## Partition Function Estimation: A Quantitative Study

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- X: Set of discrete random variables
- Let S ⊆ 2<sup>X</sup>. For each x ∈ S, f<sub>x</sub>: factor, i.e. a non-negative real valued function over x.
- $\sigma(\mathbf{x})$ : An assignment of  $\mathbf{x}$ .
- Probability distribution:  $\mathbb{P}(\sigma(X)) = \frac{1}{Z} \prod_{x \in S} f_x(\sigma(x))$

**Objective**: Compute the partition function  $Z := \sum_{\sigma(X)x\in S} \prod_{f_X} (\sigma(x))$ 

Partition functions occur prominently in the study of Probabilistic Graphical Models, which have applications in

- Image segmentation
- Image recognition
- Computational Protein Design ... and many more

Solvers can be classified into four broad groups based on their core technical idea:

- Message passing
  - Belief Propagation(BP), Fractional BP, Generalized BP, Edge Deletion BP, Double Loop Generalized BP, Conditional BP, Tree Expectation Propagation, Join Tree.
- 2 Variable elimination
  - Bucket Elimination, Weighted Mini Bucket Elimination
- Model counting
  - Ace, GANAK, miniC2D, WeightCount, Weighted Integral by Sums and Hashing
- Sampling
  - SampleSearch, Dynamic Importance Sampling, FocusedFlatSAT

Solvers in practice differ in a few ways:

- Exact
  - Model Counting, JTree
- Approximate
  - Approximate Model Counting, BP on polytrees, Sampling.
- Guarantee-less
  - Loopy BP, Weighted Mini Bucket Elimination

Question: How can practitioners choose the best solving technique?

**Challenge:** Ground truth is unknown for a majority of problems. **Solution:** Use a conjectured value of Z when ground truth is unavailable.

- Create a mini-dataset for which the ground truth is known.
- Select *reliable* methods that return either an accurate answer or no output at all on the mini-dataset.
- For problems in the actual dataset, conjectured partition function is the median of answers returned by *reliable* methods.

**Challenge:** Some solvers converge without terminating within time limit. **Solution:** Collect suboptimal results within time limit when solver does not converge.

- Give two timeouts to a solver soft (9500s) and hard (9500s+500s).
- When soft timeout is reached, allow the algorithm to exit gracefully and return an output based on incomplete execution.
- If hard timeout is reached and no answer is returned, terminate the solver.

**Challenge:** This is a functional problem rather than a decision problem. **Solution:** Evaluate methods on a metric which is a function of accuracy and runtime.

- Define TAP Score an extension of the PAR-2 scoring system.
- Penalise a solver for inaccurate and delayed output.
- Lower TAP Score  $\implies$  Better performance

- Exact solver Ace solves maximum number of problems.
- For large variable cardinality problems, Belief Propagation variants solve more problems than Ace.
- Other exact algorithms solve significantly fewer problems.

- Belief Propagation variants have varying accuracies over the dataset.
- Ace returns exact answers for the maximum number of problems.
- At least one method solves every problem with relative error  $< 2^{0.01}$ .

- Bucket Elimination and SampleSearch return answer immediately or not at all.
- At least one method solves every problem in < 20 seconds.
- At least one method solves 99.7% problems in the dataset with relative error  $<2^{0.01}$  in <500 seconds.

- Belief Propagation variants have low overall TAP Score and consistent performance across all classes despite lack of formal guarantees.
  - Work best on an assorted dataset.
- Ace performs better than all other exact methods.
  - Ideal choice for obtaining exact results.
- Virtual Best Solver's TAP Score is  $\sim$ 6.5X better than the best solver.

- Research focused on the development of portfolio solvers.
- Development of approximate techniques with higher scalability.

## The End

