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Medical decision analysis with probabilistic graphical models

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Naïve-Bayes method for probabilistic diagnosis

- n diagnoses, m possible findings
- 1st hypothesis: diagnoses are <u>mutually exclusive</u> (i.e., the patient has at most one disease)
- 2nd hypothesis: findings are <u>conditionally independent</u>

 $P(f_1,\ldots,f_m | d_i) = P(f_1 | d_i) \cdot \ldots \cdot P(f_m | d_i)$

Bayes' theorem (naïve method)

 $P(d_i|f_1,\ldots,f_m) = \alpha \cdot P(f_1|d_i) \cdot \ldots \cdot P(f_m|d_i) \cdot P(d_i)$



















OpenMarkov. Main features

Strengths

- Written in Java: portability (Windows, linux, MacOS...)
- Open source
- Software engineering tools: JUnit, maven, mercurial (bitbucket), nexus, bugtracker, etc.
- Easily extensible: users can adapt it to their needs
- > Many types of models, potentials, etc.
- Very active: new features are continuously added
- Support for users and developers: wiki, lists, mail...
- Well-documented format for encoding networks: ProbModelXML.

Weaknesses

- Written in Java: relatively slow (in some cases)
- No on-line help, documentation still poor
- Still a prototype; needs debugging
- Support is limited, due to scarcity of human resources.





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Canonical Probabilistic Models for Knowledge Engineering		
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Abe	tract	
Abs The hardest task in knowledge enginee as Bayesian networks and influence diagray. Models based on acyclic directed graphs and common in practice, require for every variable in the number of its parents in the graph, wh from databases a daunting task. In this pay whose main advantage is that they require n framework for them, based on three category simple canonical models. ICI models rely on its of canonical models (LM observed) rely on the them and effering criteria for applying them canonical models.		
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The Influence of Influence Diagrams on Artificial Intelligence

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Howard and Matheson's article "Influence Diagrams" has had a substantial impact on research in artificial intelligence (AI). In this perspective, I briefly discuss the importance of influence diagrams as a model for decision making under uncertainty in the AI research community; but I also identify some of the less direct, but no less important, influences this work has had on the field.

Key words: influence diagrams; decision theory; artificial intelligence; value of information; graphical models; perspective, the focus on graphical modeling research *History*: Received on November 14, 2005. Accepted by Eric Horvitz on November 23, 2005, without revision.

Howard and Matheson's (1984/2005) "Influence Diagrams" has had a profound impact on developments in artificial intelligence. Some of these influences have been quite direct; others are more indirect, but in many ways, more substantial. The paper

vision (Binford and Levitt 2003), dialog management, user interface design, multiagent systems, and game theory (Koller and Milch 2003), to name but a few. Another reasonably direct impact of "Influence Dia-

grams" derives from its role in the development











Solutions we have proposed

- 1. Explanation in influence diagrams
 - showing the posterior probabilities and expected values
 - introduction of evidence
 - hypothetical reasoning (what if) by means of imposed policies
- 2. Synthesizing the optimal intervention
 - > in the form of a compact tree
- 3. Cost-effectiveness analysis with IDs
- 4. Markov influence diagrams
 - including cost-effectiveness analysis
- 5. Decision analysis networks
 - > an alternative to IDs for asymmetric decision problems.















- Disease prevalence = 0.14
- ◆ Test sensitivity = 0.90, specificity = 0.93, cost = 150 €
- ◆ Therapy 1 cost = 20,000 €
- ◆ Therapy 2 cost = 70,000 €
- Effectiveness (QALYs)

	No therapy	Therapy 1	Therapy 2
Disease present	1.2	4.0	6.5
Disease absent	10	9.9	9.3

- ♦ Is the test cost-effective?
- What is the most cost-effective therapy?



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Decision Trees	Trouts in Cost-Enectiveness
Manuel Arias · Francisco Javier Díez	
Published online: 31 July 2014 © Springer International Publishing Switzerland 2014	
Published online: 31 July 2014 © Springer International Publishing Switzerland 2014 1 Introduction	build a decision tree with one decision node at the root
Published online: 31 July 2014 © Springer International Publishing Switzerland 2014 1 Introduction Cost-effectiveness analysis (CEA) is increasingly used to inform health policies. Decision trees are the standard method for decision analysis in non-temporal domains. A	build a decision tree with one decision node at the root which represents all the strategies to be evaluated, a proposed by Kuntz and Weinstein; the other is to apply the algorithm presented in Arias and Díez [13]. As a case study, we consider the common problem o

Original Articles

Cost-effectiveness Analysis with Influence Diagrams*

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Keywords

Cost-benefit analysis, cost-effectiveness analysis, decision trees, influence diagrams

Background: Cost-effectiveness analysis (CEA) is used increasingly in medicine to de-termine whether the health benefit of an intervention is worth the economic cost. Decision trees, the standard decision modeling Using OpenMarkov, an open-source software technique for non-temporal domains, can only perform CEA for very small problems. **Objective:** To develop a method for CEA in problems involving several dozen variables. Methods: We explain how to build influence diagrams (IDs) that explicitly represent cost problems that cannot be analyzed with deci-and effectiveness. We propose an algorithm sion trees. for evaluating cost-effectiveness IDs directly,

Results: The evaluation of an ID returns a set of intervals for the willingness to pay – sep-arated by cost-effectiveness thresholds – and, for each interval, the cost, the effectiveness, and the optimal intervention. The algorithm that evaluates the ID directly is in general much more efficient than the brute-force method, which is in turn more efficient than the expansion of an equivalent decision tree. tool that implements this algorithm, we have been able to perform CEAs on several IDs whose equivalent decision trees contain millions of branches.

Conclusion: IDs can perform CEA on large

units divided by cost units; for example, in units divided by cost units; for example, in dollars per death avoided or euros per quality-adjusted life year (QALY) [4]. As the willingness to pay is different for each decision maker, CEA must consider all its possible values. The result of the analysis is usually a set of intervals for λ , each one having an optimal intervention.

1

When the consequences of the interventions are not deterministic, it is necessary to model the probability of each outcome. Decision trees are the tool used most frequently for this task, especially in medicine [5]. Their main drawback is that their size grows exponentially with the number of variables^b. In the medical literature, trees usually have 3 or 4 variables and between 6 and 10 leaf nodes. A tree of 5 variables typically contains around 20 leaf nodes.











Factored extensions of Markov models

Flat model	Factored model	
Markov chain	Dynamic Bayesian network	
Hidden Markov model	[Dean and Kanazawa, 1989]	
Markov decision process (MDP)	Factored MDP [Boutilier et al., 1995, 2000]	
Partially-observable MDP (POMDP)	Factored POMDP [Boutilier and Poole, 1996]	



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MDPs in Medicine: Opportunities and Challenges

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Abstract

In the last three decades hundreds of Markov mod-els have been built for medical applications, but most of them fall under the paradigm of what we call simple Markov models (SMMs). Markov de-cision processes (MDP8) are much more powerful as a decision analysis tool, but they are ignored in medical decision analysis books and the num-ber of medical applications based on them is still very small. In this paper we compare both types of models and discuss the challenges that MDPs must overcome before they can be widely accepted in medicine. We present a software tool, Open-Markov, that addresses those challenges and has been used to build a Markov model for analyzing the cost-effectiveness of the HPV vaccine. In the last three decades hundreds of Markov mod-

1 Introduction

Markov models were introduced in the beginning of the 20-th century by the Russian mathematician Andrey-vich Markov [1906]. In the three decades passed since the pioneering work of Beck and Pauker [1983], hundreds of

the emergence of partially observable Markov decision pro-cesses (POMDPs) [Aström, 1965], in which the state of the system is not directly observable, but there is a variable that correlates probabilistically with it. POMDPs were developed in the field of automatic control as an extension of MDPs, but currently most of the research about them is carried out in artificial intelligence (Al), again as a tool for planning, es-pecially in robotics [Ghallab *et al.*, 2004]. The main con-tribution of Al to this field comes from the area of proba-bilistic graphical models: Bayesian networks [Dean and Kanazawa, 1989], which generalize Markov chains and hidden Markov models [Murphy, 2002]. The idea of using several variables to represent the state of the system, insteads of only one, led to factored MDPs [Boutlier *et al.*, 1995; 2000] and factored POMDPs [Boutlier *et al.*, 1996], which can model efficiently may problems that were un-manageable with flat (i.e., non-factored) persentations; cor-respondingly, there are new algorithms that can solve prob-lems several orders of magnitude bigger than in the recent past [Hoey *et al.*, 1999; Poupart, 2005; Spaan and Vlassis, 2005].

In the rest of the paper, we use the acronym MDPs to re-fer to both fully observable and partially observable models (EOMDPs and POMDPs, respectively)





















































