

An introduction to PRISM and its applications

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- What is PRISM?

 - Two examples:

 - from population genetics

 - from statistical natural language processing

- Details of PRISM system

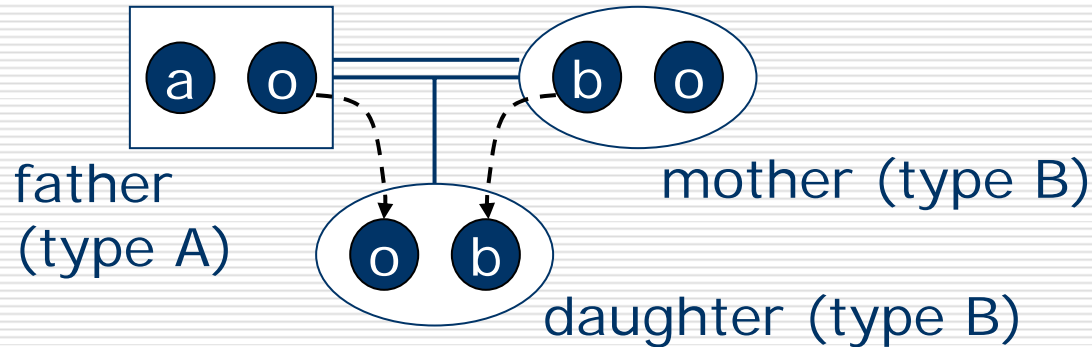
- Applications

What is PRISM?

- PRISM = **P**Rogramming **I**n **S**tatistical **M**odeling
- PRISM is a programming language/system for probabilistic modeling
 - Probabilistic extension of Prolog
 - Tool for probabilistic modeling with complex data beyond traditional data matrices
 - sequences, trees, graphs and relations

What is PRISM? - example (1)

□ Inheritance of ABO blood type



□ Hardy-Weinberg's law

$$P_A = \theta_a^2 + 2\theta_a\theta_o$$

$$P_B = \theta_b^2 + 2\theta_b\theta_o$$

$$P_O = \theta_o^2$$

$$P_{AB} = 2\theta_a\theta_b$$

P_A, P_B, P_O, P_{AB} :

Frequencies of blood types

$\theta_a, \theta_b, \theta_o$:

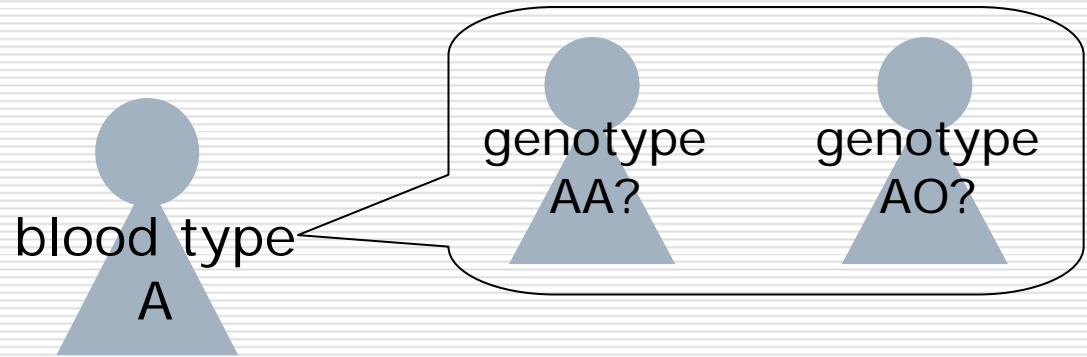
Frequencies of genes

What is PRISM? - example (1)

□ Problem:

Estimate the frequencies $\{\theta_a, \theta_b, \theta_o\}$ of genes from the frequencies $\{P_A, P_B, P_O, P_{AB}\}$ of blood types

- Sometimes gene frequencies are useful to characterize the population of interest
- Note: we can only observe the blood types
→ *there is an ambiguity*



What is PRISM? - example (1)

□ Solving this estimation problem by PRISM

■ PRISM program:

We use a *random switch* named 'gene' whose parameters correspond to gene frequencies

```
values(gene,[a,b,o]).
```

```
genotype(X,Y) :-  
    msw(gene,X),  
    msw(gene,Y).
```

Pick up two genes X and Y from a pool of genes

```
bloodtype(P) :-  
    genotype(X,Y),  
    ( X=Y -> P=X  
    ; X=o -> P=Y  
    ; Y=o -> P=X  
    ; P=ab  
    ).
```

Mapping from genotype to phenotype using OR (;) and if-then (->)

■ Run the EM (expectation-maximization) algorithm provided by PRISM system:

```
?- learn.
```

What is PRISM? - example (1)

Demo

What is PRISM? - example (2)

- Probabilistic parsing using probabilistic context-free grammars (PCFGs)

■ Example:

$s \rightarrow np\ vp$	(0.8)	$verb \rightarrow \textit{swat}$	(0.2)
$s \rightarrow vp$	(0.2)	$verb \rightarrow \textit{flies}$	(0.4)
$np \rightarrow noun$	(0.4)	$verb \rightarrow \textit{like}$	(0.4)
$np \rightarrow noun\ pp$	(0.4)	$noun \rightarrow \textit{swat}$	(0.05)
$np \rightarrow noun\ np$	(0.2)	$noun \rightarrow \textit{flies}$	(0.45)
$vp \rightarrow verb$	(0.3)	$noun \rightarrow \textit{ants}$	(0.5)
$vp \rightarrow verb\ np$	(0.3)	$prep \rightarrow \textit{like}$	(1.0)
$vp \rightarrow verb\ pp$	(0.2)		
$vp \rightarrow verb\ np\ pp$	(0.2)		
$pp \rightarrow prep\ np$	(1.0)		

from [Charniak 93]

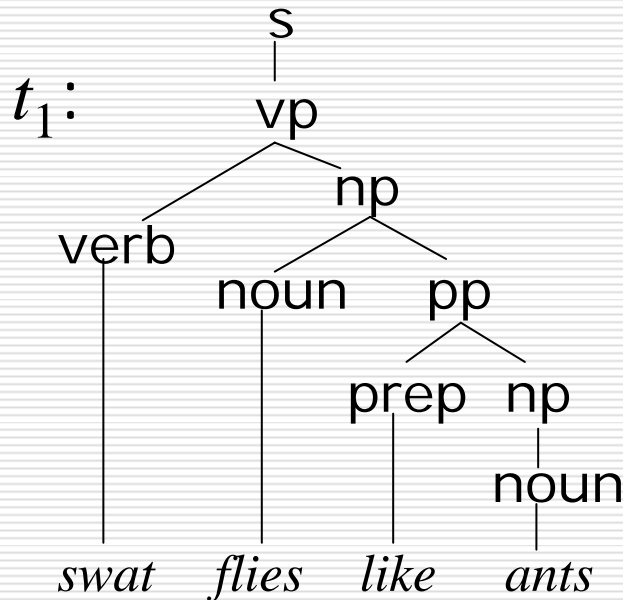
- A sentence is derived by applying probabilistic rules:

$s \rightarrow vp \rightarrow verb\ np \rightarrow \textit{swat}\ np \rightarrow \textit{swat}\ noun\ pp$
 $\rightarrow \textit{swat}\ \textit{flies}\ pp \rightarrow \textit{swat}\ \textit{flies}\ prep\ np \rightarrow \textit{swat}\ \textit{flies}\ \textit{like}\ np$
 $\rightarrow \textit{swat}\ \textit{flies}\ \textit{like}\ noun \rightarrow \textit{swat}\ \textit{flies}\ \textit{like}\ \textit{ants}$

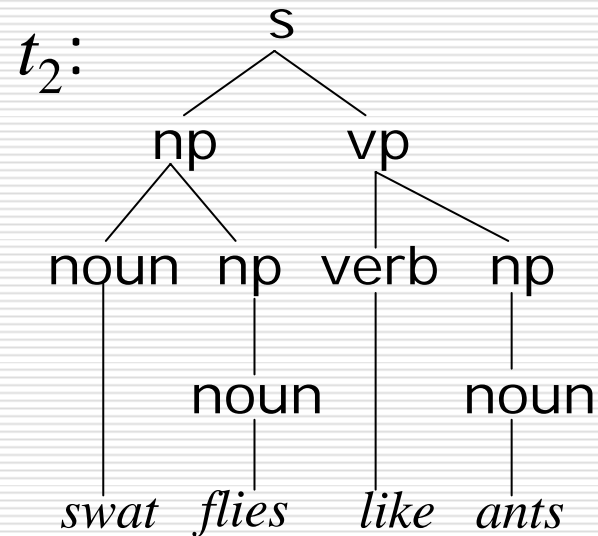
What is PRISM? - example (2)

□ Probabilistic parsing:

- Compute the most probable parse for a given sentence (e.g. "*swat flies like ants*")



$$\begin{aligned} P(t_1) &= 0.2 * 0.3 * 0.2 * 0.4 * 0.45 * 1.0 * \\ &\quad 1.0 * 0.4 * 0.5 \\ &= 0.000432 \end{aligned}$$



$$\begin{aligned} P(t_2) &= 0.8 * 0.2 * 0.05 * 0.4 * 0.45 * \\ &\quad 0.3 * 0.4 * 0.4 * 0.5 \\ &= 0.00003456 \end{aligned}$$

....

What is PRISM? - example (2)

❑ PRISM program for PCFGs:

```
values(s, [[np, vp], [vp]]).
values(np, [[noun],
            [noun],
            [noun],
            [noun],
            [noun]]).
values(vp, [[verb],
            [verb, np],
            [verb, pp],
            [verb, np, pp]]).
values(pp, [[prep, np]]).
values(verb, [[swat], [flies], [like]]).
values(noun, [[swat], [flies], [ants]]).
values(prep, [[like]])
```

pcfg

LHS is replaced with RHS by a rule 'LHS \rightarrow RHS'

...ence L,
symbol 's'

...-L1):-
...nal(LHS) ->
...S,RHS),proj(RHS,L0-L1)
; L0 =
).

Symbols in RHS are
processed one by one

proj([],L-L).
proj([X|Xs],L0-L1):-
pcfg(X,L0-L2),proj(Xs,L2-L1).

We use random switches `msw(noun,[swat])`, `msw(noun,[flies])`, `msw(noun,[ants])` to make a choice among the rules `noun→swat`, `noun→flies`, `noun→ants`.

What is PRISM? - example (2)

- Probabilistic parsing by the `viterbif` routine:

```
| ?- viterbif(pcfg([swat,flies,like,ants])).
```

```
pcfg([swat,flies,like,ants])
  <= pcfg(s,[swat,flies,like,ants]-[])
pcfg(s,[swat,flies,like,ants]-[])
  <= pcfg(vp,[swat,flies,like,ants]-[]) & msw(s,[vp])
  :
pcfg(noun,[ants]-[])
  <= pcfg(ants,[ants]-[]) & msw(noun,[ants])
pcfg(ants,[ants]-[])
```

```
Viterbi_P = 0.000432
```

The most probable parse is

$[[\text{swat}_{\text{verb}}[\text{flies}_{\text{noun}}[\text{like}_{\text{prep}}[\text{ants}_{\text{noun}}]_{\text{np}}]_{\text{pp}}]_{\text{np}}]_{\text{vp}}]_{\text{s}}$ and
its generative probability is 0.000432

What is PRISM? - example (2)

Demo

What is PRISM?

- Merit of PRISM programming
 - High expressivity from first-order representations
 - We can write our model in a compact and readable form
 - Declarative semantics
(distribution semantics [Sato 95])
 - A lot of built-ins for ease of probabilistic modeling
 - We need not to derive/implement model-specific probabilistic inference algorithms
 - All we need to do is write our model

Basic probabilistic inferences

- PRISM system provides built-in predicates for:

Sampling

For a given goal G , return answer substitution σ with the probability $P_{\theta}(G\sigma)$

Probability computation

For a given goal G , compute $P_{\theta}(G)$

Viterbi computation

For a given goal G , find the most probable explanation $E^* = \operatorname{argmax}_{E \in \psi(G)} P_{\theta}(E)$ where $\psi(G) = \{E_1, E_2, \dots, E_K\}$ are possible explanations for G

Hindsight computation

For a given goal G , compute $P_{\theta}(G')$ or $P_{\theta}(G' / G)$ where G' is a subgoal of G

EM learning

Given a bag $\{G_1, G_2, \dots, G_T\}$ of goals, estimate the parameters θ that maximizes the likelihood $\Pi_t P_{\theta}(G_t)$

Generative modeling

- Basically we need to model the generation process of the data at hand

- Just like a derivation process of a sentence using PCFGs

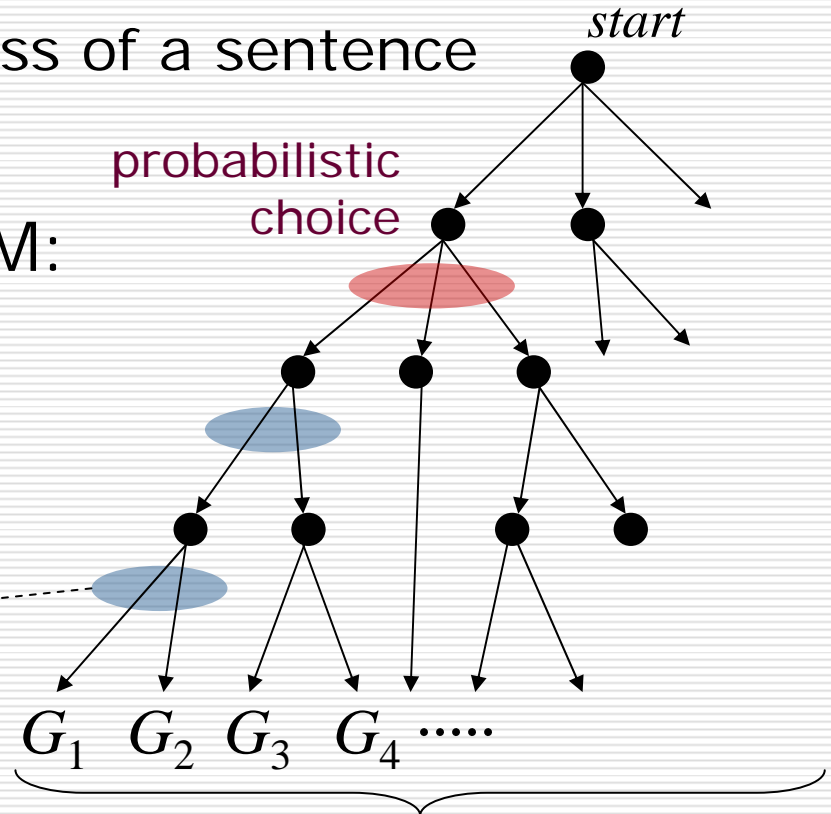
- Key assumptions in PRISM:

- ## ■ Exclusiveness condition

- ## ■ Uniqueness condition

- • •

Exclusiveness condition:
Generation paths are
exclusive to each other

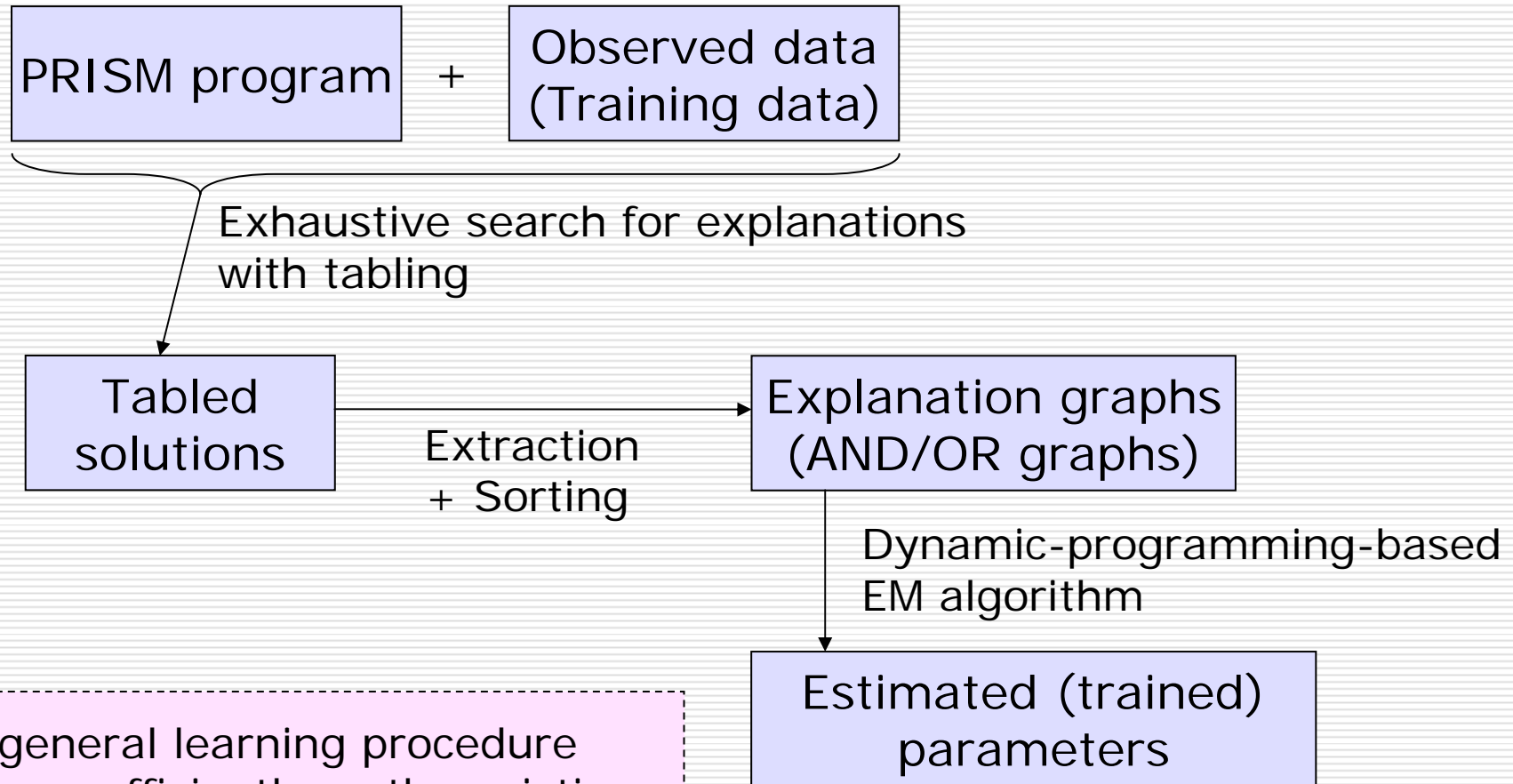


Uniqueness condition:

G 's are exclusive and $\sum_G P(G) = 1$

Efficient probabilistic inferences

□ Data flows in EM learning of parameters



This general learning procedure works as efficiently as the existing model-specific EM algorithms

Advanced probabilistic inferences

- ❑ Handling failures in the generation process (version 1.8)
- ❑ Model selection (version 1.10)
- ❑ Variational Bayesian learning (version 1.11)
- ❑ Data-parallel EM learning (version 1.11)
- ❑ Deterministic annealing EM algorithm (version 1.11)

Basically there is no need to modify the model part of the program

Applications (1)

- Another hypothesis on blood type inheritance
(from J. F. Crow (1983), *Genetics Notes*)

- Theory I: alleles at two loci -- A/a and B/b

Phenotype	Genotype in theory I	Genotype in theory II
A	A- bb	AA, AO
B	aa B-	BB, BO
O	aa bb	OO
AB	A- B-	AB

(known as correct now)

- Goal: compare two theories by BIC (Bayesian Information Criterion), a well-known Bayesian model score

Applications (1)

- Another theory on blood type inheritance
 - PRISM program for theory I:

```
values(locus1,['A',a]).
values(locus2,['B',b]).

genotype(L,X,Y) :-
    msw(L,X),
    msw(L,Y).

bloodtype(P) :-
    genotype(locus1,X1,Y1), % 1st locus
    genotype(locus2,X2,Y2), % 2nd locus
    ( X1=a, Y1=a, X2=b, Y2=b -> P=o
    ; ( X1='A' ; Y1='A' ), X2=b, Y2=b -> P=a
    ; X1=a, Y1=a, ( X2='B' ; Y2='B' ) -> P=b
    ; P=ab
    ).
```

- 100 samples from typical Japanese:

Bloodtype	A	B	O	AB
#persons	38	22	31	9

Applications (1)

- Another theory on blood type inheritance
 - Run the programs for theories I and II:

```
?- prism(bloodAaBb).  
:  
?- learn.  
?- prism_statistics(bic,BIC).  
:  
BIC = -135.64984669945866 ?
```

The value of BIC can be obtained after learning

```
?- prism(bloodABO)  
:  
?- learn.  
?- prism_statistics(bic,BIC).  
:  
BIC = -132.66708143397111 ?
```

- ➔ Theory II (ABO) has higher BIC score than that of Theory I (AaBb)
- ➔ Theory II is more reasonable *according to the data* (χ^2 -test is used in the previous approach)

Conclusion

- PRISM is a general programming language/system for probabilistic modeling
 - PRISM language allows us to handle complex data such as sequences, trees, graphs, relations, ...
 - PRISM system provides a lot of built-ins for ease of probabilistic modeling
- We believe PRISM is fairly useful but currently its main target is generative models
 - Eliminating the modeling assumptions is future work

Further materials...

- Please visit:
<http://sato-www.cs.titech.ac.jp/prism/>
- Latest version: 1.11 beta 7
- You can download:
 - Software
 - Papers

