

Where do Bayesian Networks Come From?

- Human experts
- Learning from data
- A combination of both

Human Experts

- Encoding rules obtained from experts, e.g. physicians for PathFinder
- Extracting these rules are very difficult, especially getting reliable probability estimates
- Some rules have a simple deterministic form:



• But, more commonly, we have many potential causes for a symptom and any one of these causes are sufficient for a symptom to be true

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Hultiple Independent CausesImage: Flux of the second s









Known Structure

- Given nodes and arcs of a Bayesian network with m nodes
- Given a data set D = {<v₁¹,...,v_m¹>,..., {<v₁^k,...,v_m^k>}

values of nodes values of nodes in sample 1 in sample k

- \bullet Elements of D are assumed to be independent given M
- Find the model M (in this case, CPTs) that maximizes Pr(D|M)
- Known as the maximum likelihood model
- Humans are good at providing structure, data is good at providing numbers

Estimating Conditional Probabilities • Use counts and definition of conditional probabilities • Initializing all counters to 1 avoids 0 probabilities and converges on the maximum likelihood estimate • $P(V_1) \approx \frac{\#(V_1 = true) + 1}{k+2}$ • $P(V_3|V_1) \approx \frac{\#(V_3 = true \land V_1 = true) + 1}{\#(V_1 = true) + 2}$ • $P(V_3|\neg V_1) \approx \frac{\#(V_3 = true \land V_1 = true) + 1}{\#(V_1 = true) + 2}$ • $P(V_3|\neg V_1) \approx \frac{\#(V_3 = true \land V_1 = true) + 1}{\#(V_1 = true) + 2}$ • $P(V_3|\neg V_1) \approx \frac{\#(V_3 = true \land V_1 = true) + 1}{\#(V_1 = true) + 2}$ • $P(V_3|\neg V_1) \approx \frac{\#(V_3 = true \land V_1 = true) + 1}{\#(V_1 = true) + 2}$ • $P(V_3|\neg V_1) \approx \frac{\#(V_3 = true \land V_1 = true) + 1}{\#(V_1 = true) + 2}$



- Given data set D and model M, measure goodness of fit using log likelihood
- Assume each data sample generated independently $\Pr(D|M) = \prod \Pr(v^{i}|M)$

 $= \prod \prod \Pr(N_i = v_i^{j} | Parents(N_i), M)$

• Easier to compute the log; monotonic

$$\begin{split} \log \Pr(D|M) &= \log \prod_{j} \prod_{i} \Pr(N_{i} = v_{i}^{j} | Parents(N_{i}), M) \\ &= \sum_{j} \sum_{i} \log \Pr(N_{i} = v_{i}^{j} | Parents(N_{i}), M) \end{split}$$

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Scoring Metric

- What if we want to vary the structure?
- We want a network that has conflicting properties • good fit to data: log likelihood
 - low complexity: total number of parameters
- Try to maximize scoring metric, by varying M (structure and parameters) given D

 $\log \Pr(D|M) - \alpha \# M$

 \bullet Parameter α controls the tradeoff between fit and complexity



Initialization

Lots of choices!

- no arcs
- \bullet choose random ordering $V_1 \hdots V_n$
 - –variable V_i has all parents $V_1 \ ... \ V_{n\text{-}1}$
 - variable V_i has parents randomly chosen from $V_1 \hdots V_{n-1}$
- best tree network (can be computed in polynomial time)
 - compute pairwise mutual information between every pair of variables
 - -find maximum-weight spanning tree



