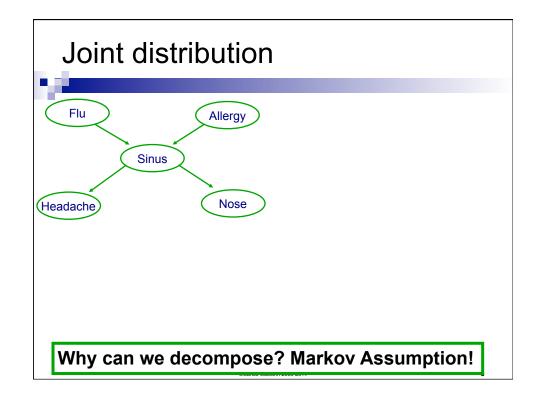


# Local Markov Assumption: A variable X is independent of its non-descendants given its parents



#### The chain rule of probabilities

P(A,B) = P(A)P(B|A)

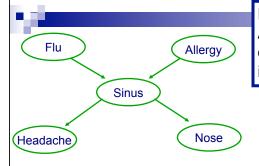
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More generally:

$$\Box P(X_1,...,X_n) = P(X_1) P(X_2|X_1) ... P(X_n|X_1,...,X_{n-1})$$

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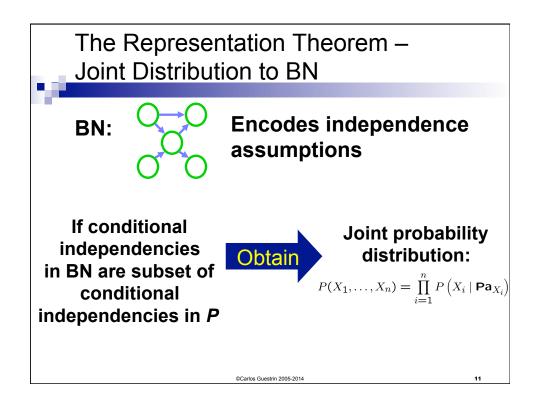
#### Chain rule & Joint distribution

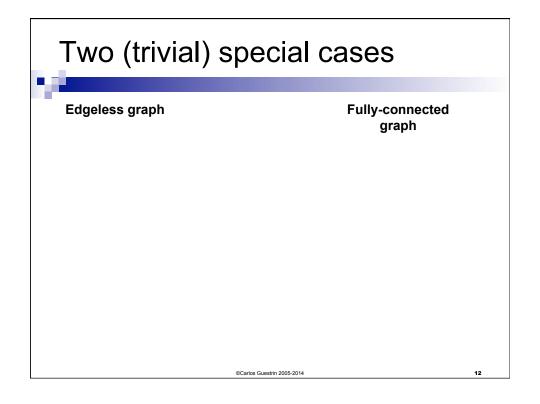


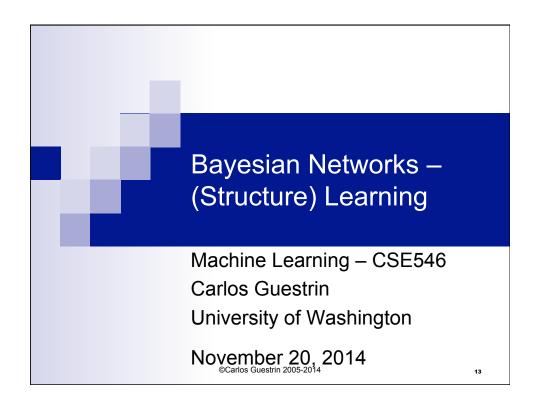
**Local Markov Assumption:** A variable X is independent of its non-descendants given

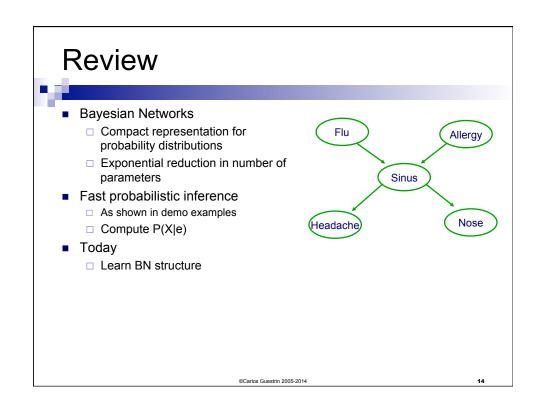
its parents

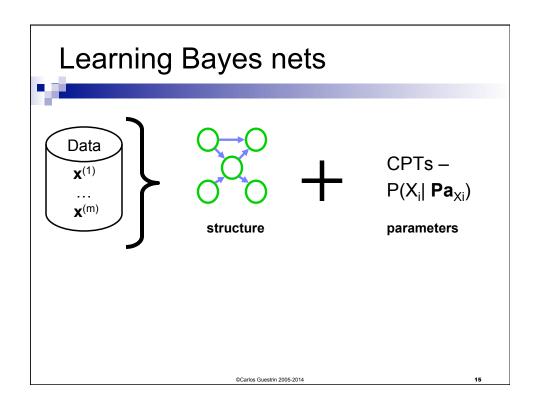
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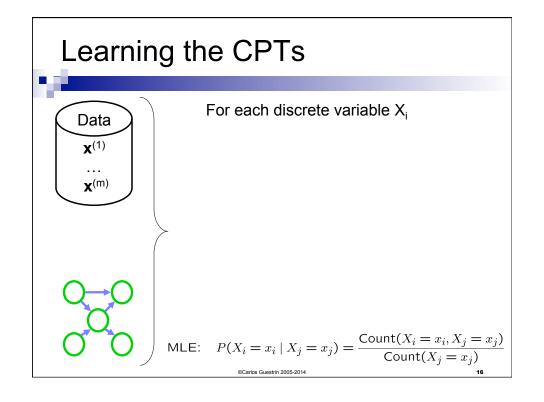












## Information-theoretic interpretation of maximum likelihood 1

Given structure, log likelihood of data:  $\log P(\mathcal{D} \mid \theta_{\mathcal{G}}, \mathcal{G})$ 

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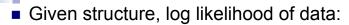
## Information-theoretic interpretation of maximum likelihood 2

- Given structure, log likelihood of data:

$$\log P(\mathcal{D} \mid \theta_{\mathcal{G}}, \mathcal{G}) = \sum_{j=1}^{m} \sum_{i=1}^{n} \log P\left(X_i = x_i^{(j)} \mid \mathbf{Pa}_{X_i} = \mathbf{x}^{(j)} \left[\mathbf{Pa}_{X_i}\right]\right)$$

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## Information-theoretic interpretation of maximum likelihood 3



$$\log \hat{P}(\mathcal{D} \mid \theta, \mathcal{G}) = m \sum_{i} \sum_{x_i, \mathbf{Pa}_{x_i, \mathcal{G}}} \hat{P}(x_i, \mathbf{Pa}_{x_i, \mathcal{G}}) \log \hat{P}(x_i \mid \mathbf{Pa}_{x_i, \mathcal{G}})$$

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#### Decomposable score



Log data likelihood

$$\log \hat{P}(\mathcal{D} \mid \theta, \mathcal{G}) = m \sum_{i} \hat{I}(X_{i}, \mathbf{Pa}_{X_{i}, \mathcal{G}}) - m \sum_{i} \hat{H}(X_{i})$$

- Decomposable score:
  - □ Decomposes over families in BN (node and its parents)
  - $\hfill\square$  Will lead to significant computational efficiency!!!
  - $\square$  Score(G: D) =  $\sum_{i}$  FamScore( $X_{i}|Pa_{X_{i}}: D$ )

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# How many trees are there? Nonetheless – Efficient optimal algorithm finds best tree

#### Scoring a tree 1: equivalent trees

$$\log \hat{P}(\mathcal{D} \mid \theta, \mathcal{G}) = m \sum_{i} \hat{I}(X_{i}, \mathbf{Pa}_{X_{i}, \mathcal{G}}) - m \sum_{i} \hat{H}(X_{i})$$

#### Scoring a tree 2: similar trees



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#### Chow-Liu tree learning algorithm 1



- For each pair of variables X<sub>i</sub>,X<sub>i</sub>
  - □ Compute empirical distribution:

$$\hat{P}(x_i, x_j) = \frac{\mathsf{Count}(x_i, x_j)}{\mathsf{m}}$$

$$\begin{split} \hat{P}(x_i, x_j) &= \frac{\mathsf{Count}(x_i, x_j)}{m} \\ & \quad \Box \; \mathsf{Compute} \; \mathsf{mutual} \; \mathsf{information:} \\ \hat{I}(X_i, X_j) &= \sum_{x_i, x_j} \hat{P}(x_i, x_j) \log \frac{\hat{P}(x_i, x_j)}{\hat{P}(x_i) \hat{P}(x_j)} \end{split}$$

- Define a graph
  - □ Nodes  $X_1,...,X_n$
  - $\square$  Edge (i,j) gets weight  $\widehat{I}(X_i, X_j)$

#### Chow-Liu tree learning algorithm 2

- $\bigcap \widehat{P}(\mathcal{D} \mid \theta, \mathcal{G}) = m \sum_{i} \widehat{I}(X_i, \mathbf{Pa}_{X_i, \mathcal{G}}) m \sum_{i} \widehat{H}(X_i)$
- Optimal tree BN
  - □ Compute maximum weight spanning tree
  - □ Directions in BN: pick any node as root, breadth-firstsearch defines directions

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#### Structure learning for general graphs



- In a tree, a node only has one parent
- Theorem:
  - □ The problem of learning a BN structure with at most *d* parents is NP-hard for any (fixed) *d*>1
- Most structure learning approaches use heuristics
  - $\hfill\Box$  (Quickly) Describe the two simplest heuristic

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## Learn BN structure using local search

Starting from Chow-Liu tree

Local search, possible moves:

- Add edge
- Delete edge
- Invert edge

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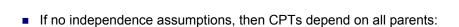
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**Score using BIC** 

### Learn Graphical Model Structure using LASSO



Graph structure is about selecting parents:



- With independence assumptions, depend on key variables:
- One approach for structure learning, sparse logistic regression!

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## What you need to know about learning BN structures

- Decomposable scores
  - □ Maximum likelihood
  - □ Information theoretic interpretation
- Best tree (Chow-Liu)
- Beyond tree-like models is NP-hard
- Use heuristics, such as:
  - □ Local search
  - □ LASSO

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