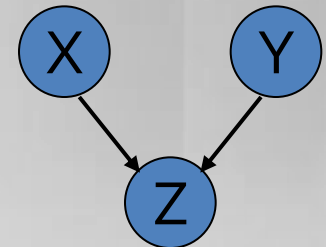
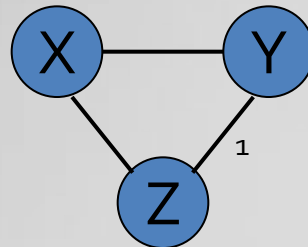
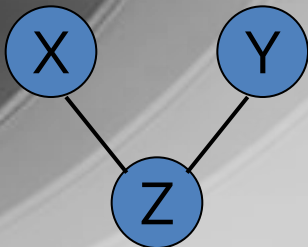


# Stochastic Bayesian learning algorithm for graphical models

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Many different types of graphs can be used as graphical models

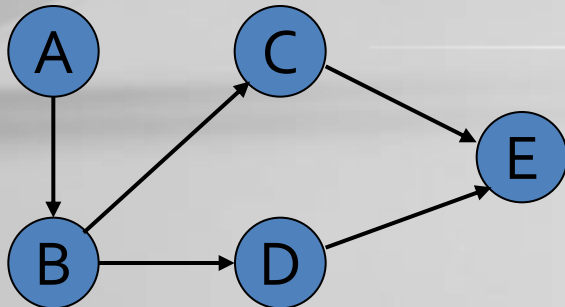
- Undirected
- Labeled
- Directed (Bayesian Networks)



I will today focus on Bayesian Networks

# Bayesian Networks

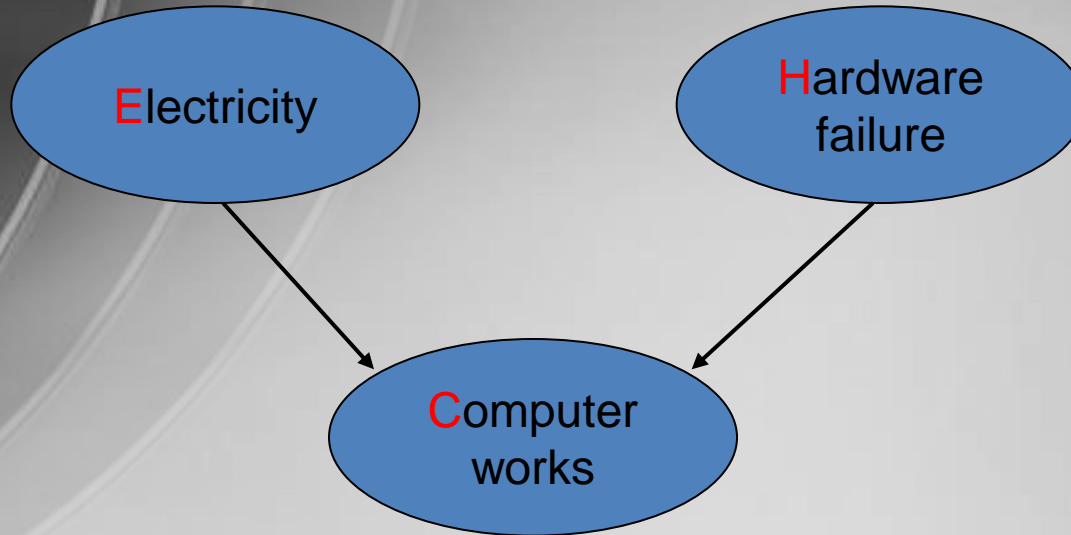
- Represented by Directed Acyclic Graphs (DAG)
- $G=(V,E)$  where  $V$  is a set of nodes (or vertices) and  $E$  is a set of edges
- The nodes represent Random Variables
- The edges represent dependencies between the variables



$V=\{A, B, C, D, E\}$

$E=\{(A,B), (B,C), (B,D), (C,E), (D,E)\}$

# Bayesian Network

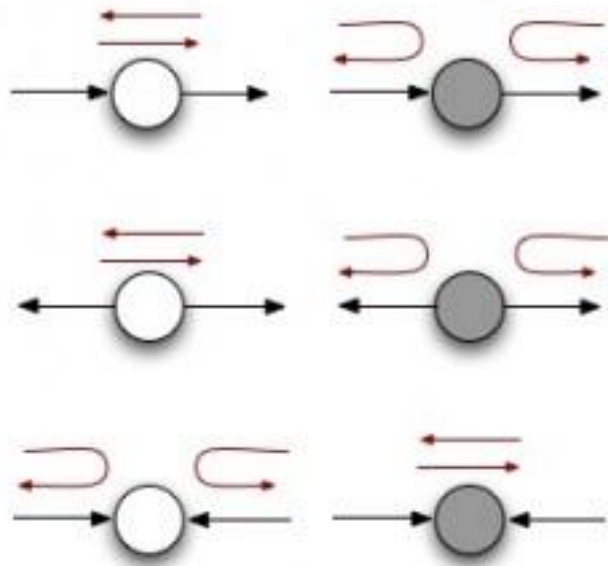


- Three binary variables E, H and C
- 1 represents a positive outcome, 0 a negative outcome
- Given a Bayesian Network you can easily determine which variables are conditionally independent

# How conditional independences are determined given a Bayesian Network

- Two variables are independent if they are Dependency-separated (D-separated)
- D-separation can be determined using Bayes-ball

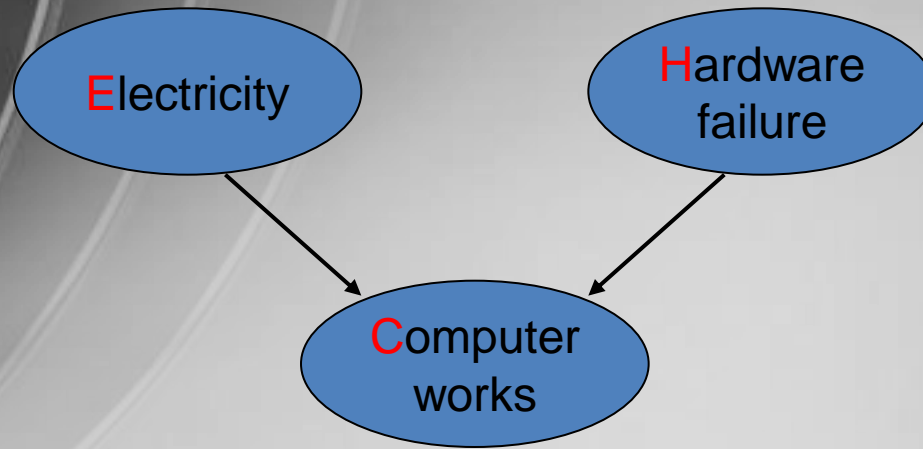
# Bayes-ball Rules



**Bayes-Ball Rules In A Nutshell**

- Shows how information is passed between variables
- Observed nodes are shaded
- Two variables  $X$  and  $Y$  are conditionally independent if you can't "bounce a ball" from  $X$  to  $Y$  using these rules

# D-separation example



- C is unknown leads to independence between E and H ( $E \perp H$ )
- If C is known E and H are not independent ( $E \not\perp H \mid C$ )

# Structural learning of Bayesian Networks

- Which DAG is best suited to represent a given data set  $\mathbf{X}$ ?
- Would like to find  $G$  which optimizes  $p(G|\mathbf{X})$  over the set of all possible models  $S$
- The size of  $S$  grows exponentially as the number of nodes increase
- For undirected graphs  $|S| = 2^{\binom{k}{2}}$ , where  $k$  is the number of nodes in the considered graphs
- Exhaustive searches are impossible even for a relatively small number of nodes



# Structural learning of Bayesian Networks

- We have to design a method for a selective search
  - We use a Markov chain Monte Carlo (MCMC) style approach
  - The idea is to create a Markov chain that traverses through different DAGs eventually finding the optimal DAG
-

# MCMC approach to structural learning

- State space of the Markov chain is  $S$
- There are methods available to calculate  $p(\mathbf{X}|\mathbf{G})$
- Define a “proposal mechanism” which proposes a new state  $G'$  given the current state  $G_t$  with probability  $q(G', G_t)$
- Set  $G_{t+1} = G'$  with probability

$$\min\left(1, \frac{p(G')p(X | G')q(G_t, G')}{p(G_t)p(X | G_t)q(G', G_t)}\right) \quad *$$

Else  $G_{t+1} = G_t$

# MCMC approach to structural learning

- Where  $p(G)$  is the so called prior probability of  $G$
  - $*$  is called the acceptance probability
  - It can be shown that the stationary distribution of the created Markov chain equals the distribution  $p(G|\mathbf{X})$ , for every  $G$  in  $S$
-

# MCMC approach to structural learning

- To apply this method we need to be able to analytically calculate the probabilities  $q(G', G_t)$
- This adds heavy restrictions to the way the proposal mechanism is constructed
- If we remove the factor

$$\frac{q(G_t, G')}{q(G', G_t)}$$

from the acceptance probability, the proposal mechanism can be constructed much more freely as we no longer need to be able to calculate  $q(G', G_t)$

# MCMC approach to structural learning

- The stationary distribution of the Markov chain does not equal  $p(G|\mathbf{X})$
- But

$$\arg \max_{G \in S_T} p(X | G) = \arg \max_{G \in S} p(G | X)$$

when  $T \rightarrow \infty$  and  $p(G) = \frac{1}{|S|}$

Here  $S_T$  is defined as the subset of  $S$  that the Markov Chain has discovered by time  $T$

# Future research

- Clustering of data using MCMC methods, within each cluster specify a Bayesian Network
  - Labeled Graphical Models (LGM)
    - New type of graphical model
    - Subclass of context specific independence models (CSI)
    - Try to find relation between LGMs and Bayesian Networks
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