

Gaussian graphical models and Ising models

practical problem in real-world \rightarrow new algorithmic design

(*) network research has been active research area for a long time.

(*) ML/DL \rightarrow default image/text data

(*) network research deals with relationships.

(*) EX: where does the graph come from?

- given, or we need to discover them?

(*) Jesus network \rightarrow how is graph constructed?

- occurrences in same verse, chapter, ?

- A source of variation

- what is considered a natural object can be a man-made artefact.

(*) EX trying to initiate a debate on

i) the ontological status of a graph

ii) interrogating its truth/representation value.

(*) EX: none of the common networks are physical, 'undisputable' facts.

(*) Evolving networks

- nodes and edges are interchangeable (e.g. politics)

(*) ML structural learning for completely observed GMS

- EX: previously assumed structure was given.

- very complex topic fraught with mathematical and algorithmic challenges.

- field has gone colder due to low-hanging fruit in other areas.

(*) AD: H/W: go through Chow-Lin algorithm; estimate graph structure

- examine a number of 'optimal' algorithms; focus on

- minimise MRFs: covariance selection, neighbourhood selection.