

Probabilistic
Graphical
Models



Representation

Independencies

I-maps and Perfect Maps

Capturing Independencies in P

$$\underline{I(P)} = \{ \underbrace{(X \perp Y \mid Z)}_{\text{in dependencies that hold in } P} : \underline{P} \models \underbrace{(X \perp Y \mid Z)}_{\text{dist}} \}$$

- P factorizes over $G \Rightarrow G$ is an I-map for P :

$$\underbrace{I(G)}_{\text{d-separation}} \subseteq \underbrace{I(P)}_{\Delta}$$

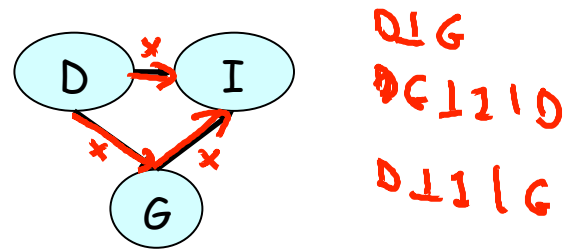
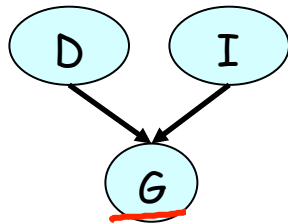
- But not always vice versa: there can be independencies in $I(P)$ that are not in $I(G)$

Want a Sparse Graph

- If the graph encodes more independencies
 - it is sparser (has fewer parameters)
 - and more informative
- Want a graph that captures as much of the structure in P as possible

Minimal I-map

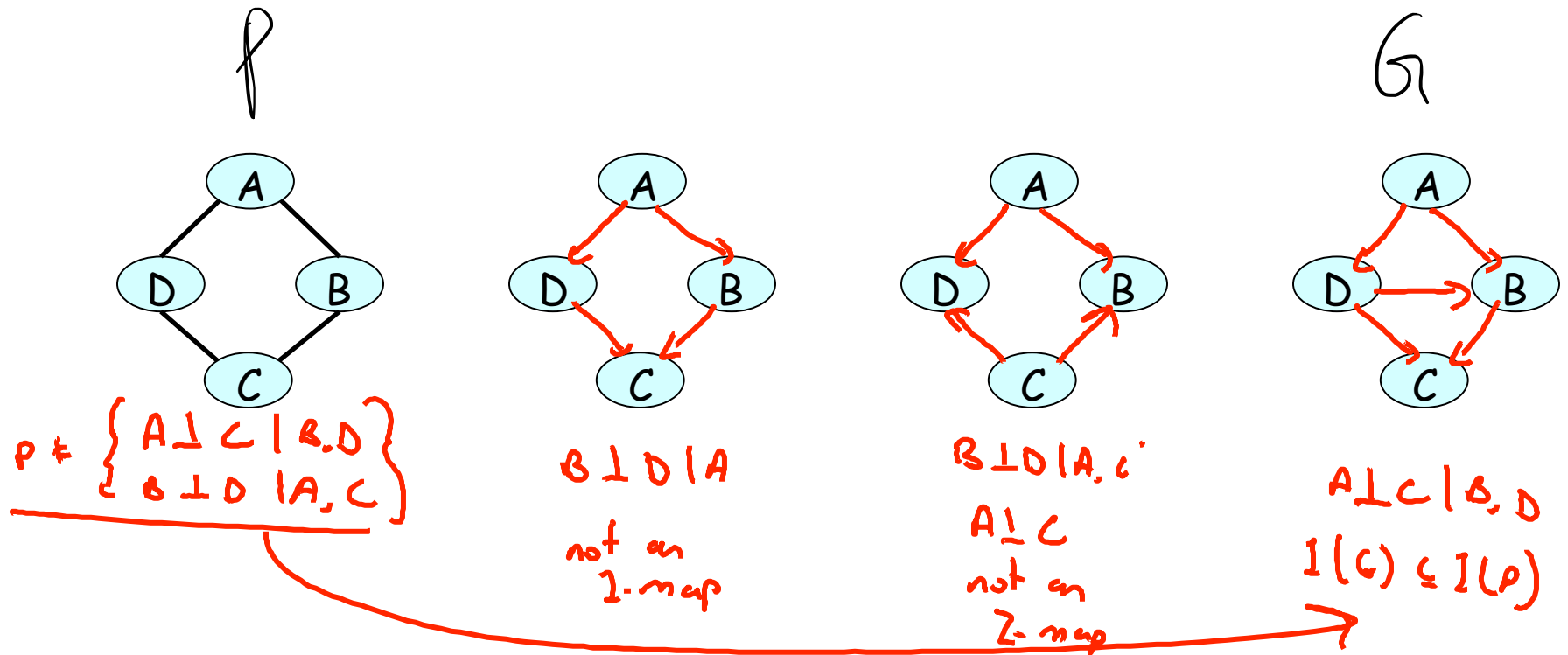
- Minimal I-map: I-map without redundant edges
 $\textcircled{X} \textcircled{X} \textcircled{X} \quad P(Y|X^*) = P(Y|X^*)$
- Minimal I-map may still not capture $I(P)$



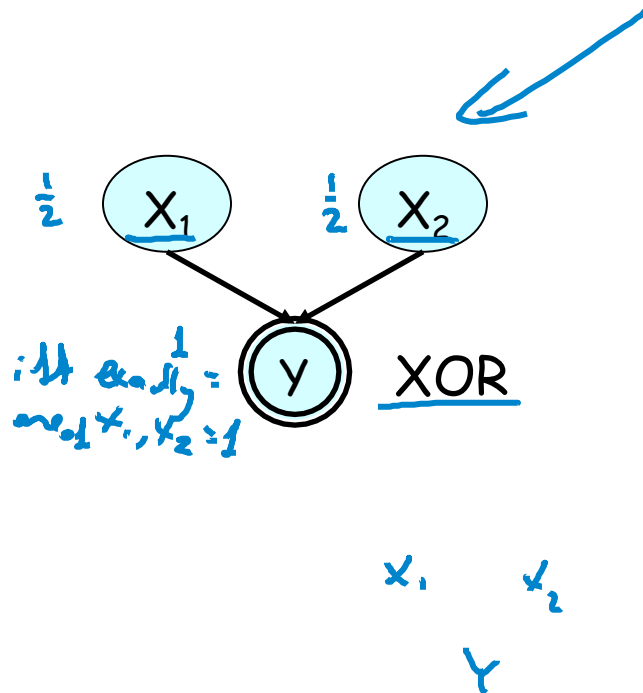
Perfect Map

- Perfect map: $I(G)$ = $I(P)$
 - G perfectly captures independencies in P

Perfect Map



Another imperfect map



X_1	X_2	<u>Y</u>	Prob
0	0	0	0.25
0	1	1	0.25
1	0	1	0.25
1	1	0	0.25

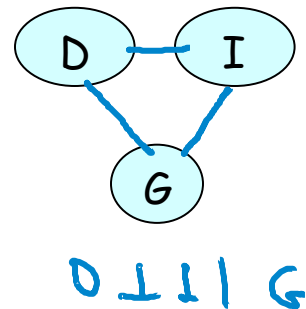
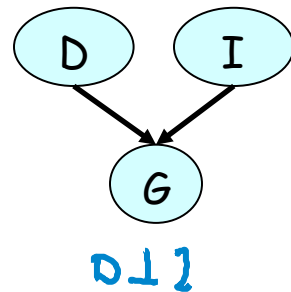
$$X_1 \perp X_2$$

$$X_1 \perp Y$$

$$X_2 \perp Y$$

MN as a perfect map

- Perfect map: $I(\underline{H}) = I(P)$
 - H perfectly captures independencies in P

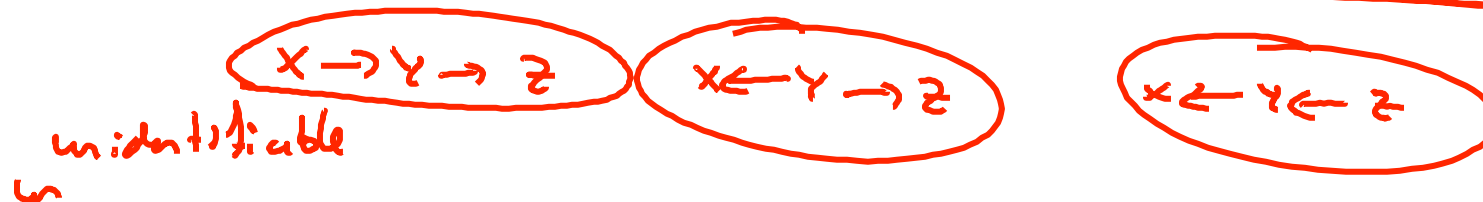


Uniqueness of Perfect Map

$$\begin{array}{ll} G_1 & (X) \rightarrow (Y) \quad I(G_1) = \emptyset \\ G_2 & (X) \leftarrow (Y) \quad I(G_2) = \emptyset \end{array} \Rightarrow \text{can represent exactly the same distribution}$$

I-equivalence

Definition: Two graphs G_1 and G_2 over X_1, \dots, X_n are I-equivalent if $I(G_1) = I(G_2)$



Most G 's have many I-equivalent variants

Summary

- Graphs that capture more of $I(P)$ are more compact and provide more insight
- A minimal I-map may fail to capture a lot of structure even if present *and representable as a PM*
- A perfect map is great, but may not exist
- Converting BNs \leftrightarrow MNs loses independencies
 - BN to MN: loses independencies in v-structures
 - MN to BN: must add triangulating edges to loops

