

Bayesian Causal Induction

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Introduction

Causal Induction (AKA Causal Discovery):

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- ▶ The generalization from particular causal instances to abstract causal laws.

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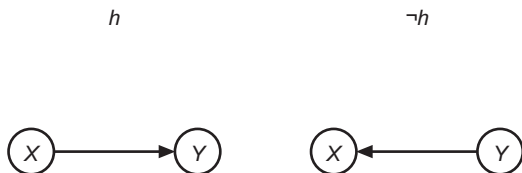
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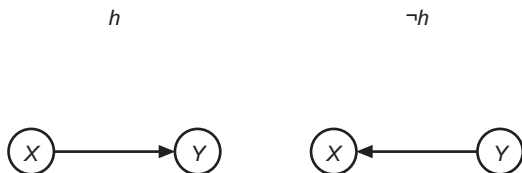
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 - ▶ Infer causal link from experience.
 - ▶ Extrapolate to future experience.
- ▶ We all do this in our everyday lives—**but how?**

Causal Graphical Model



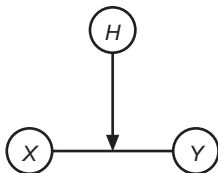
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- ▶ Two candidate **causal hypotheses** $\{h, \neg h\}$
(having identical joint distributions)

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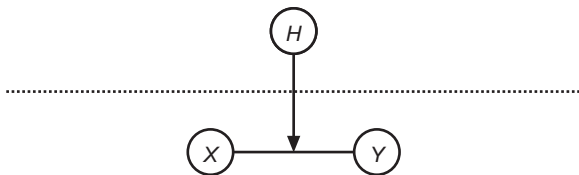
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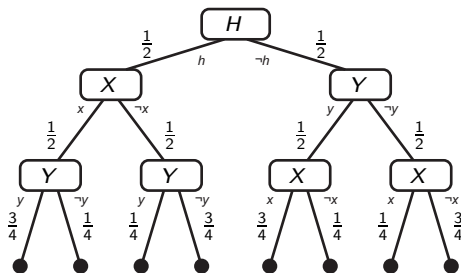
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- ▶ How do we express the problem of causal induction using the language of graphical models **alone**?
- ▶ Do we have to introduce a meta-level for H ?

Probability Trees



- ▶ Node: mechanism, history dependent
 - ▶ e.g. $P(y|h, \neg x) = \frac{1}{4}$ and $P(\neg y|h, \neg x) = \frac{3}{4}$
- ▶ Path: causal realization of mechanisms
- ▶ Tree: causal realizations, possibly **heterogeneous**
- ▶ All random variables are first class citizens!

Inferring the Causal Direction

- ▶ We observe $X = x$, then we observe $Y = y$.
- ▶ What is the probability of $H = h$?
- ▶ Calculate posterior probability:

$$\begin{aligned} P(h|x, y) &= \frac{P(y|h, x)P(x|h)P(h)}{P(y|h, x)P(x|h)P(h) + P(x|\neg h, y)P(y|\neg h)P(\neg h)} \\ &= \frac{\frac{3}{4} \cdot \frac{1}{2} \cdot \frac{1}{2}}{\frac{3}{4} \cdot \frac{1}{2} \cdot \frac{1}{2} + \frac{3}{4} \cdot \frac{1}{2} \cdot \frac{1}{2}} \end{aligned}$$

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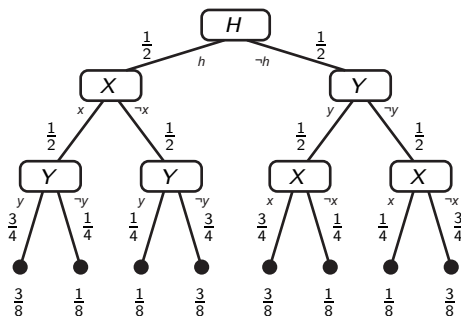
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- ▶ We haven't learned anything!
- ▶ To extract **new** causal information, we have to supply **old** causal information:
 - ▶ “no causes in, no causes out”
 - ▶ “to learn what happens if you kick the system, you have to kick the system”

Interventions in a Probability Tree

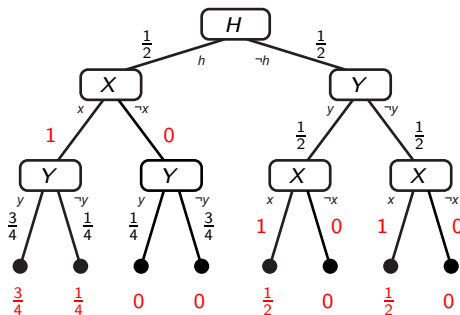
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$P(X, Y|H)$:

Interventions in a Probability Tree

Set $X = x$:



- ▶ Replace all mechanisms resolving X with the delta " $X = x$ ".

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- ▶ We have have acquired evidence for “ $X \rightarrow Y$ ”!

Conclusions

- ▶ Causal induction can be done using purely Bayesian techniques plus a description allowing multiple causal explanations of an experiment.
- ▶ Probability trees provide a clean & simple way to encode causal probabilistic information.
- ▶ The purpose of an intervention is to introduce statistical asymmetries.
- ▶ The causal information that we can acquire is limited by the interventions we can apply to the system.
- ▶ In this approach, the causal dependencies are not “in the data”, but they rather arise from the data **and** the hypotheses that the reasoner “imprints” on them.