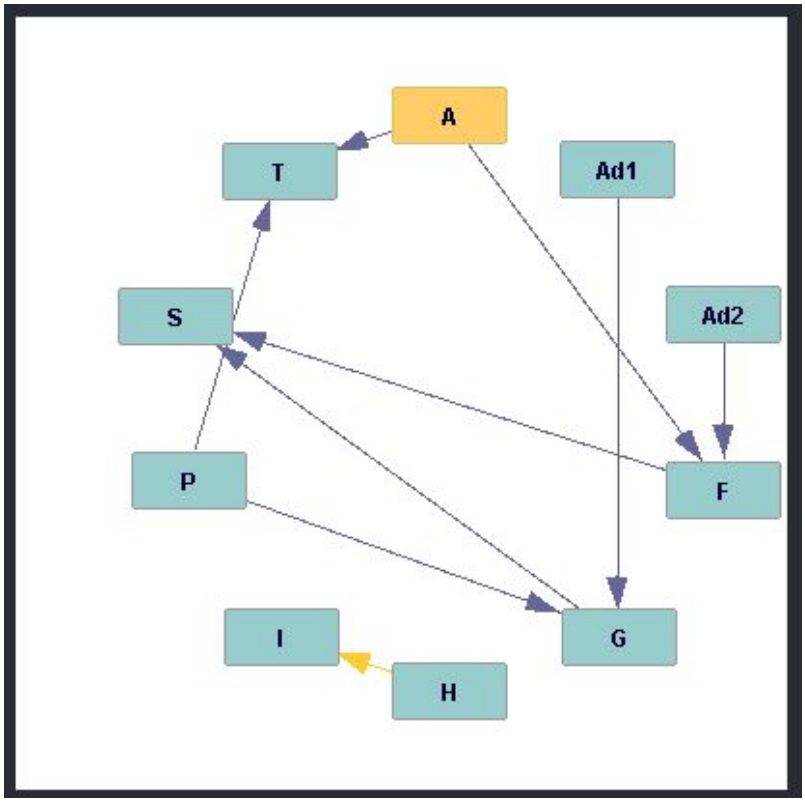

The PC Structure, a modification of the SGS algorithm works as follows:

1. Start with a complete, undirected graph on all variables, with edges between all nodes.
2. Given every set of all variables (X, Y), see if X is independent of Y. If so, remove the edges between the two.
3. For each X and Y which are still connected, each of the remaining variables (every s in set S), see if X is independent of Y given s. If so, remove the edge between X and Y.
4. For the remaining variables, identify any colliders. For example, X is dependent of Y, and Y is dependent of Z, but X and Z are independent given variable W, not containing Y, then this can be represented by the structure X--> Y <-- Z.
5. Using the conditional relationships provided by the remaining variables and colliders, orient the edges.
6. A directed acyclic graph is created by randomly orienting the remaining edges.

Not every link will be discoverable and identified because pure data cannot indicate wherever there is a collider.