



# Chow-Liu tree learning algorithm 1 For each pair of variables $X_i, X_j$ Compute empirical distribution: $\hat{P}(x_i, x_j) = \frac{\text{Count}(x_i, x_j)}{m}$ Compute mutual information: $\hat{I}(X_i, X_j) = \sum_{x_i, x_j} \hat{P}(x_i, x_j) \log \frac{\hat{P}(x_i, x_j)}{\hat{P}(x_i)\hat{P}(x_j)}$ Define a graph Nodes $X_1, \dots, X_n$ Edge (i,j) gets weight $\hat{I}(X_i, X_j)$ Then max S panhins has a complexity $\hat{I}(X_i, X_j)$

## Chow-Liu tree learning algorithm 2 og $\hat{P}(\mathcal{D} \mid \theta, \mathcal{G}) = m \sum_{i} \hat{I}(X_{i}, \operatorname{Pa}_{X_{i},\mathcal{G}}) - m \sum_{i} \hat{H}(X_{i})$ Optimal tree BN Compute maximum weight spanning tree Directions in BN: pick any node as root, breadth-first-search defines directions A - B - C

### Structure learning for general graphs

- ١
- 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 <u>heuristics</u>
  - □ (Quickly) Describe the two simplest heuristic

©Carlos Guestrin 2005-2014

Learn BN structure using local search

Starting from Chow-Liu tree

Local search, possible moves:

Add edge

Delete edge

Invert edge

A

Cartes Guestin 2005-2014

# Learn Graphical Model Structure using LASSO Graph structure is about selecting parents: $P(X_{1} \mid P_{eX_{1},f_{1}}) = P_{eX_{1},f_{2}} \in P(X_{1},...,X_{1},X_{1},X_{1},...,X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},X_{1},$

### 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

©Carlos Guestrin 2005-2014