1	0	1	0	25
1	0	1	1	18
1	1	0	0	18
1	1	0	1	15
1	1	1	0	23
1	1	1	1	16

# Min-Marginals

16 possible labellings

$$Q_{a;1} = 13$$

f(a)	f(b)	f(c)	f(d)	Q(f; $\theta$ )
0	0	0	0	18
0	0	0	1	15
0	0	1	0	27
0	0	1	1	20
0	1	0	0	22
0	1	0	1	19
0	1	1	0	27
0	1	1	1	20

f(a)	f(b)	f(c)	f(d)	Q(f; $\theta$ )
1	0	0	0	16
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1	0	1	1	18
1	1	0	0	18
1	1	0	1	15
1	1	1	0	23
1	1	1	1	16



# Min-Marginals and MAP

- Minimum min-marginal of any variable = energy of MAP labelling

$$\min_i q_{a;i}$$

$$\min_i ( \min_f Q(f; \theta) \text{ such that } f(a) = i )$$

$V_a$  has to take one label

$$\min_f Q(f; \theta)$$

# Summary

## Energy Function

$$Q(\mathbf{f}; \theta) = \sum_a \theta_{a;f(a)} + \sum_{(a,b)} \theta_{ab;f(a)f(b)}$$

## MAP Estimation

$$\mathbf{f}^* = \arg \min Q(\mathbf{f}; \theta)$$

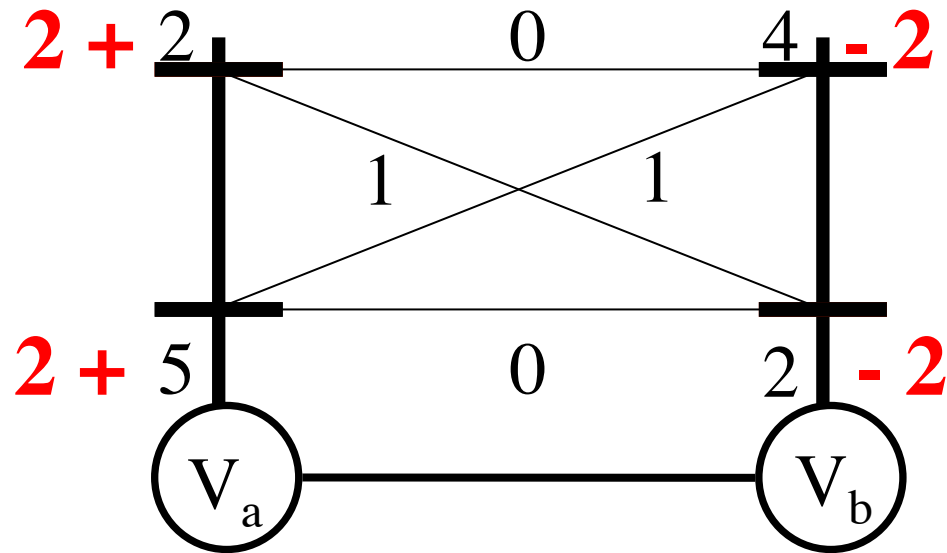
## Min-marginals

$$q_{a;i} = \min Q(\mathbf{f}; \theta) \quad \text{s.t. } f(a) = i$$

# Overview

- Basics: problem formulation
  - Energy Function
  - MAP Estimation
  - Computing min-marginals
  - Reparameterization
- Solutions
  - Belief Propagation and related methods [Lecture 3]
  - Graph cuts [Lecture 2]

# Reparameterization



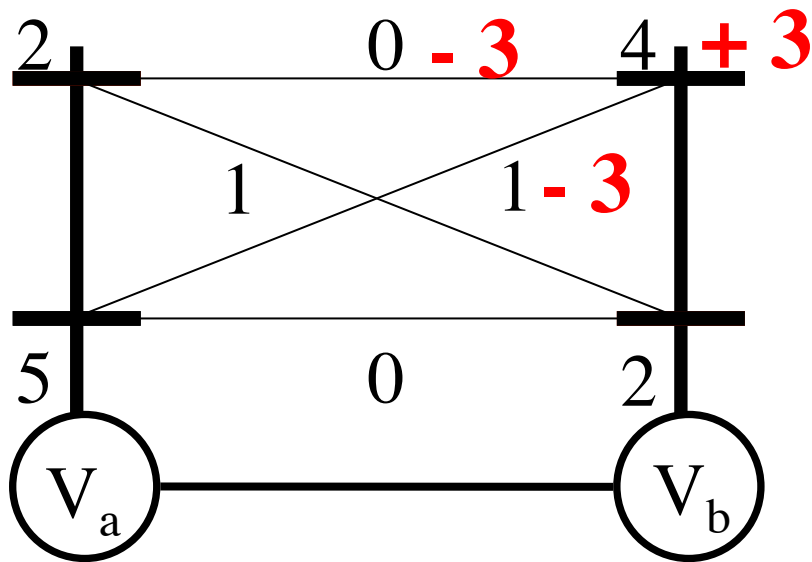
f(a)	f(b)	Q(f; $\theta$ )
0	0	7 + 2 - 2
0	1	10 + 2 - 2
1	0	5 + 2 - 2
1	1	6 + 2 - 2

Add a constant to all  $\theta_{a;i}$

Subtract that constant from all  $\theta_{b;k}$

$$Q(f; \theta') = Q(f; \theta)$$

# Reparameterization



f(a)	f(b)	Q(f; $\theta$ )
0	0	7
0	1	10 - 3 + 3
1	0	5
1	1	6 - 3 + 3

Add a constant to one  $\theta_{b;k}$

Subtract that constant from  $\theta_{ab;ik}$  for all 'i'

$$Q(f; \theta') = Q(f; \theta)$$

# Reparameterization

$\theta'$  is a reparameterization of  $\theta$ , iff

$$Q(f; \theta') = Q(f; \theta), \text{ for all } f \quad \theta' \equiv \theta$$

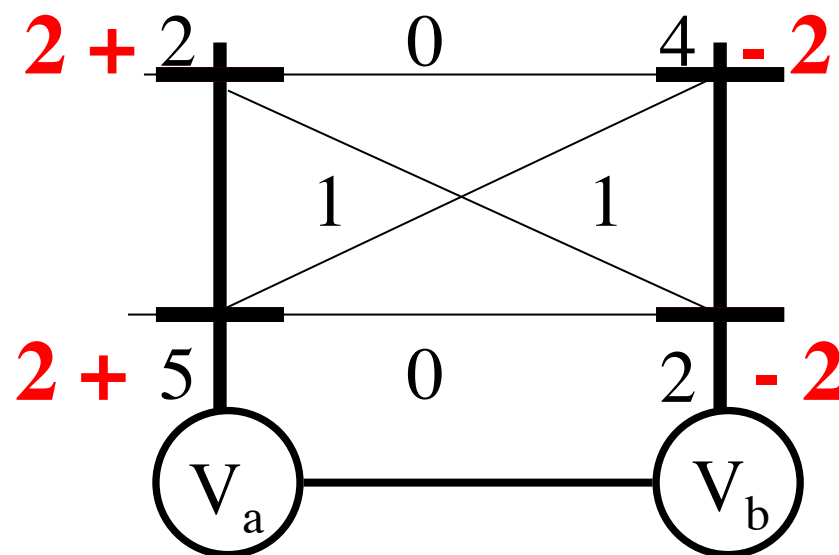
Equivalently

$$\theta'_{a;i} = \theta_{a;i} + M_{ba;i}$$

$$\theta'_{b;k} = \theta_{b;k} + M_{ab;k}$$

$$\theta'_{ab;ik} = \theta_{ab;ik} - M_{ab;k} - M_{ba;i}$$

Kolmogorov, PAMI, 2006



# Recap

## MAP Estimation

$$\mathbf{f}^* = \arg \min \mathbf{Q}(\mathbf{f}; \boldsymbol{\theta})$$

$$\mathbf{Q}(\mathbf{f}; \boldsymbol{\theta}) = \sum_a \theta_{a;f(a)} + \sum_{(a,b)} \theta_{ab;f(a)f(b)}$$

## Min-marginals

$$q_{a;i} = \min \mathbf{Q}(\mathbf{f}; \boldsymbol{\theta}) \quad \text{s.t. } f(a) = i$$

## Reparameterization

$$\mathbf{Q}(\mathbf{f}; \boldsymbol{\theta}') = \mathbf{Q}(\mathbf{f}; \boldsymbol{\theta}), \text{ for all } \mathbf{f} \quad \boldsymbol{\theta}' \equiv \boldsymbol{\theta}$$

# Overview

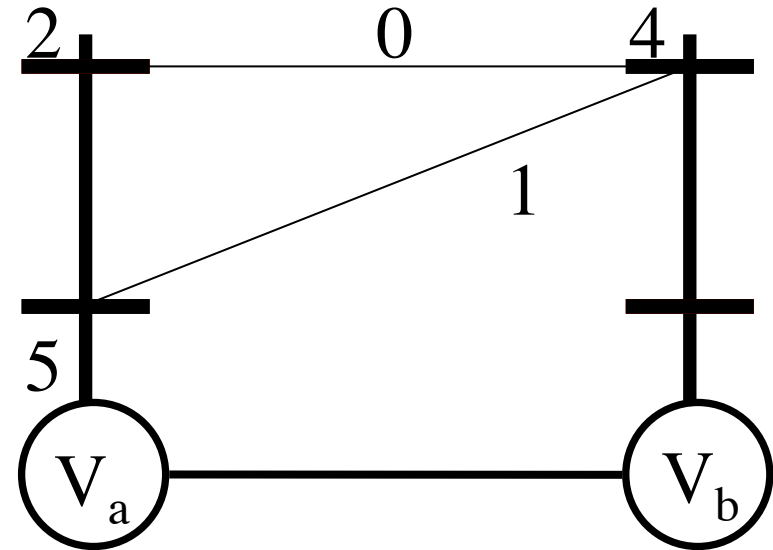
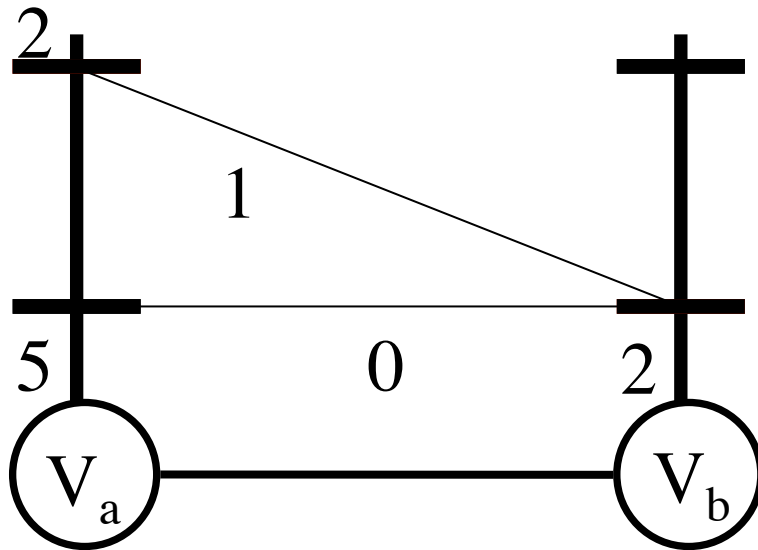
- Basics: problem formulation
  - Energy Function
  - MAP Estimation
  - Computing min-marginals
  - Reparameterization
- Solutions
  - Belief Propagation and related methods [Lecture 3]
  - Graph cuts [Lecture 2]



# Belief Propagation

- Remember, some MAP problems are easy
- Belief Propagation gives exact MAP for chains
- Exact MAP for trees
- Clever Reparameterization

# Two Variables

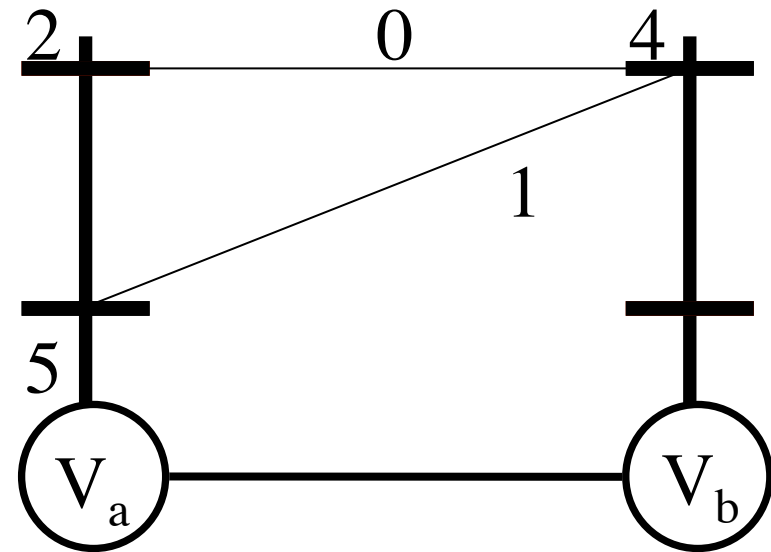
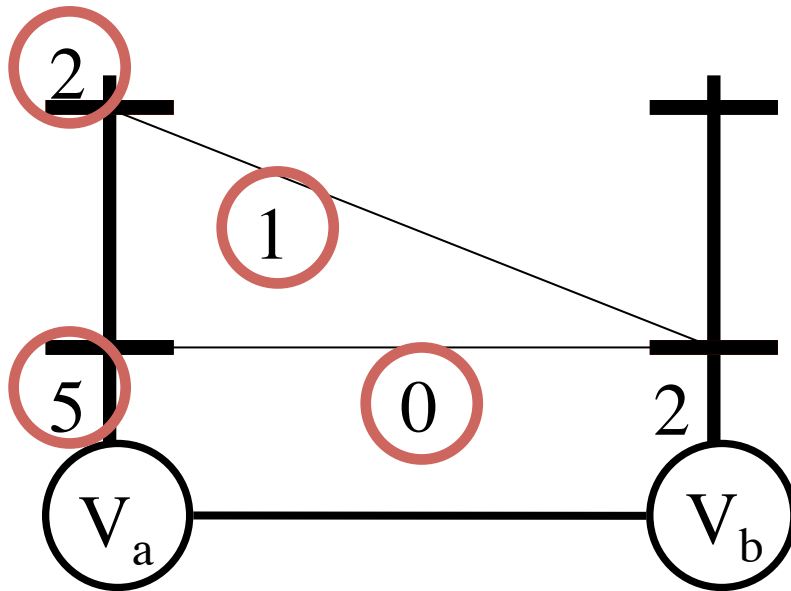


Add a constant to one  $\theta_{b;k}$

Subtract that constant from  $\theta_{ab;ik}$  for all 'i'

Choose the *right* constant  $\theta'_{b;k} = q_{b;k}$

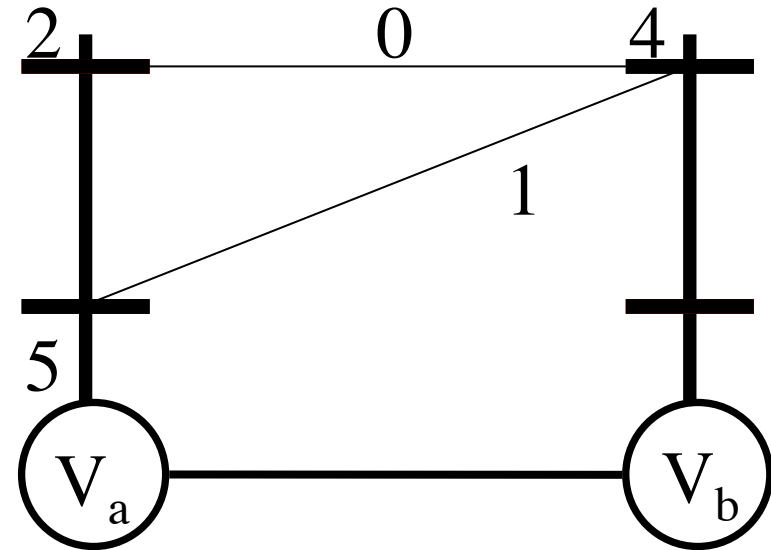
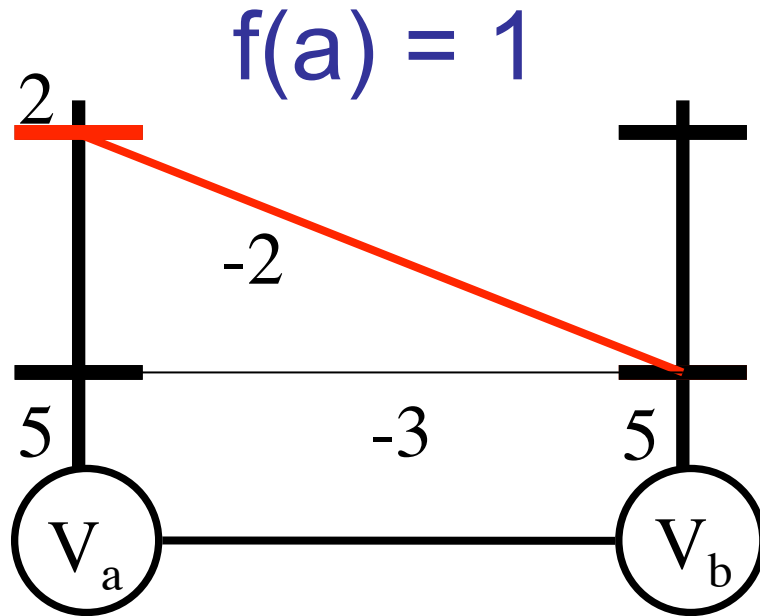
# Two Variables



$$M_{ab;0} = \min \begin{cases} \theta_{a;0} + \theta_{ab;00} = 5 + 0 \\ \theta_{a;1} + \theta_{ab;10} = 2 + 1 \end{cases}$$

Choose the *right* constant  $\theta'_{b;k} = q_{b;k}$

# Two Variables

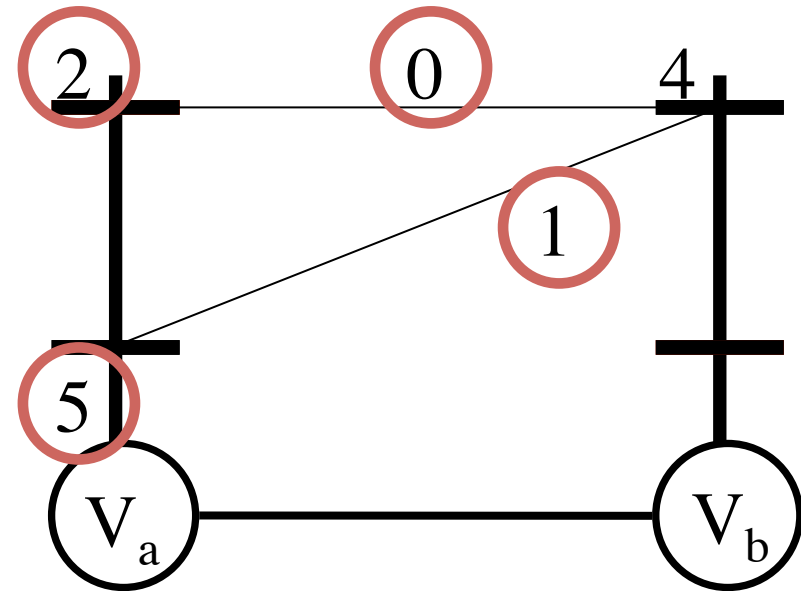
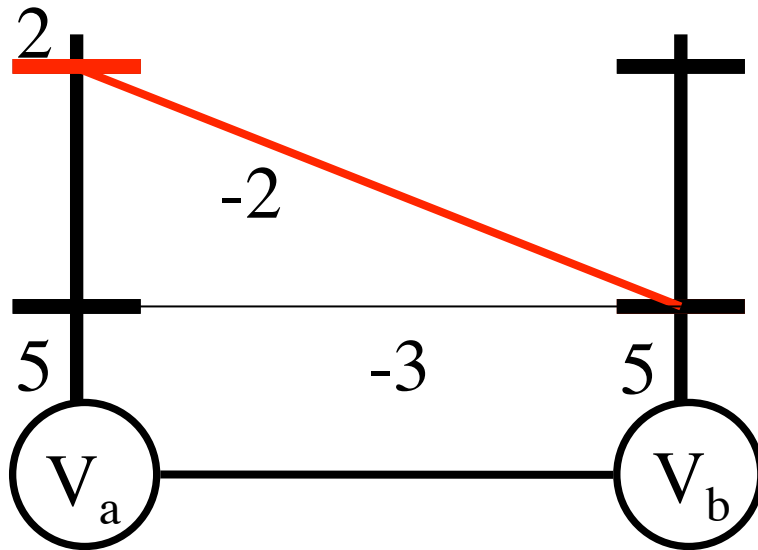


$$\theta'_{b;0} = q_{b;0}$$

Potentials along the red path add up to 0

Choose the **right** constant  $\theta'_{b;k} = q_{b;k}$

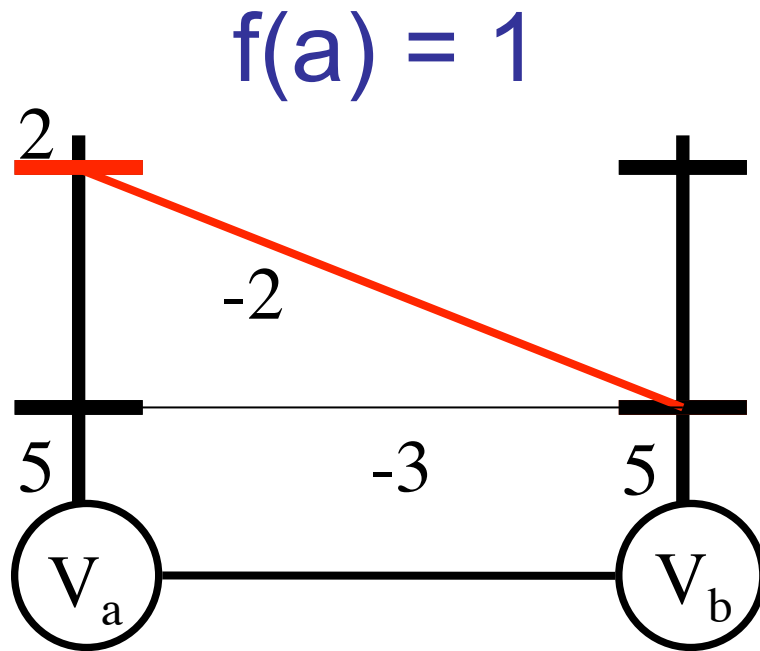
# Two Variables



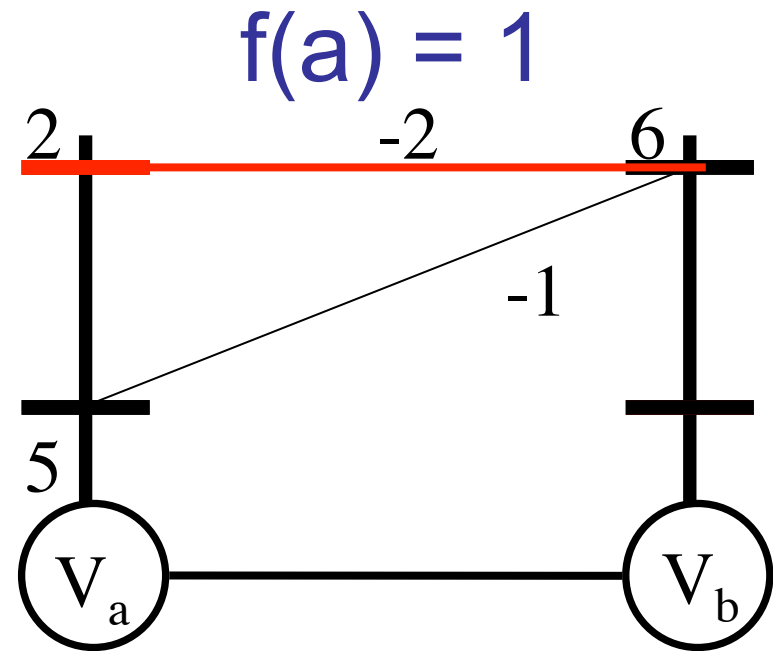
$$M_{ab;1} = \min \begin{cases} \theta_{a;0} + \theta_{ab;01} = 5 + 1 \\ \theta_{a;1} + \theta_{ab;11} = 2 + 0 \end{cases}$$

Choose the *right* constant  $\theta'_{b;k} = q_{b;k}$

# Two Variables



$$\theta'_{b;0} = q_{b;0}$$

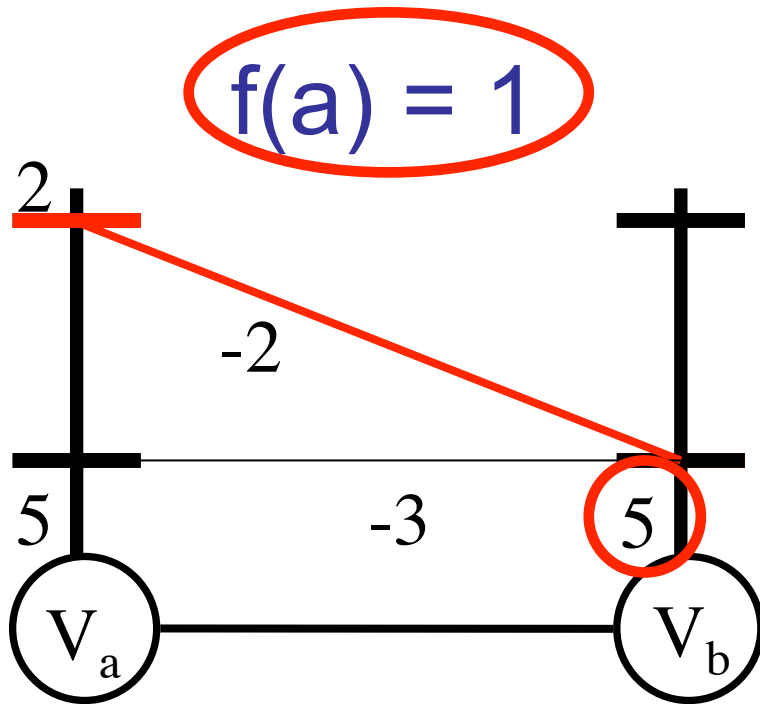


$$\theta'_{b;1} = q_{b;1}$$

Minimum of min-marginals = MAP estimate

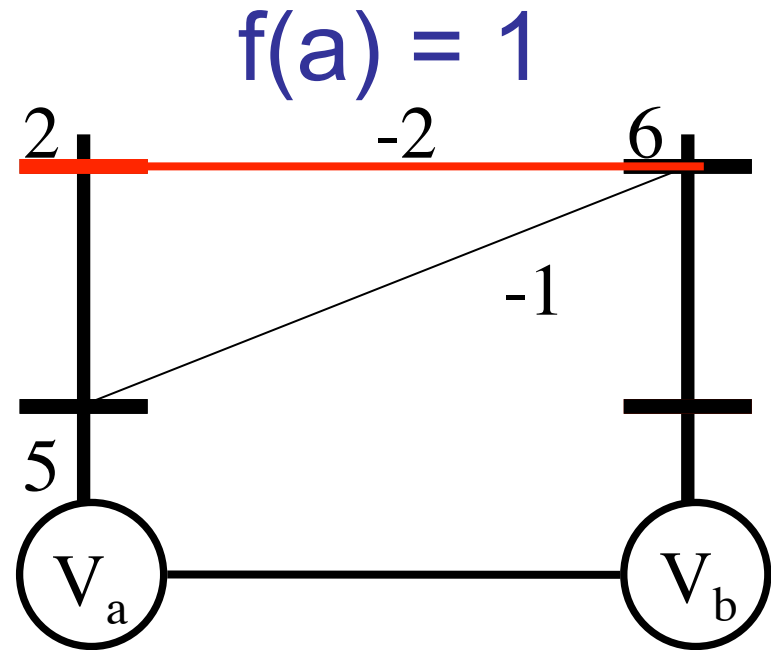
Choose the **right** constant  $\theta'_{b;k} = q_{b;k}$

# Two Variables



$$\theta'_{b;0} = q_{b;0}$$

$$f^*(b) = 0 \quad f^*(a) = 1$$

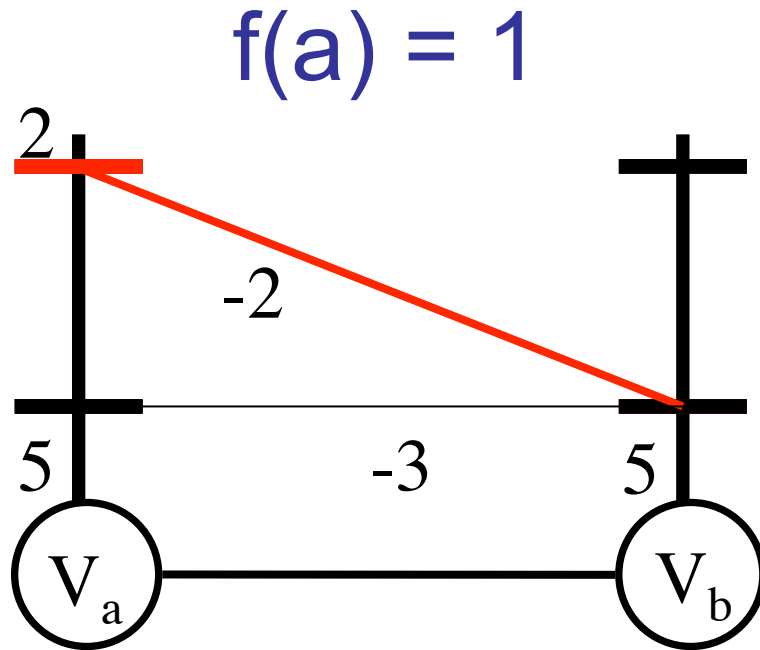


$$\theta'_{b;1} = q_{b;1}$$

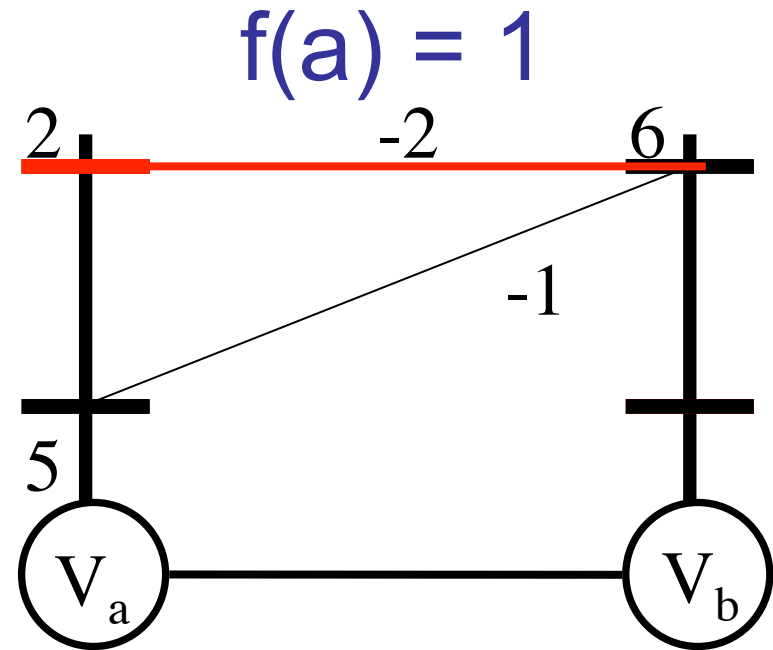
Choose the **right** constant

$$\theta'_{b;k} = q_{b;k}$$

# Two Variables



$$\theta'_{b;0} = q_{b;0}$$



$$\theta'_{b;1} = q_{b;1}$$

We get all the min-marginals of  $V_b$

Choose the *right* constant  $\theta'_{b;k} = q_{b;k}$



# Recap

We only need to know two sets of equations

General form of Reparameterization

$$\theta'_{a;i} = \theta_{a;i} + M_{ba;i} \quad \theta'_{b;k} = \theta_{b;k} + M_{ab;k}$$

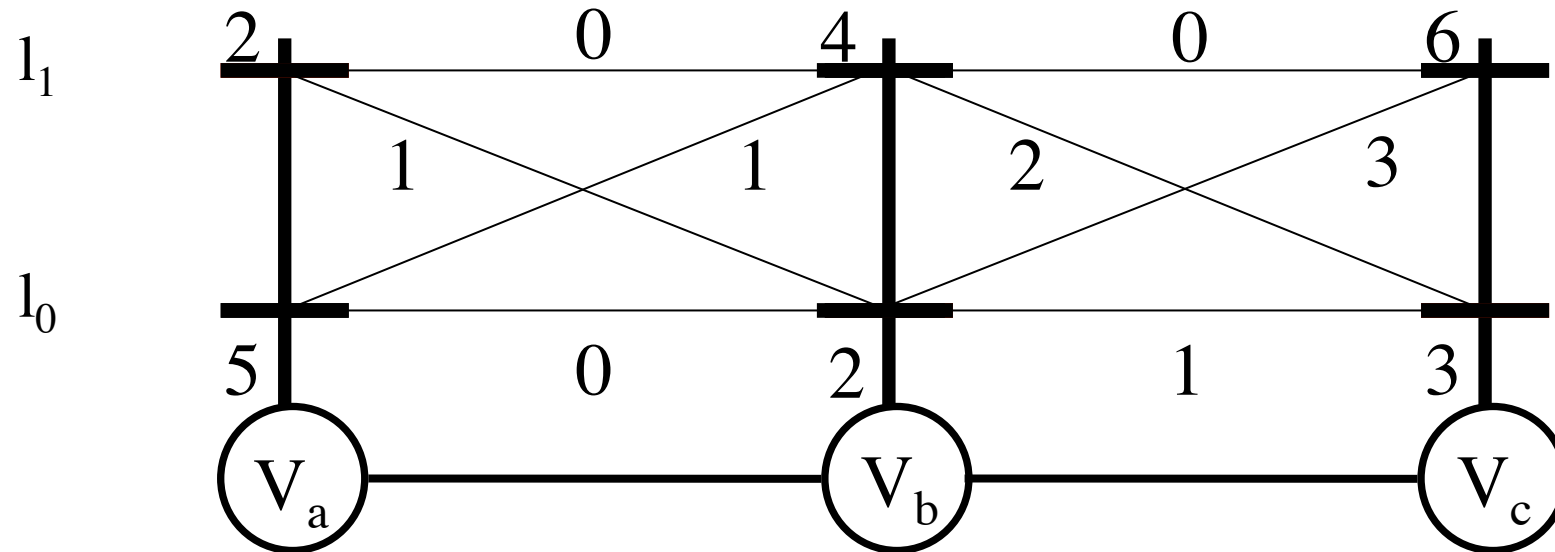
$$\theta'_{ab;ik} = \theta_{ab;ik} - M_{ab;k} - M_{ba;i}$$

Reparameterization of (a,b) in Belief Propagation

$$M_{ab;k} = \min_i \{ \theta_{a;i} + \theta_{ab;ik} \}$$

$$M_{ba;i} = 0$$

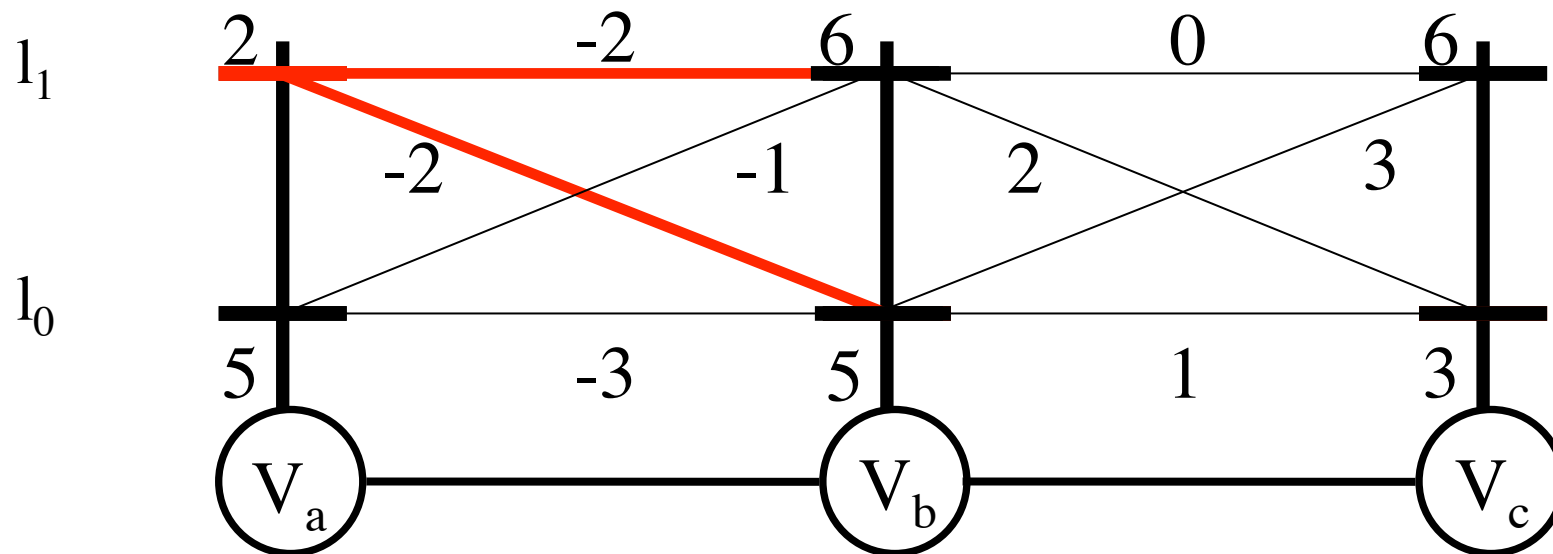
# Three Variables



Reparameterize the edge (a,b) as before

# Three Variables

$$f(a) = 1$$



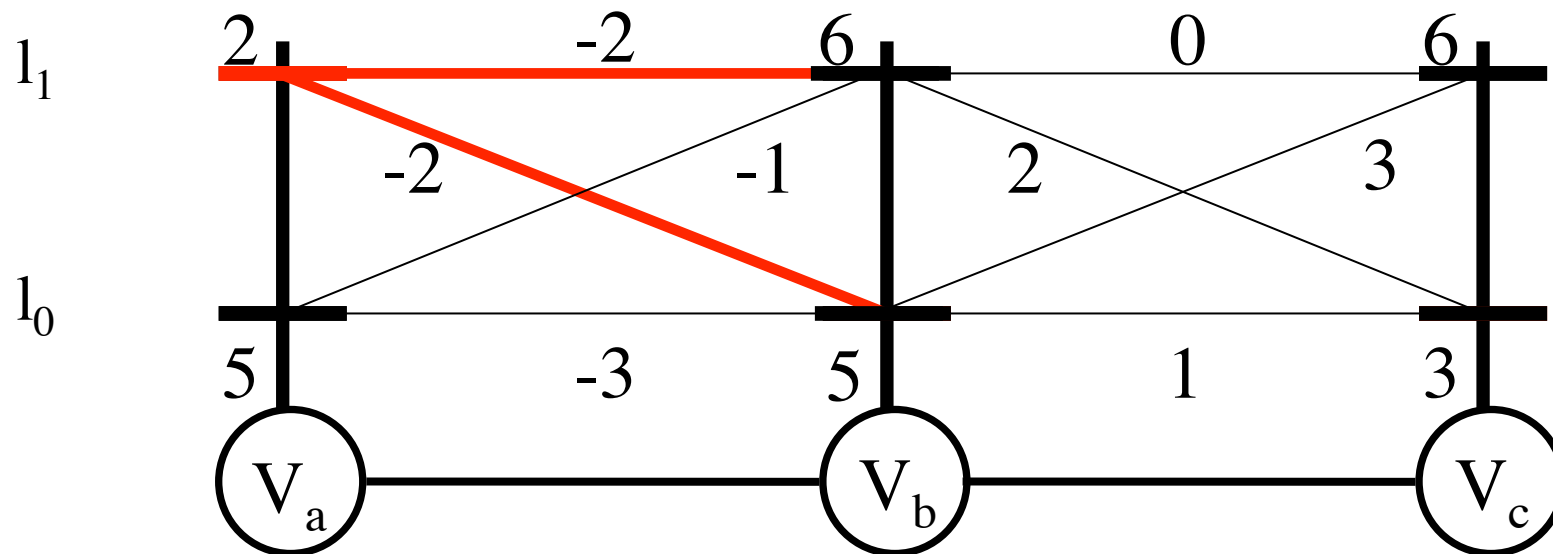
$$f(a) = 1$$

Reparameterize the edge (a,b) as before

Potentials along the red path add up to 0

# Three Variables

$$f(a) = 1$$

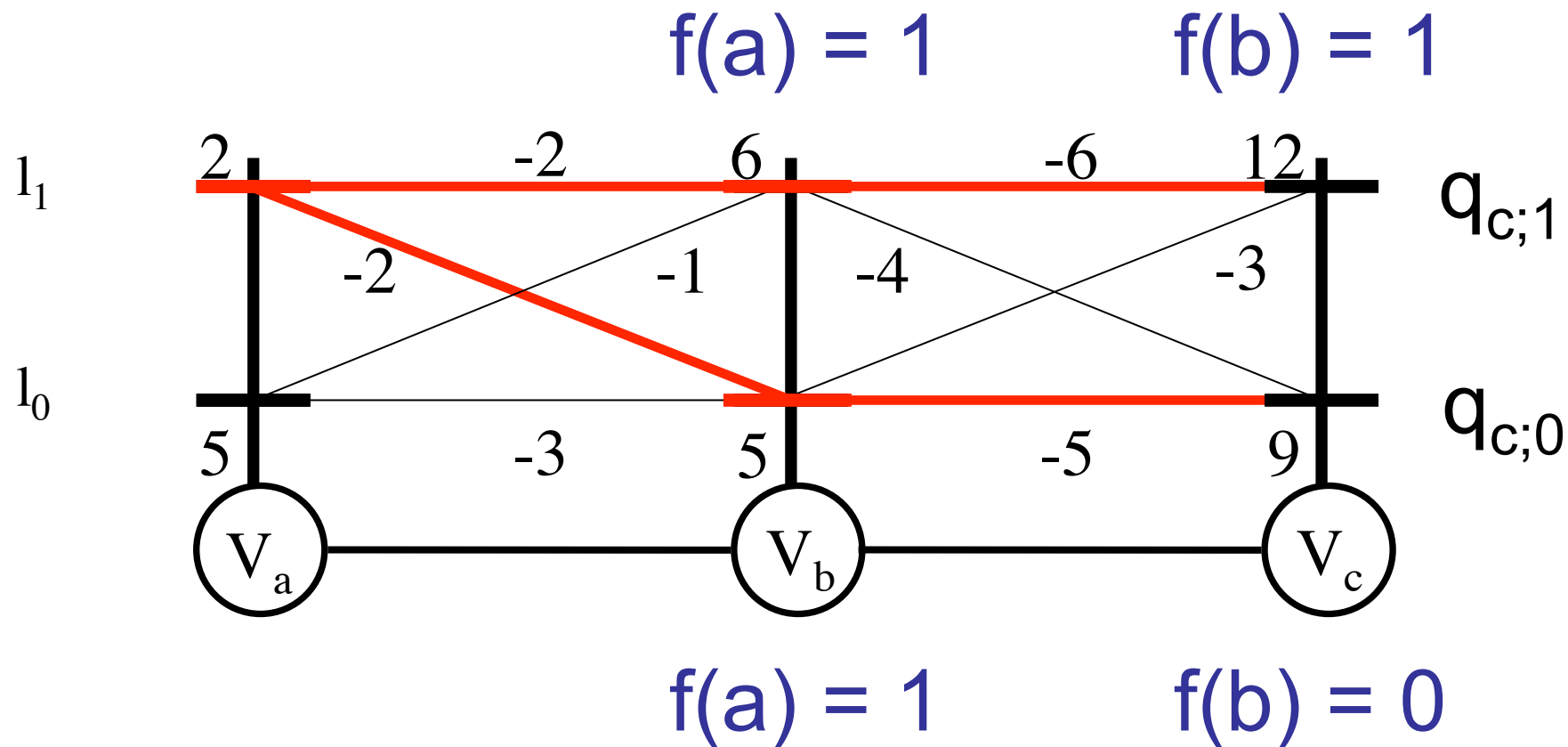


$$f(a) = 1$$

Reparameterize the edge (b,c) as before

Potentials along the red path add up to 0

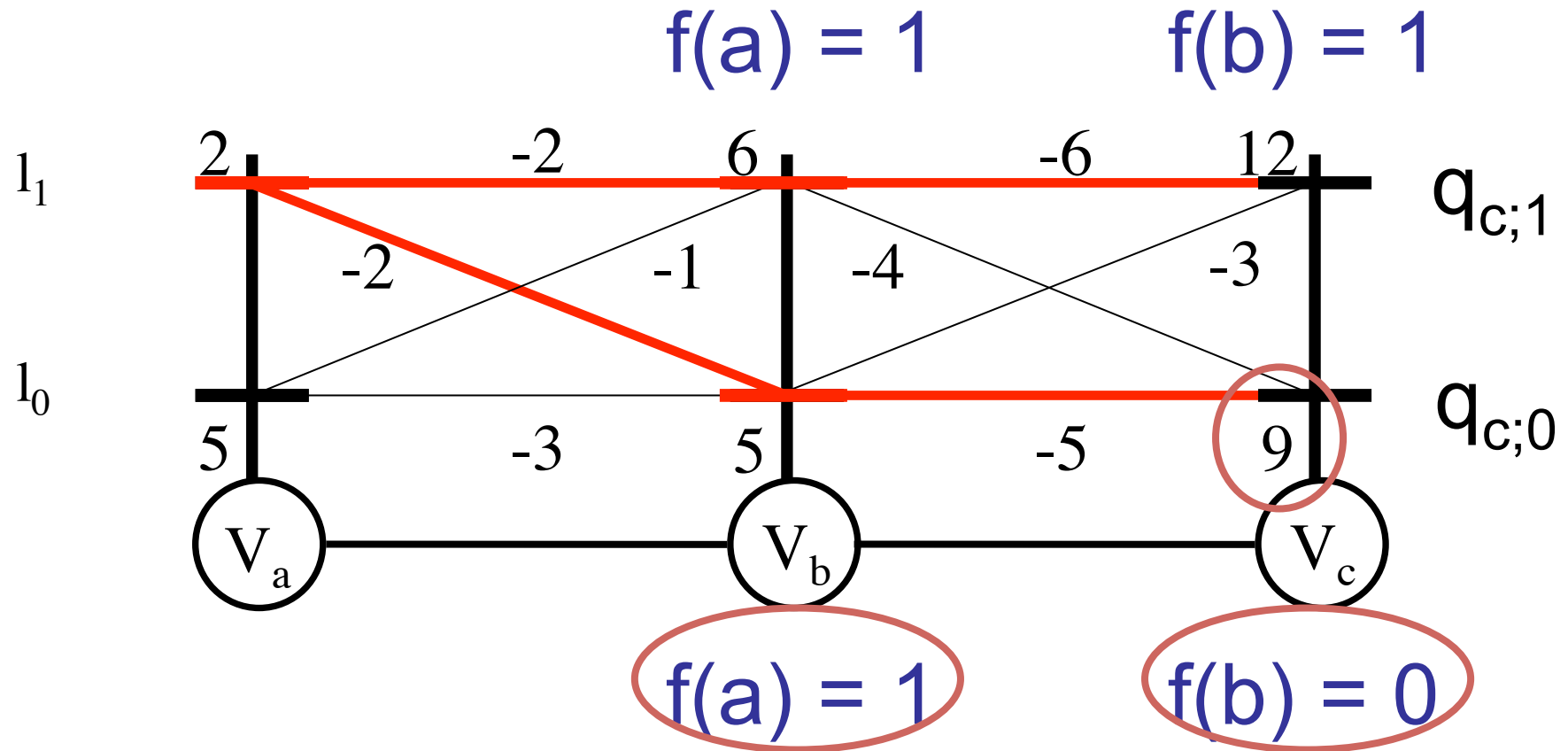
# Three Variables



Reparameterize the edge (b,c) as before

Potentials along the red path add up to 0

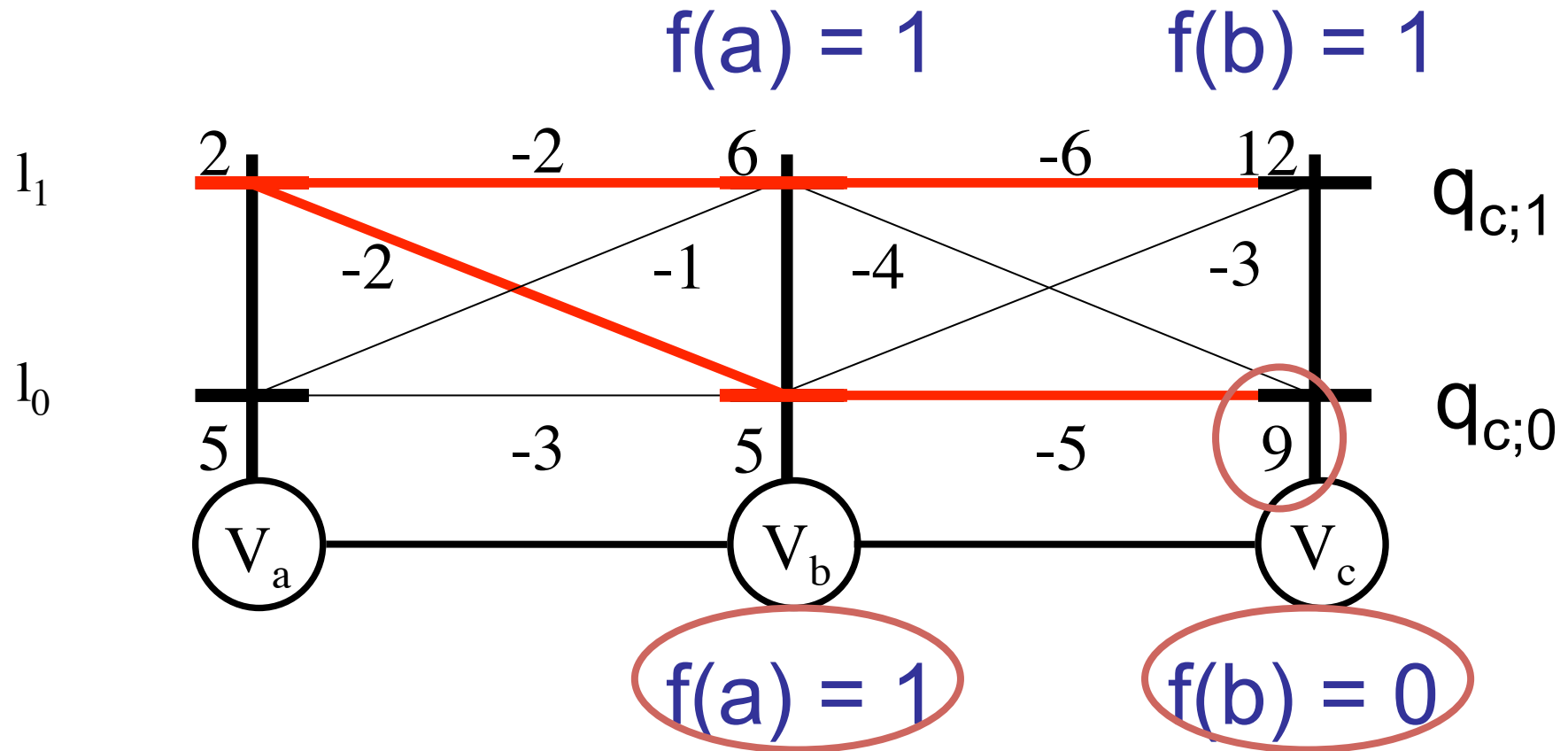
# Three Variables



$$f^*(c) = 0 \quad f^*(b) = 0 \quad f^*(a) = 1$$

**Generalizes to any length chain**

# Three Variables



$$f^*(c) = 0 \quad f^*(b) = 0 \quad f^*(a) = 1$$

**Only Dynamic Programming**

# Why Dynamic Programming?

3 variables  $\equiv$  2 variables + book-keeping

n variables  $\equiv$  (n-1) variables + book-keeping

Start from left, go to right

Reparameterize current edge (a,b)

$$M_{ab;k} = \min_i \{ \theta_{a;i} + \theta_{ab;ik} \}$$

$$\theta'_{b;k} = \theta_{b;k} + M_{ab;k} \quad \theta'_{ab;ik} = \theta_{ab;ik} - M_{ab;k}$$

Repeat



# Why Dynamic Programming?

Messages    Message Passing

Why stop at dynamic programming?

Start from left, go to right

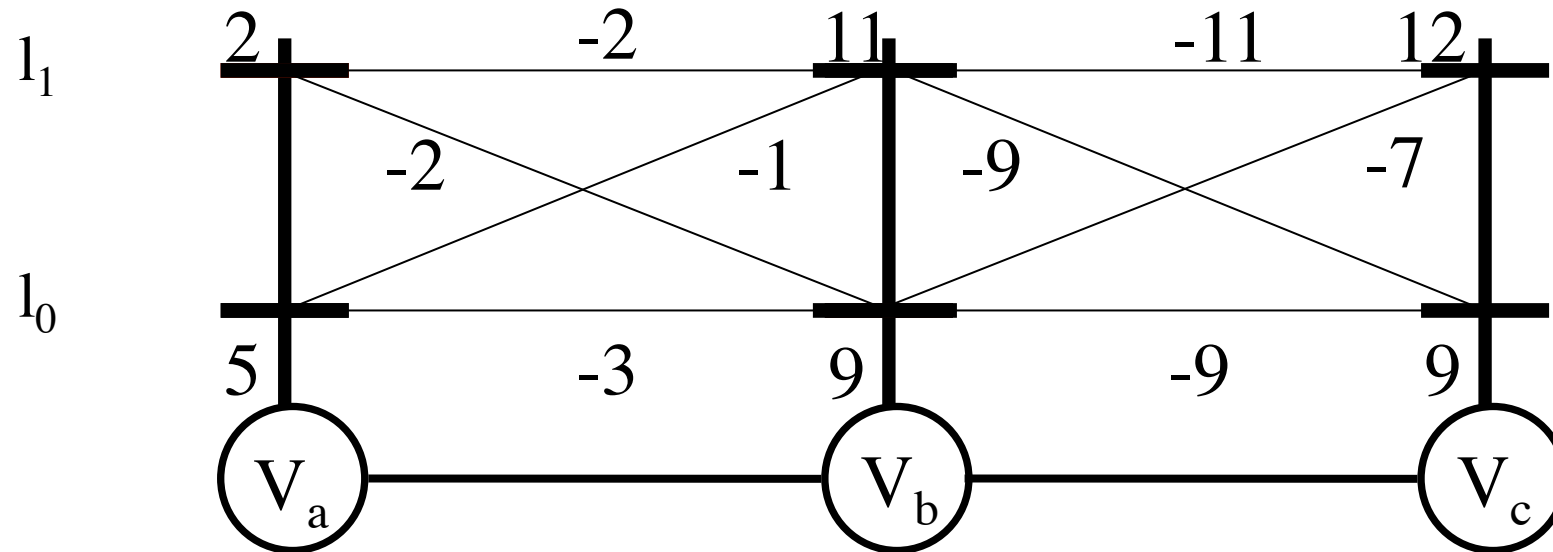
Reparameterize current edge (a,b)

$$M_{ab;k} = \min_i \{ \theta_{a;i} + \theta_{ab;ik} \}$$

$$\theta'_{b;k} = \theta_{b;k} + M_{ab;k} \quad \theta'_{ab;ik} = \theta_{ab;ik} - M_{ab;k}$$

Repeat

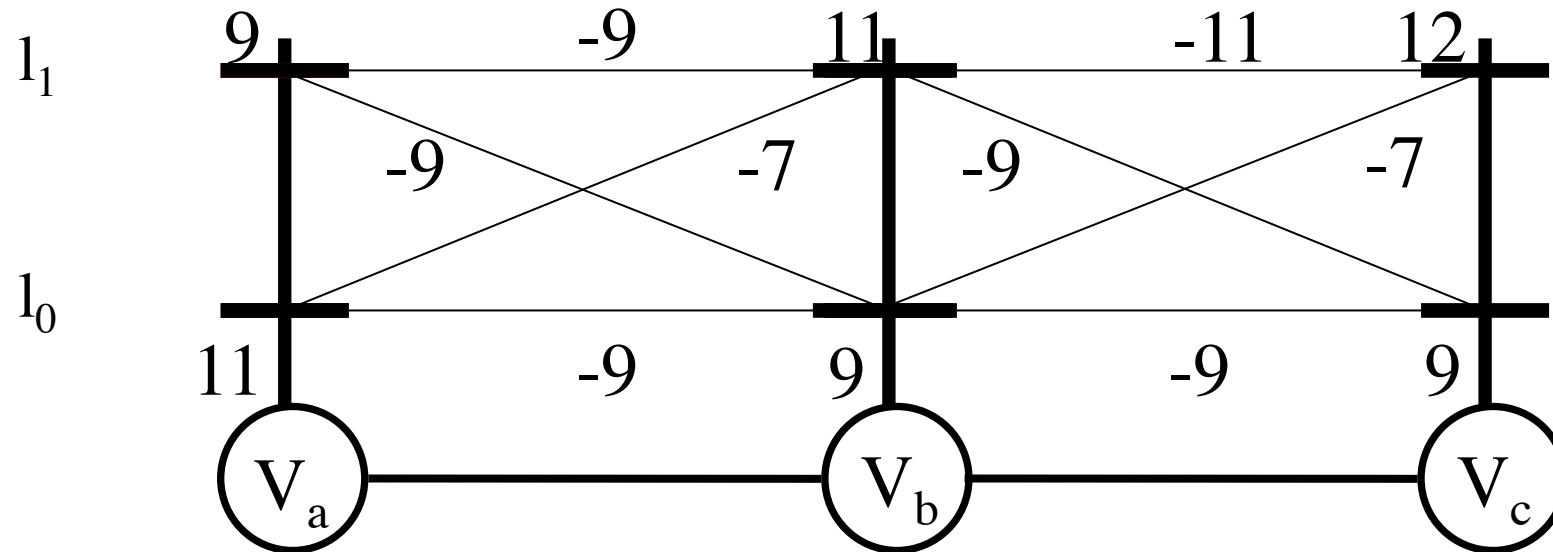
# Three Variables



Reparameterize the edge (c,b) as before

$$\theta'_{b;i} = q_{b;i}$$

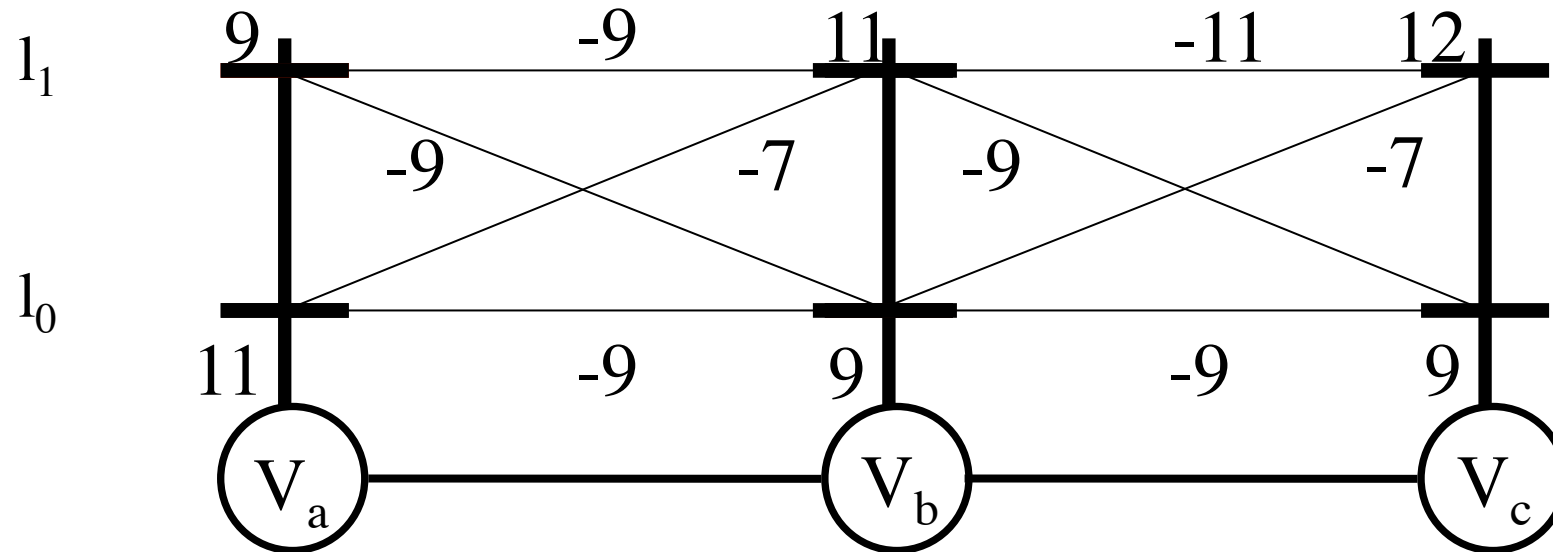
# Three Variables



Reparameterize the edge (b,a) as before

$$\theta'_{a;i} = q_{a;i}$$

# Three Variables



Forward Pass  $\rightarrow$

$\leftarrow$  Backward Pass

All min-marginals are computed

# Chains



Reparameterize the edge (1,2)

# Chains



Reparameterize the edge (1,2)

# Chains



Reparameterize the edge (2,3)

# Chains



Reparameterize the edge  $(n-1, n)$

Min-marginals  $e_n(i)$  for all labels



# Belief Propagation on Chains

Start from left, go to right

Reparameterize current edge (a,b)

$$M_{ab;k} = \min_i \{ \theta_{a;i} + \theta_{ab;ik} \}$$

$$\theta'_{b;k} = \theta_{b;k} + M_{ab;k} \quad \theta'_{ab;ik} = \theta_{ab;ik} - M_{ab;k}$$

Repeat till the end of the chain

Start from right, go to left

Repeat till the end of the chain

# Belief Propagation on Chains

- Generalizes to chains of any length
- A way of computing reparam constants
- Forward Pass - Start to End
  - MAP estimate
  - Min-marginals of final variable
- Backward Pass - End to start
  - All other min-marginals

# Computational Complexity

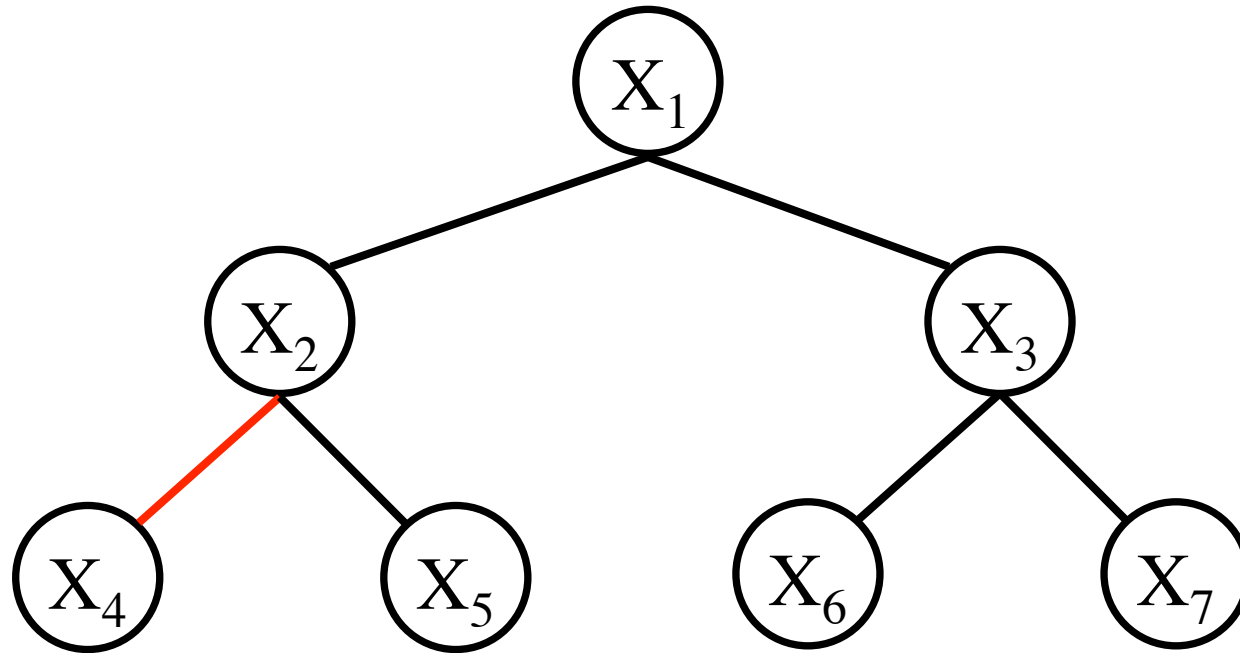
Number of reparameterization constants =  $(n-1)h$

Complexity for each constant =  $O(h)$

Total complexity =  $O(nh^2)$

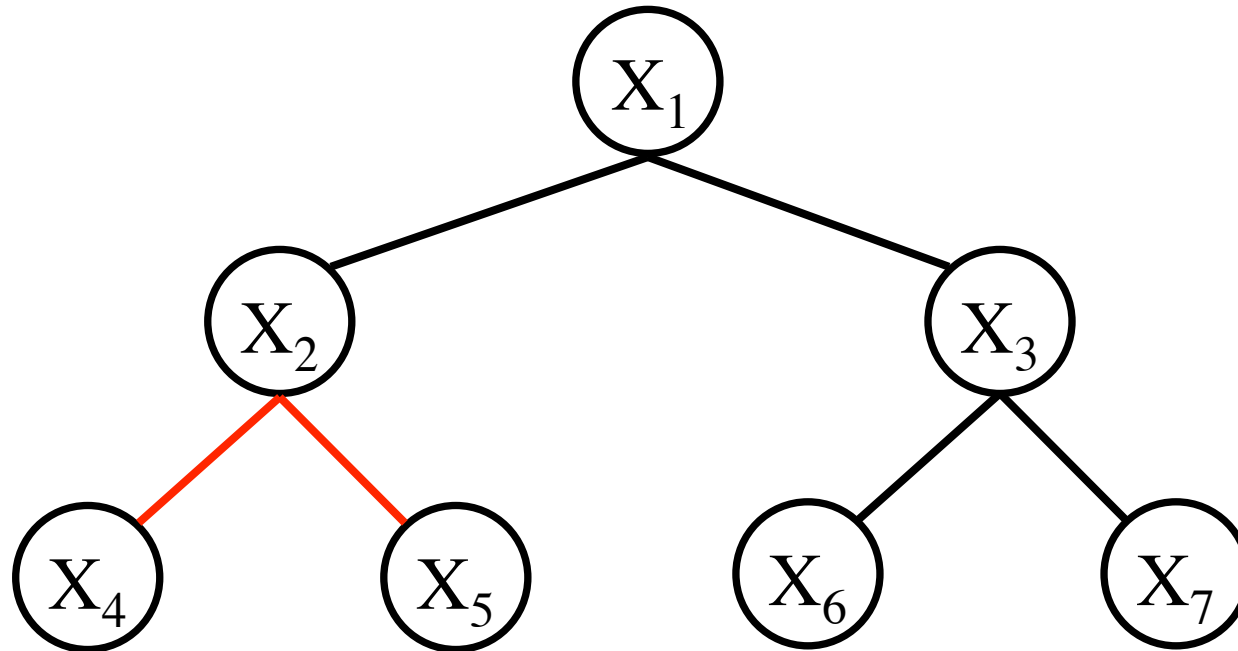
Better than brute-force  $O(h^n)$

# Trees



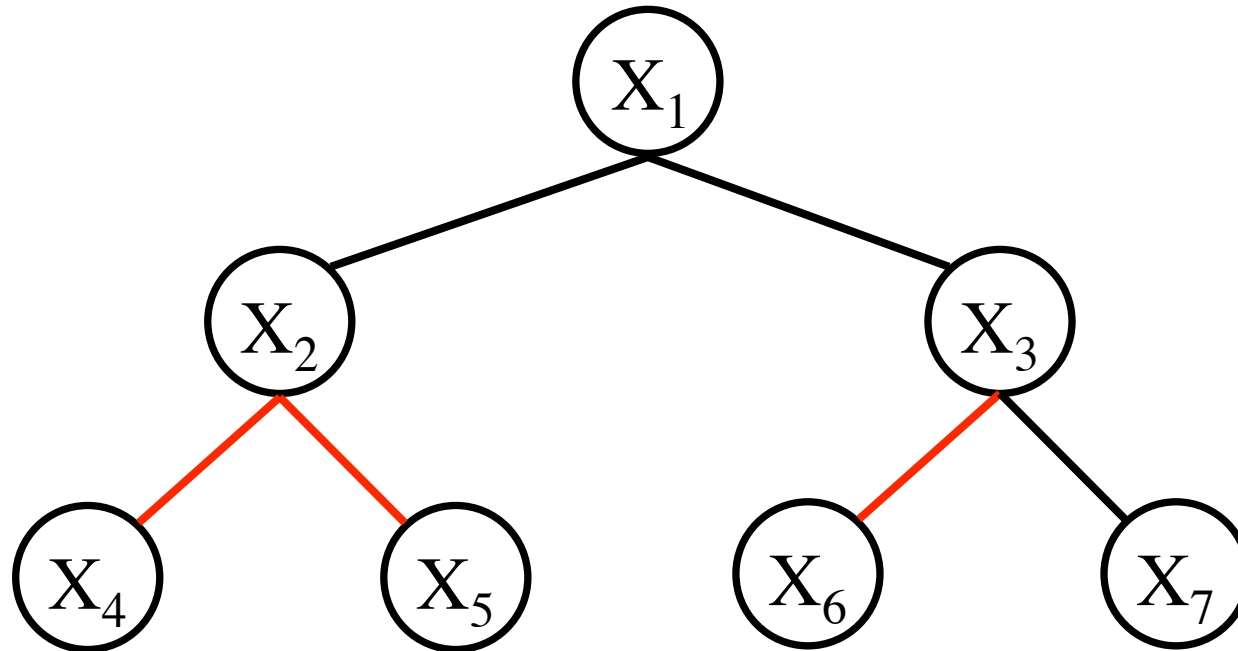
Reparameterize the edge (4,2)

# Trees



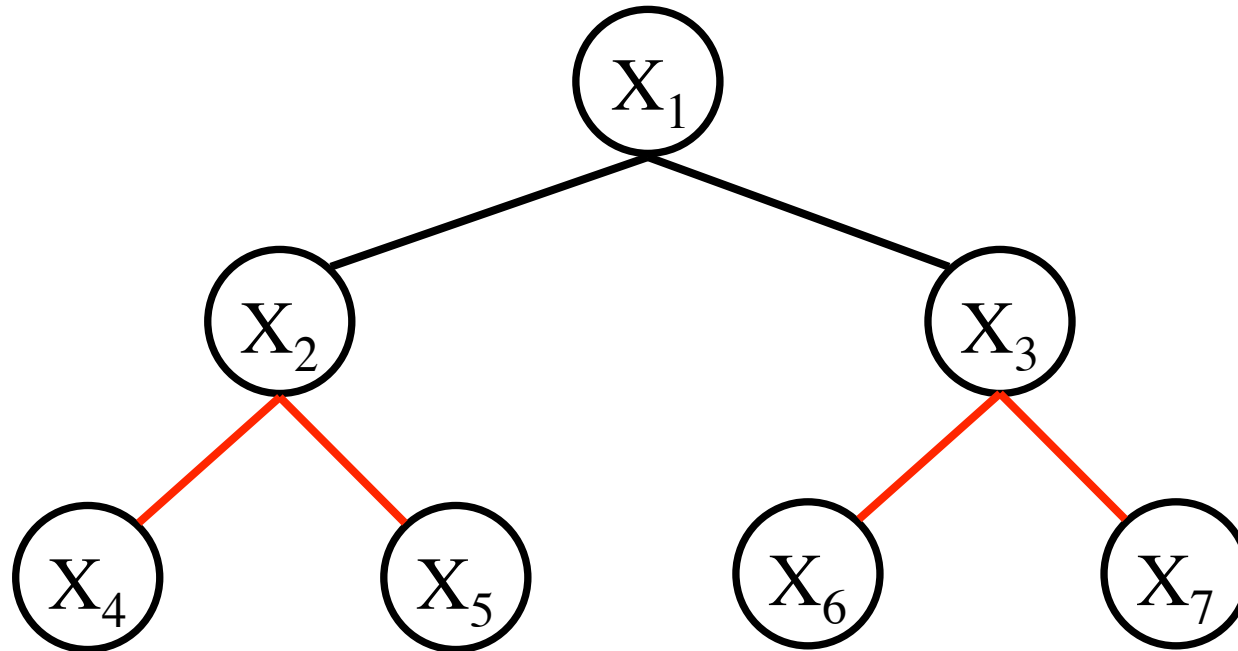
Reparameterize the edge (5,2)

# Trees



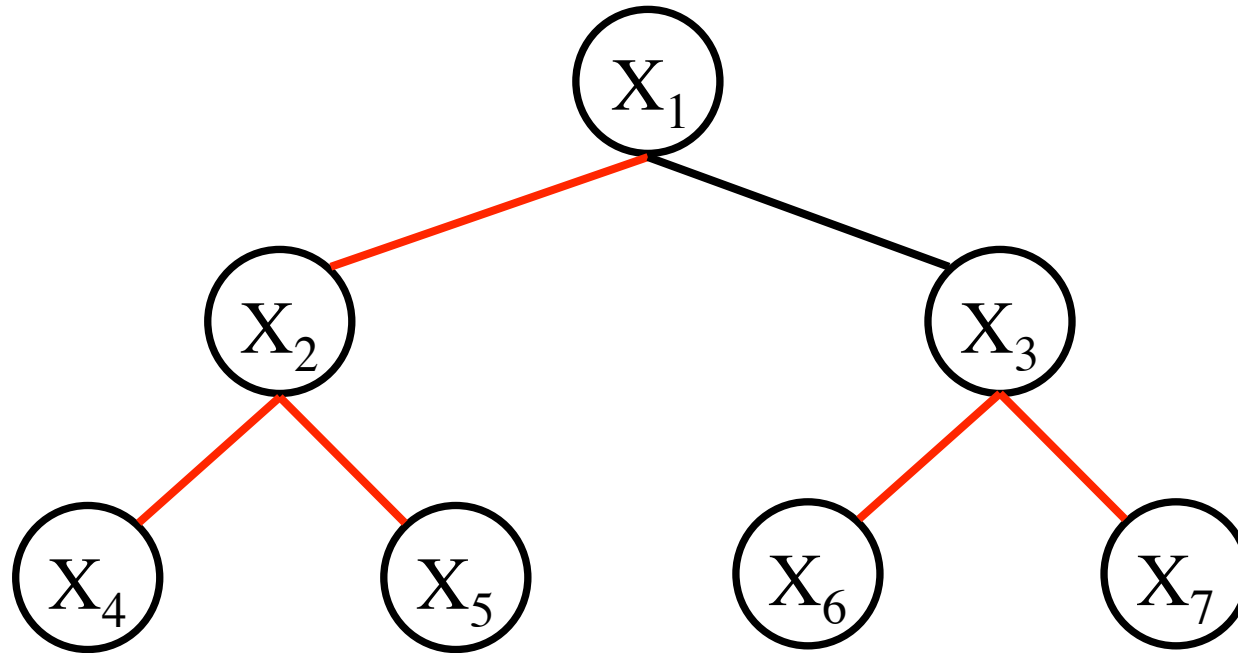
Reparameterize the edge (6,3)

# Trees



Reparameterize the edge (7,3)

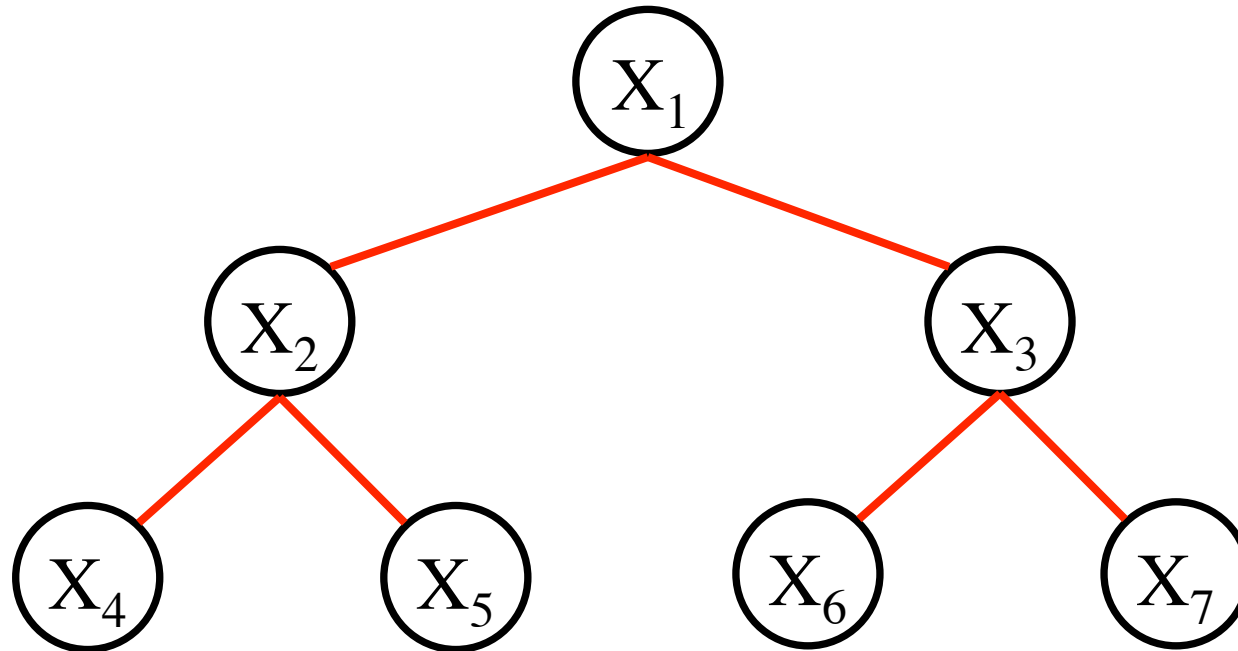
# Trees



Reparameterize the edge (2,1)



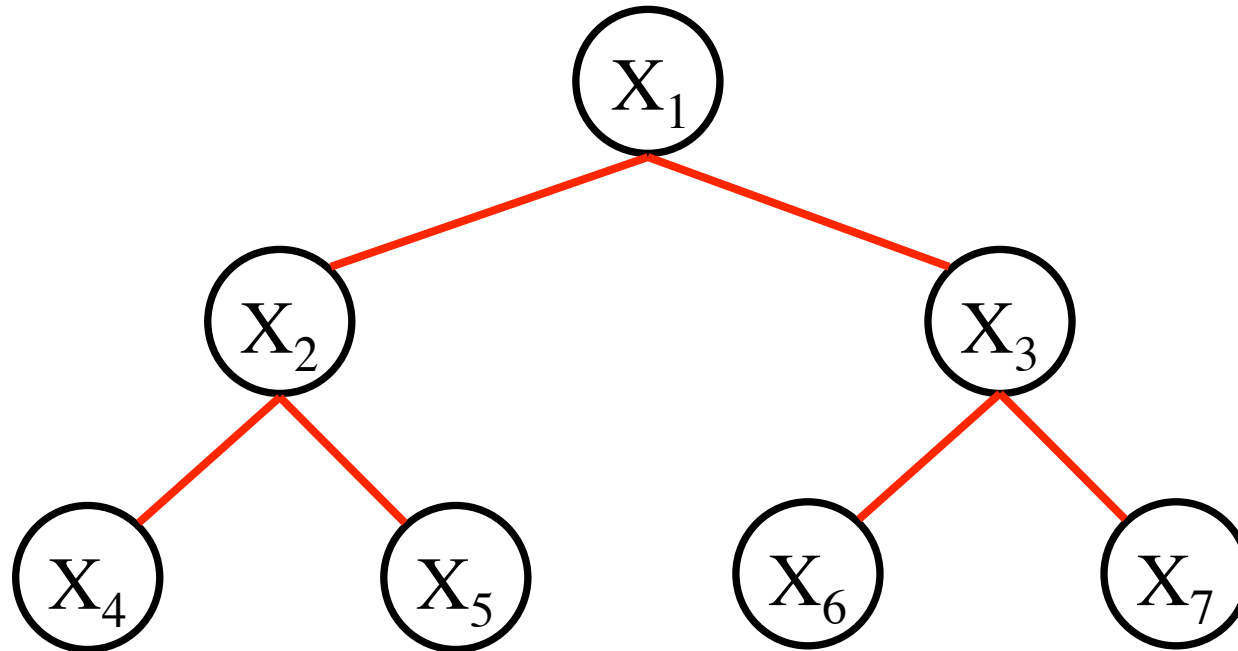
# Trees



Reparameterize the edge  $(3,1)$

Min-marginals  $e_1(i)$  for all labels

# Trees

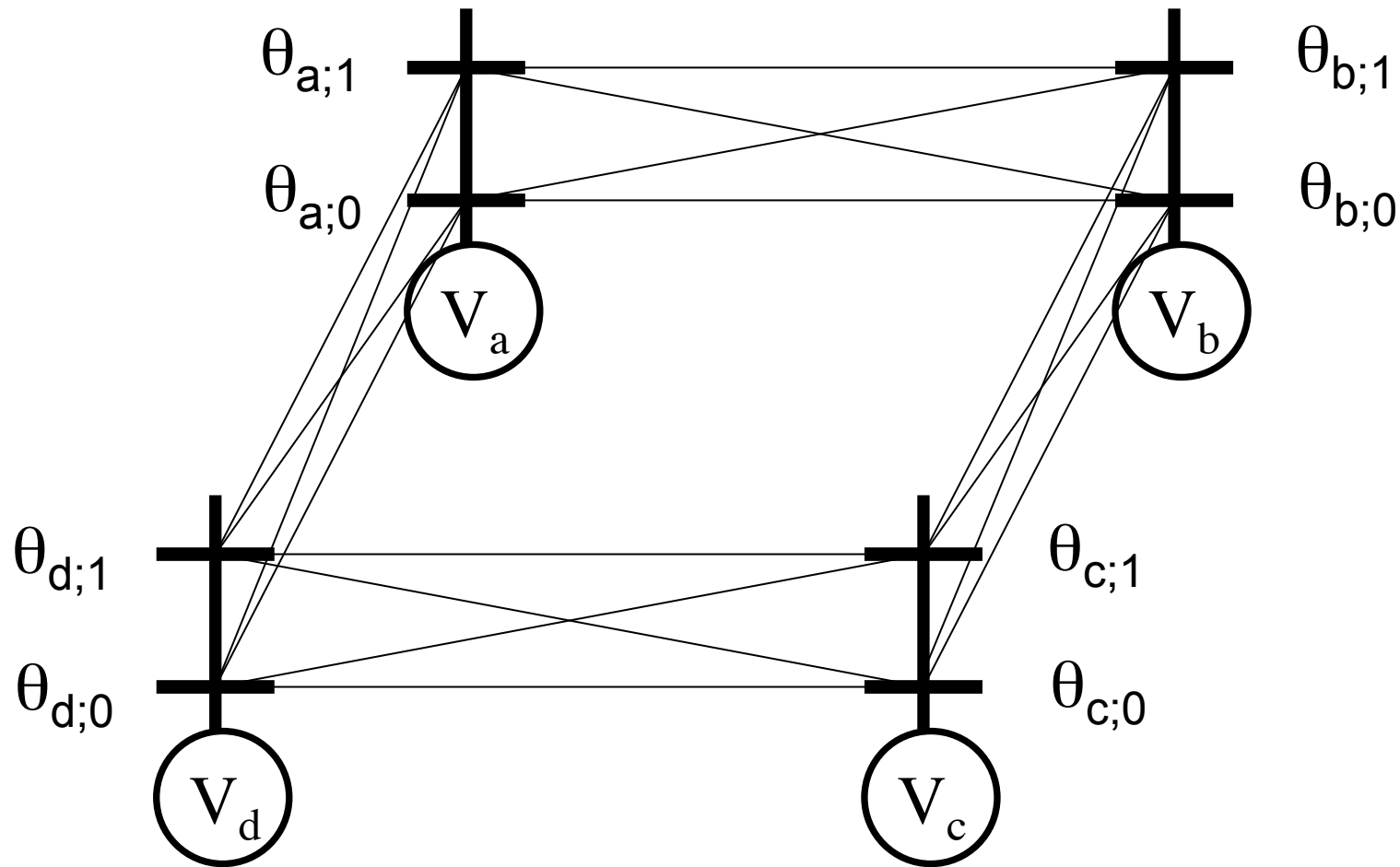


Start from leaves and move towards root

Pick the minimum of min-marginals

Backtrack to find the best labeling  $\mathbf{x}$

# Belief Propagation on Cycles

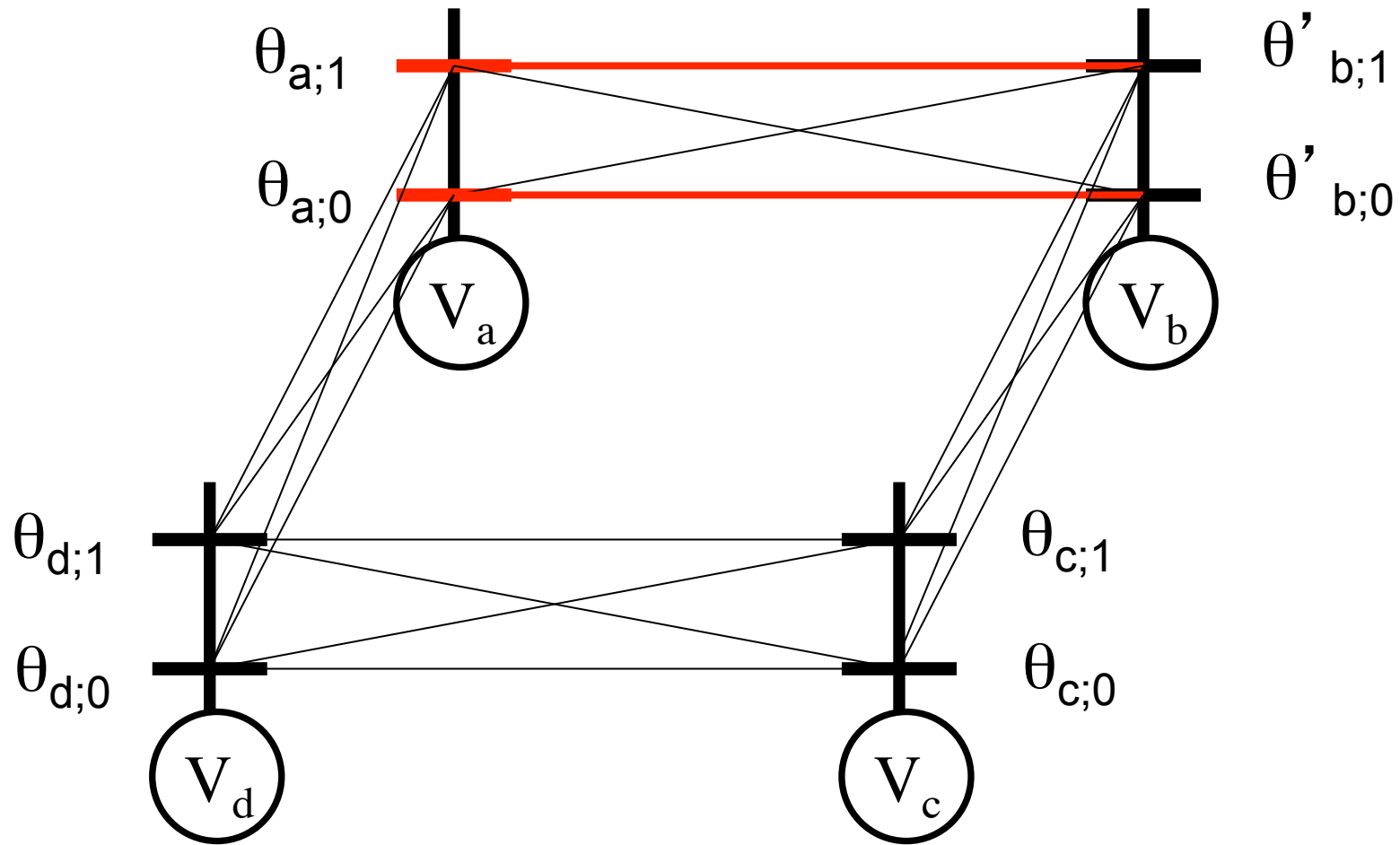


Where do we start?

Arbitrarily

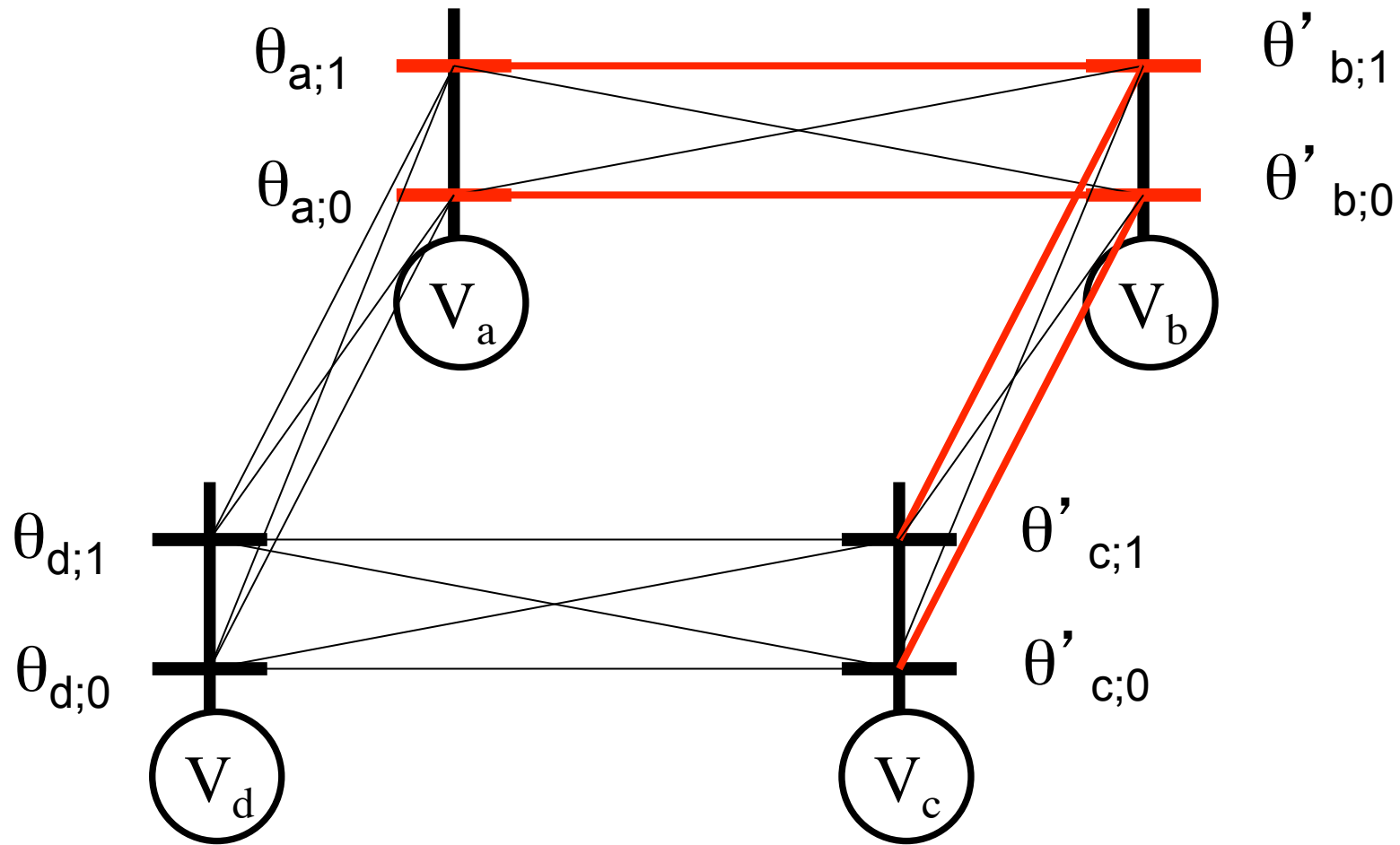
Reparameterize (a,b)

# Belief Propagation on Cycles



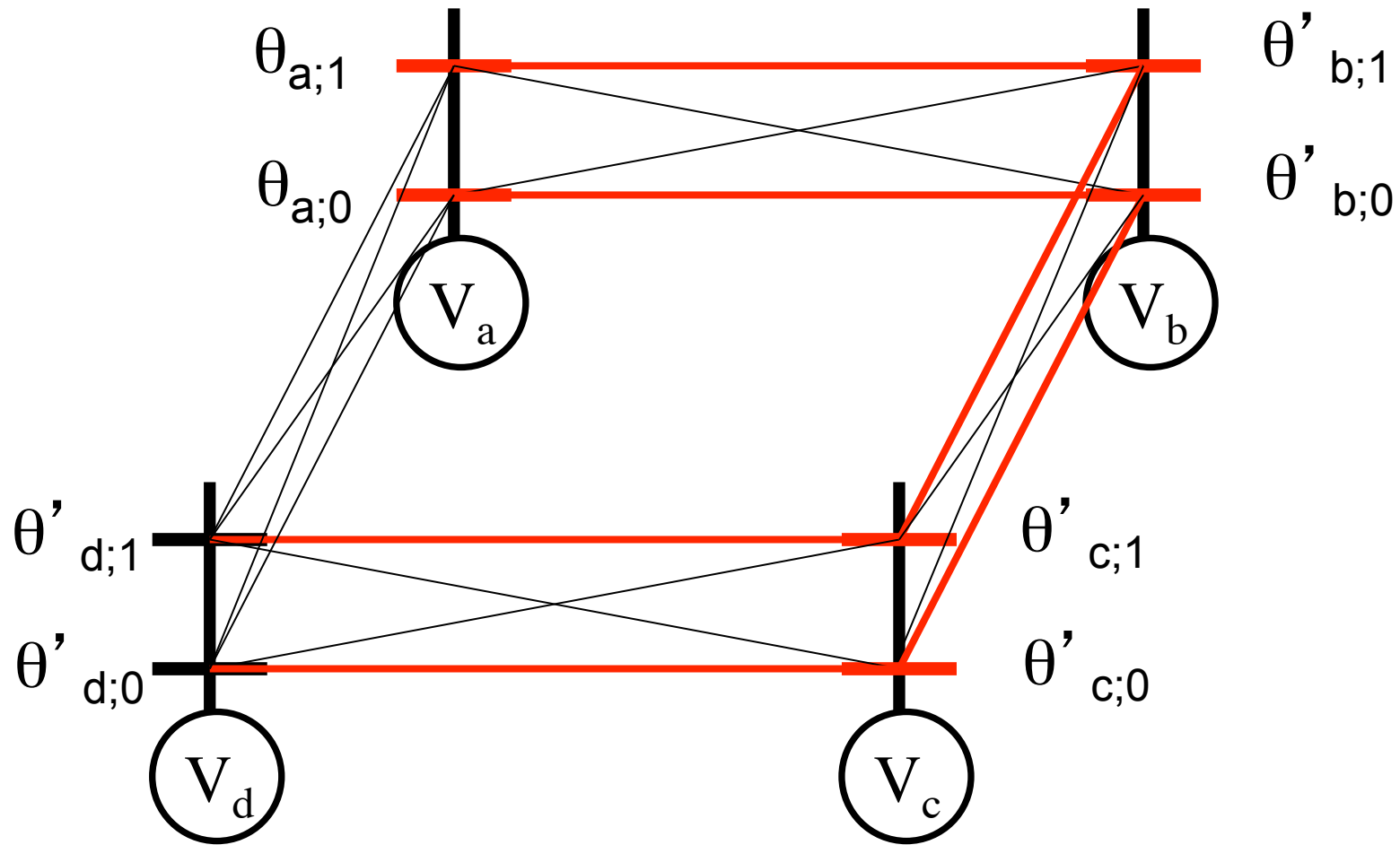
Potentials along the red path add up to 0

# Belief Propagation on Cycles



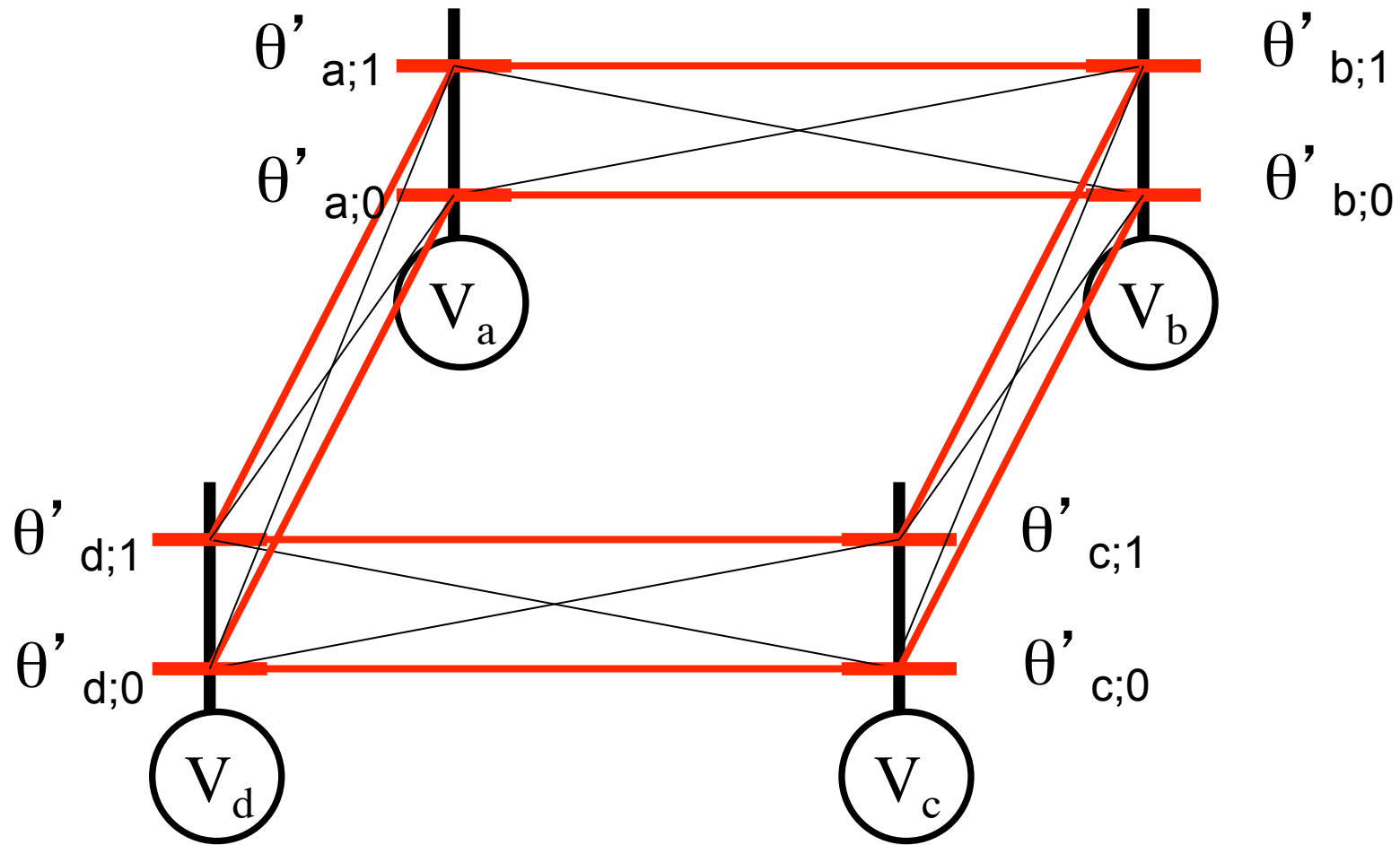
Potentials along the red path add up to 0

# Belief Propagation on Cycles



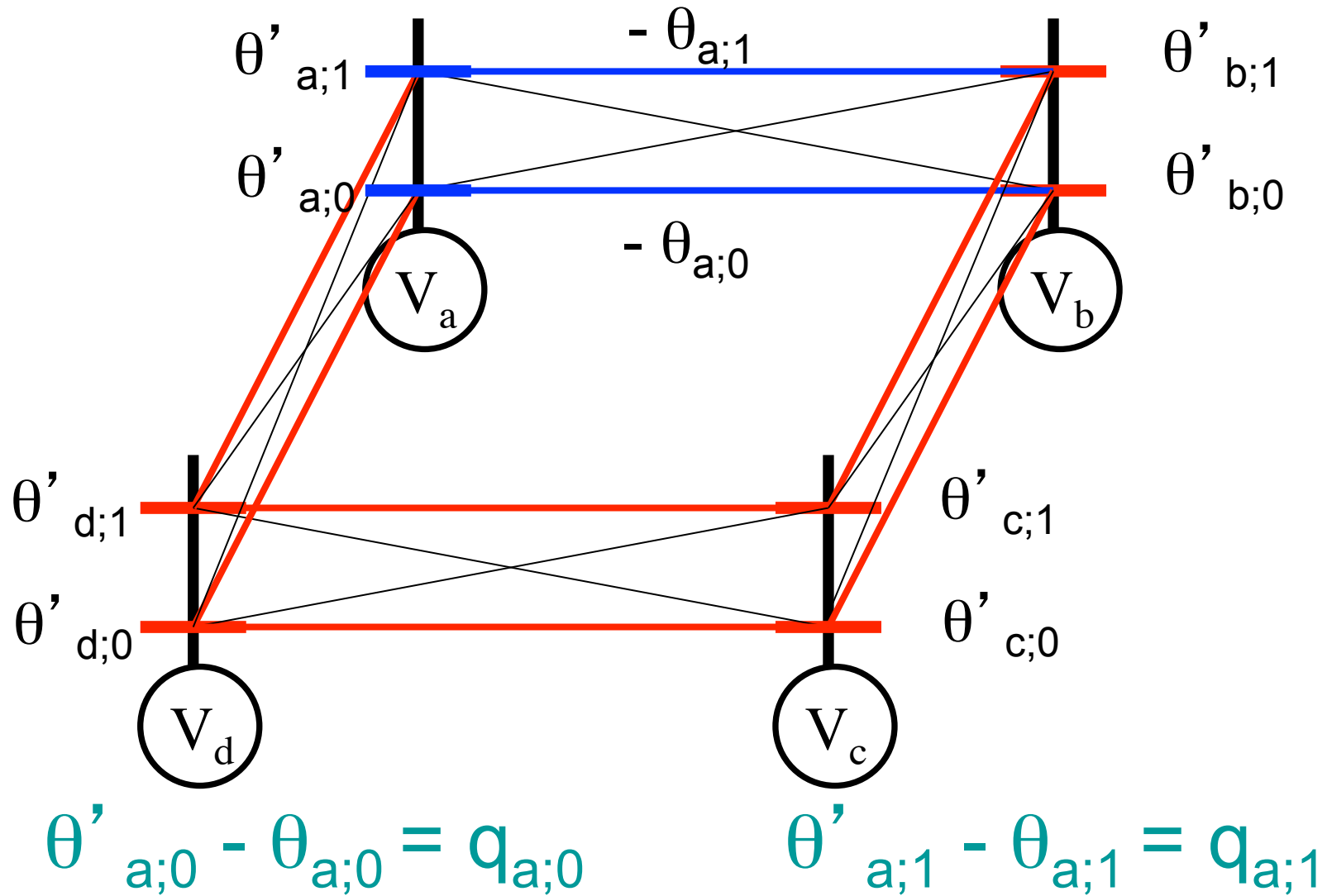
Potentials along the red path add up to 0

# Belief Propagation on Cycles



Potentials along the red path add up to 0

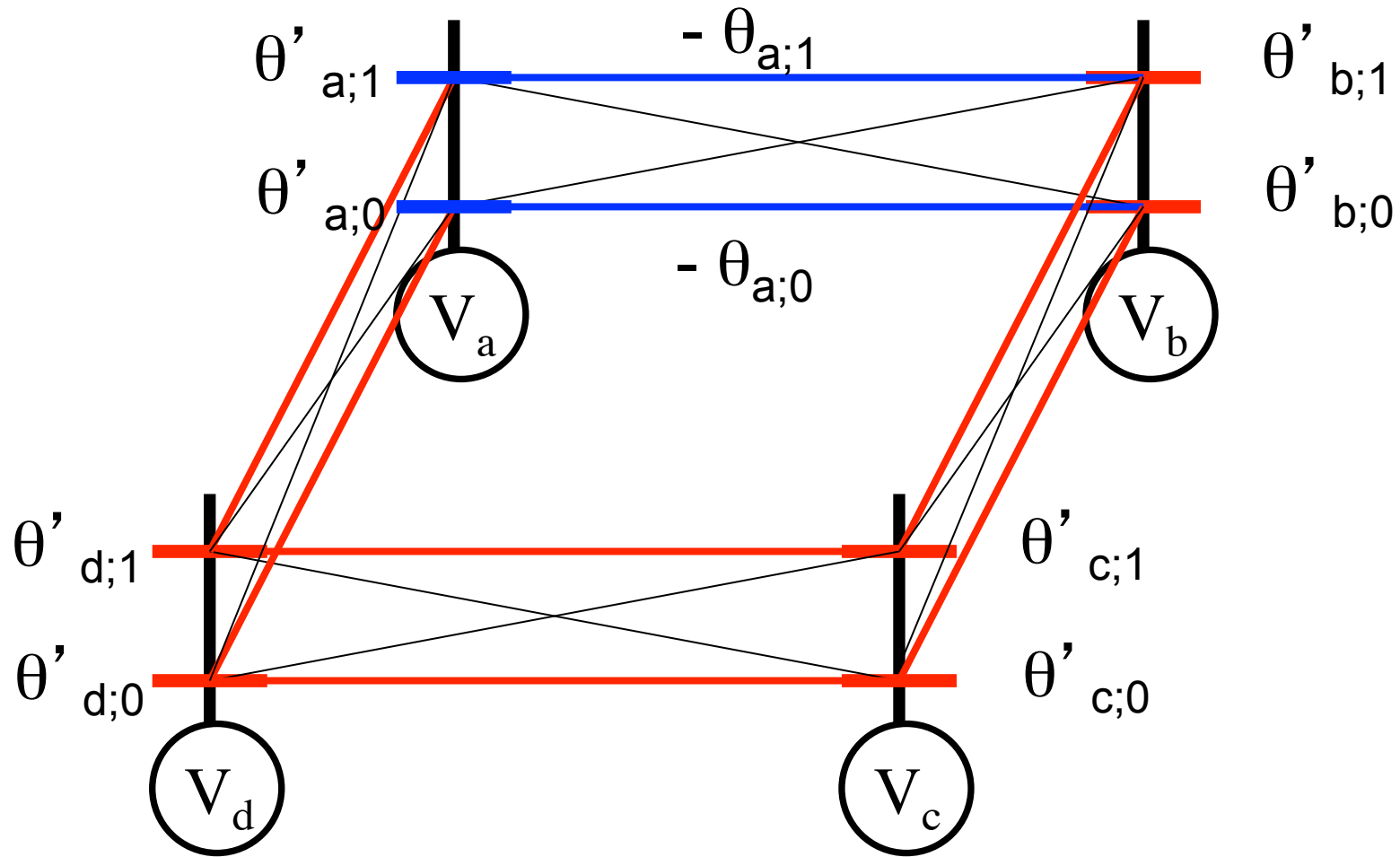
# Belief Propagation on Cycles



Potentials along the red path add up to 0



# Belief Propagation on Cycles

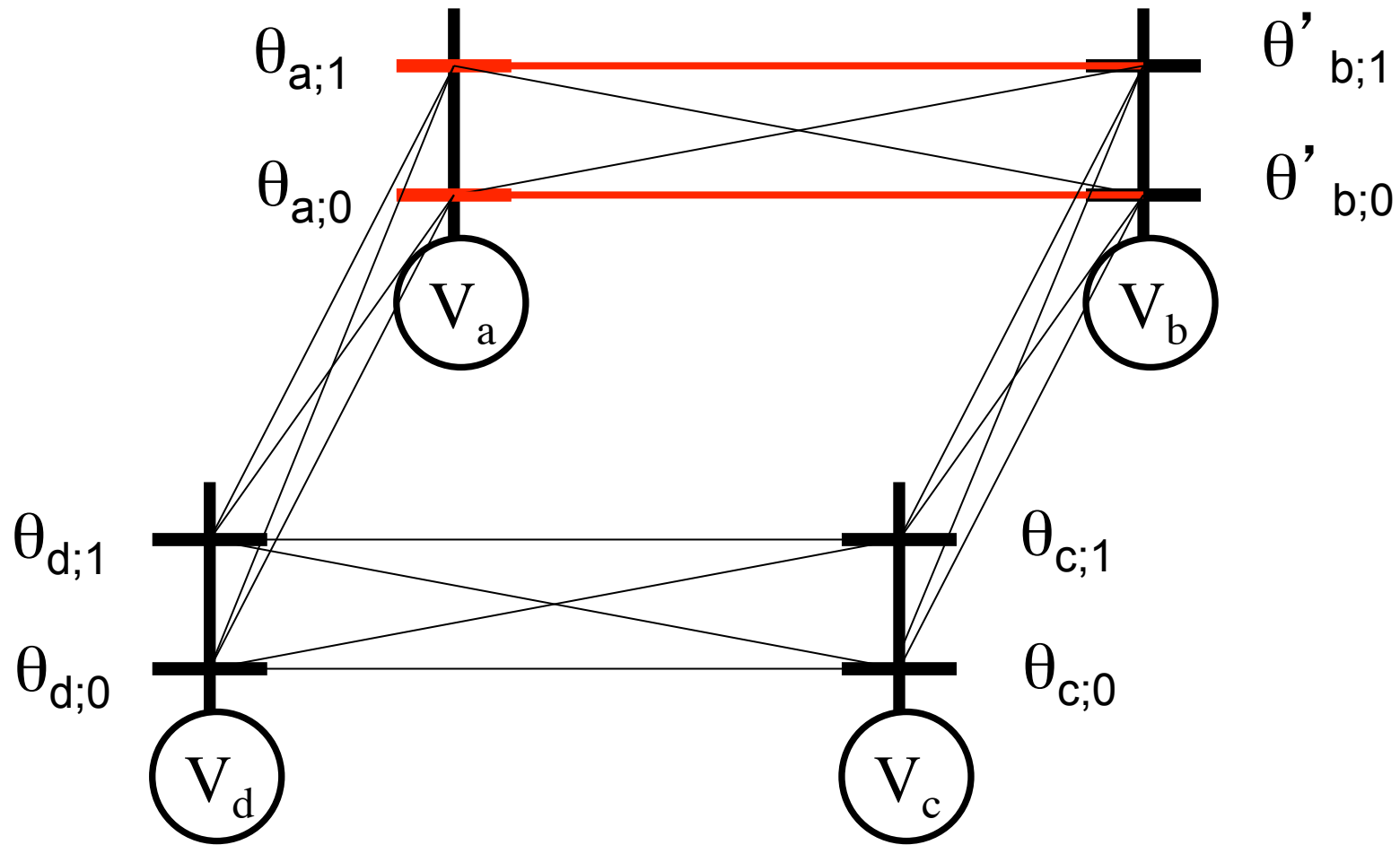


$$\theta'_{a;0} - \theta_{a;0} = q_{a;0}$$

$$\theta'_{a;1} - \theta_{a;1} = q_{a;1}$$

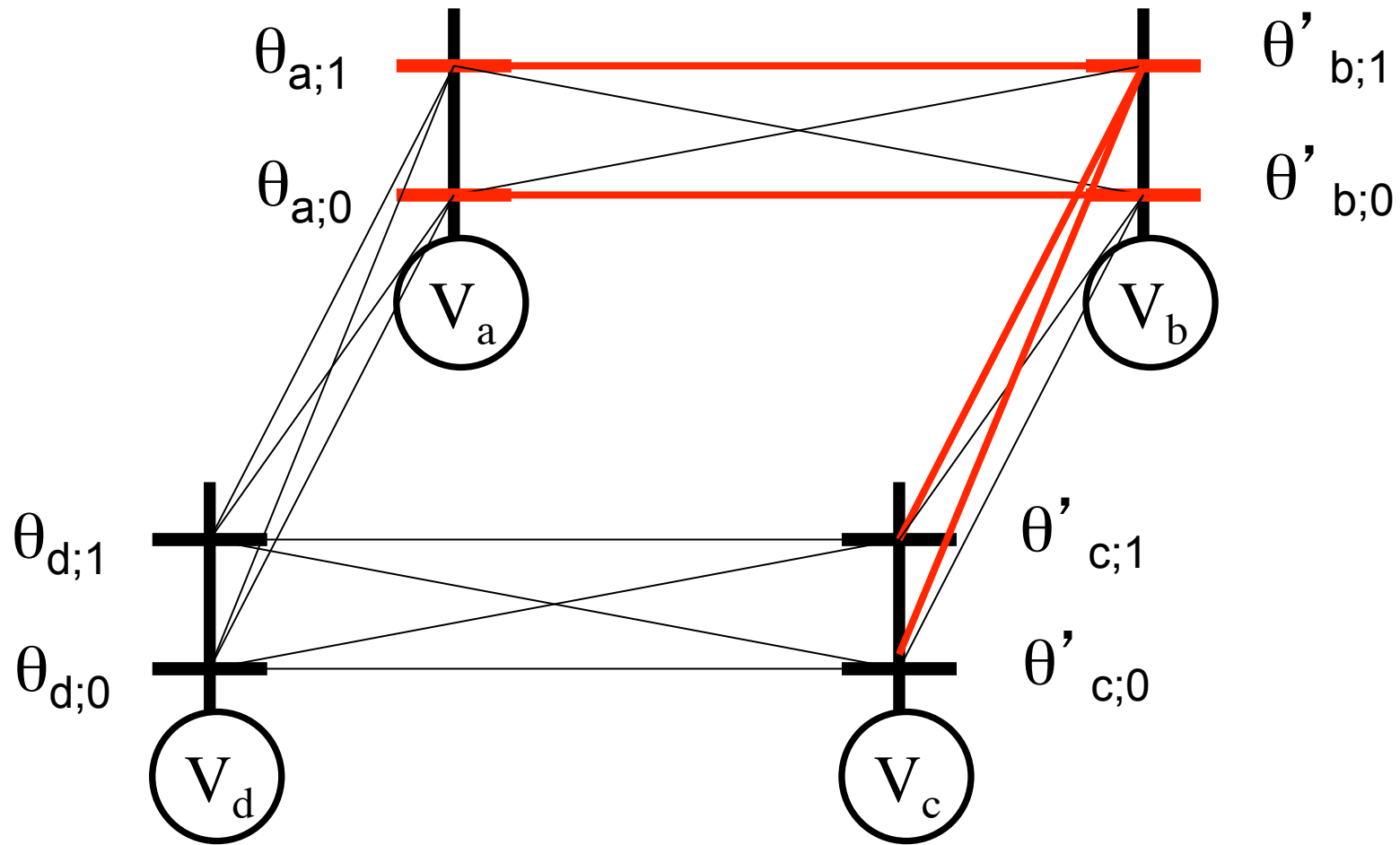
Pick minimum min-marginal. Follow red path.

# Belief Propagation on Cycles



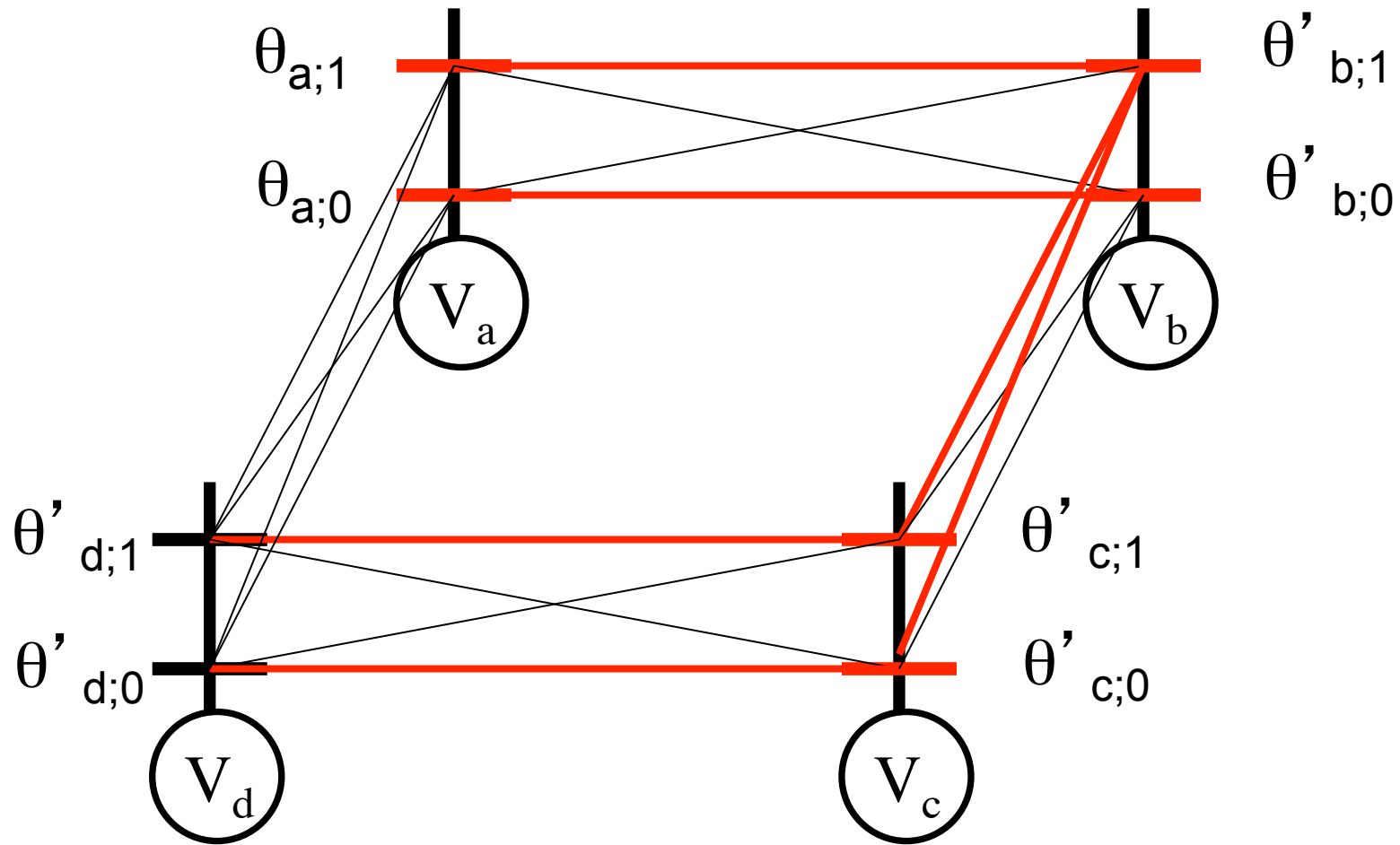
Potentials along the red path add up to 0

# Belief Propagation on Cycles



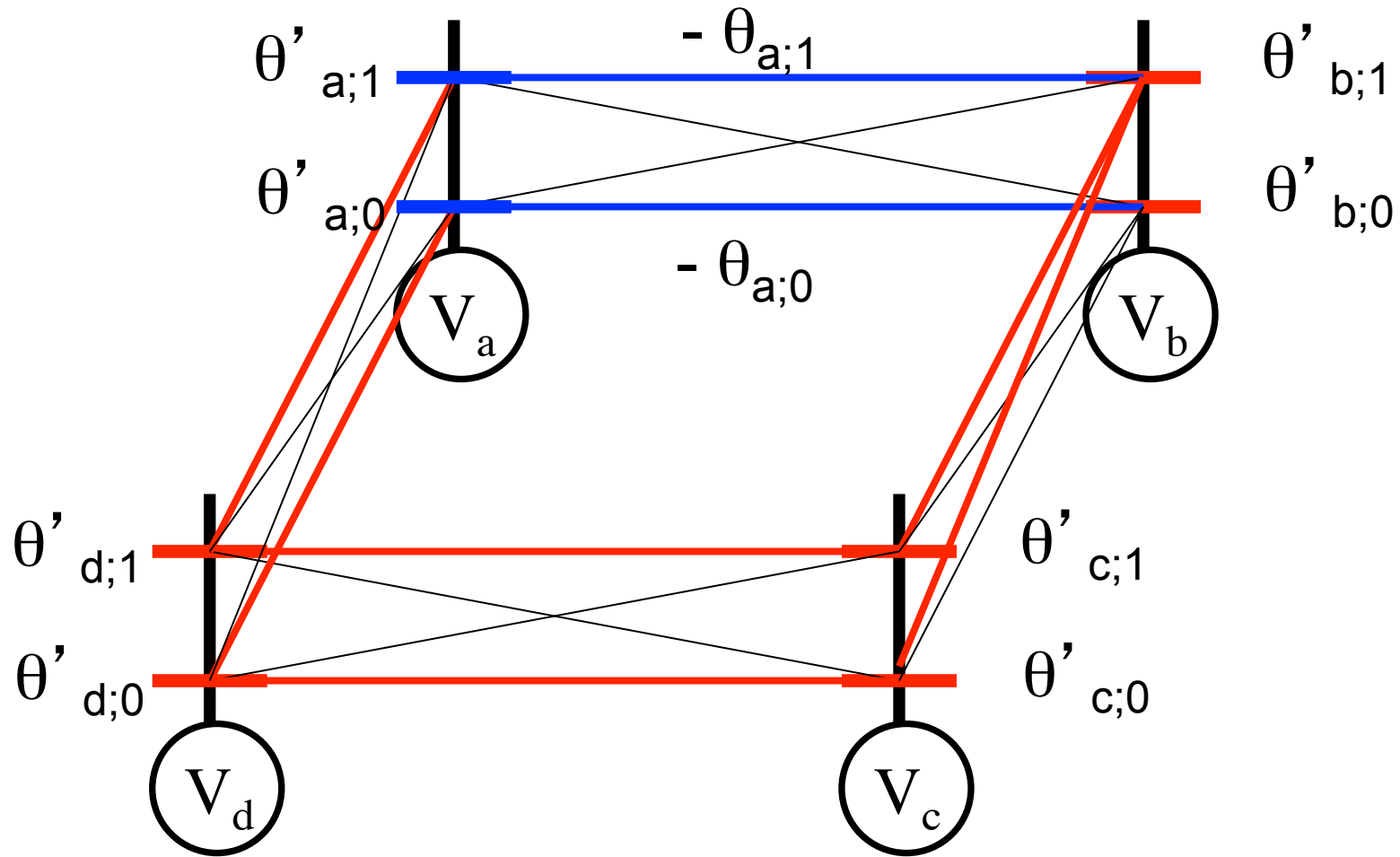
Potentials along the red path add up to 0

# Belief Propagation on Cycles



Potentials along the red path add up to 0

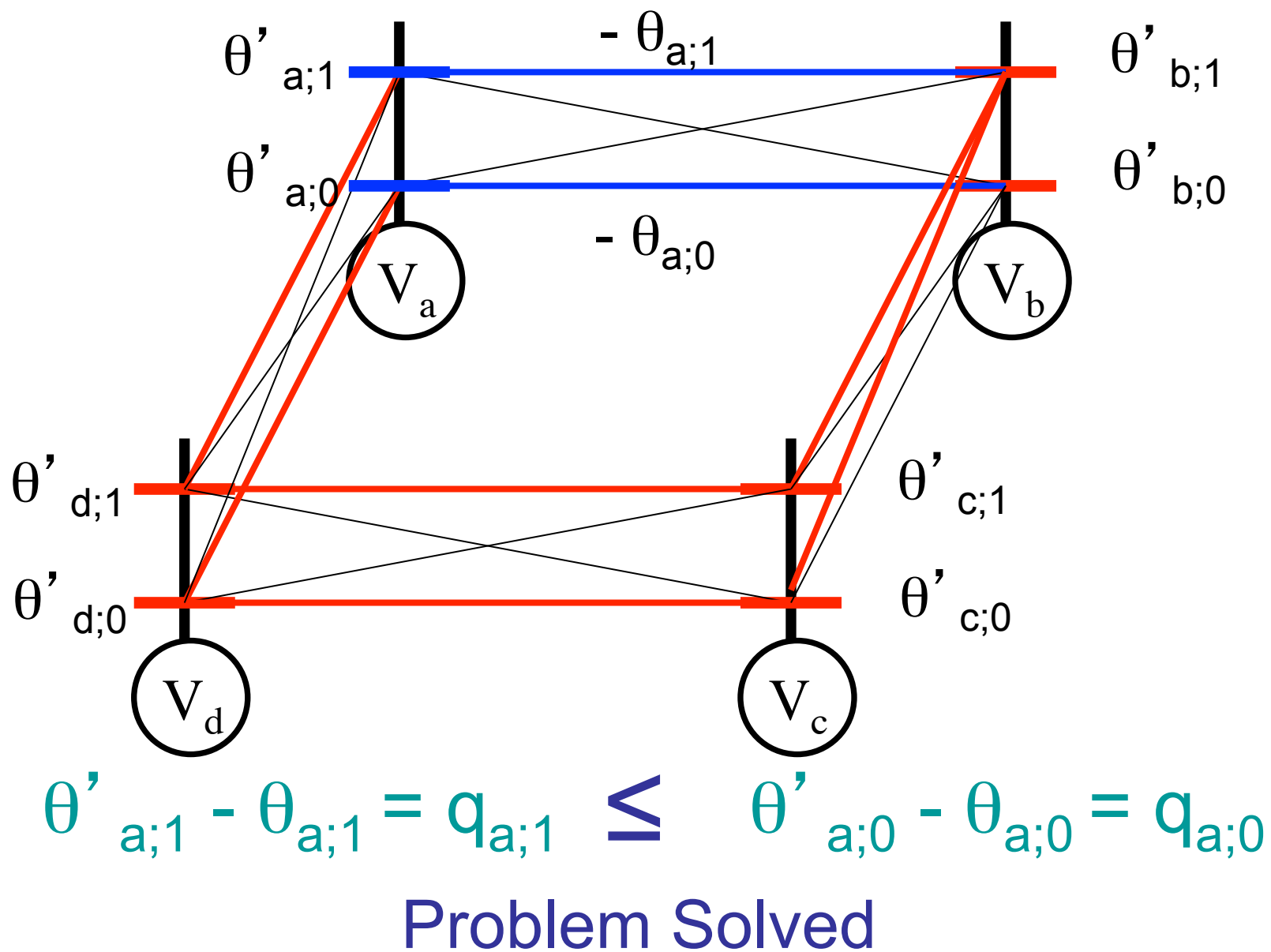
# Belief Propagation on Cycles



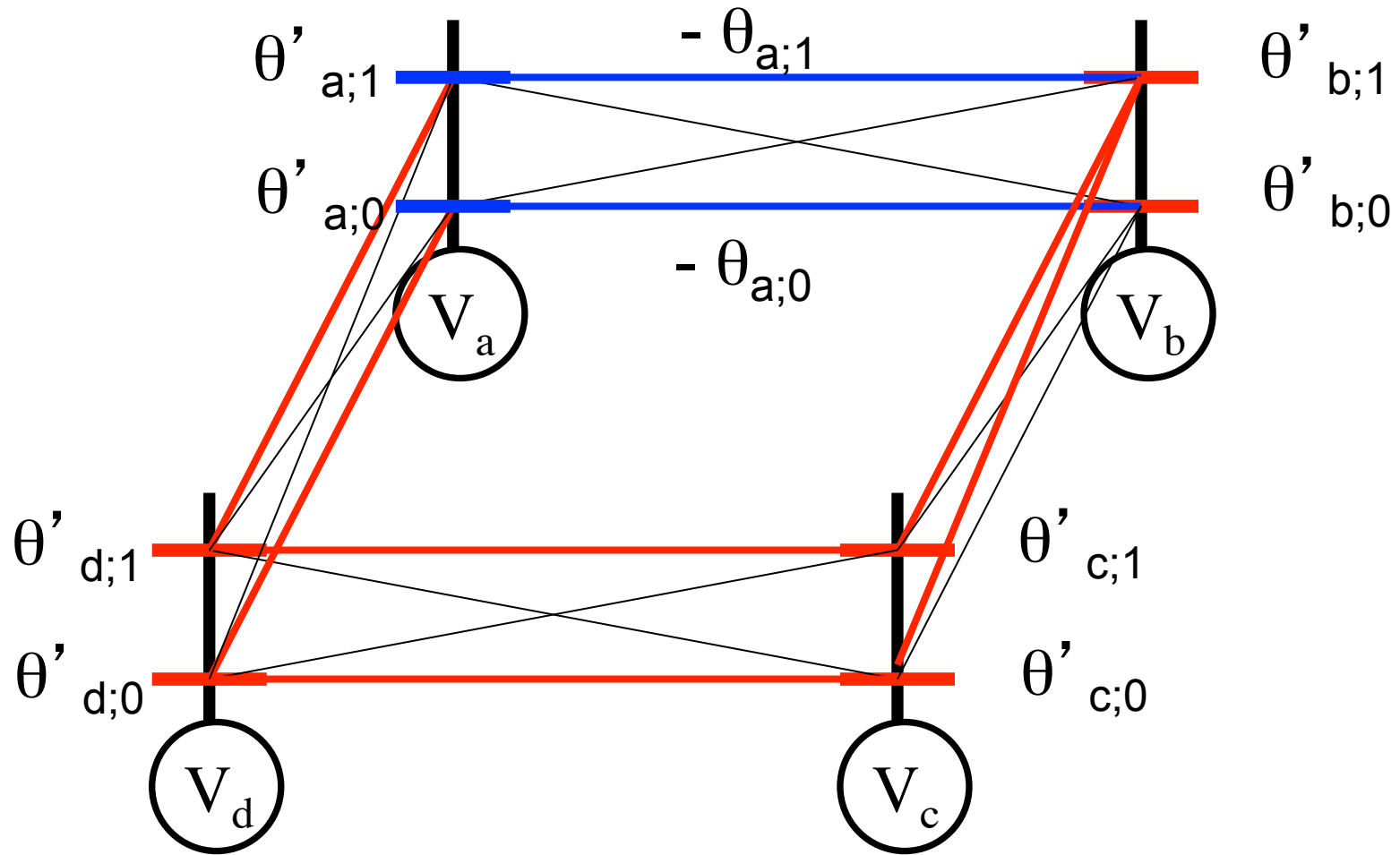
$$\theta'_{a;1} - \theta_{a;1} = q_{a;1} \leq \theta'_{a;0} - \theta_{a;0} = q_{a;0}$$

Potentials along the red path add up to 0

# Belief Propagation on Cycles



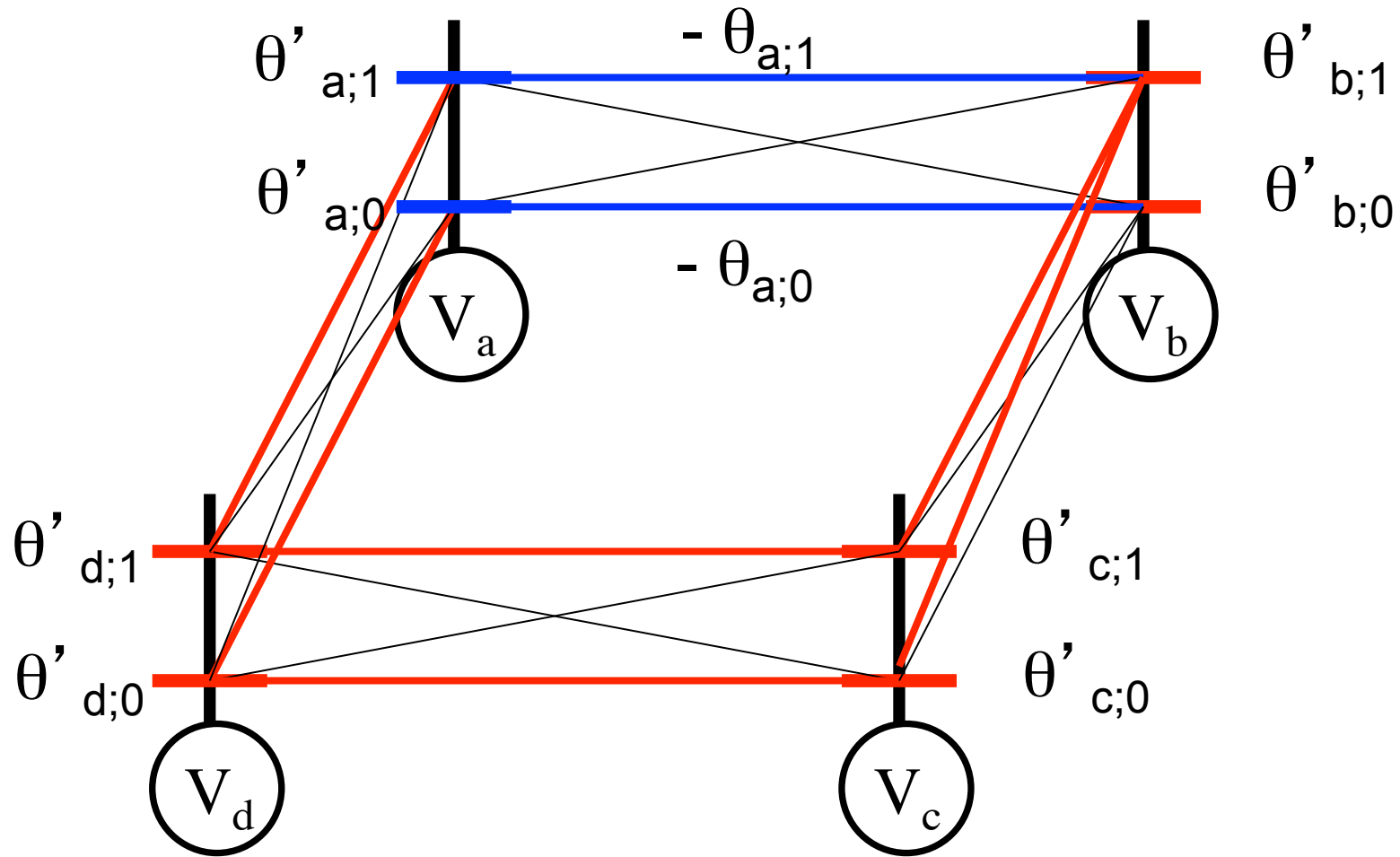
# Belief Propagation on Cycles



$$\theta'_{a;1} - \theta_{a;1} = q_{a;1} \geq \theta'_{a;0} - \theta_{a;0} = q_{a;0}$$

Problem Not Solved

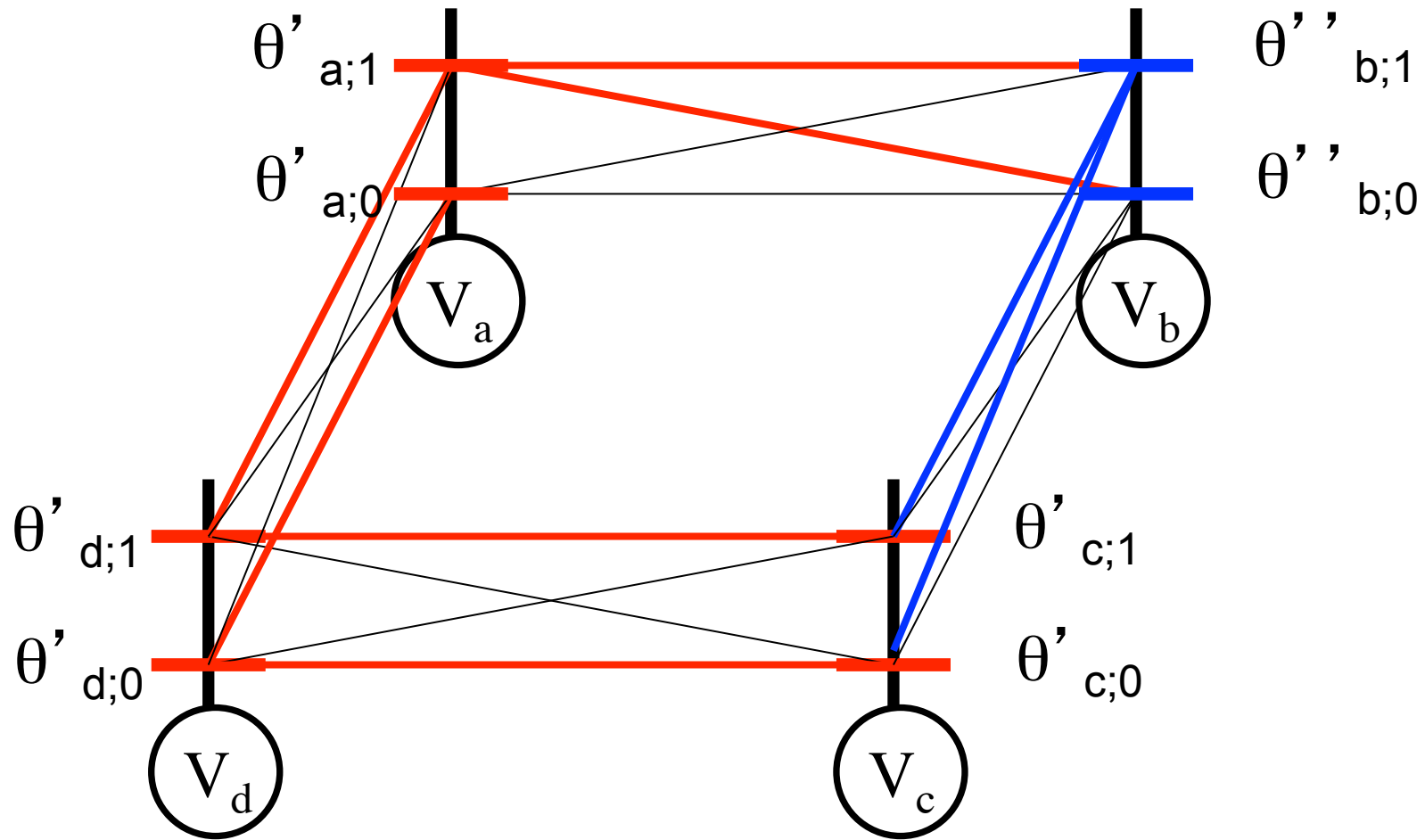
# Belief Propagation on Cycles



Reparameterize (a,b) again



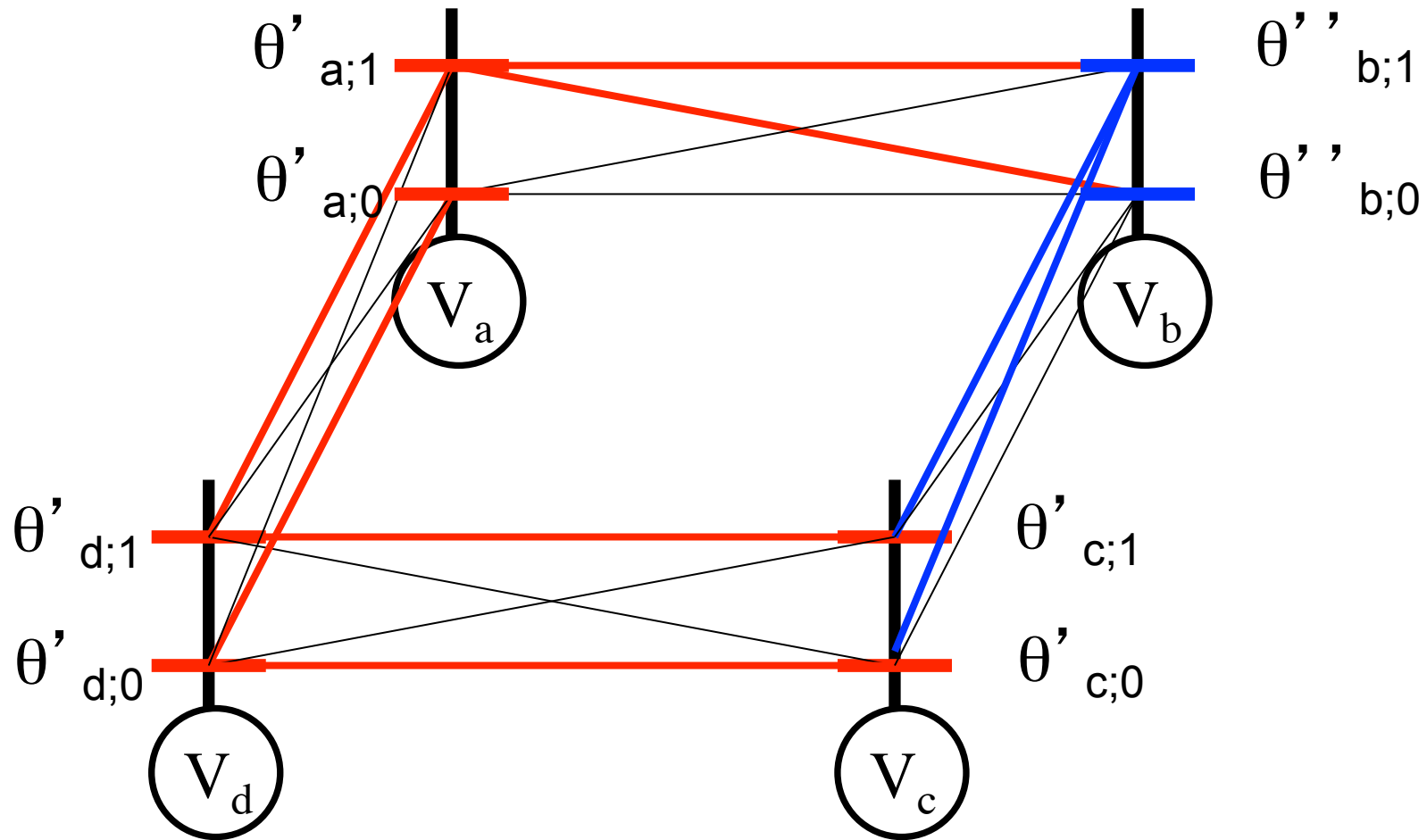
# Belief Propagation on Cycles



Reparameterize (a,b) again

But doesn't this overcount some potentials?

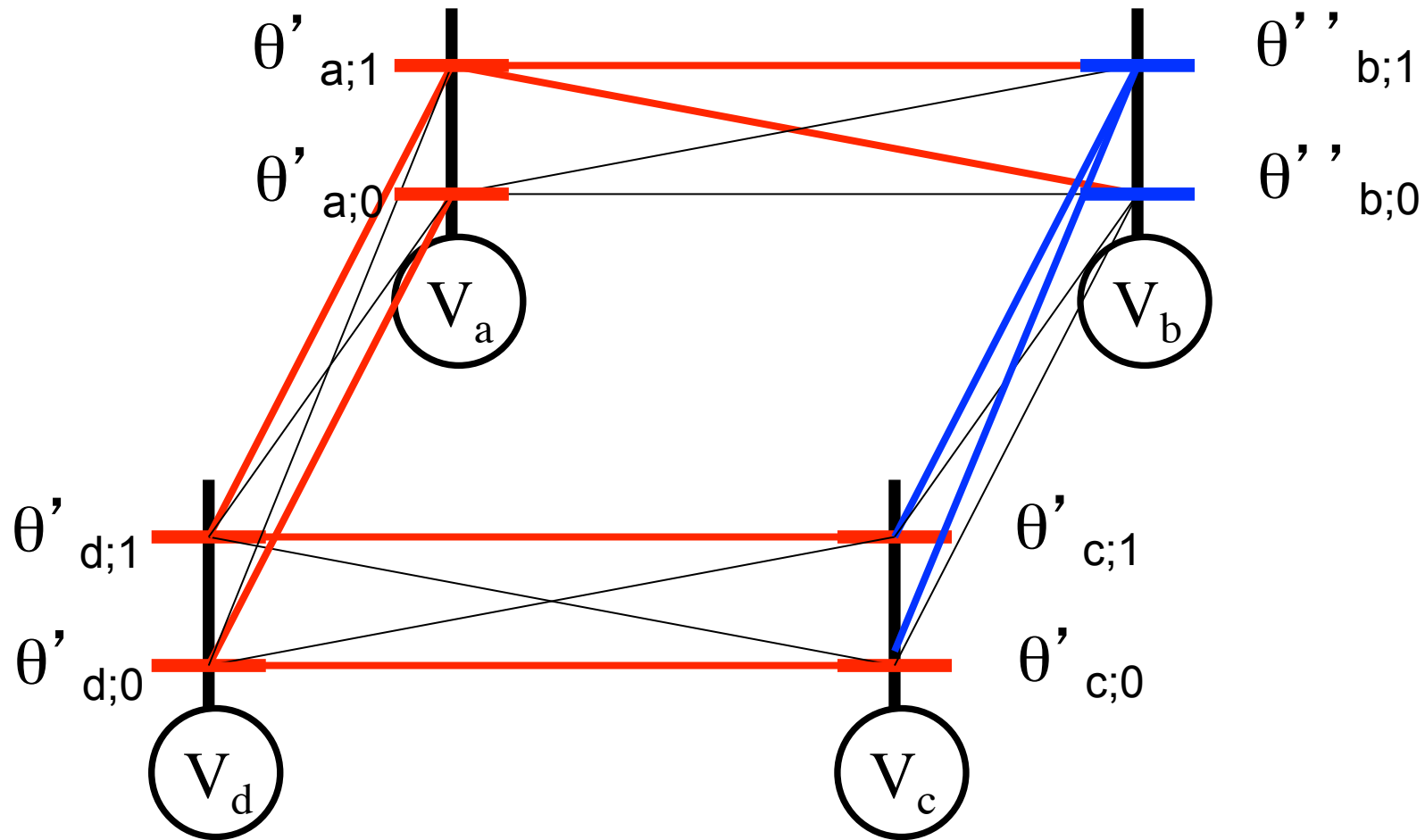
# Belief Propagation on Cycles



Reparameterize (a,b) again

Yes. But we will do it anyway

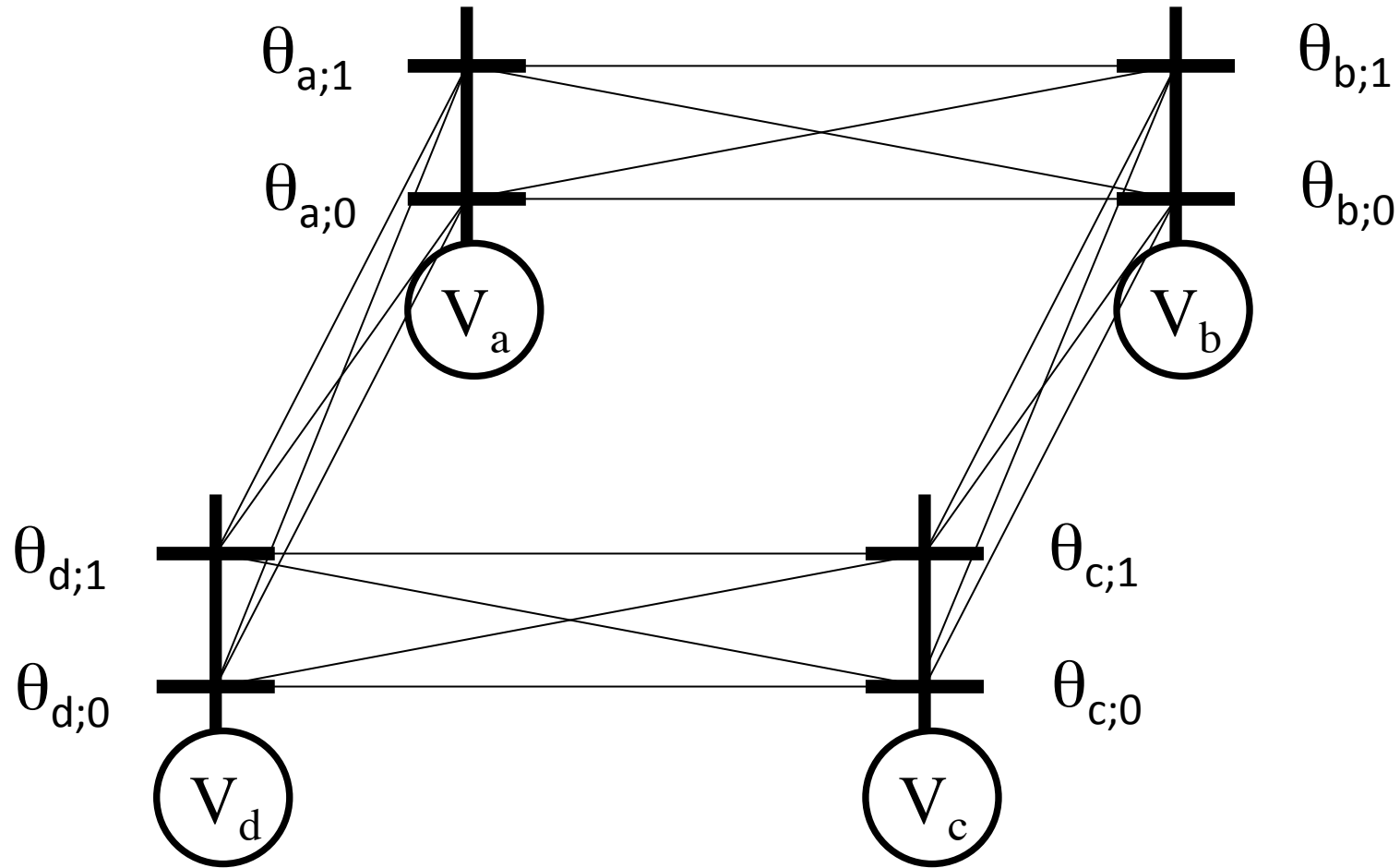
# Belief Propagation on Cycles



Keep reparameterizing edges in some order

Hope for convergence and a good solution

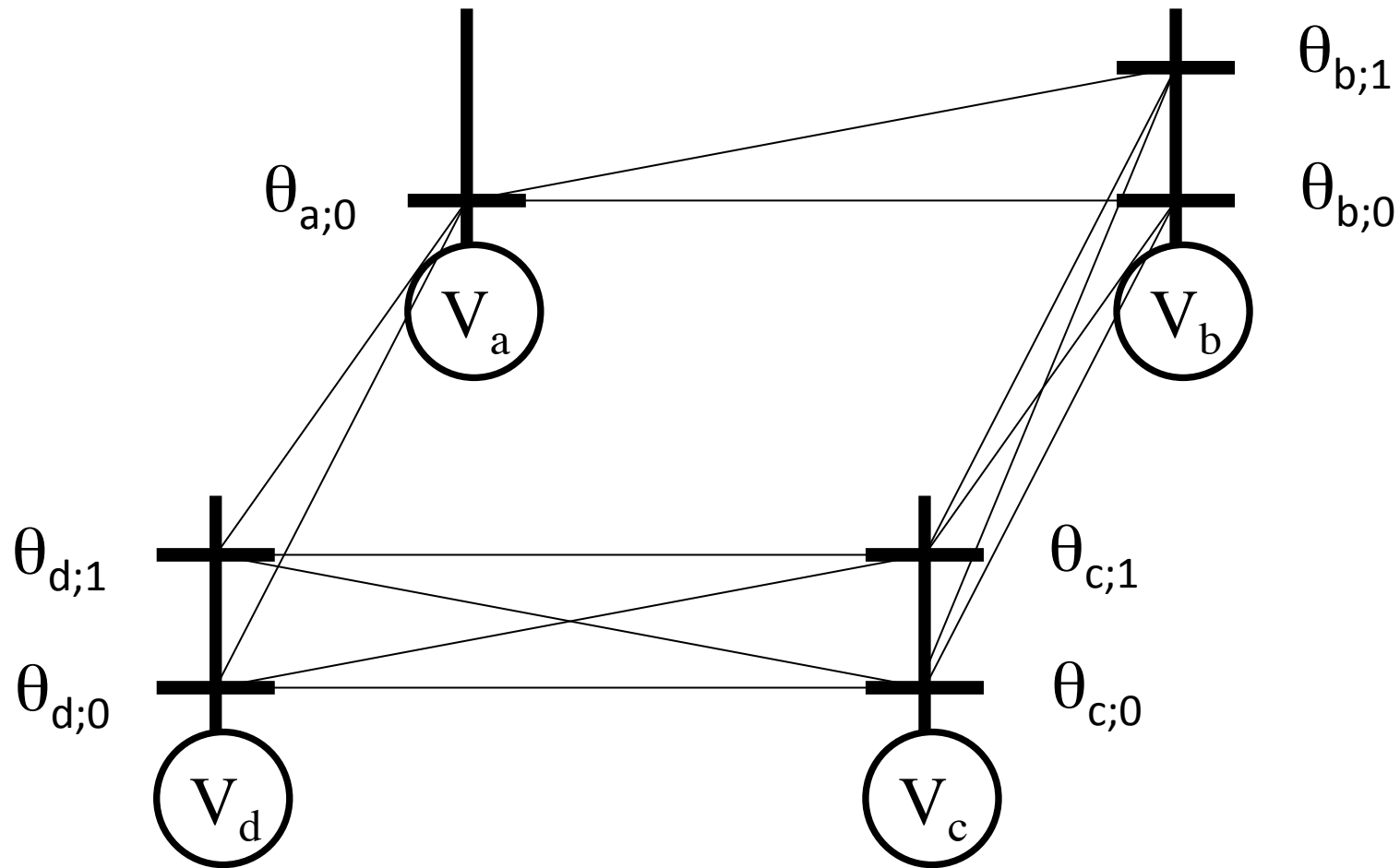
# Belief Propagation on Cycles



Any suggestions?

Fix  $V_a$  to label  $l_0$

# Belief Propagation on Cycles

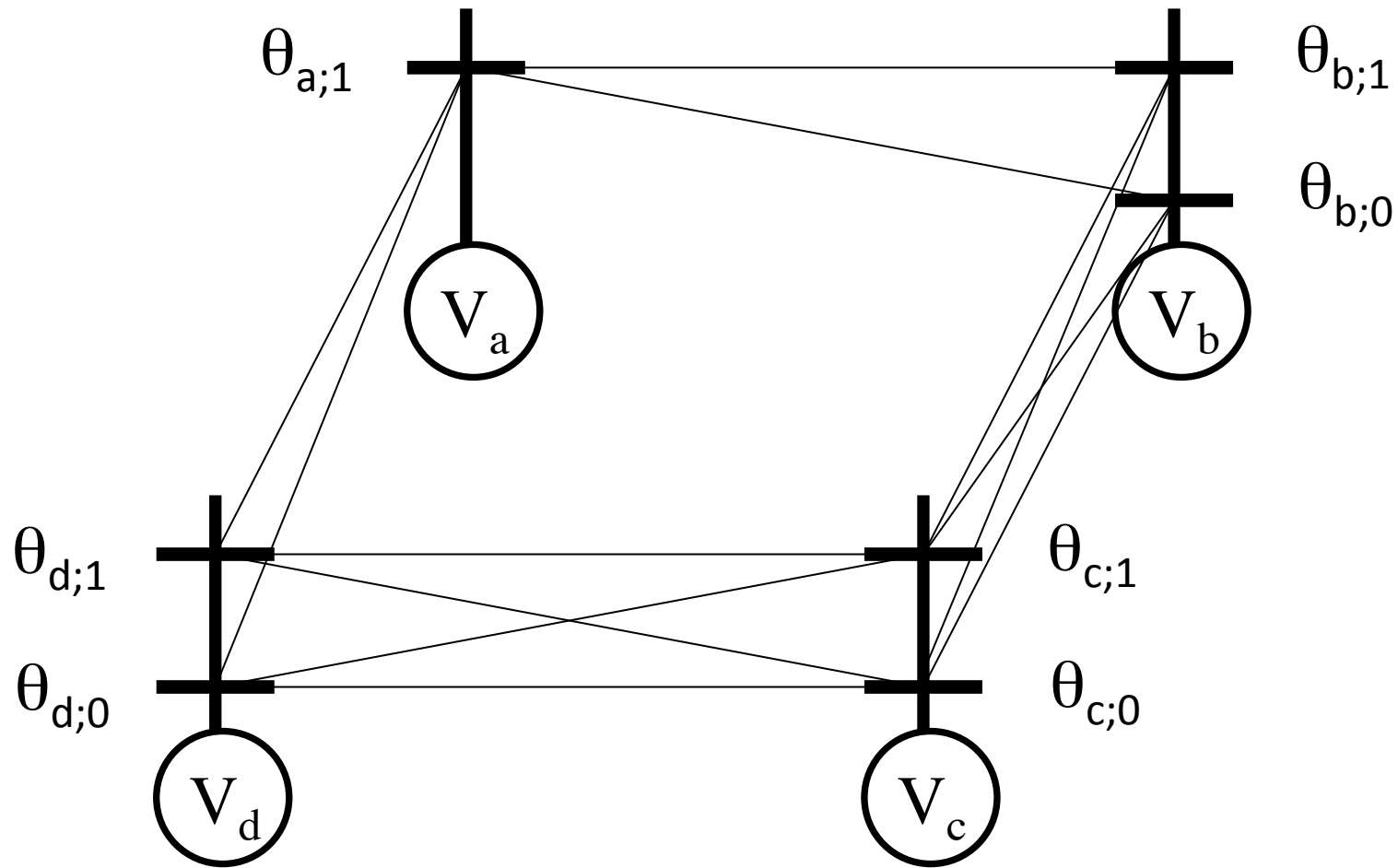


Any suggestions?

Fix  $V_a$  to label  $l_0$

Equivalent to a tree-structured problem

# Belief Propagation on Cycles

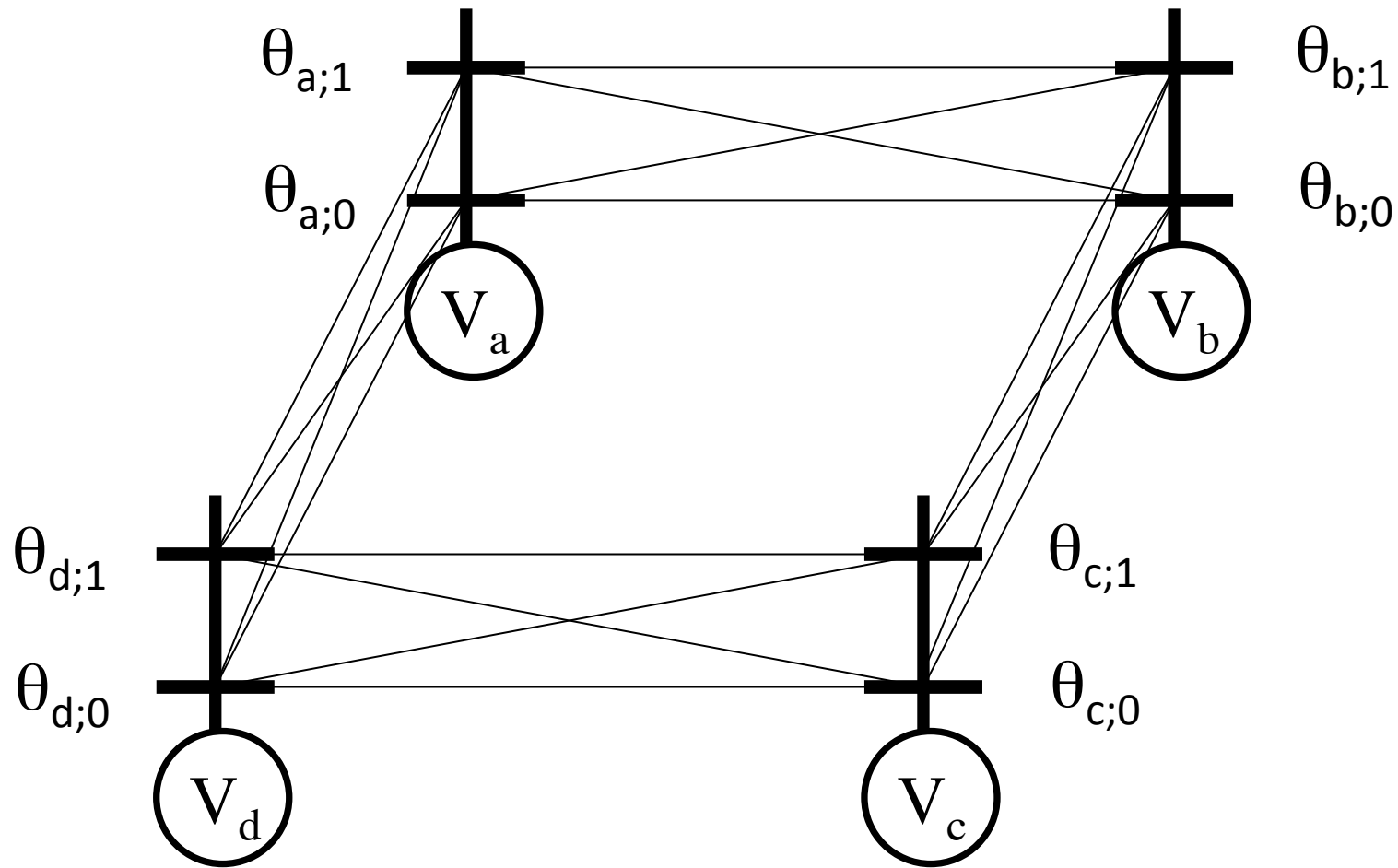


Any suggestions?

Fix  $V_a$  to label  $l_1$

Equivalent to a tree-structured problem

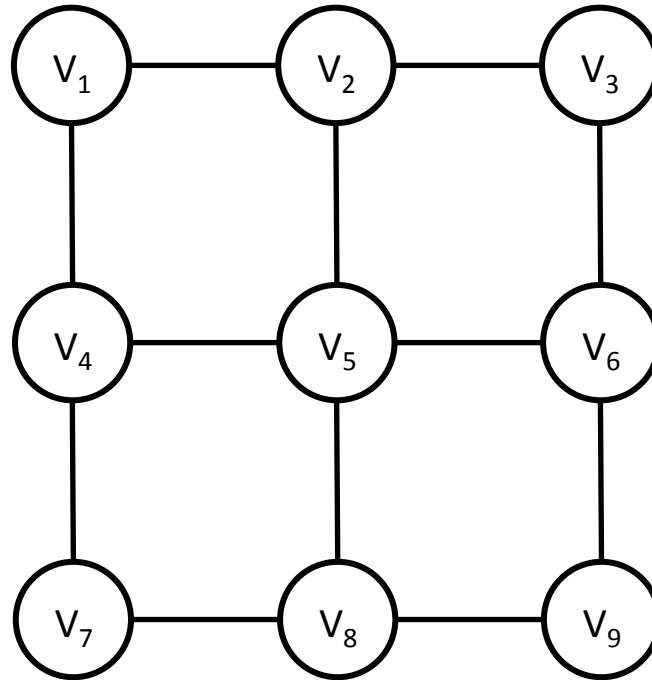
# Belief Propagation on Cycles



This approach quickly becomes infeasible

Choose the minimum energy solution

# Loopy Belief Propagation



Keep reparameterizing edges in some order

Hope for convergence and a good solution



# Belief Propagation

- Generalizes to any arbitrary random field
- Complexity per iteration ?

$$O(|E||L|^2)$$

- Memory required ?

$$O(|E||L|)$$

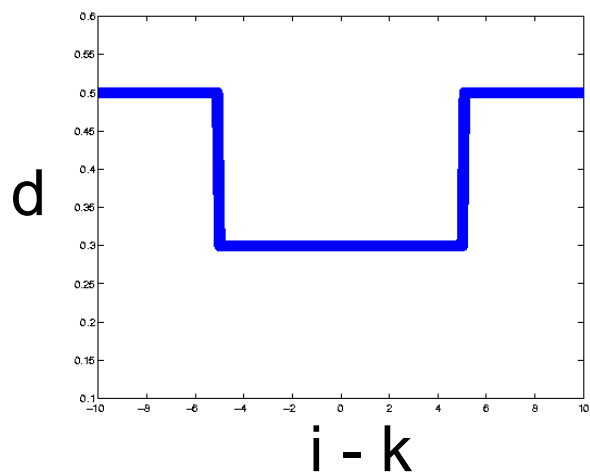
# Computational Issues of BP

Complexity per iteration

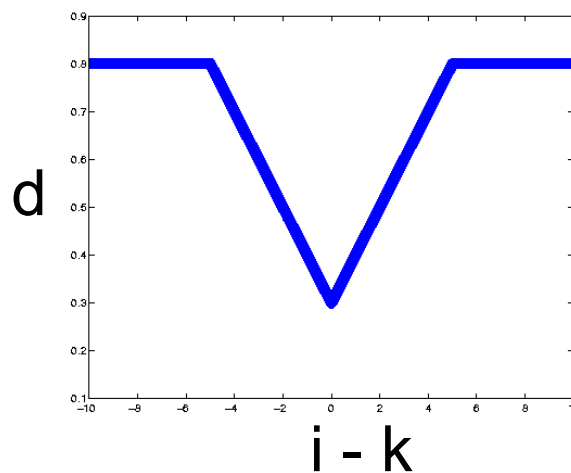
$$O(|E||L|^2)$$

Special Pairwise Potentials

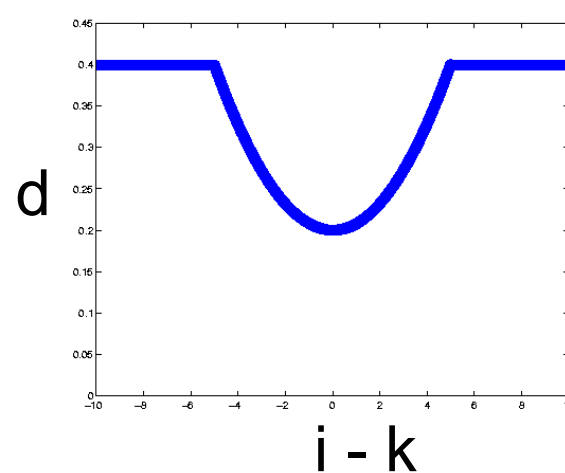
$$\theta_{ab;ik} = w_{ab}d(|i-k|)$$



Potts



Truncated Linear



Truncated Quadratic

$$O(|E||L|)$$

Felzenszwalb & Huttenlocher, 2004

# Computational Issues of BP

Memory requirements

$$O(|E||L|)$$

Half of original BP

Kolmogorov, 2006

Some approximations exist

Yu, Lin, Super and Tan, 2007

Lasserre, Kannan and Winn, 2007

**But memory still remains an issue**

# Computational Issues of BP

Order of reparameterization

Randomly

In some fixed order

The one that results in maximum change

Residual Belief Propagation

Elidan et al., 2006

# Summary of BP

Exact for chains

Exact for trees

Approximate MAP for general cases

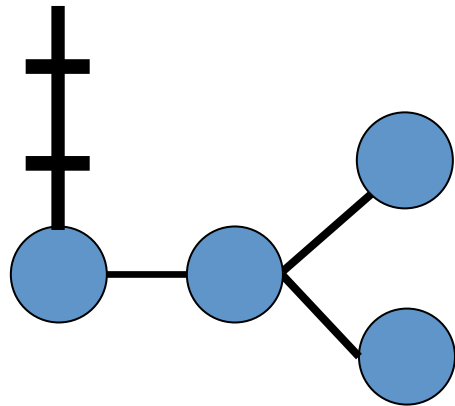
Not even convergence guaranteed

So can we do something better?

# Other alternatives

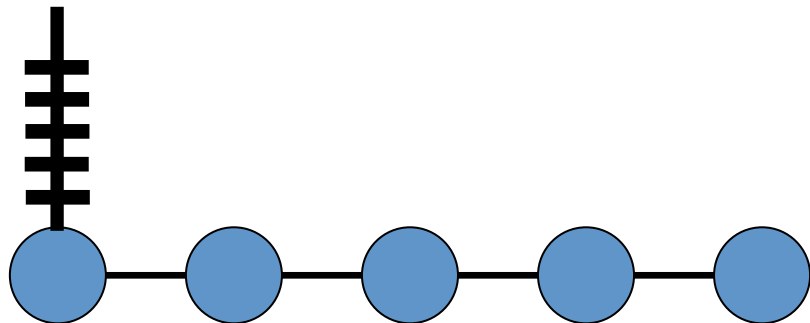
- Integer linear programming and relaxation
- TRW, Dual decomposition methods
- Extensively studied
  - Schlesinger, 1976
  - Koster et al., 1998, Chekuri et al., '01, Archer et al., '04
  - Wainwright et al., 2001, Kolmogorov, 2006
  - Globerson and Jaakkola, 2007, Komodakis et al., 2007
  - Kumar et al., 2007, Sontag et al., 2008, Werner, 2008
  - Batra et al., 2011, Werner, 2011, Zivny et al., 2014

# Where do we stand ?



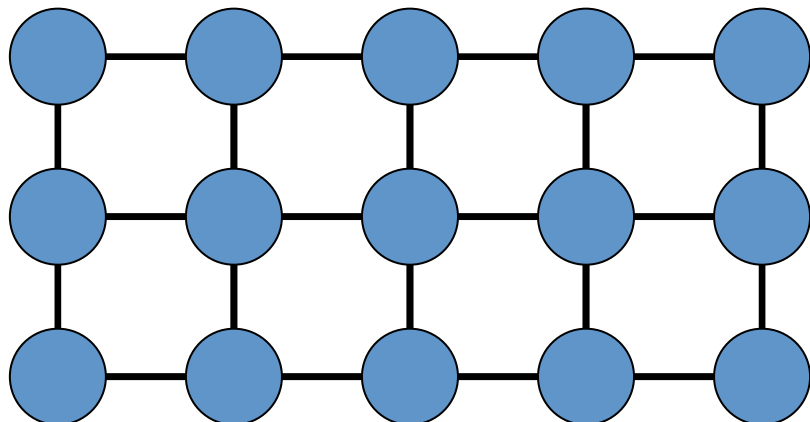
Chain/Tree, 2-label:

Use BP



Chain/Tree, multi-label:

Use BP



Grid graph:

Use TRW,  
dual decomposition,  
relaxation