#### Center for Causal Discovery



Day 2: Search

June 14, 2016

**Carnegie Mellon University** 

# Outline

Models → Data

- 1) Representing/Modeling Causal Systems
- 2) Estimation and Model fit
- 3) Hands on with Real Data

Models ← Data

- 1) Bridge Principles: Markov Axiom and D-separation
- 2) Model Equivalence
- 3) Model Search



**Causal Graphs** 



e.g., Conditional Independence X \_||\_ Z | Y

 $\forall x,y,z \ \mathsf{P}(\mathsf{X}=x, Z=z \mid \mathsf{Y}=y) =$  $\mathsf{P}(\mathsf{X}=x \mid \mathsf{Y}=y) \ \mathsf{P}(Z=z \mid \mathsf{Y}=y)$ 

#### Bridge Principles: Acyclic Causal Graph over $V \Rightarrow$ Constraints on P(V)

Weak Causal Markov Assumption

 $V_1, V_2$  causally disconnected  $\Rightarrow V_1 \parallel V_2$ 

 $V_1, V_2$  causally disconnected  $\Leftrightarrow$ 

i.  $V_1$  not a cause of  $V_2$ , and

ii.  $V_1$  not an effect of  $V_2$ , and

iii. No common cause Z of  $V_1$  and  $V_2$ 

#### Bridge Principles: Acyclic Causal Graph over $V \Rightarrow$ Constraints on P(V)



Causal Markov Axiom

If G is a causal graph, and P a probability distribution over the variables in

G, then in <G,P> satisfy the Markov Axiom iff:

every variable V is independent of its non-effects,

conditional on its immediate causes.

#### Bridge Principles: Acyclic Causal Graph over $V \Rightarrow$ Constraints on P(V)



## **Equivalence Classes**

#### Equivalence:

- Independence Equivalence:  $M_1 \models (X \_ || \_ Y | Z) \iff M_2 \models (X \_ || \_ Y | Z)$
- Distribution Equivalence:  $\forall \theta_1 \exists \theta_2 M_1(\theta_1) = M_2(\theta_2)$ , and vice versa)

- Independence (d-separation equivalence)
  - DAGs : Patterns
  - PAGs : Partial Ancestral Graphs
  - Intervention Equivalence Classes
- Measurement Model Equivalence Classes
- Linear Non-Gaussian Model Equivalence Classes
- Etc.

### d-separation/Independence Equivalence

D-separation Equivalence Theorem (Verma and Pearl, 1988)

Two acyclic graphs over the same set of variables are d-separation equivalent iff they have:

- the same adjacencies
- the same unshielded colliders

### Colliders



Shielded

Unshielded



## d-separation/Independence Equivalence

D-separation Equivalence Theorem (Verma and Pearl, 1988)

Two acyclic graphs over the same set of variables are d-separation equivalent iff they have:

- the same adjacencies
- the same unshielded colliders

Exercises

- 1) Create a 4-variable DAG
- 2) Specify a 1-edge variant that is equivalent
- 3) Specify a 1-edge variant that is not
- 4) Show with IM and Estimators that you have succeeded in steps 2 and 3

## Independence Equivalence Classes: Patterns & PAGs

 <u>Patterns</u> (Verma and Pearl, 1990): graphical representation of d-separation equivalence class (among models with no latent common causes)

 <u>PAGs</u>: (Richardson 1994) graphical representation of a d-separation equivalence class that includes models with latent common causes and sample selection bias that are d-separation equivalent over a set of measured variables X



## Patterns: What the Edges Mean





X<sub>1</sub> and X<sub>2</sub> are not adjacent in any member of the equivalence class



 $X_1 \rightarrow X_2 (X_1 \text{ is a cause of } X_2)$ in every member of the equivalence class.

$$X_1 - X_2$$

 $X_1 \rightarrow X_2$  in some members of the equivalence class, and  $X_2 \rightarrow X_1$  in others.



Specify all the causal graphs represented by the Pattern:





??

Specify all the causal graphs represented by the Pattern:



# Tetrad Demo: Generating Patterns



#### **Causal** Search Spaces are Large

- Directed Acyclic Graphs (between  $2^{\binom{N}{2}}$  and  $3^{\binom{N}{2}}$ ) ...  $\binom{N}{2}$  is O(N<sup>2</sup>)
- Directed Graphs ( $4^{\binom{N}{2}}$ )
- Markov Equivalence Class of DAGs (patterns) : DAGs / 3.7
- Markov Equivalence Class of DAGs with confounders (roughly PAGs) ??
- Equivalence Class of "Linear Measurement Models" ??
- Equivalence Class of Directed Graphs with confounders
  - Relative to: Experimental Setup **V** = {**Obs**, **Manip**} ??

#### **Causal** Search as a Method



#### For Example



# Faithfulness

Constraints on a probability distribution P generated by a causal structure G hold for all parameterizations of G.



Revenues :=  $\beta_1 Rate + \beta_2 Economy + \varepsilon_{Rev}$ 

Economy :=  $\beta_3 Rate + \varepsilon_{Econ}$ 

Faithfulness:

$$\beta_1 \neq -\beta_3 \beta_2$$
$$\beta_2 \neq -\beta_3 \beta_1$$

# Faithfulness

Constraints on a probability distribution P generated by a causal structure G hold for all parameterizations of G.

All and only the constraints that hold in P(V) are entailed by the causal structure G(V), rather than lower dimensional surfaces in the parameter space.

Causal Markov Axiom: X and Y causally disconnected = X\_||\_Y

Faithfulness:

X and Y causally disconnected = X || Y

#### **Challenges to Faithfulness**



By evolutionary design:

Gene A \_||\_ Protein 24



By evolutionary design:

Air temp \_||\_ Core Body Temp

Sampling Rate vs. Equilibration rate

## **Search Methods**

- Constraint Based Searches
  - PC, FCI
  - Pointwise, but not uniformly consistent
- Scoring Searches
  - GES, FGS
  - Scores: BIC, AIC, etc.
  - Search: Hill Climb, Genetic Alg., Simulated Annealing
  - Difficult to extend to latent variable models
  - Meek and Chickering Greedy Equivalence Class (GES)
  - Pointwise, but not uniformly consistent
- Latent Variable Psychometric Model Search
  - BPC, MIMbuild, etc.
- Linear non-Gaussian models (Lingam)
- Models with cycles
- And more!!!

#### **Score Based Search**



# Tetrad Demo and Hands On



## **Tetrad Demo and Hands-on**

- 1) Go to "estimation1.tet"
- 2) Add Search node (from Data1)- Choose and execute one of the
  - "Pattern searches"
- 3) Add a "Graph Manipulation" node to search result: "choose Dag in Pattern"
- 4) Add a PM to GraphManip
- 5) Estimate the PM on the data
- 6) Compare model-fit to model fit for true mode



#### Backround Knowledge Tetrad Demo and Hands-on

- 1) Create new session
- 2) Select "Search from Simulated Data" from Template menu
- 3) Build graph below, PM, IM, and generate sample data N=1,000.
- 4) Execute PC search,  $\alpha = .05$



#### Backround Knowledge Tetrad Demo and Hands-on

- 1) Add "Knowledge" node
- 2) Create "Tiers" as shown below.
- 3) Execute PC search again,  $\alpha = .05$
- 4) Compare results (Search2) to previous search (Search1)

	$X \rightarrow Y$
	Graph1
Knowledge1 (Tiers and Edges)	
Tiers Other Groups Edges Text	
	X Y
Not in tier: # liers	rs =4 PM1
	SEMPM
Tier 1	Forb
	X Y
	IM1 SEAA IAA
Tier 2	Forbi =
X2 X4	
	· · · · · · · · · · · · · · · · · · ·
Tior 3	
	Data1 Search1
	Knowledge1
	Tiers-Edges
Use shift key to select multiple items.	
	Search2
Save Cancel	No model

#### Backround Knowledge Direct and Indirect Consequences



#### Backround Knowledge Direct and Indirect Consequences



# Charitable Giving (Search)

- 1) Load in charity data
- 2) Add search node
- 3) Enter Background Knowledge:
  - Tangibility is exogenous
  - Amount Donated is endogenous only
  - Tangibility → Imaginability is required
- 4) Choose and execute one of the "Pattern searches"
- Add a "Graph Manipulation" node to search result: "choose Dag in Pattern"
- 6) Add a PM to GraphManip
- 7) Estimate the PM on the data
- 8) Compare model-fit to hypothetical model



### Lead-IQ Search

- 1) Load in lead-iq data
- 2) Add search node
- 3) Enter Background Knowledge:
  - Ciq is endogenous
- 4) Choose and execute one of the "Pattern searches"
- Add a "Graph Manipulation" node to search result: "choose Dag in Pattern"
- 6) Add a PM to GraphManip
- 7) Estimate the PM on the data

Extra Slides: D-separation

- Undirected Paths
- Colliders vs. Non-Colliders



Undirected Path from X to Y:

 any sequence of edges beginning with X and ending at Y in which no edge repeats

Paths from X to Y:



Undirected Path from X to Y:

 any sequence of edges beginning with X and ending at Y in which no edge repeats

Paths from X to Y:

1)  $X \leftarrow V \rightarrow Y$ 



Undirected Path from X to Y:

 any sequence of edges beginning with X and ending at Y in which no edge repeats

Paths from X to Y:

1)  $X \leftarrow V \rightarrow Y$ 

2)  $X \rightarrow Y$ 



Undirected Path from X to Y:

 any sequence of edges beginning with X and ending at Y in which no edge repeats

Paths from X to Y:

1)  $X \leftarrow V \rightarrow Y$ 

2)  $X \rightarrow Y$ 

3)  $X \rightarrow Z1 \leftarrow W \rightarrow Y$ 



Undirected Path from X to Y:

 any sequence of edges beginning with X and ending at Y in which no edge repeats

Paths from X to Y:

1)  $X \leftarrow V \rightarrow Y$  4)  $X \rightarrow Z1 \leftarrow W \rightarrow U \rightarrow Y$ 

2) X  $\rightarrow$  Y

3)  $X \rightarrow Z1 \leftarrow W \rightarrow Y$ 



Undirected Path from X to Y:

 any sequence of edges beginning with X and ending at Y in which no edge repeats

Paths from X to Y:

- 1)  $X \leftarrow V \rightarrow Y$  4)  $X \rightarrow Z1 \leftarrow W \rightarrow U \rightarrow Y$
- 2)  $X \rightarrow Y$  5)  $X \rightarrow Z1 \rightarrow Z2 \rightarrow U \rightarrow Y$
- 3)  $X \rightarrow Z1 \leftarrow W \rightarrow Y$



Undirected Path from X to Y:

 any sequence of edges beginning with X and ending at Y in which no edge repeats

Paths from X to Y:

- 1)  $X \leftarrow V \rightarrow Y$  4)  $X \rightarrow Z1 \leftarrow W \rightarrow U \rightarrow Y$
- 2)  $X \rightarrow Y$  5)  $X \rightarrow Z1 \rightarrow Z2 \rightarrow U \rightarrow Y$
- 3)  $X \rightarrow Z1 \leftarrow W \rightarrow Y$  6)  $X \rightarrow Z1 \rightarrow Z2 \rightarrow U \leftarrow W \rightarrow Y$



Undirected Path from X to Y:

 any sequence of edges beginning with X and ending at Y in which no edge repeats

Illegal Path from X to Y:

1)  $X \leftarrow Z1 \rightarrow Z2 \rightarrow U \leftarrow W \rightarrow Z1 \rightarrow Z2 \rightarrow U \rightarrow Y$ 

### Colliders



Shielded

Unshielded



#### A variable is or is not a collider on a path



Variable: U

Paths from X to Y

 $X \rightarrow Z1 \leftarrow W \rightarrow U \rightarrow Y$ 

Paths on which U is a non-collider:

#### Colliders – a variable on a path



Variable: U

Paths from X to Y

 $X \rightarrow Z1 \leftarrow W \rightarrow U \rightarrow Y$ 

Paths on which U is a non-collider:

 $X \rightarrow Z1 \rightarrow Z2 \rightarrow U \rightarrow Y$ 

Path on which U is a collider:

#### Colliders – a variable on a path



Variable: U

Paths from X to Y

 $X \rightarrow Z1 \leftarrow W \rightarrow U \rightarrow Y$ 

Paths on which U is a non-collider:

 $X \rightarrow Z1 \rightarrow Z2 \rightarrow U \rightarrow Y$ 

Path on which U is a collider:

 $X \rightarrow Z1 \rightarrow Z2 \rightarrow U \leftarrow W \rightarrow Y$ 

Conditioning on Colliders induce Association

Conditioning on Non-Colliders screen-off Association





Gas \_||\_ Battery

Gas  $\underline{N}$  Battery | Car starts = no

Exp\_Symptoms

Exp \_||\_ Symptoms | Infection

X is *d-separated* from Y by Z in G iff

Every undirected path between X and Y in G is inactive relative to Z

An undirected path is *inactive* relative to **Z** iff *any* node on the path is *inactive* relative to **Z** 

A node N (on a path) is *inactive* relative to **Z** iff

- a) N is a non-collider in Z, or
- b) N is a collider that is not in Z, and has no descendant in Z



A node N (on a path) is *active* relative to **Z** iff a) N is a non-collider not in Z, or b) N is a collider that is in Z, or has a descendant in Z

X d-sep Y relative to  $\mathbf{Z} = \emptyset$ ?

Undirected Paths between X, Y:

1)  $X \rightarrow Z_1 \leftarrow W \rightarrow Y$ 

2)  $X \leftarrow V \rightarrow Y$ 

X is *d-separated* from Y by Z in G iff

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X d-sep Y relative to  $\mathbf{Z} = \emptyset$ ?

 $X \rightarrow Z_1 \leftarrow W \rightarrow Y$  active? No

1)	Z1 active?	No
2)	W active?	Yes

X is *d-separated* from Y by Z in G iff

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A node N (on a path) is *active* relative to **Z** iff a) N is a non-collider not in Z, or b) N is a collider that is in Z, or has a descendant in Z X d-sep Y relative to  $\mathbf{Z} = \emptyset$ ? No

$$X \leftarrow V \rightarrow Y$$
 active? Yes

1) V active? Yes

X is *d-separated* from Y by Z in G iff

Every undirected path between X and Y in G is inactive relative to Z

An undirected path is inactive relative to Z iff any node on the path is inactive relative to Z

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X d-sep Y relative to  $\mathbf{Z} = \{W, Z_2\}$ ?

Undirected Paths between X, Y:

1)  $X \rightarrow Z_1 \leftarrow W \rightarrow Y$ 

2)  $X \leftarrow V \rightarrow Y$ 

X is *d-separated* from Y by Z in G iff

Every undirected path between X and Y in G is inactive relative to Z

An undirected path is inactive relative to Z iff any node on the path is inactive relative to Z

A node N is inactive relative to Z iff

- a) N is a non-collider in Z, or
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A node N (on a path) is *active* relative to **Z** iff a) N is a non-collider not in Z, or b) N is a collider that is in Z, or has a descendant in Z

X d-sep Y relative to  $\mathbf{Z} = \{W, Z_2\}$ ? No 1)  $X \rightarrow Z_1 \leftarrow W \rightarrow Y$ Z1 active? Yes W active? No





# D-separation + Intervention: Statistical Control ≠ Experimental Control

Question: Does  $X_1$  directly cause  $X_3$ ?

How to find out?



Experimentally control for X<sub>2</sub>

# D-separation + Intervention: Statistical Control $\neq$ Experimental Control



Experimentally control for  $X_2$  $X_3$  d-sep  $X_1$  by { $X_2$ set} ??? Yes:  $X_3 \_ ||\_ X_1 | X_2$ (set)

Statistically control for  $X_2$  $X_3$  d-sep  $X_1$  by  $\{X_2\}$  ??? No!  $X_3 \xrightarrow{} X_1 \mid X_2$  Extra Slides: Constraint based search

### **Constraint-based Search for Patterns**

1) Adjacency phase

2) Orientation phase

#### Constraint-based Search for Patterns: Adjacency phase

X and Y are <u>not adjacent</u> if they are independent conditional on <u>any</u> subset that doesn't X and Y

1) Adjacency

- Begin with a fully connected undirected graph
- Remove adjacency X-Y if X \_||\_ Y | any set S



#### Constraint-based Search for Patterns: Orientation phase

2) Orientation

- Collider test: Find triples X – Y – Z, orient according to whether the set that separated X-Z contains Y
- Away from collider test: Find triples X → Y – Z, orient Y – Z connection via collider test
- Repeat until no further orientations
- Apply Meek Rules



#### Search: Orientation

#### Away from Collider





#### Search: Orientation



#### Away from Collider Power!

$$X_{1} \longrightarrow X_{2} \longrightarrow X_{3} \qquad X_{1} \parallel X_{3} \mid \mathbf{S}, X_{2} \in \mathbf{S}$$

$$X_{1} \longrightarrow X_{2} \longrightarrow X_{3}$$

 $X_2 - X_3$  oriented as  $X_2 \rightarrow X_3$ 

Why does this test also show that  $X_2$  and  $X_3$  are not confounded?

