

MATH 829: Introduction to Data Mining and
Analysis
Graphical Models III - Gaussian Graphical Models
(cont.)

Dominique Guillot

Departments of Mathematical Sciences
University of Delaware

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Estimating the conditional independence structure of a GGM

During the last lecture, we have shown that when $X \sim N(\mu, \Sigma)$,

- 1 $X_i \perp\!\!\!\perp X_j$ iff $\Sigma_{ij} = 0$.
- 2 $X_i \perp\!\!\!\perp X_j \mid \text{rest}$ iff $(\Sigma^{-1})_{ij} = 0$.

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- We will proceed in a way that is similar to the lasso.
- Suppose $x^{(1)}, \dots, x^{(n)} \in \mathbb{R}^p$ are iid observations of X . The associated **log-likelihood** of (μ, Σ) is given by

$$l(\mu, \Sigma) := -\frac{n}{2} \log \det \Sigma - \frac{1}{2} \sum_{i=1}^n (x^{(i)} - \mu)^T \Sigma^{-1} (x^{(i)} - \mu) - \frac{np}{2} \log(2\pi).$$

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Classical result: the MLE of (μ, Σ) is given by

$$\hat{\mu} := \frac{1}{n} \sum_{i=1}^n x^{(i)}, \quad S := \frac{1}{n} \sum_{i=1}^n (x^{(i)} - \hat{\mu})(x^{(i)} - \hat{\mu})^T.$$

Estimating the CI structure of a GGM (cont.)

- Using $\hat{\mu}$ and $\hat{\Sigma}$, we can conveniently rewrite the log-likelihood as:

$$l(\mu, \Sigma) = -\frac{n}{2} \log \det \Sigma - \frac{n}{2} \text{Tr}(S\Sigma^{-1}) - \frac{np}{2} \log(2\pi) \\ - \frac{n}{2} \text{Tr}(\Sigma^{-1}(\hat{\mu} - \mu)(\hat{\mu} - \mu)^T).$$

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(use the identity $x^T Ax = \text{Tr}(Axx^T)$).

- Note that the last term is minimized when $\mu = \hat{\mu}$ (independently of Σ) since

$$\text{Tr}(\Sigma^{-1}(\hat{\mu} - \mu)(\hat{\mu} - \mu)^T) = (\hat{\mu} - \mu)^T \Sigma^{-1}(\hat{\mu} - \mu) \geq 0.$$

(The last inequality holds since Σ^{-1} is positive definite.)

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- Therefore the log-likelihood of $\Omega := \Sigma^{-1}$ is

$$l(\Omega) \propto \log \det \Omega - \text{Tr}(S\Omega) \quad (\text{up to a constant}).$$

The Graphical Lasso

The Graphical Lasso (glasso) algorithm (Friedman, Hastie, Tibshirani, 2007), Banerjee et al. (2007), solves the **penalized likelihood** problem:

$$\hat{\Omega}_\rho = \operatorname{argmax}_{\Omega \text{ psd}} \left[\log \det \Omega - \operatorname{Tr}(S\Omega) - \rho \sum_{i,j=1}^p \|\Omega\|_1 \right],$$

where $\|\Omega\|_1 := \sum_{i,j=1}^p |\Omega_{ij}|$, and $\rho > 0$ is a fixed regularization parameter.

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- Idea: Make a trade-off between maximizing the likelihood and having a sparse Ω .
- Just like in the lasso problem, using a 1-norm tends to introduce many zeros into Ω .
- The regularization parameter ρ can be chosen by cross-validation.
- The above problem can be efficiently solved for problems with up to a few thousand variables (see e.g. ESL, Algorithm 17.2).

The Graphical Lasso (cont.)

- We need to maximize

$$F(\Omega) := \log \det \Omega - \text{Tr}(S\Omega) - \rho \sum_{i,j=1}^p \|\Omega\|_1.$$

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$$\frac{\partial}{\partial \Omega} \log \det \Omega = \Omega^{-1}, \quad \frac{\partial}{\partial \Omega} \text{Tr}(S\Omega) = S.$$

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Also,

$$\partial \sum_{i,j=1}^p |\Omega_{ij}| = \text{Sign}(\Omega)$$

where

$$\text{Sign}(\Omega)_{ij} = \begin{cases} 1 & \text{if } \Omega_{ij} > 0 \\ -1 & \text{if } \Omega_{ij} < 0 \\ [-1, 1] & \text{if } \Omega_{ij} = 0 \end{cases}.$$

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- Just like for the lasso problem, we will derive a **coordinate-wise** approach to solve the glasso problem.
- Let $W = \Omega^{-1}$. Write W and Ω in **block form**

$$W = \begin{pmatrix} W_{11} & w_{12} \\ w_{12}^T & w_{22} \end{pmatrix}, \quad \Omega = \begin{pmatrix} \Omega_{11} & \omega_{12} \\ \omega_{12}^T & \omega_{22} \end{pmatrix},$$

where $W_{11}, \Omega_{11} \in \mathbb{R}^{(p-1) \times (p-1)}$.

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where $W_{11}, \Omega_{11} \in \mathbb{R}^{(p-1) \times (p-1)}$.

- We will cyclically optimize F , one column/row at a time.
- Note that since $W\Omega = I$, we have

$$\begin{pmatrix} W_{11}\Omega_{11} + w_{12}\omega_{12}^T & W_{11}\omega_{12} + w_{12}\omega_{22} \\ w_{12}^T\Omega_{11} + w_{22}\omega_{12}^T & w_{12}^T\omega_{12} + w_{22}\omega_{22} \end{pmatrix} = \begin{pmatrix} I_{(p-1) \times (p-1)} & \mathbf{0}_{(p-1) \times 1} \\ \mathbf{0}_{1 \times (p-1)} & 0 \end{pmatrix}.$$

The Graphical Lasso (cont.)

- In particular, we have $W_{11}\omega_{12} + w_{12}\omega_{22} = 0$, i.e.,

$$w_{12} = -W_{11} \frac{\omega_{12}}{\omega_{22}} = W_{11}\beta,$$

where $\beta := -\omega_{12}/\omega_{22}$.

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- Now, the upper right block of $\Omega^{-1} - S - \rho \cdot \text{Sign}(\Omega)$ is equal to

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- We need to choose w_{12} such that

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Observation: in the lasso problem $\min_{\beta} \frac{1}{2}\|y - Z\beta\|^2 + \rho\|\beta\|_1$, we have

$$\partial \left(\frac{1}{2}\|y - Z\beta\|^2 + \rho\|\beta\|_1 \right) = Z^T Z\beta - Z^T y + \rho \cdot \text{Sign}(\beta).$$

So, we have the two optimality conditions:

- **Glasso update:** $0 \in W_{11}\beta - s_{12} + \rho \cdot \text{Sign}(\beta)$
- **Lasso problem:** $0 \in Z^T Z\beta - Z^T y + \rho \cdot \text{Sign}(\beta)$

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Now, let $Z := W_{11}^{1/2}$, and $y := W_{11}^{-1/2} s_{12}$.

- The glasso update is thus equivalent to solving the lasso problem:

$$\min_{\beta} \frac{1}{2} \|W_{11}^{-1/2} s_{12} - W_{11}^{1/2} \beta\|_2^2 + \rho \|\beta\|_1.$$

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We can therefore solve the glasso problem by cycling through the row/columns of W , and updating them by solving a lasso problem!

The Graphical Lasso (cont.)

We therefore have the following algorithm to solve the glasso problem.

Algorithm 17.2 *Graphical Lasso.*

1. Initialize $\mathbf{W} = \mathbf{S} + \lambda \mathbf{I}$. The diagonal of \mathbf{W} remains unchanged in what follows.
 2. Repeat for $j = 1, 2, \dots, p, 1, 2, \dots, p, \dots$ until convergence:
 - (a) Partition the matrix \mathbf{W} into part 1: all but the j th row and column, and part 2: the j th row and column.
 - (b) Solve the estimating equations $\mathbf{W}_{11}\beta - s_{12} + \lambda \cdot \text{Sign}(\beta) = 0$ using the cyclical coordinate-descent algorithm (17.26) for the modified lasso.
 - (c) Update $w_{12} = \mathbf{W}_{11}\hat{\beta}$
 3. In the final cycle (for each j) solve for $\hat{\theta}_{12} = -\hat{\beta} \cdot \hat{\theta}_{22}$, with $1/\hat{\theta}_{22} = w_{22} - w_{12}^T \hat{\beta}$.
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MLE estimation of a GGM

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- We can now estimate the *optimal* covariance matrix with the given graph structure by solving:

$$\hat{\Sigma}_G := \underset{\Sigma : \Omega = \Sigma^{-1} \in \mathbb{P}_G}{\operatorname{argmax}} \quad l(\Sigma),$$

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- Note: Instead of maximizing the log-likelihood over all possible psd matrices as in the classical case, we restrict ourselves to the matrices having the right conditional independence structure.

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- Note: Instead of maximizing the log-likelihood over all possible psd matrices as in the classical case, we restrict ourselves to the matrices having the right conditional independence structure.
- The “graphical MLE” problem can be solved efficiently for up to a few thousand variables (see e.g. ESL, Algorithm 17.1).

MLE estimation of a GGM (cont.)

Computing the Gaussian MLE of a multivariate normal random vector with known conditional independence graph G :

Algorithm 17.1 *A Modified Regression Algorithm for Estimation of an Undirected Gaussian Graphical Model with Known Structure.*

1. Initialize $\mathbf{W} = \mathbf{S}$.
2. Repeat for $j = 1, 2, \dots, p$ until convergence:
 - (a) Partition the matrix \mathbf{W} into part 1: all but the j th row and column, and part 2: the j th row and column.
 - (b) Solve $\mathbf{W}_{11}^* \beta^* - s_{12}^* = 0$ for the unconstrained edge parameters β^* , using the reduced system of equations as in (17.19). Obtain $\hat{\beta}$ by padding $\hat{\beta}^*$ with zeros in the appropriate positions.
 - (c) Update $w_{12} = \mathbf{W}_{11} \hat{\beta}$
3. In the final cycle (for each j) solve for $\hat{\theta}_{12} = -\hat{\beta} \cdot \hat{\theta}_{22}$, with $1/\hat{\theta}_{22} = s_{22} - w_{12}^T \hat{\beta}$.

ESL, Algorithm 17.1.

The derivation of the algorithm is similar to the derivation of the glasso algorithm (see ESL, Section 17.3.1).

Example: Estimating the conditional independencies in temperature fields (Guillot et al., 2015)

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FIG. 3. *Example of estimated graphical structure of a temperature field (HadCRUT3v).*

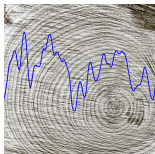
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Reconstructing climate fields using paleoclimate proxies:

- Estimate conditional independence graph on instrumental period.

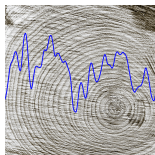


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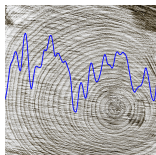
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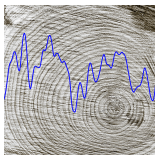
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- The resulting algorithm is called **GraphEM**.

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See Guillot et al.(2015) for more details.