

CITRIS: Causal Identifiability from Temporal Intervened Sequences

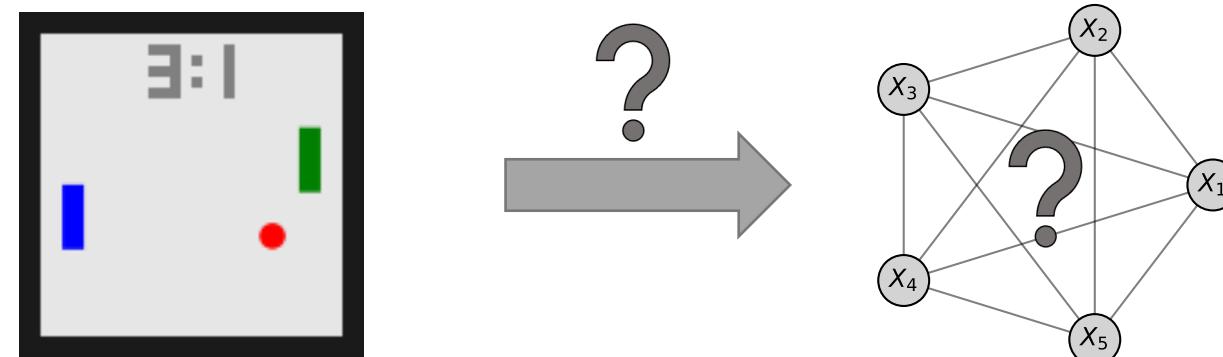


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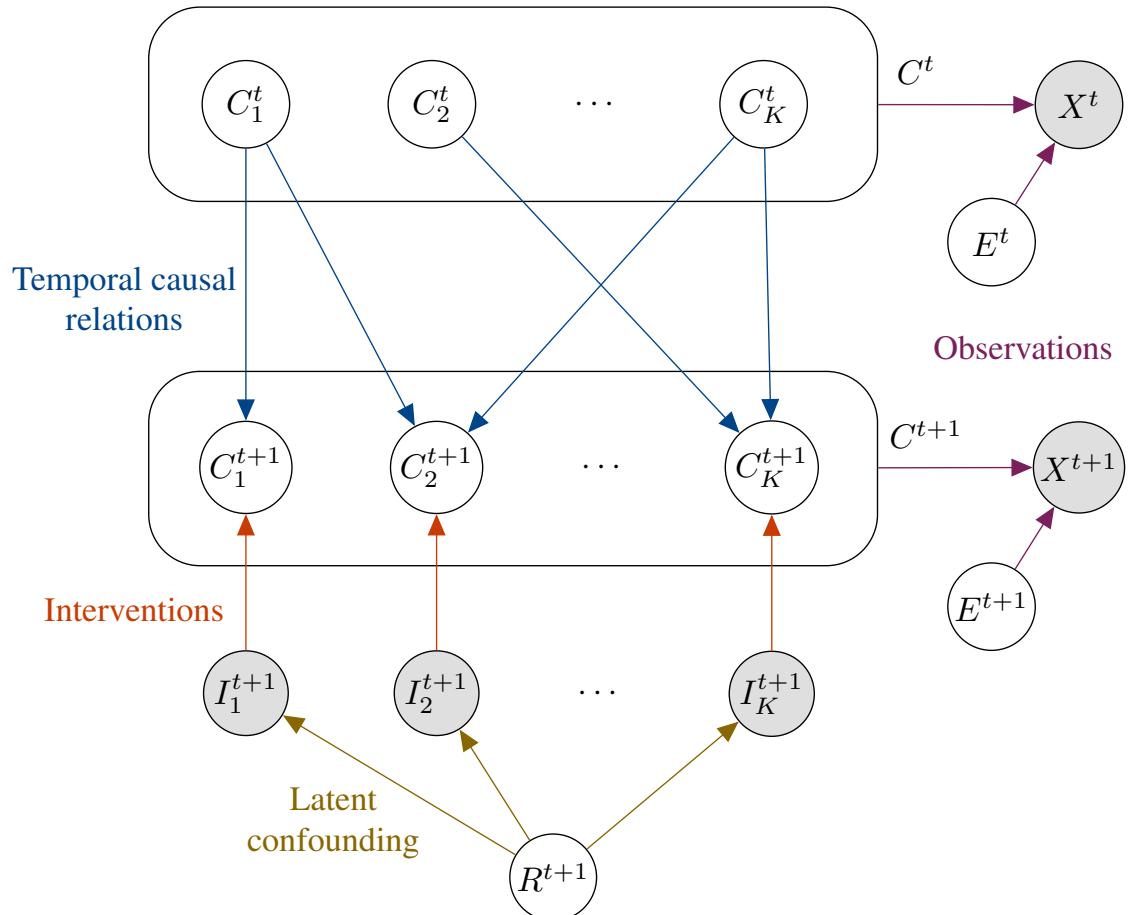
Causal Representation Learning

- Given high-dimensional observations of a dynamical system, what are the true varying factors?
- Crucial for reasoning, planning, generalization, and more
- Most works consider only scalar causal variables, but can we abstract further to multidimensional causal factors?
 - We may not be able to intervene on all scalar variables separately
 - Represent single causal variable by multiple latent dimensions for better optimization



Causal Identifiability from Temporal Intervened Sequences

Setup

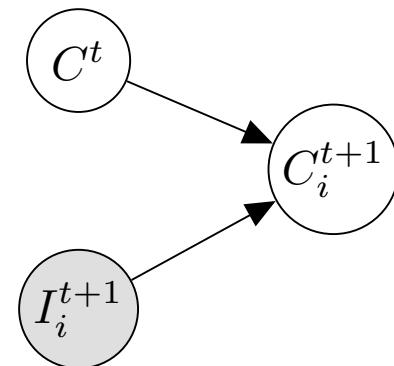


- Multidimensional latent causal variables C_1^t, \dots, C_K^t
- Goal: identify causal variables from observation pairs X^t, X^{t+1} and observed intervention targets I^{t+1}

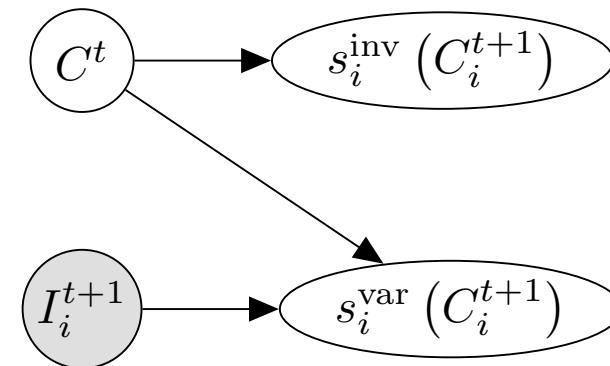
Causal Identifiability from Temporal Intervened Sequences

Minimal Causal Variables

- Main theoretical result: we can identify the **minimal causal variables**, i.e. the information/mechanism of a causal variable which strictly depends on the interventions



(a) Original causal graph of C_i

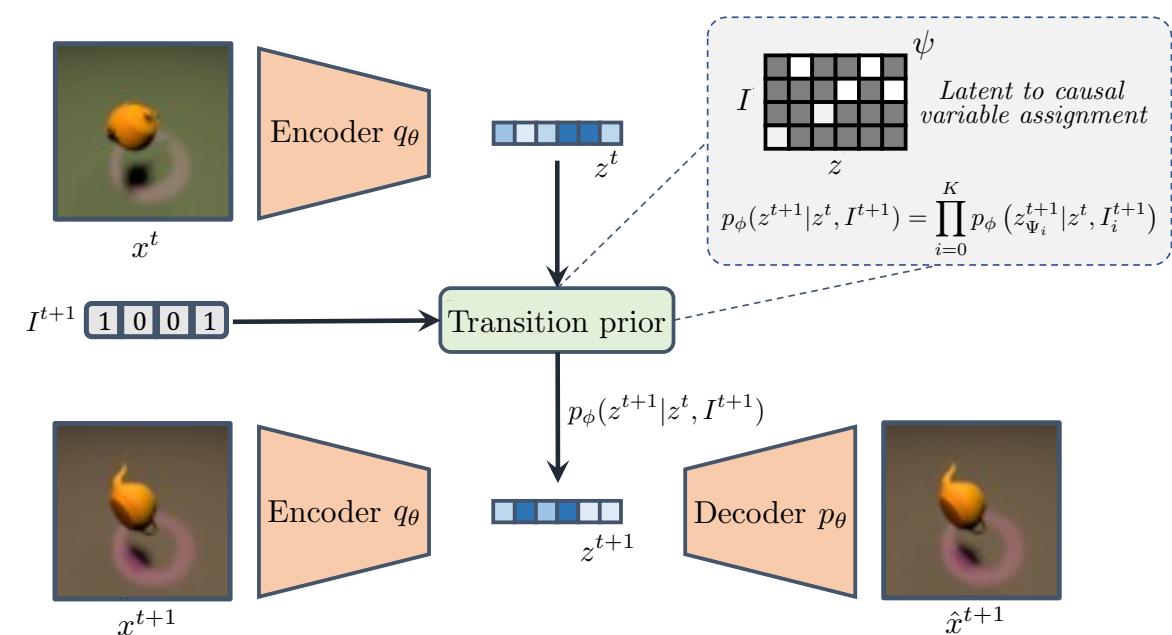


(b) Minimal causal split graph of C_i

CITRIS Architecture

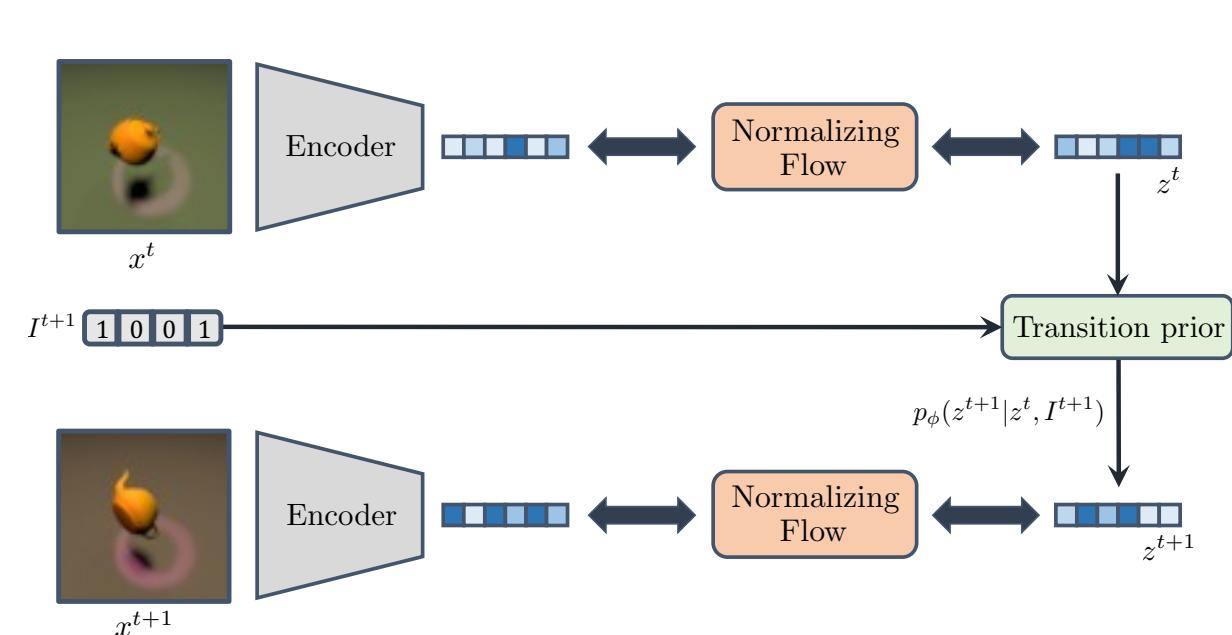
CITRIS-VAE

VAE with learned latent-to-causal variable assignment



CITRIS-NF

Normalizing Flow on pretrained autoencoder



Experiments

Temporal Causal3DIdent dataset

Novel combinations of causal factors

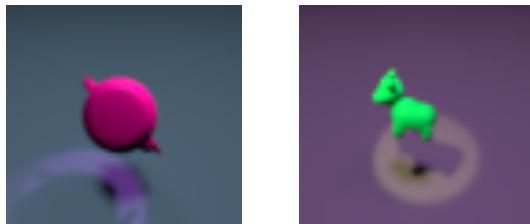
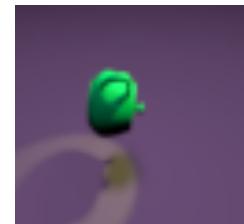


Image 1



Image 2



Ground Truth



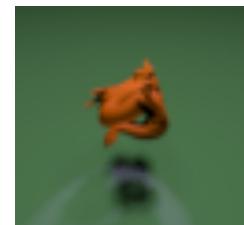
Prediction



Image 1



Image 2

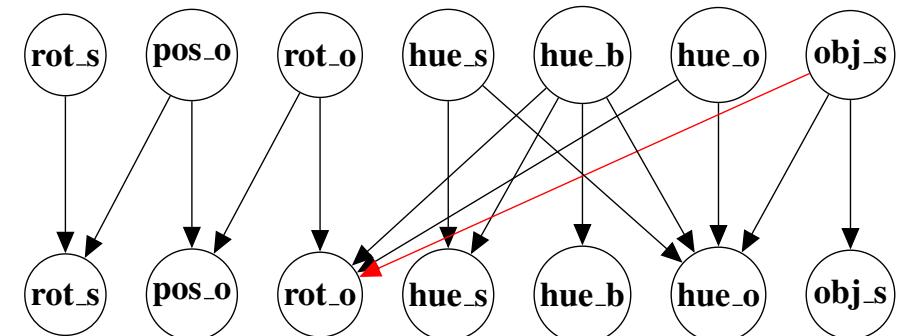


Ground Truth



Prediction

Causal Graph



Conclusion

- CITRIS: finding multidimensional causal variables from temporal sequences with interventions
- Main characteristics of approach:
 - Identifiable minimal causal variables depend on provided interventions
 - Supports modeling causal variables in arbitrary number of latent dimensions
 - Disentangling latent representation of pretrained autoencoder with normalizing flow
 - Scales to visually complex 3d scenes

Hope to see you at our poster later!

Paper and code

