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Mixture models

- Recall types of clustering methods
 - hard clustering: clusters do not overlap
 - element either belongs to cluster or it does not
 - soft clustering: clusters may overlap
 - stength of association between clusters and instances
- Mixture models
 - probabilistically-grounded way of doing soft clustering
 - each cluster: a generative model (Gaussian or multinomial)
 - parameters (e.g. mean/covariance are unknown)
- Expectation Maximization (EM) algorithm
 - automatically discover all parameters for the K "sources"

Mixture models in 1-d

- Observations x₁ ... x_n
 - K=2 Gaussians with unknown μ , σ^2
 - estimation trivial if we know the source of each observation

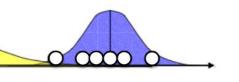
$$\mu_b = \frac{x_1 + x_2 + \dots + x_{n_b}}{n_b}$$

$$\sigma_b^2 = \frac{(x_n - \mu_b)^2 + \dots + (x_n - \mu_b)^2}{n_b}$$

- If we knew parameters of the Gaussians (μ , σ^2)
 - can guess whether point is more likely to be a or b

$$P(b \mid x_i) = \frac{P(x_i \mid b)P(b)}{P(x_i \mid b)P(b) + P(x_i \mid a)P(a)}$$

$$P(x_i | b) = \frac{1}{\sqrt{2\pi\sigma_b^2}} \exp\left\{-\frac{(x_i - \mu_b)^2}{2\sigma_b^2}\right\}$$



How to deal with the data with no label and no Gaussian parameters???

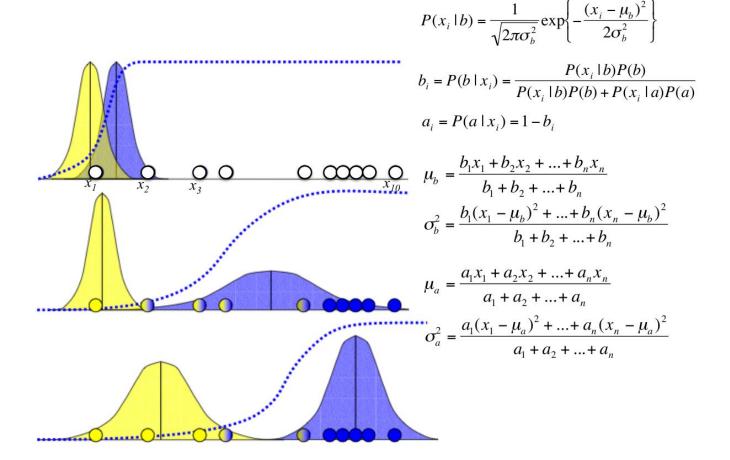


Chicken and egg problem

- need (μ_a, σ_a^2) and (μ_b, σ_b^2) to guess source of points
- need to know source to estimate (μ_a , σ_a^2) and (μ_b , σ_b^2)

EM algorithm

- start with two randomly placed Gaussians (μ_a , σ_a^2), (μ_b , σ_b^2)
- E-step: for each point: $P(b|x_i)$ = does it look like it came from b?
- M-step: adjust (μ_a, σ_a^2) and (μ_b, σ_b^2) to fit points assigned to them
 - iterate until convergence



Gaussian mixture model (GMM)

Most common mixture model: Gaussian mixture model (GMM)

A GMM represents a distribution as

$$ho(\mathbf{x}) = \sum_{k=1}^K \pi_k \mathcal{N}(\mathbf{x}|\mu_k, \Sigma_k)$$

with π_k the mixing coefficients, where:

$$\sum_{k=1}^K \pi_k = 1$$
 and $\pi_k \geq 0$ $orall k$

- GMM is a density estimator
- GMMs are universal approximators of densities (if you have enough Gaussians). Even diagonal GMMs are universal approximators.
- In general mixture models are very powerful, but harder to optimize

The Partition Theorem (Law of Total Probability)

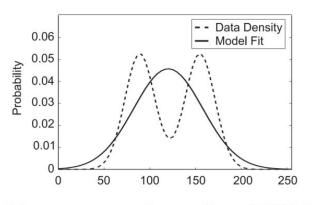
Let B_1, \ldots, B_m form a partition of Ω . Then for any event A,

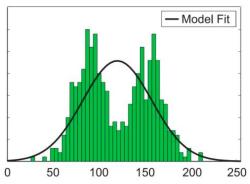
$$\mathbb{P}(A) = \sum_{i=1}^{m} \mathbb{P}(A \cap B_i) = \sum_{i=1}^{m} \mathbb{P}(A \mid B_i) \mathbb{P}(B_i)$$

Both formulations of the Partition Theorem are very widely used, but especially the conditional formulation $\sum_{i=1}^{m} \mathbb{P}(A \mid B_i) \mathbb{P}(B_i)$.

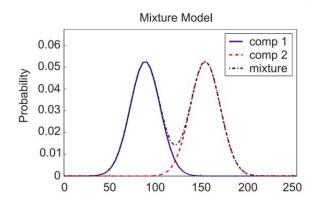
Gaussian mixture model (GMM)

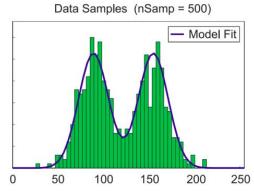
• If you fit a Gaussian to data:





• Now, we are trying to fit a GMM (with K=2 in this example):





GMM: Maximum Likelihood

$$p(\mathbf{x}) = \sum_{k=1}^K \pi_k \mathcal{N}(\mathbf{x}|\mu_k, \Sigma_k)$$

$$=> \ln p(\mathbf{X}|\pi,\mu,\Sigma) = \sum_{n=1}^{N} \ln \left(\sum_{k=1}^{K} \pi_k \mathcal{N}(\mathbf{x}^{(n)}|\mu_k,\Sigma_k) \right)$$

w.r.t
$$\Theta = \{\pi_k, \mu_k, \Sigma_k\}$$

- Problems:
 - Singularities: Arbitrarily large likelihood when a Gaussian explains a single point
 - Identifiability: Solution is invariant to permutations
 - Non-convex
- How would you optimize this?
- Can we have a closed form update?
- Don't forget to satisfy the constraints on π_k and Σ_k

Latent Variable

- Our original representation had a hidden (latent) variable z which would represent which Gaussian generated our observation x, with some probability
- Let $z \sim \text{Categorical}(\boldsymbol{\pi})$ (where $\pi_k \geq 0$, $\sum_k \pi_k = 1$)
- Then:

$$p(\mathbf{x}) = \sum_{k=1}^{K} p(\mathbf{x}, z = k)$$

$$= \sum_{k=1}^{K} \underbrace{p(z = k)}_{\pi_k} \underbrace{p(\mathbf{x}|z = k)}_{\mathcal{N}(\mathbf{x}|\mu_k, \Sigma_k)}$$

 This breaks a complicated distribution into simple components - the price is the hidden variable.

Back to GMM

A Gaussian mixture distribution:

$$p(\mathbf{x}) = \sum_{k=1}^{K} \pi_k \mathcal{N}(\mathbf{x}|\mu_k, \Sigma_k)$$

- We had: $z \sim \text{Categorical}(\pi)$ (where $\pi_k \geq 0$, $\sum_k \pi_k = 1$)
- Joint distribution: p(x, z) = p(z)p(x|z)
- Log-likelihood:

$$\ell(\mathbf{X},\Theta) = \sum_{i} \log(P(\mathbf{x}^{(i)};\Theta)) = \sum_{i} \log\left(\sum_{j} P(\mathbf{x}^{(i)},z^{(i)}=j;\Theta)\right)$$

Marginal Probability Mass function of X

Let X be a discrete random variable with support S_1 , and let Y be a discrete random variable with support S_2 . Let X and Y have the joint probability mass function f(x,y) with support S. Then, the probability mass function of X alone, which is called the **marginal probability mass function of** X, is defined by:

$$f_X(x) = \sum\limits_y f(x,y) = P(X=x), \qquad x \in S_1$$

where, for each x in the support S_1 , the summation is taken over all possible values of y. Similarly, the probability mass function of Y alone, which is called the **marginal probability mass function of** Y, is defined by:

$$f_Y(y) = \sum\limits_x f(x,y) = P(Y=y), \qquad y \in S_2$$

where, for each y in the support S_2 , the summation is taken over all possible values of x.

If you again take a look back at the representation of our joint p.m.f. in tabular form, you might notice that the following holds true:

$$P(X=x,Y=y) = \frac{1}{16} = P(X=x) \cdot P(Y=y) = \frac{1}{4} \cdot \frac{1}{4} = \frac{1}{16}$$

for all $x \in S_1, y \in S_2$. When this happens, we say that X and Y are **independent**. A formal definition of the independence of two random variables X and Y follows.

BLACK (Y)						ı
f(x,y)		1	2 3	4		f _X (x)
1		1/16	1/16	1/16	1/16	4/16
RED 2		1/16	1/16	1/16	1/16	4/16
(x) 3		1/16	1/16	1/16	1/16	4/16
4		1/16	1/16	1/16	1/16	4/16
f _Y (y)	-	4/16	4/16	4/16	4/16	1

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XFTVN CPSFBDI Y UF QSPCBCINIUFTXI FO
Z BOE 5 I BUIT CPSFBDI Y XFTVN
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E Step

ullet Remember that optimizing the likelihood is hard because of the sum inside of the log. Using Θ to denote all of our parameters:

$$\ell(\mathbf{X},\Theta) = \sum_{i} \log(P(\mathbf{x}^{(i)};\Theta)) = \sum_{i} \log\left(\sum_{j} P(\mathbf{x}^{(i)},z^{(i)}=j;\Theta)\right)$$

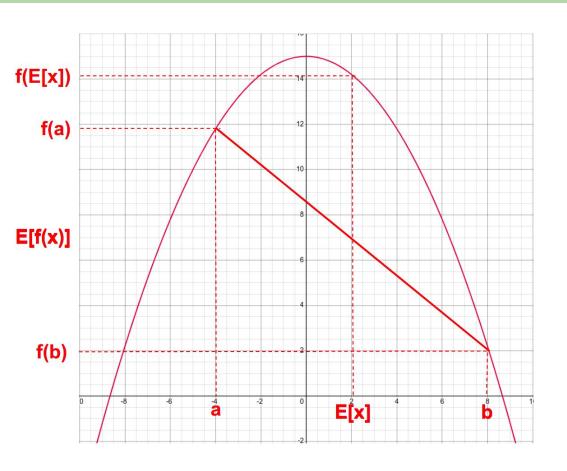
• We can use a common trick in machine learning, introduce a new distribution, q:

$$\ell(\mathbf{X}, \Theta) = \sum_{i} \log \left(\sum_{j} q_{j} \frac{P(\mathbf{x}^{(i)}, z^{(i)} = j; \Theta)}{q_{j}} \right)$$

• Now we can swap them! Jensen's inequality - for concave function (like log)

$$f(\mathbb{E}[x]) = f\left(\sum_{i} p_{i} x_{i}\right) \geq \sum_{i} p_{i} f(x_{i}) = \mathbb{E}[f(x)]$$

Jensen's Inequality



$$f(\alpha) = \log(\alpha)$$

$$\alpha(z_i) = \frac{P(x_i, z_i; \theta)}{q_i}$$

$$P(z_i = j) = q_i$$

$$f(E[\alpha]) = ?$$
; $E[f(\alpha)] = ?$

$$\mathbb{E}(X) = \sum \mathbb{P}(X = x) \times x.$$

$$\mathbb{E}(X) = \sum_{x} \mathbb{P}(X = x) \times x.$$

$$\mathbb{E}\{g(X)\} = \sum_{x} g(x)\mathbb{P}(X = x).$$

E Step

Applying Jensen's,

$$\sum_{i} \log \left(\sum_{j} q_{j} \frac{P(\mathbf{x}^{(i)}, z^{(i)} = j; \Theta)}{q_{j}} \right) \geq \sum_{i} \sum_{j} q_{j} \log \left(\frac{P(\mathbf{x}^{(i)}, z^{(i)} = j; \Theta)}{q_{j}} \right)$$

- Maximizing this lower bound will force our likelihood to increase.
- But how do we pick a q_i that gives a good bound?

E Step

We got the sum outside but we have an inequality.

$$\ell(\mathbf{X},\Theta) \geq \sum_{i} \sum_{j} q_{j} \log \left(\frac{P(\mathbf{x}^{(i)}, z^{(i)} = j; \Theta)}{q_{j}} \right)$$

- Lets fix the current parameters to Θ^{old} and try to find a good q_i
- What happens if we pick $q_j = p(z^{(i)} = j | x^{(i)}, \Theta^{old})$?
 - $P(\mathbf{x}^{(i)}, \mathbf{z}^{(i)}; \Theta) = P(\mathbf{x}^{(i)}; \Theta^{old})$ and the inequality becomes an equality!
- We can now define and optimize

$$Q(\Theta) = \sum_{i} \sum_{j} p(z^{(i)} = j | x^{(i)}, \Theta^{old}) \log \left(P(\mathbf{x}^{(i)}, z^{(i)} = j; \Theta) \right)$$
$$= \mathbb{E}_{P(z^{(i)} | \mathbf{x}^{(i)}, \Theta^{old})} [\log \left(P(\mathbf{x}^{(i)}, z^{(i)}; \Theta) \right)]$$

ullet We ignored the part that doesn't depend on Θ

Formula for conditional probability

Definition: Let A and B be two events on a sample space Ω . The <u>conditional</u> probability of event B, given event A, is written $\mathbb{P}(B \mid A)$, and defined as

$$\mathbb{P}(B \mid A) = \frac{\mathbb{P}(B \cap A)}{\mathbb{P}(A)}.$$

Read $\mathbb{P}(B \mid A)$ as "probability of B, given A", or "probability of B within A".

Note: $\mathbb{P}(B \mid A)$ gives $\mathbb{P}(B \text{ and } A)$, from within the set of A's only). $\mathbb{P}(B \cap A)$ gives $\mathbb{P}(B \text{ and } A)$, from the whole sample space Ω).

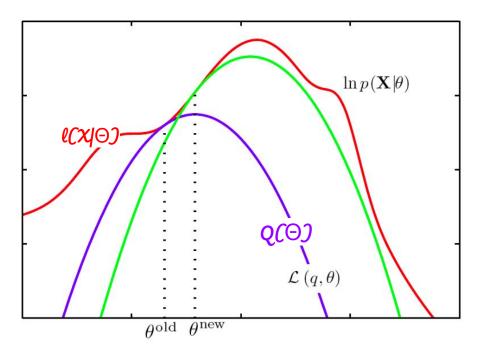
M Step

- So, what just happened?
- Conceptually: We don't know $z^{(i)}$ so we average them given the current model.
- Practically: We define a function $Q(\Theta) = \mathbb{E}_{P(z^{(i)}|\mathbf{x}^{(i)},\Theta^{old})}[\log (P(\mathbf{x}^{(i)},z^{(i)};\Theta))]$ that lower bounds the desired function and is equal at our current guess.
- If we now optimize Θ we will get a better lower bound!

$$\log(P(\mathbf{X}|\Theta^{old})) = Q(\Theta^{old}) \leq Q(\Theta^{new}) \leq \log(P(\mathbf{X}|\Theta^{new}))$$

 We can iterate between expectation step and maximization step and the lower bound will always improve (or we are done)

EM Derivation



 The EM algorithm involves alternately computing a lower bound on the log likelihood for the current parameter values and then maximizing this bound to obtain the new parameter values.

EM Algorithm

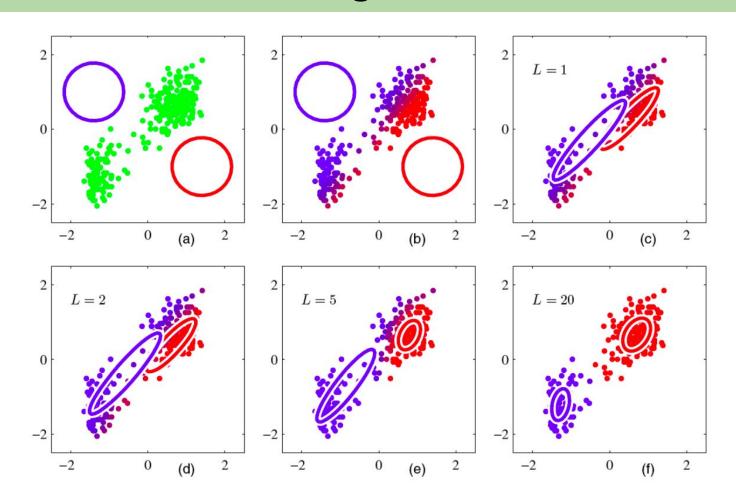
E-step:

Set
$$q_i = P(z_i = j \mid x_i; \theta)$$

M-step:

$$argmax_{\theta} \sum_{i} \sum_{j} q_{j} \log \left(\frac{P(\mathbf{x}_{i}, \mathbf{z}_{i}; \theta)}{q_{j}} \right) = argmax_{\theta} \sum_{i} \sum_{j} \log \left(P(\mathbf{z}_{i} = \mathbf{j}) \times P(\mathbf{x}_{i} \mid \mathbf{z}_{i} = \mathbf{j}) \right)$$

EM Algorithm



EM vs. K-means

- EM for mixtures of Gaussians is just like a soft version of K-means, with fixed priors and covariance
- Instead of hard assignments in the E-step, we do soft assignments based on the softmax of the squared Mahalanobis distance from each point to each cluster.
- Each center moved by weighted means of the data, with weights given by soft assignments
- In K-means, weights are 0 or 1

THE END