

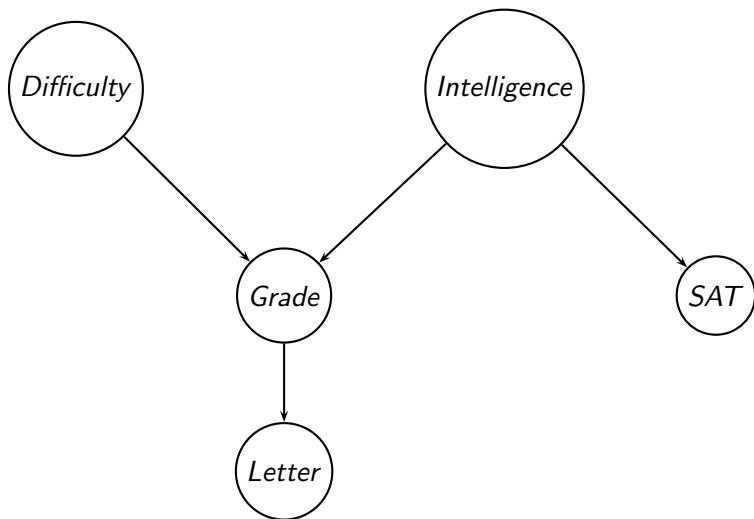
The max-min-hill-climbing algorithm

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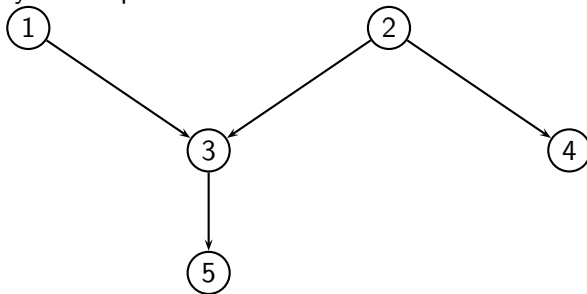
April 30, 2014

Learning a graph and its structure

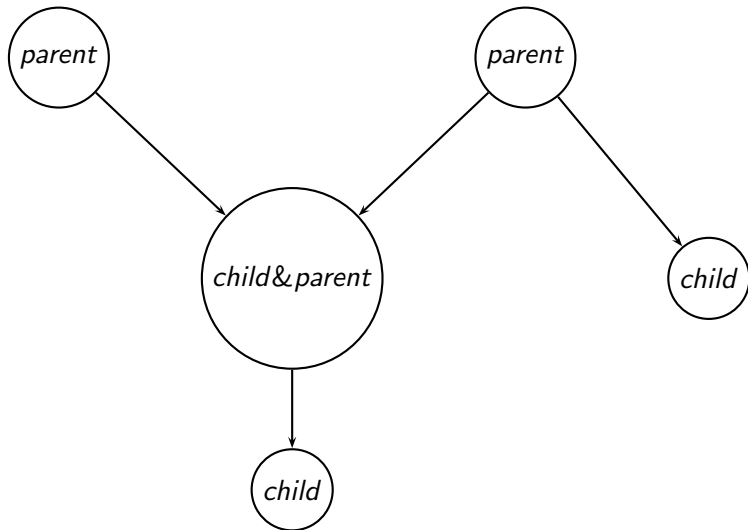


Graph theory - Part I

Directed Acyclic Graph



Bayesian Network



Probability theory

Reminder

Definition (Independence)

Let A, B denote random variables. Then A and B are independent iff

$$P(A \cap B) = P(A) * P(B) \quad (1)$$

Definition (Conditional Probability)

Let A, B denote random variables and $P(B) > 0$. The probability of A given B is defined as:

$$P(A|B) = \frac{P(A \cap B)}{P(B)} \quad (2)$$

Combining these approaches

Definition (Conditional Independence)

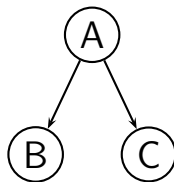
Two variables X and Y are conditionally independent given \mathbf{Z} w.r.t a probability distribution P , denoted as $Ind_P(X; Y|\mathbf{Z})$, if $\forall x, y, \mathbf{z}$, where $P(\mathbf{Z} = \mathbf{z}) > 0$,

$$P(X, Y|\mathbf{Z}) = P(X|\mathbf{Z}) * P(Y|\mathbf{Z}) \quad (3)$$

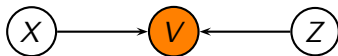
where $P(X, Y|\mathbf{Z}) = P(X \cap Y|\mathbf{Z})$.

Graph theory - Part II

Markow Condition



Collider



Blocked paths and d-seperation (Examples)

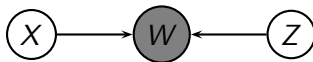
Define three sets

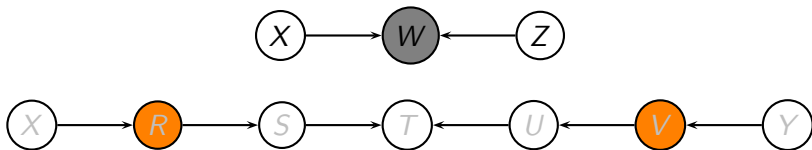
Let Z_1 , Z_2 and Z_3 denote sets with:

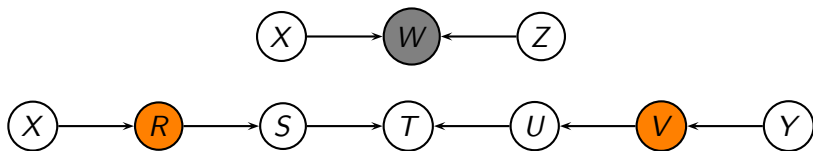
$$Z_1 = \{W\}$$

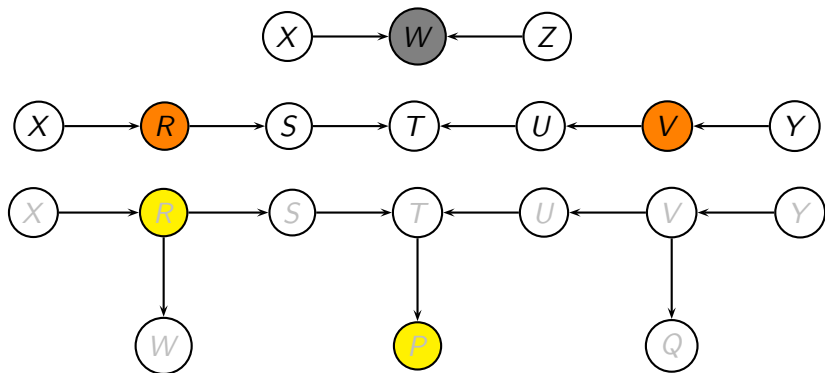
$$Z_2 = \{R, V\}$$

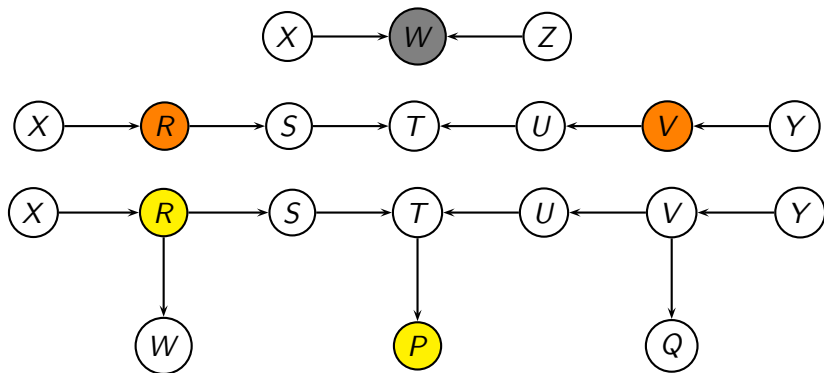
$$Z_3 = \{R, P\}$$











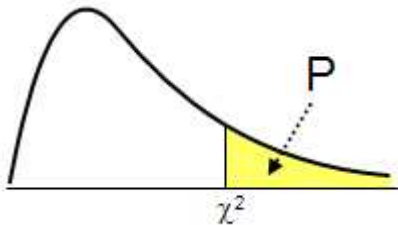
Statistics

The G^2 value

Definition

We calculate the G^2 value under the nullhypothesis of the conditional independence of $Ind(X_i, X_j | \mathbf{X}_k)$ holding. Then, the G^2 value is defined as:

$$G^2 := 2 * \sum_{a,b,c} S_{ijk}^{abc} * \ln \left(\frac{S_{ijk}^{abc} * S_k^c}{S_{ik}^{ac} * S_{jk}^{bc}} \right) \quad (4)$$



http://www.medcalc.org/manual/_help/images/chi-sq_curve.png

Computational properties

Remark to MMHC

- A hybrid algorithm
 - Greedy Algorithm

Remark to MMHC

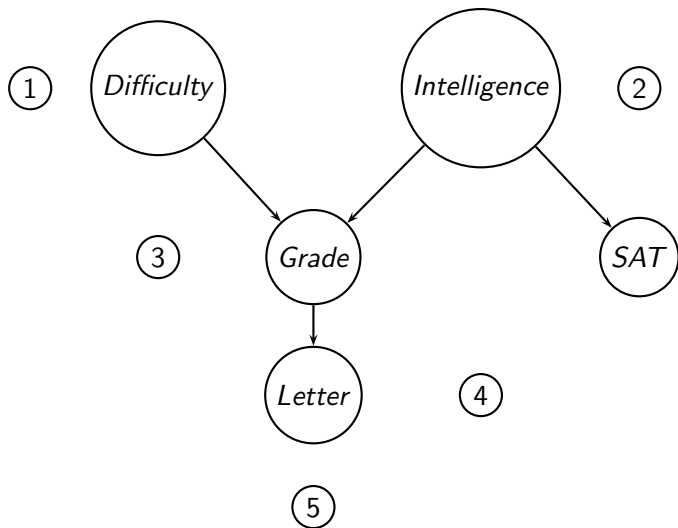
- A hybrid algorithm
 - Greedy Algorithm
 - Constrained-based

Remark to MMHC

- A hybrid algorithm
 - Greedy Algorithm
 - Constrained-based
- np-hard

Remark to MMHC

- A hybrid algorithm
 - Greedy Algorithm
 - Constrained-based
- np-hard



Tabellen

$\mathbf{d^0}$	$\mathbf{d^1}$
0.6	0.4

Tabellen

i^0	i^1
0.7	0.3

Tabellen

	s^0	s^1
i^0	0.95	0.05
i^1	0.2	0.8

Tabellen

	I^0	I^1
g^1	0.95	0.05
g^2	0.2	0.8
g^3	0.2	0.8

Tabellen

	$\mathbf{g^1}$	$\mathbf{g^2}$	$\mathbf{g^3}$
$\mathbf{i^0, d^0}$	0.3	0.4	0.3
$\mathbf{i^0, d^1}$	0.05	0.25	0.7
$\mathbf{i^1, d^0}$	0.9	0.08	0.02
$\mathbf{i^1, d^1}$	0.5	0.3	0.2