

# Initialization Heuristics for Greedy Bayesian Network Structure Learning

Walter Perez Urcia    Denis Deratani Mauá

Universidade de São Paulo  
Instituto de Matemática e Estatística  
Departamento de Ciências da Computação

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# Introduction

- Variables  $X_1, \dots, X_n$  takes values in  $\Omega_1, \dots, \Omega_n$ 
  - $X_1$  : *Gender*,  $\Omega_1 = \{Male, Female\}$
  - $X_2$  : *City size*,  $\Omega_2 = \{Big, Small\}$
- Factored possibility space  $\Omega = \Omega_1 \times \dots \times \Omega_n$
- Event is a subset of  $\Omega$
- Probability function maps events  $\alpha$  and  $\beta$  into real values such that
  - $0 \leq \mathbb{P}(\alpha) \leq 1$
  - $\mathbb{P}(\Omega) = 1$
  - $\mathbb{P}(\alpha \cup \beta) = \mathbb{P}(\alpha) + \mathbb{P}(\beta) - \mathbb{P}(\alpha \cap \beta)$

- Every assignment of value to a variable correspond to an event:

$$\text{Gender} = M \leftrightarrow \alpha = \{(M, s), (M, b)\}$$

- The probability distribution of a variable  $X$  maps assignments of the variable to the respective probabilities:

$$\mathbb{P}(X = x) = \mathbb{P}(\{\omega : \omega \text{ consistent with } x\})$$

- We denote the probability distribution of  $X$  as  $\mathbb{P}(X)$  and the probability of an arbitrary event  $\{X = x\}$  as  $\mathbb{P}(x)$
- It follows from the properties of probability function that

$$\sum_X \mathbb{P}(X) = \sum_{x \in \Omega_X} \mathbb{P}(X = x) = 1$$

- A joint assignment to a set of variables is an event

$$\text{Gender} = M \text{ and } \text{City size} = b \leftrightarrow \alpha = \{(M, b)\}$$

- The joint probability distribution of a set of variables is a function that maps joint assignments to their event probabilities:

$$\mathbb{P}(X = x, Y = y) = \mathbb{P}(\{\omega : \omega \text{ consistent with } x, y\})$$

- We denote the probability distribution of  $X$  and  $Y$  as  $\mathbb{P}(X)$  and the probability of an arbitrary joint event as  $\mathbb{P}(x, y)$
- It follows from the properties of probability function that

$$\sum_{X, Y} \mathbb{P}(X, Y) = \sum_{x \in \Omega_X} \sum_{y \in \Omega_Y} \mathbb{P}(X = x, Y = y) = 1$$

- Maps assignments of two variables to conditional probabilities:

$$\mathbb{P}(X = x \mid Y = y) = \frac{\mathbb{P}(X = x, Y = y)}{\mathbb{P}(Y = y)}$$

- Represented as  $\mathbb{P}(X \mid Y)$
- Analogously, we can define join conditional probability distribution  $\mathbb{P}(X, Y \mid Z, W)$

By definition of conditional probability:

$$\mathbb{P}(\alpha \mid \beta)\mathbb{P}(\beta) = \mathbb{P}(\alpha \cap \beta)$$

For events  $\alpha_1, \dots, \alpha_n$  it follows that

$$\mathbb{P}(\alpha_1 \cap \dots \cap \alpha_n) = \mathbb{P}(\alpha_1) \prod_{i=2}^n \mathbb{P}(\alpha_i \mid \alpha_1 \cap \dots \cap \alpha_{i-1})$$

In terms of variables:

$$\mathbb{P}(A, B, C) = \mathbb{P}(A)\mathbb{P}(B \mid A)\mathbb{P}(C \mid B, A)$$



$$\mathbb{P}(\beta \mid \alpha) = \frac{\mathbb{P}(\alpha \mid \beta) \mathbb{P}(\beta)}{\mathbb{P}(\alpha)}$$

- Prior probability:  $\mathbb{P}(\beta)$
- Posterior probability:  $\mathbb{P}(\beta \mid \alpha)$
- Data Likelihood:  $\mathbb{P}(\alpha \mid \beta)$
- Evidence probability:  $\mathbb{P}(\alpha)$
- Bayes' rule can be seen as a way of **revising beliefs** in light of new information/knowledge: start with  $\mathbb{P}(\beta)$ , observe  $\alpha$  then set  $\mathbb{P}(\beta)' = \mathbb{P}(\beta \mid \alpha)$
- This way of thinking is known as **Bayesian Reasoning**

Events  $\alpha$  and  $\beta$  are independent if:

$$\mathbb{P}(\alpha \cap \beta) = \mathbb{P}(\alpha)\mathbb{P}(\beta)$$

- The following are equivalent definitions:
  - Either  $\mathbb{P}(\alpha \mid \beta) = \mathbb{P}(\alpha)$  or  $\mathbb{P}(\beta) = 0$
  - Either  $\mathbb{P}(\beta \mid \alpha) = \mathbb{P}(\beta)$  or  $\mathbb{P}(\alpha) = 0$
- Knowing  $\beta$  is irrelevant to determining the value of  $\alpha$
- Knowing  $\alpha$  is irrelevant to determining the value of  $\beta$

Variables  $A$  and  $B$  are independent if:

$$\mathbb{P}(A = a, B = b) = \mathbb{P}(A = a)\mathbb{P}(B = b)$$

for all values of  $a$  and  $b$ .

Another way to write this is:

$$\mathbb{P}(A, B) = \mathbb{P}(A)\mathbb{P}(B)$$

Events  $\alpha$  and  $\beta$  are independent conditional on event  $\gamma$  if:

$$\mathbb{P}(\alpha \cap \beta \mid \gamma) = \mathbb{P}(\alpha \mid \gamma)\mathbb{P}(\beta \mid \gamma)$$

The following are equivalent definitions:

- Either  $\mathbb{P}(\alpha \mid \beta, \gamma) = \mathbb{P}(\alpha \mid \gamma)$  or  $\mathbb{P}(\beta \mid \gamma) = 0$
- Either  $\mathbb{P}(\beta \mid \alpha, \gamma) = \mathbb{P}(\beta \mid \gamma)$  or  $\mathbb{P}(\alpha \mid \gamma) = 0$

Analogously, variables  $A$  and  $B$  are conditionally independent given  $C$  if

$$\mathbb{P}(A, B \mid C) = \mathbb{P}(A \mid C)\mathbb{P}(B \mid C)$$

for every assignment to  $A$ ,  $B$  and  $C$

The presence of independences reduces the number of probability values to specify:

- **No independences:**  $\mathbb{P}(A, B, C)$ ,  $k^3$  values
- $A$ ,  $B$  and  $C$  are **dependent**, and  $A$  and  $B$  are **conditionally independent** given  $C$ :  $\mathbb{P}(A, B \mid C) = \mathbb{P}(A \mid C)\mathbb{P}(B \mid C)$ ,  $k + 2k^2$  values
- $A$ ,  $B$  and  $C$  are **independent**:  $\mathbb{P}(A, B, C) = \mathbb{P}(A)\mathbb{P}(B)\mathbb{P}(C)$ ,  $3k$  values

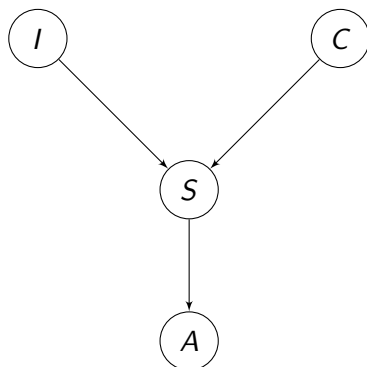
## Bayesian Network

## Markov property

Given its parents, every variable is conditionally independent from its non-descendants non-parents

## Factorization property

$$\mathbb{P}(X_1, \dots, X_n) = \prod_{i=1}^n \mathbb{P}(X_i \mid Pa(X_i))$$



The directed acyclic graph (DAG) above has joint probability distribution:

$$\begin{aligned}\mathbb{P}(I, C, S, A) &= \mathbb{P}(I)\mathbb{P}(C \mid I)\mathbb{P}(S \mid C, I)\mathbb{P}(A \mid S, C, I) \\ &= \mathbb{P}(I)\mathbb{P}(C)\mathbb{P}(S \mid C, I)\mathbb{P}(A \mid S)\end{aligned}$$



A Bayesian Network consists of

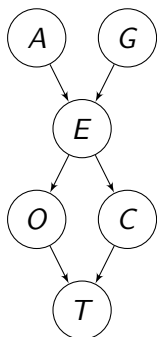
- A DAG  $G$  over a set of variables  $X_1, \dots, X_n$
- **Probability constraints:**  $\mathbb{P}(X_i = k \mid Pa(X_i) = j) = \theta_{ijk}$

### Joint Probability Distribution

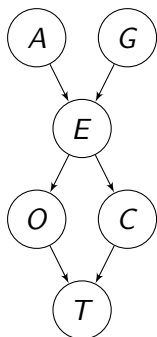
There is a unique probability function consistent with a BN:

$$\mathbb{P}(X_1, \dots, X_n) = \prod_{i=1}^n \mathbb{P}(X_i \mid Pa(X_i)) = \prod_{i=1}^n \theta_{ijk}$$

- Age (A): young, adult, old
- Gender (G): male, female
- Education (E): primary, high school, university
- Occupation (O): employee, self-employed
- City size (C): big, small
- Transport (T): private (car), public (bus, train, etc)



- Education rates have been increasing over years; young people are more likely to have university degrees than old people
- Women are more likely to invest in their education than men; women outnumber men in the vast majority of university-level courses
- High education levels is key to getting prestigious professions; jobs requiring university degrees are more easily available in big cities
- Preferred means of transport depends on occupation and city size



$$\mathbb{P}(A = \textit{young}) = 0.3$$

$$\mathbb{P}(A = \textit{adult}) = 0.5$$

$$\mathbb{P}(A = \textit{old}) = 0.2$$

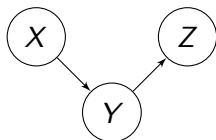
$$\mathbb{P}(E = \textit{high} \mid A = \textit{young}, G = \textit{F}) = 0.7$$

$$\vdots$$

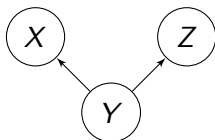
$$\mathbb{P}(C = \textit{small} \mid E = \textit{high}) = 0.25$$

$$\vdots$$

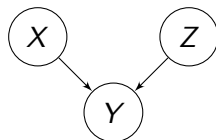
An arc  $X \rightarrow Y$  can be interpreted as "X causes Y"



causal chain

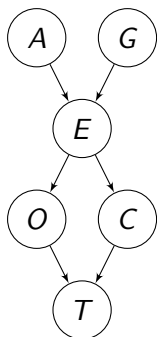


common cause



common effect

Defining and verifying causality is difficult and controversial: We can loosely define  $X$  causes  $Y$  if  $X$  temporarily precedes and direct influences  $Y$



We can query a Bayesian Network about unspecified probabilities

- Are women more likely to prefer public transport over men:  
 $\mathbb{P}(T = \textit{public} \mid G = F) > \mathbb{P}(T = \textit{public} \mid G)?$
- What is the distribution of ages for people who use private means of transport:  
 $\mathbb{P}(A \mid T = \textit{private})?$

## Learning BN

## Constraint-based approaches

Perform multiple conditional independence hypothesis testing in order to build a DAG

## Score-based approaches

Associate every DAG with a polynomial-time computable score value and search for structure with high score values



## Learning as optimization

Given dataset  $D$ , select  $G$  that maximizes **decomposable** score function  $sc(G, D)$

- Score  $sc(G, D)$  is usually a mix of data fitness  $F$  and model complexity  $P$ :

$$sc(G, D) = F(G) + \psi(N) \times P(G)$$

with  $\psi(N) \geq 0$  is a function of data size  $|D| = N$

- We usually omit dependence on  $D$ :  $sc(G)$

## Learning as optimization

Select  $G$  that maximizes **decomposable score function**

$$G^* = \arg \max_{G: G \text{ is a DAG}} sc(G)$$

$$G^* = \arg \max_G \sum_i sc(X_i, Pa(X_i))$$

Greedy Search is a popular approach to find an approximate solution. It relies on the definition of a neighborhood space among solutions and on local moves that search for improving solution in the neighborhood of an incumbent solution

```
1 GreedySearch( Dataset  $D$  ) : return a BN  $G$ 
2    $G = \text{Initial\_Solution}(X_1, \dots, X_n)$ 
3   For a number of iterations  $K$ 
4      $\text{best\_neighbor} = \text{find\_best\_neighbor}(G)$ 
5     if  $\text{score}(\text{best\_neighbor}) > \text{score}(G)$  then
6        $G = \text{best\_neighbor}$ 
7   Return  $G$ 
```

Different neighborhoods and local moves rise to different methods such as:

- Structure-based
- Equivalence-based
- Order-based

Based on the observation that the problem of learning a Bayesian network can be written as

$$G^* = \arg \max_{<} \max_{G \text{ consistent with } <} \sum_{i=1}^n sc(X_i, Pa(X_i))$$

$$G^* = \arg \max_{<} \sum_{i=1}^n \max_{P \subseteq \{X_j < X_i\}} sc(X_i, P)$$

which means that if an optimal ordering over the variables is known, an optimal DAG can be found by maximizing the local scores **independently**

```

1  OrderBasedGreedySearch( Dataset  $D$  ) : return a BN
2       $L = \text{Get\_Order}(X_1, \dots, X_n)$ 
3      For a number of iterations  $K$ 
4           $\text{current\_sol} = L$ 
5          For each  $i = 1$  to  $n - 1$  do
6               $L_i = \text{swap}(L, i, i + 1)$ 
7              if  $\text{score}(L_i) > \text{score}(\text{current\_sol})$ 
8                   $\text{current\_sol} = L_i$ 
9              if  $\text{score}(\text{current\_sol}) > \text{score}(L)$  then
10                   $L = \text{current\_sol}$ 
11      Return  $\text{network}(L)$ 

```

where  $\text{swap}(L, i, i + 1)$  swaps the values  $L[i]$  and  $L[i + 1]$

Usually  $\text{Get\_Order}$  generates a random order, which means that it has  $n!$  possibilities.

## Initializing Heuristics

# Conclusions

We....



## Future Work

We....

Thanks!