## Revisiting Bayesian Network Learning with Small Vertex Cover

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## Overview

(1) Introduction
(2) Learning
(3) Sampling
(4) Concluding Remarks

## Introduction

## Score-based Structure Learning

- Each parent set $G_{v}$ of $v$ is assigned a weight $f_{v}\left(G_{v}\right)$
- The score of a DAG $G$ is the product of vertex-wise scores:

$$
f(G):=\prod_{v \in V} f_{v}\left(G_{v}\right)
$$

## Bayesian Network Structure Learning (BNSL)

Objective: Compute $\max _{G} f(G)$

- NP-hard in general ${ }^{1}$
- Often sum of log-scores optimized instead

[^0]
## Sampling and Counting?

- A single DAG might not be enough
- Model averaging and prevalence of features


## Bayesian Network Structure Counting (BNSC)

Objective: Compute $\sum_{G} f(G)$

## Bayesian Network Structure Sampling (BNSS)

Objective: Sample $G$ with $\operatorname{Pr}(G) \propto f(G)$

- Counting is \#P-hard [this work]


## Parameterization

How much do we need to restrict the set of valid structures to obtain faster algorithms?

- Parameterized complexity: What happens if we limit some aspect of the graphs
- For example, the size of the minimum vertex cover (VC)
- Set $S$ is a VC if every edge has at least one endpoint in $S$


## Vertex Cover of Moralized Graph

- Moralization: $v$ and $w$ are connected if
- either $v \rightarrow w$ or $v \leftarrow w$, or
- there is $u$ with $v \rightarrow u \leftarrow w$
- Consider only DAGs with VC of size at most $k$ after moralization
- Still hard but polynomial in $n$ if $k$ is fixed ${ }^{2}$


[^1]
## Our Contributions

Nearly a quadratic speedup for parameterized structure learning
[this talk]

Novel parameterized algorithms for counting and sampling structures
[this talk]

Complexity-theoretical hardness results for counting in general and parameterized cases

## Learning

## Core and Periphery

- Distribute vertices into core and periphery
- Core $N_{1} \cup N_{2}$ : VC $N_{1}$ of the moralized graph and their parents $N_{2}$
- Periphery P: other vertices (without children)
- Core and periphery can be optimized independently



## Optimization

- Previous work searches over $n^{2 k} /(k!)^{2}$ unordered sets $N_{1}$ and $N_{2}$
- Core optimized in roughly $2^{2 k}$ operations



## Faster Learning

## Outline:

- Brute forcing over $n^{k}$ ordered sets $N_{1}$ is sufficient
- Distribute vertices between $N_{2}$ and $P$ with dynamic programming
- Maintain information about vertices in $N_{1}$ with parents


## Faster Learning

- Fix $N_{1}$ and index remaining vertices arbitrarily
- Assume we know best DAG for $N_{1}$ and the first $i-1$ of the remaining vertices such that $S \subseteq N_{1}$ has parents outside $N_{1}$
- For each $T \subseteq N_{1} \backslash S$ find best DAG with vertex $i$ being a parent of $T$
- Takes $3^{k} n^{k+O(1)}$ time (or $2^{k} n^{k+O(1)}$ is certain cases)



## Sampling

## Canonical Form?

- How to avoid multiple ways of representing a DAG?

- Canonical form hard to establish


## Parent Decompositions

- We settle for limiting the number of duplicates


## Definition

A DAG and a partition of $V$ into sets $N_{1}, N_{2}$, and $P$ are called a parent decomposition if all vertices in $N_{1}$ and $N_{2}$ have a child.

- At most $2 k$ vertices in the core
- By naïve analysis, each DAG has at most $2^{2 k}$ parent decompositions
- More careful analysis gives an upper bound $2^{k}$


## Sampling with Decompositions

## Outline:

- Iterate over sets $N_{1}, N_{2}$, and $P$
- Compute total weight of each parent decomposition
- Sample a DAG together with a parent decomposition
- Determine a canonical parent decomposition for each DAG
- Accept only that decomposition, reject the sample otherwise


## Weights of Decomposition

- Fix sets $N_{1}, N_{2}$, and $P$
- As well as the set $S \subseteq N_{1}$ of sinks in the core
- To be a parent decomposition, they must have children in $P$ !
- Sum the cores and peripheries independently and take their product
- Covering product for peripheries, root-layerings ${ }^{3}$ for cores


[^2]
## Approximating the Total Weight

- Each DAG satisfying constraints has at most $2^{k}$ parent decompositions
- Sum over all $N_{1}, N_{2}, P$, and $S$ gives an $2^{k}$-approximation $U$
- How to use this for sampling?



## Biased Sampling

- Stochastic backtracking
- Pick $N_{1}, N_{2}, P$, and $S$ at random proportionally to their total weight
- Sample edge structure independently for the core and the periphery
- Issue: Same DAG can come from multiple parent decompositions



## Rejection Sampling

- Issue: Same DAG can come from multiple parent decompositions
- Solution: Accept the DAG iff parent decomposition has lexicographically smallest $N_{2}$, otherwise reject



## Acceptance Probability

- Let $W\left(N_{1}, N_{2}, P, S\right)$ be the total weight of DAGs with that parent decomposition and set of core sinks
- Further, let $G$ be a DAG with such decomposition
- Probability of sampling $G$ with that decomposition is

$$
\frac{W\left(N_{1}, N_{2}, P, S\right)}{U} \cdot \frac{f(G)}{W\left(N_{1}, N_{2}, P, S\right)}=\frac{f(G)}{U}
$$

- With par $G$ being the number of parent decompositions of $G$,
- sampling probability $\operatorname{par} G \cdot f(G) / U$
- acceptance probability $f(G) / U$
- expected acceptance rate $\sum_{G} f(G) / U$


## Better Approximation

- Expected acceptance rate $\sum_{G} f(G) / U \geq 2^{-k}$
- Each sample a Bernoulli random variable (reject 0, accept 1 )
- Multiply empirical acceptance rate by $U$
- Mean of Bernoulli has good concentration bounds
- Enables approximation at arbitrary precision


## Concluding Remarks

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- New algorithms for parameterized learning, counting, and sampling
- What is known now:

| Problem |  | Complexity | Class |
| :---: | :---: | :---: | :---: |
| Optimization |  | $3^{k} n^{k+O(1)}$ | $\mathrm{W}[2]$-hard ${ }^{4}$ |
| Sampling | Preprocessing <br> Sampling | $(4 \mathrm{e} n / k)^{2 k} n^{O(1)}$ <br> $4^{k} n^{O(1)}$ | $\mathrm{W}[2]$-hard* |
| Counting |  | $2^{\binom{2 k}{2}} 12^{k} n^{2 k+O(1)}$ | $\# \mathrm{~W}[1]$-hard |

- What about other parameters?
- Are the results there best possible?
- How much restriction needed for FPT sampling or counting?

[^3]
## Thank you!


[^0]:    ${ }^{1}$ David M. Chickering. Learning Bayesian networks is NP-complete. AISTATS'95.

[^1]:    2 Janne H. Korhonen and Pekka Parviainen. Tractable Bayesian Network Structure Learning with Bounded Vertex Cover Number. NIPS'15.

[^2]:    3 Topi Talvitie, Aleksis Vuoksenmaa, and Mikko Koivisto. Exact Sampling of Directed Acyclic Graphs from Modular Distributions. UAI'19.

[^3]:    4 Niels Grüttemeier and Christian Komusiewicz. Learning Bayesian Networks Under Sparsity Constraints: A Parameterized Complexity Analysis. J. Artif. Intell. Res. 74. 2022.

    * Sampling enables existence testing

