

Abstract

A causal DAG is in general not fully identifiable. Interventions generally improve identifiability; however, the gain of an intervention strongly depends on the intervened variables. We present active learning strategies calculating optimal interventions for two different learning goals:

1. maximizing the number of orientable edges with single-vertex interventions;
2. minimizing the number of interventions (at arbitrarily many variables) to guarantee full identifiability.

We compare our two active learning approaches to random interventions in a simulation study.

Causal Models, Interventions

Causal model: pair (D, f) , D : DAG on vertex set $[p] := \{1, \dots, p\}$, f : p -variate probability density with **Markov property** of D .

Example: D in Fig. 1 encodes the Markov property (i.e., factorization)

$$f(x) = f(x_1)f(x_2|x_1)f(x_3|x_1)f(x_4|x_2, x_3).$$

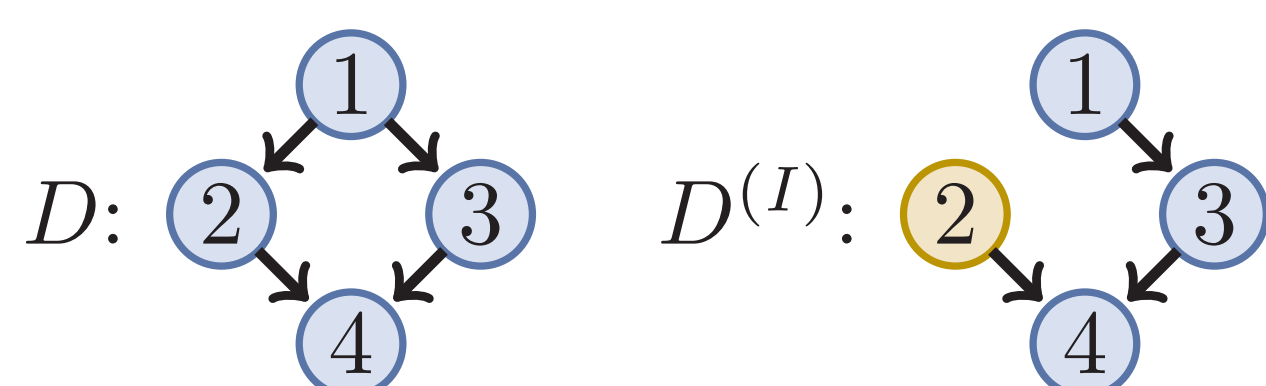


Fig. 1: DAG D and corresponding intervention DAG $D^{(I)}$ for the intervention target $I = \{2\}$.

Intervention at some **target** $I \subset [p]$: experiment which forces the variables X_I to values *independent* of the original causal parents.

Intervention DAG $D^{(I)}$: DAG D without all arrows pointing to a vertex in I (cf. Fig. 1). Encodes the Markov property of a causal model under an intervention at I .

(Interventional) Markov Equivalence

We consider a set of intervention experiments consisting of interventions at different targets summarized as a **family of targets** $\mathcal{I} \subset \mathcal{P}([p])$. Two DAGs D_1 and D_2 are **\mathcal{I} -Markov equivalent** (i.e. statistically indistinguishable under data from interventions at the targets in \mathcal{I}) if and only if (Hauser and Bühlmann, 2012)

- D_1 and D_2 have the same skeleton and the same v-structures, and
- $D_1^{(I)}$ and $D_2^{(I)}$ have the same skeleton for all $I \in \mathcal{I}$.

\mathcal{I} -essential graph $\mathcal{E}_{\mathcal{I}}(D)$: partially directed graph representing the \mathcal{I} -Markov equivalence class of the DAG D :

- a **directed** edge represents an arrow with *common* (i.e., **identifiable**) orientation in all representatives;
- an **undirected** edge represents an arrow with *different* (i.e., **unidentifiable**) orientations in the representatives.

An essential graph G is a **chain graph** with **chordal** chain components (Hauser and Bühlmann, 2012); the **set** of its **representatives** is denoted by $\mathbf{D}(G)$.

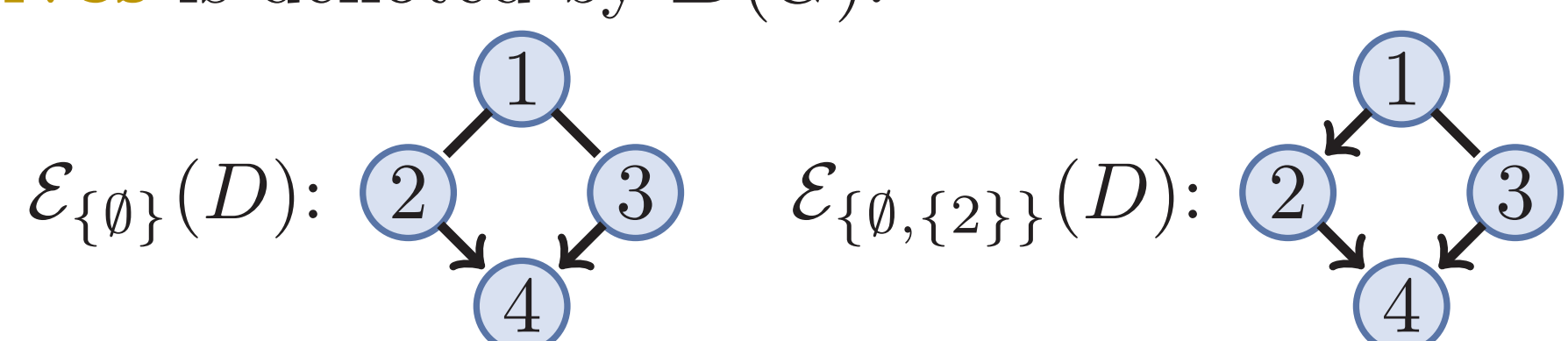


Fig. 2: Essential graphs of D (Fig. 1) for different families of targets.

Clique number $\omega(H)$: the size of the largest (undirected) clique in a graph H .

AL 1: Single-Vertex Targets

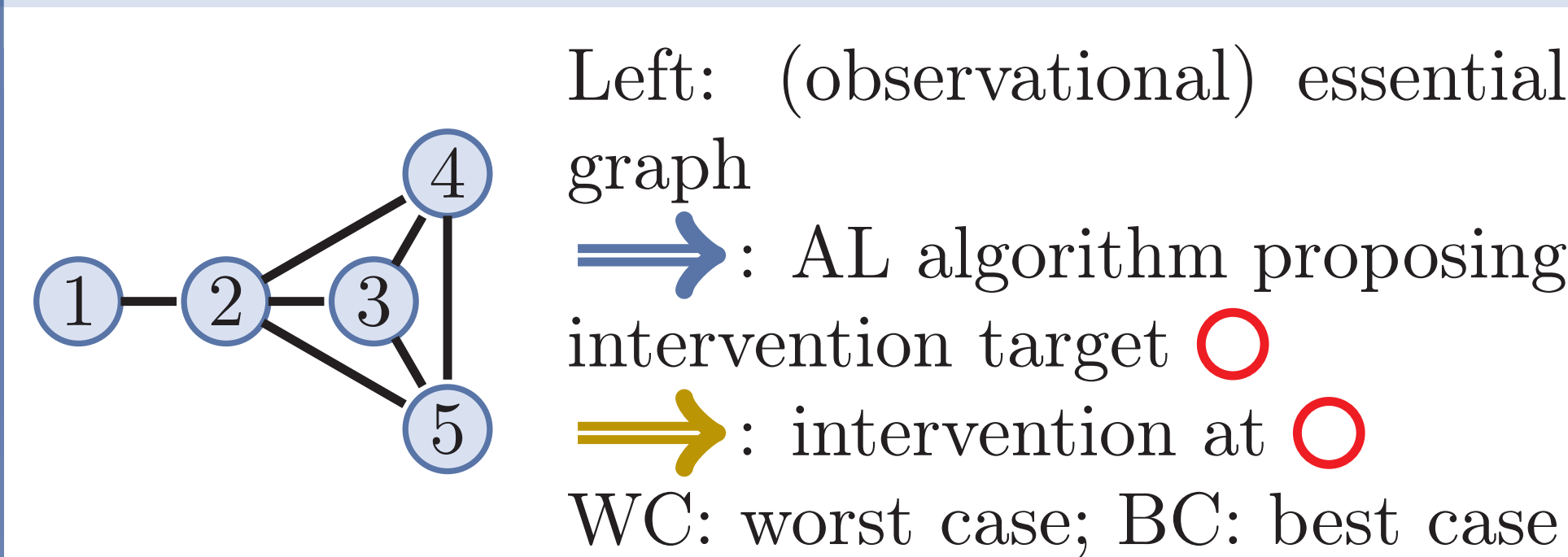
Problem: given an \mathcal{I} -essential graph G , find the single-vertex intervention target v such that the number of edges orientable after intervening at v is maximized.

Formally: find

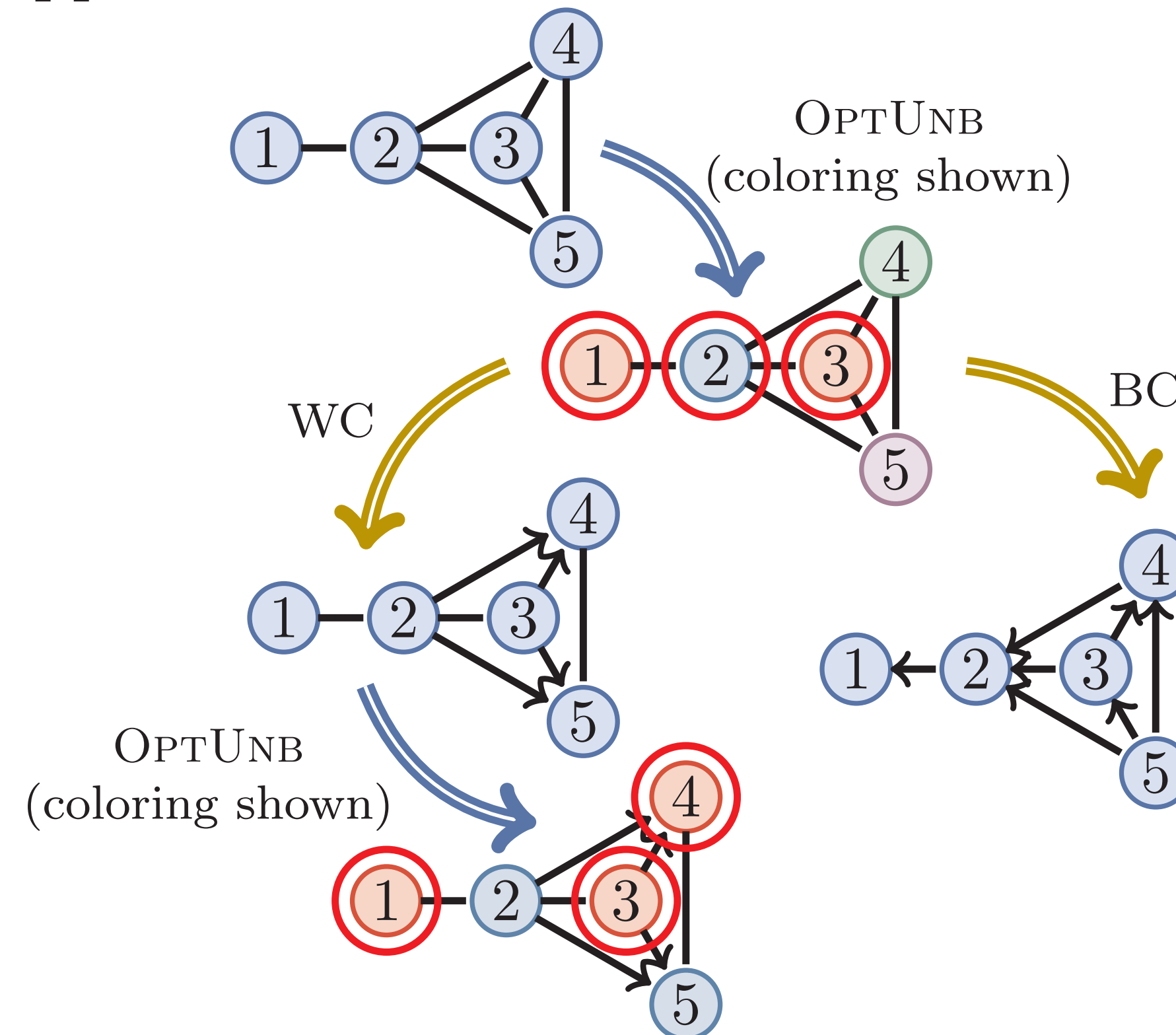
$$v := \arg \min_{v' \in [p]} \max_{D \in \mathbf{D}(G)} \xi(\mathcal{E}_{\mathcal{I} \cup \{v'\}}(D));$$

$\xi(H)$: number of undirected edges in a graph H .
Solution: local algorithm OPTSINGLE that considers the neighborhood of potential intervention targets v only, without enumerating all DAGs in $\mathbf{D}(G)$. OPTSINGLE has in worst case exponential complexity (depending on $\omega(G)$).

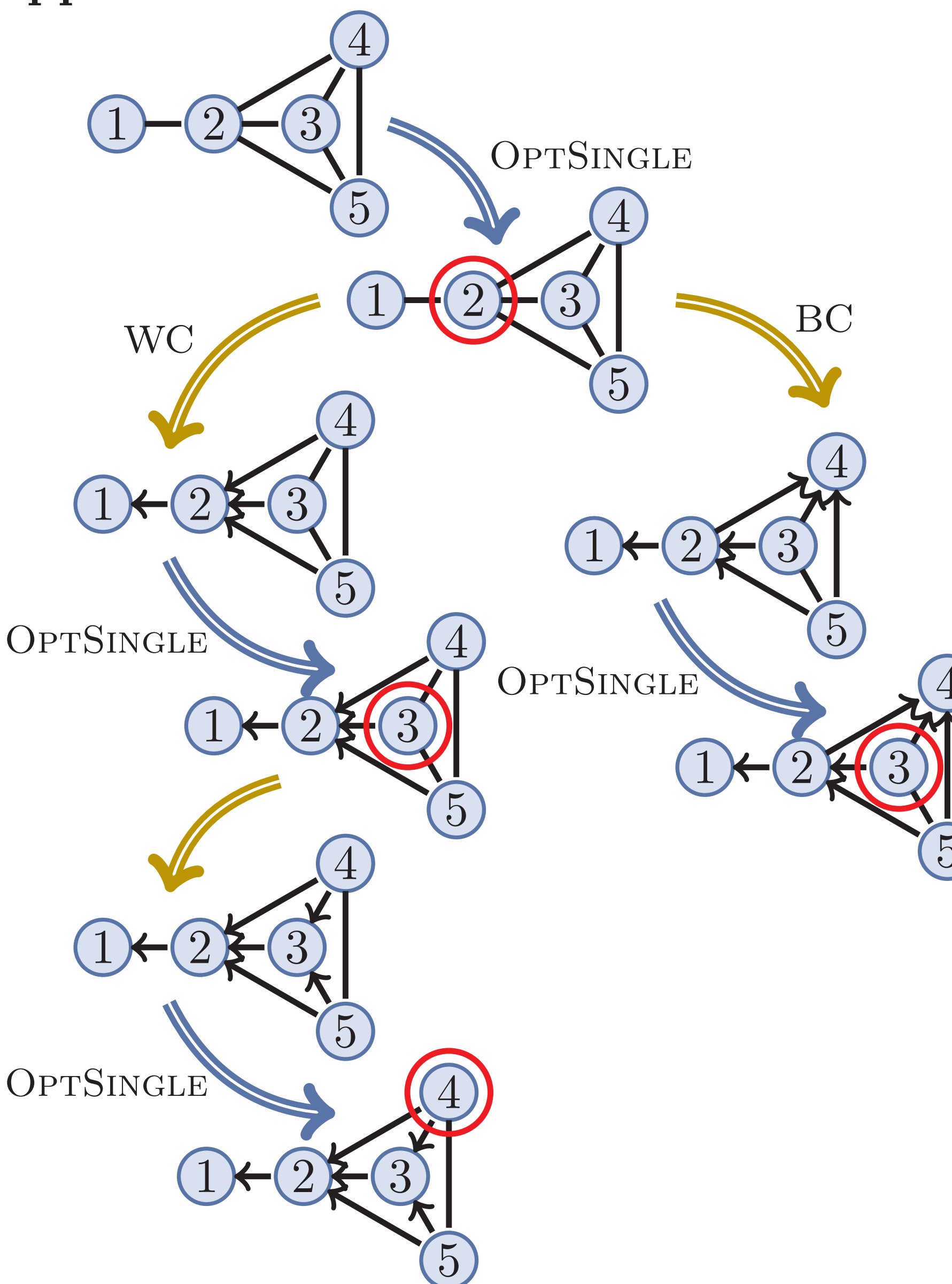
Examples



Application of OPTUNB:



Application of OPTSINGLE:



AL 2: Unbounded Targets

Problem: given an \mathcal{I} -essential graph G , find a minimum set of intervention targets I_1, \dots, I_k such that every DAG $D \in \mathbf{D}(G)$ is fully identifiable under $\mathcal{I}' := \mathcal{I} \cup \{I_1, \dots, I_k\}$.

Solution: algorithm OPTUNB that yields an intervention target I which **maximally reduces the clique size** of the essential graph after intervening. Iterative application of OPTUNB yields a solution to the problem above; theoretical justification:

Prop. 1 *There is a target $I \subset [p]$ such that for every $D \in \mathbf{D}(G)$, $\omega(\mathcal{E}_{\mathcal{I} \cup \{I\}}(D)) \leq \lceil \omega(G)/2 \rceil$. This bound is sharp: for each $I \subset [p]$ there exists a DAG $D \in \mathbf{D}(G)$ such that $\omega(\mathcal{E}_{\mathcal{I} \cup \{I\}}(D)) \geq \lceil \omega(G)/2 \rceil$.*

This proves the conjecture of Eberhardt (2008):

Cor. 1 $k = \lceil \log_2(\omega(G)) \rceil$ subsequent interventions are sufficient and in the worst case necessary for fully identifying every DAG in $\mathbf{D}(G)$.

OPTUNB is based on LEXBFS (Rose, 1970) and greedy coloring; it has complexity $O(p + |E|)$ (E : edge set of G) by exploiting the chordality of the chain components of G .

Simulations

Aim: evaluation of OPTUNB and OPTSINGLE on randomly drawn causal models with $p \in \{10, 20, 30, 40\}$

Quality measure: **survival time**, i.e. number of steps needed for full identifiability; measured either in number of intervention targets (T) or total number of intervened variables (V).

Competing algorithms:

- RAND: purely random choice of single-vertex interventions
- RANDADV: random choice of single-vertex interventions among vertices with at least one incident undirected edge

Results:

- RAND clearly beaten by other algorithms
- OPTUNB best algorithm in terms of intervention targets (T), OPTSINGLE best algorithm in terms of intervened vertices (V)

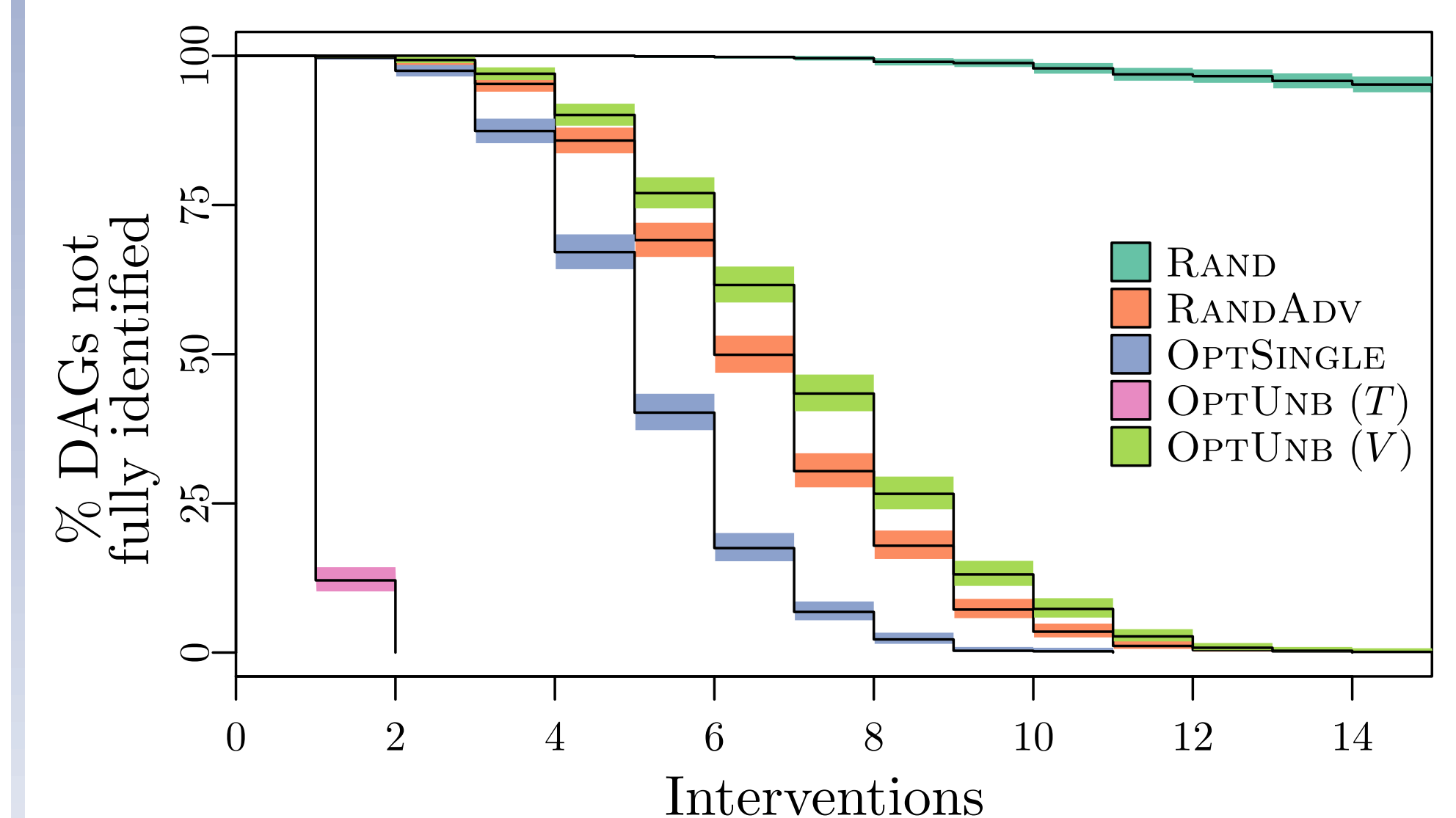


Fig. 3: Number of intervention steps needed for full identifiability of DAGs with $p = 40$, measured in targets (T) or intervened variables (V). Thin lines: Kaplan-Meier estimates (Kaplan and Meier, 1958); colored bands: 95% confidence region.

References

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