

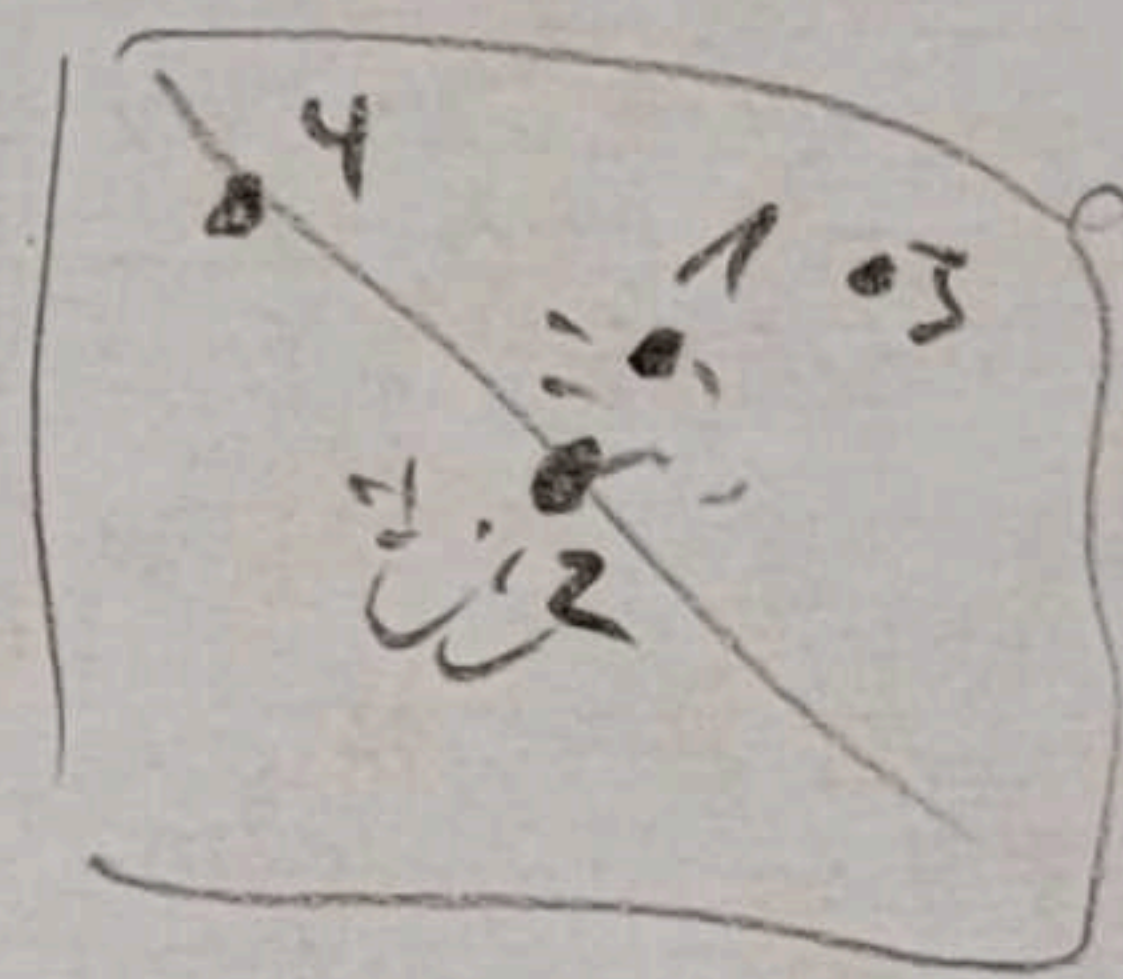
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① Slide w/ Alex' classification
w/o classifier

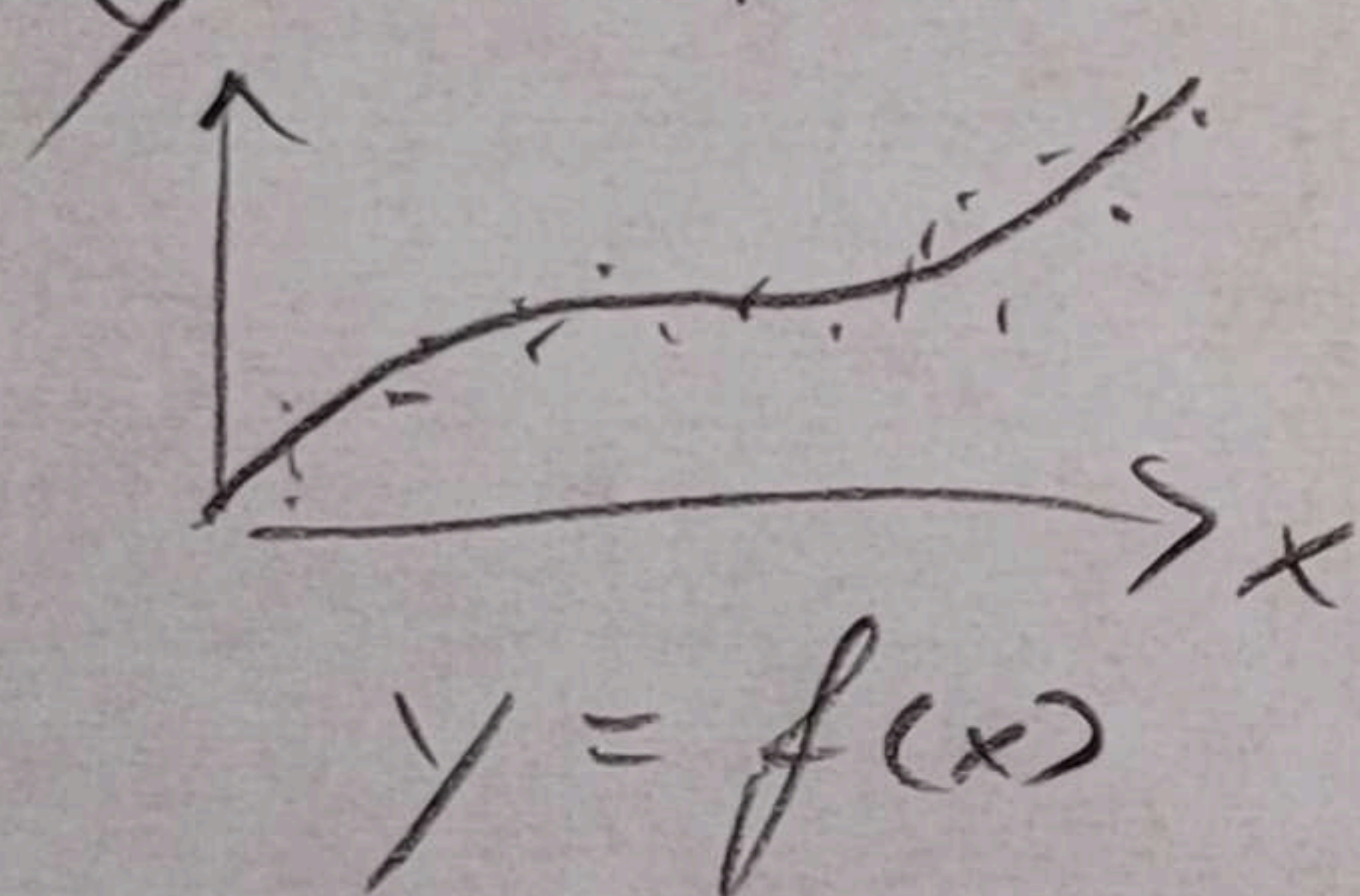
→ add 4 test dots

→ uncertainty for OOD samples

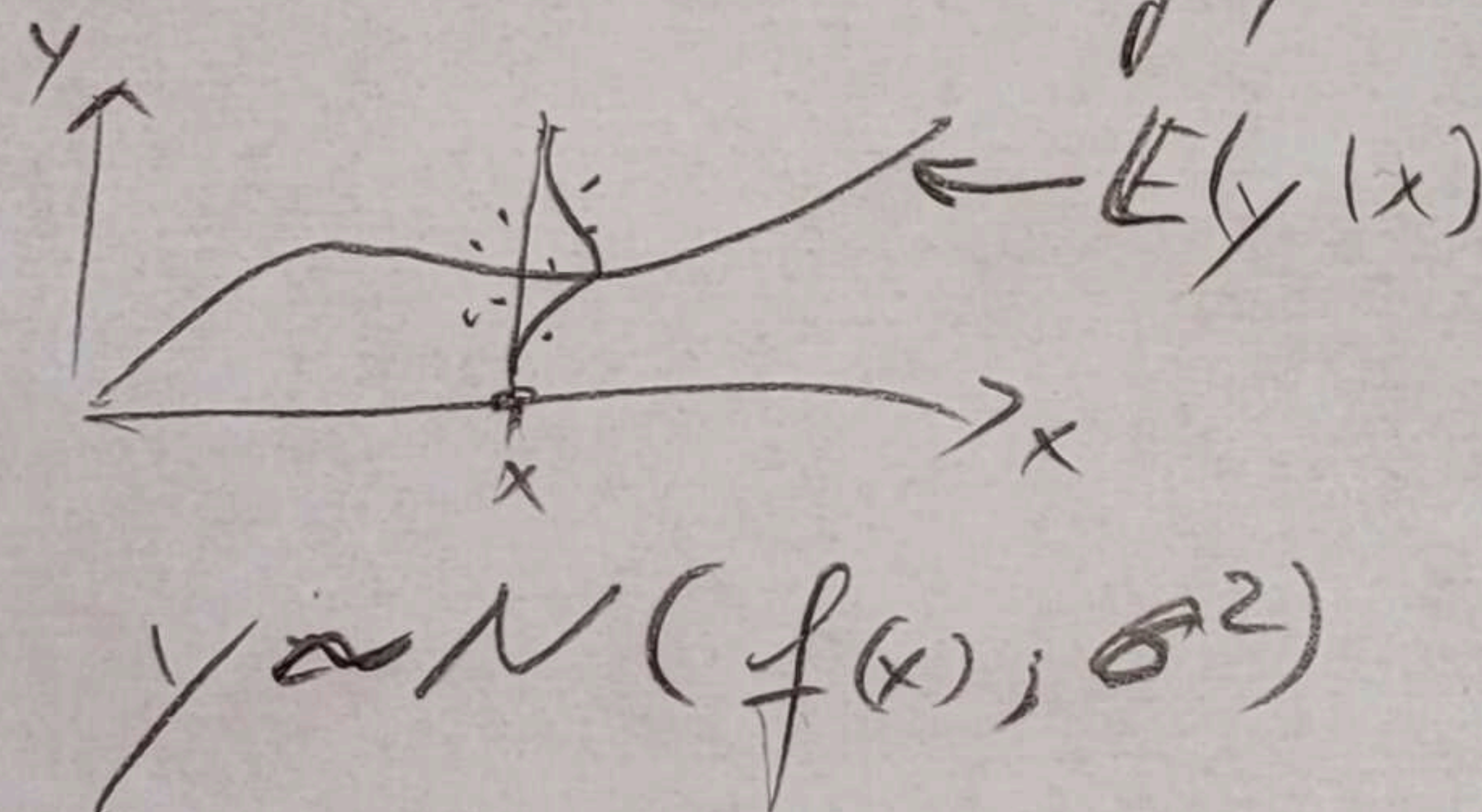


② Modeling uncertainty (regression, 1D)

④ Vanilla



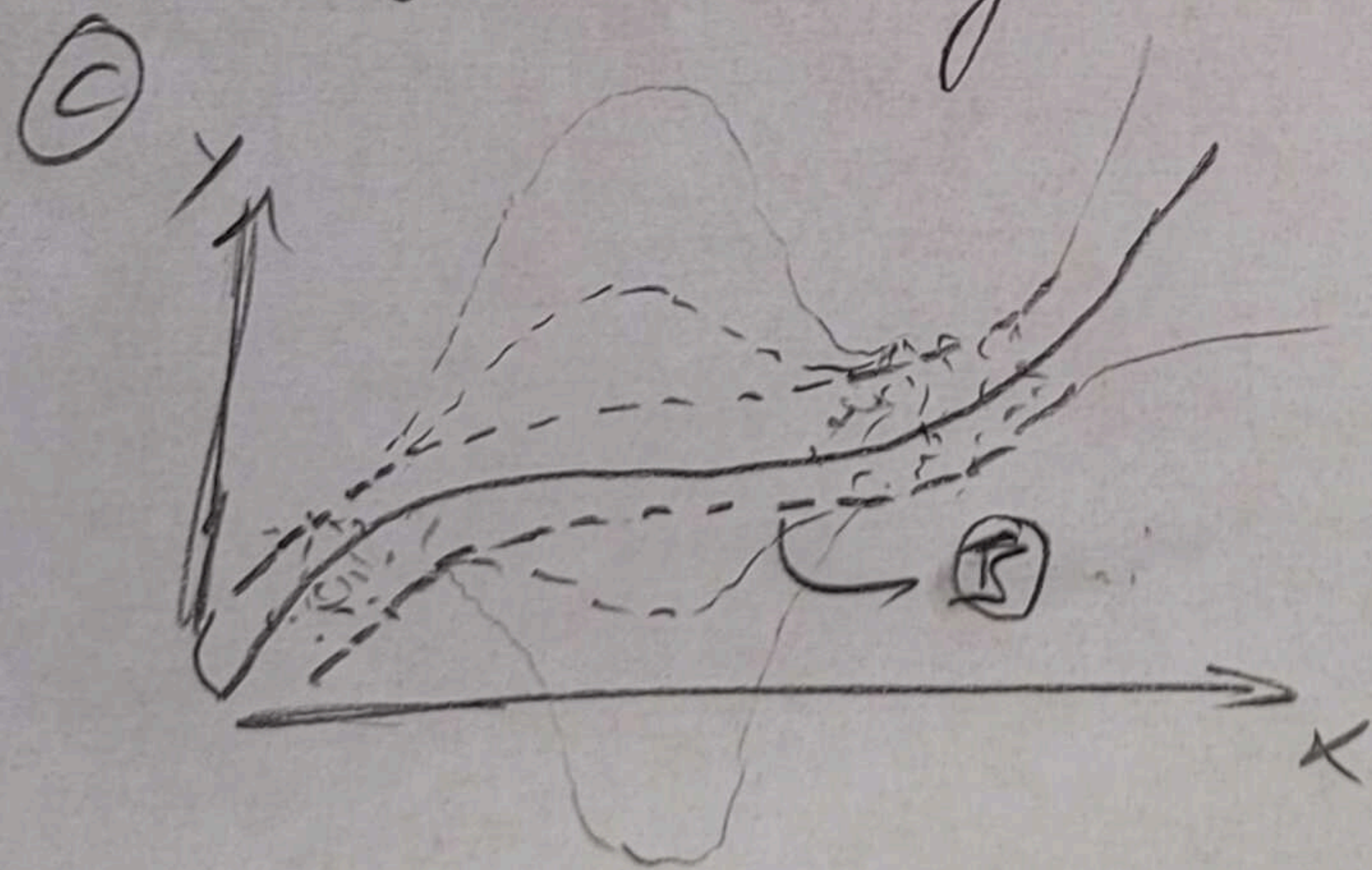
⑤ Prod. treatment of y



→ good: captures uncertainty "close to training data".

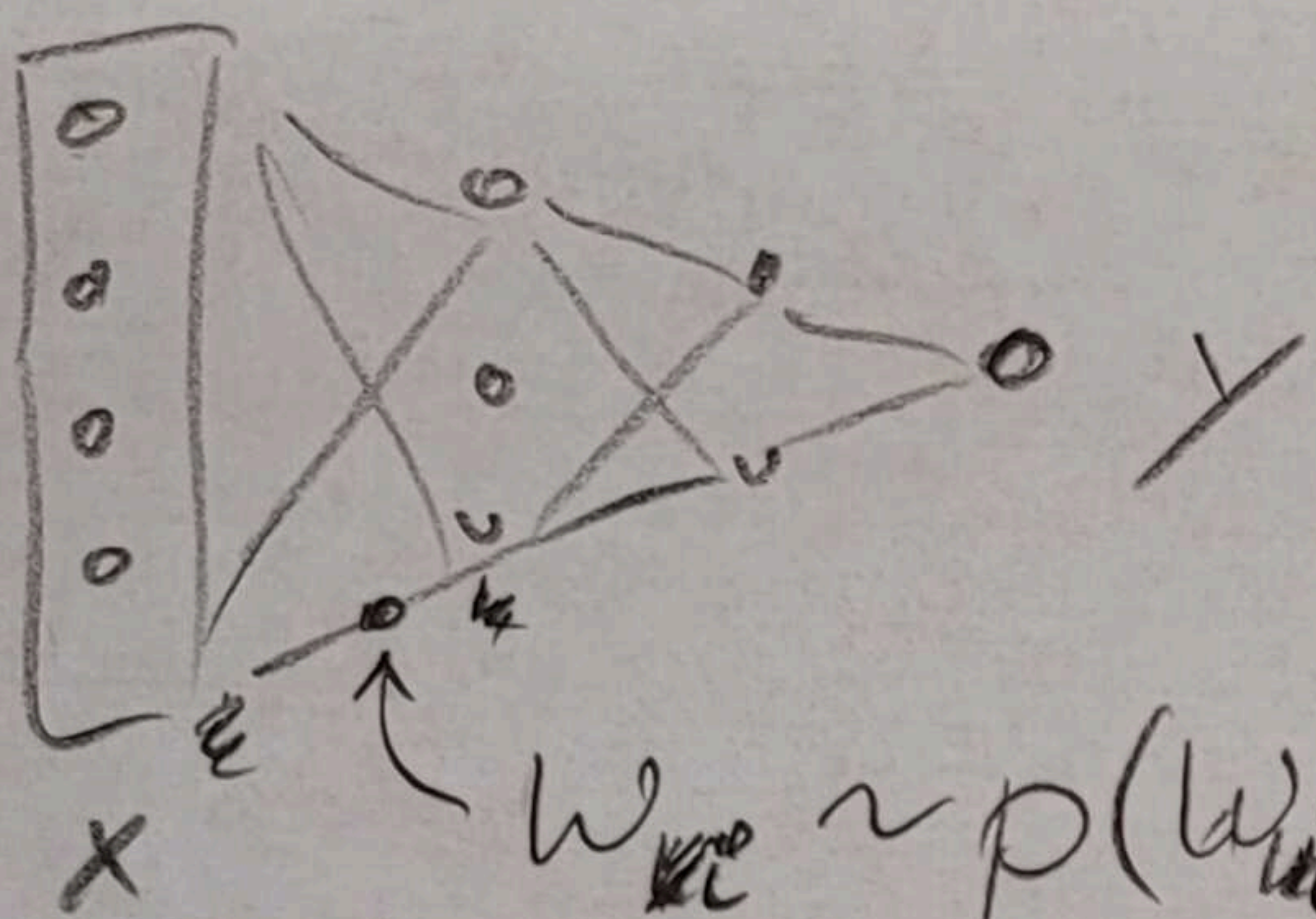
[remark: does not imply that y is truly stochastic; e.g. other variables]

bad: out-of-distribution



Solutions?

- Gaussian process?
→ nice, but slow if many training samples
- generally a fct.
 $f(x, \theta)$ w/ $p(\theta)$
- BNN is not a fct.



$$f(x; w)$$

$w_k \sim p(w_k | \text{training data})$

↳ Generally:

Prior: $p(w)$ e.g. $= \prod_{d=1}^D \mathcal{N}(w_d; 0, 1)$

$$X, Y = (x^{(1)}, x^{(2)}, \dots, x^{(n)}), (y^{(1)}, y^{(2)}, \dots, y^{(n)})$$

likelihood:

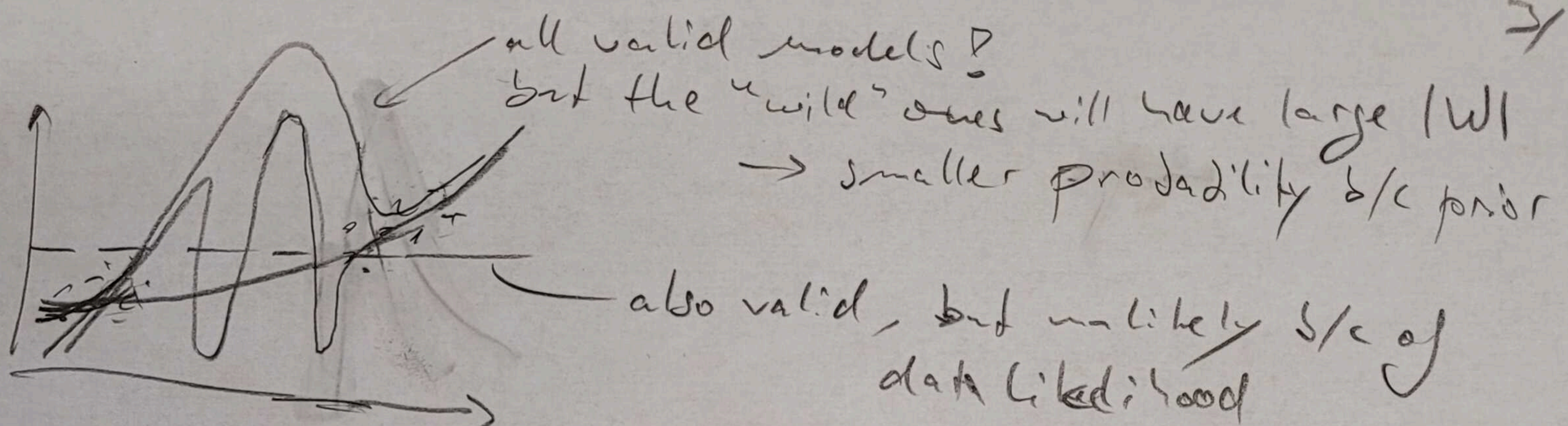
$$P(Y | X, w) = \prod_{i=1}^n \mathcal{N}(y^{(i)}; f(x^{(i)}; w), \sigma^2)$$

Bayes rule:

$$p(w | X, Y) = p(w) \cdot \prod_i \mathcal{N}(y^{(i)}; f(x^{(i)}; w), \sigma^2)$$

Norm.

- ① This is hard to calculate!
- ② There can be complicated dependencies between $p(w_i, w_j | X, Y)$...
- ③ But, if we can solve this, what do we gain?



Average-y (marginalization)

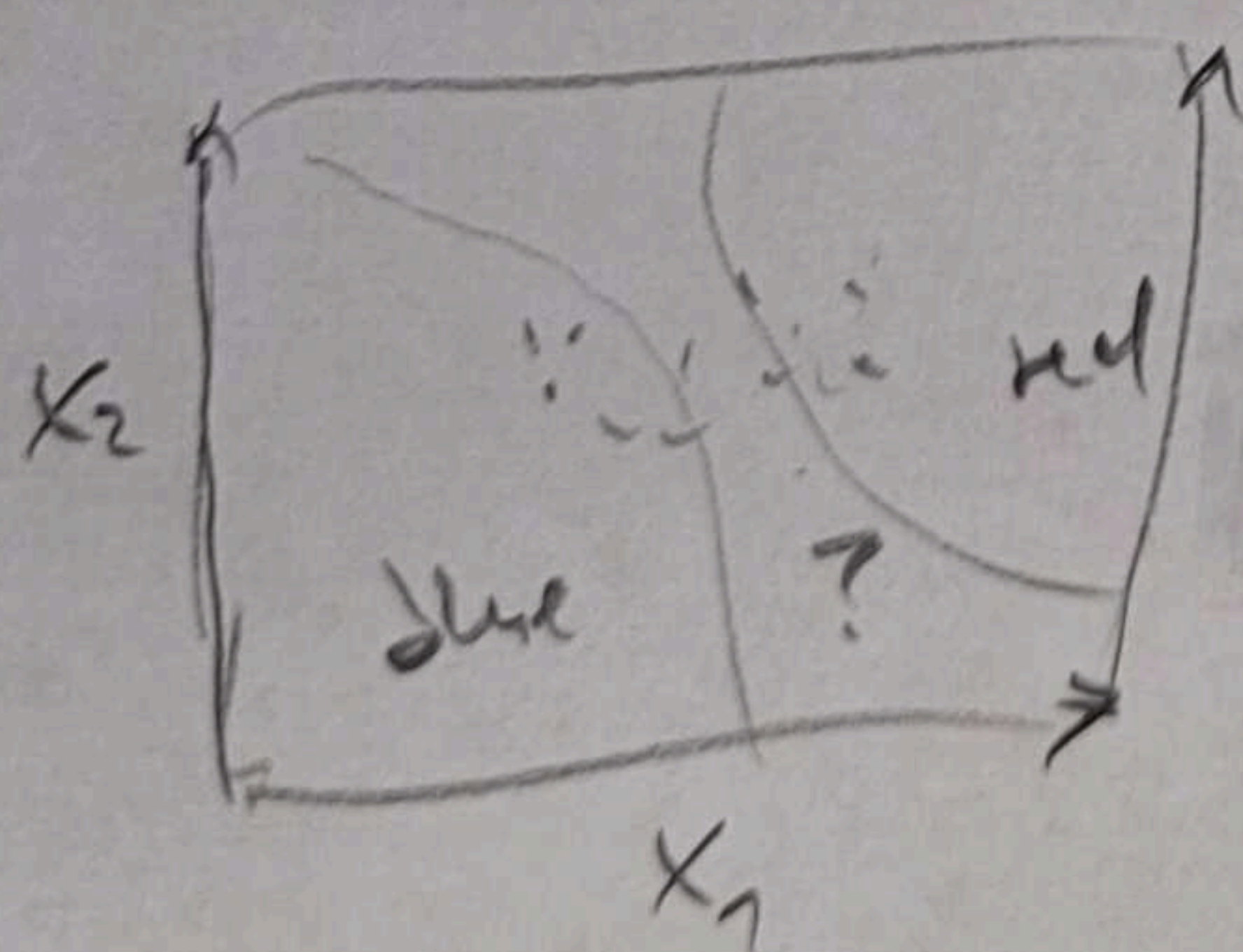
$$\bar{y} = \int p(W | \text{training}) f(x, W) dW$$

↳ integral is hard if $p(W | \text{data})$ is ~~complicated~~ ^{and f}

↳ sampling

$$\bar{y} \approx \frac{1}{S} \sum_{s=1}^S f(x, W^{(s)}) \quad w/ \quad W^{(s)} \sim p(W | \text{data})$$

Link back to classification:



$\in [0, 1]$

$$p(\text{red}) = y = f(x_1, x_2, W)$$

w/ $f =$

Classification game