



Probability Distributions: Discrete

Introduction to Data Science Algorithms

Jordan Boyd-Graber and Michael Paul

SEPTEMBER 14, 2016

Categorical distribution

- Recall: the Bernoulli distribution is a distribution over two values (success or failure)
- **categorical** distribution generalizes Bernoulli distribution over any number of values
 - Rolling a die
 - Selecting a card from a deck
- AKA *discrete* distribution.
 - Most general type of discrete distribution
 - specify all (but one) of the probabilities in the distribution
 - rather than the probabilities being determined by the probability mass function.

Categorical distribution

- If the categorical distribution is over K possible outcomes, then the distribution has K parameters.
- We will denote the parameters with a K -dimensional vector $\vec{\theta}$.
- The probability mass function can be written as:

$$f(x) = \prod_{k=1}^K \theta_k^{[x=k]}$$

where the expression $[x = k]$ evaluates to 1 if the statement is true and 0 otherwise.

- All this really says is that the probability of outcome x is equal to θ_x .
- The number of *free parameters* is $K - 1$, since if you know $K - 1$ of the parameters, the K th parameter is constrained to sum to 1.

Categorical distribution

- Example: the roll of a (unweighted) die

$$P(X = 1) = \frac{1}{6}$$

$$P(X = 2) = \frac{1}{6}$$

$$P(X = 3) = \frac{1}{6}$$

$$P(X = 4) = \frac{1}{6}$$

$$P(X = 5) = \frac{1}{6}$$

$$P(X = 6) = \frac{1}{6}$$

- If all outcomes have equal probability, this is called the *uniform* distribution.
- General notation: $P(X = x) = \theta_x$

Sampling from a categorical distribution

- How to randomly select a value distributed according to a categorical distribution?
- The idea is similar to randomly selected a Bernoulli-distributed value.
- Algorithm:
 - ➊ Randomly generate a number between 0 and 1
 $r = \text{random}(0, 1)$
 - ➋ For $k = 1, \dots, K$:
 - Return smallest r s.t. $r < \sum_{i=1}^k \theta_i$

Sampling from a categorical distribution

- Example: simulating the roll of a die

$$P(X = 1) = \theta_1 = 0.166667$$

$$P(X = 2) = \theta_2 = 0.166667$$

$$P(X = 3) = \theta_3 = 0.166667$$

$$P(X = 4) = \theta_4 = 0.166667$$

$$P(X = 5) = \theta_5 = 0.166667$$

$$P(X = 6) = \theta_6 = 0.166667$$

Sampling from a categorical distribution

- Example: simulating the roll of a die

$$P(X = 1) = \theta_1 = 0.166667$$

$$P(X = 2) = \theta_2 = 0.166667$$

$$P(X = 3) = \theta_3 = 0.166667$$

$$P(X = 4) = \theta_4 = 0.166667$$

$$P(X = 5) = \theta_5 = 0.166667$$

$$P(X = 6) = \theta_6 = 0.166667$$

Random number in $(0, 1)$:

$$r = 0.452383$$

Sampling from a categorical distribution

- Example: simulating the roll of a die

$$P(X = 1) = \theta_1 = 0.166667$$

$$P(X = 2) = \theta_2 = 0.166667$$

$$P(X = 3) = \theta_3 = 0.166667$$

$$P(X = 4) = \theta_4 = 0.166667$$

$$P(X = 5) = \theta_5 = 0.166667$$

$$P(X = 6) = \theta_6 = 0.166667$$

Random number in $(0, 1)$:

$$r = 0.452383$$

$$r < \theta_1?$$

Sampling from a categorical distribution

- Example: simulating the roll of a die

$$P(X=1) = \theta_1 = 0.166667$$

$$P(X=2) = \theta_2 = 0.166667$$

$$P(X=3) = \theta_3 = 0.166667$$

$$P(X=4) = \theta_4 = 0.166667$$

$$P(X=5) = \theta_5 = 0.166667$$

$$P(X=6) = \theta_6 = 0.166667$$

Random number in $(0, 1)$:

$$r = 0.452383$$

$$r < \theta_1?$$

$$r < \theta_1 + \theta_2?$$

Sampling from a categorical distribution

- Example: simulating the roll of a die

$$P(X=1) = \theta_1 = 0.166667$$

$$P(X=2) = \theta_2 = 0.166667$$

$$P(X=3) = \theta_3 = 0.166667$$

$$P(X=4) = \theta_4 = 0.166667$$

$$P(X=5) = \theta_5 = 0.166667$$

$$P(X=6) = \theta_6 = 0.166667$$

Random number in $(0, 1)$:

$$r = 0.452383$$

$$r < \theta_1?$$

$$r < \theta_1 + \theta_2?$$

$$r < \theta_1 + \theta_2 + \theta_3?$$

Sampling from a categorical distribution

- Example: simulating the roll of a die

$$P(X=1) = \theta_1 = 0.166667$$

$$P(X=2) = \theta_2 = 0.166667$$

$$P(X=3) = \theta_3 = 0.166667$$

$$P(X=4) = \theta_4 = 0.166667$$

$$P(X=5) = \theta_5 = 0.166667$$

$$P(X=6) = \theta_6 = 0.166667$$

Random number in $(0, 1)$:

$$r = 0.452383$$

$$r < \theta_1?$$

$$r < \theta_1 + \theta_2?$$

$$r < \theta_1 + \theta_2 + \theta_3?$$

- Return $X = 3$

Sampling from a categorical distribution

- Example: simulating the roll of a die

$$P(X = 1) = \theta_1 = 0.166667$$

$$P(X = 2) = \theta_2 = 0.166667$$

$$P(X = 3) = \theta_3 = 0.166667$$

$$P(X = 4) = \theta_4 = 0.166667$$

$$P(X = 5) = \theta_5 = 0.166667$$

$$P(X = 6) = \theta_6 = 0.166667$$

Sampling from a categorical distribution

- Example: simulating the roll of a die

$$P(X = 1) = \theta_1 = 0.166667$$

$$P(X = 2) = \theta_2 = 0.166667$$

$$P(X = 3) = \theta_3 = 0.166667$$

$$P(X = 4) = \theta_4 = 0.166667$$

$$P(X = 5) = \theta_5 = 0.166667$$

$$P(X = 6) = \theta_6 = 0.166667$$

Random number in $(0, 1)$:

$$r = 0.117544$$

Sampling from a categorical distribution

- Example: simulating the roll of a die

$$P(X=1) = \theta_1 = 0.166667$$

$$P(X=2) = \theta_2 = 0.166667$$

$$P(X=3) = \theta_3 = 0.166667$$

$$P(X=4) = \theta_4 = 0.166667$$

$$P(X=5) = \theta_5 = 0.166667$$

$$P(X=6) = \theta_6 = 0.166667$$

Random number in $(0, 1)$:

$$r = 0.117544$$

$$r < \theta_1?$$

Sampling from a categorical distribution

- Example: simulating the roll of a die

$$P(X = 1) = \theta_1 = 0.166667$$

$$P(X = 2) = \theta_2 = 0.166667$$

$$P(X = 3) = \theta_3 = 0.166667$$

$$P(X = 4) = \theta_4 = 0.166667$$

$$P(X = 5) = \theta_5 = 0.166667$$

$$P(X = 6) = \theta_6 = 0.166667$$

Random number in $(0, 1)$:

$$r = 0.117544$$

$$r < \theta_1?$$

- Return $X = 1$

Sampling from a categorical distribution

- Example 2: rolling a *biased* die

$$P(X=1) = \theta_1 = 0.01$$

$$P(X=2) = \theta_2 = 0.01$$

$$P(X=3) = \theta_3 = 0.01$$

$$P(X=4) = \theta_4 = 0.01$$

$$P(X=5) = \theta_5 = 0.01$$

$$P(X=6) = \theta_6 = 0.95$$

Sampling from a categorical distribution

- Example 2: rolling a *biased* die

$$P(X=1) = \theta_1 = 0.01$$

$$P(X=2) = \theta_2 = 0.01$$

$$P(X=3) = \theta_3 = 0.01$$

$$P(X=4) = \theta_4 = 0.01$$

$$P(X=5) = \theta_5 = 0.01$$

$$P(X=6) = \theta_6 = 0.95$$

Random number in $(0,1)$:

$r = 0.209581$

Sampling from a categorical distribution

- Example 2: rolling a *biased* die

$$P(X=1) = \theta_1 = 0.01$$

$$P(X=2) = \theta_2 = 0.01$$

$$P(X=3) = \theta_3 = 0.01$$

$$P(X=4) = \theta_4 = 0.01$$

$$P(X=5) = \theta_5 = 0.01$$

$$P(X=6) = \theta_6 = 0.95$$

Random number in $(0,1)$:

$$r = 0.209581$$

$$r < \theta_1?$$

Sampling from a categorical distribution

- Example 2: rolling a *biased* die

$$P(X=1) = \theta_1 = 0.01$$

$$P(X=2) = \theta_2 = 0.01$$

$$P(X=3) = \theta_3 = 0.01$$

$$P(X=4) = \theta_4 = 0.01$$

$$P(X=5) = \theta_5 = 0.01$$

$$P(X=6) = \theta_6 = 0.95$$

Random number in $(0,1)$:

$$r = 0.209581$$

$$r < \theta_1?$$

$$r < \theta_1 + \theta_2?$$

Sampling from a categorical distribution

- Example 2: rolling a *biased* die

$$P(X=1) = \theta_1 = 0.01$$

$$P(X=2) = \theta_2 = 0.01$$

$$P(X=3) = \theta_3 = 0.01$$

$$P(X=4) = \theta_4 = 0.01$$

$$P(X=5) = \theta_5 = 0.01$$

$$P(X=6) = \theta_6 = 0.95$$

Random number in $(0,1)$:

$$r = 0.209581$$

$$r < \theta_1?$$

$$r < \theta_1 + \theta_2?$$

$$r < \theta_1 + \theta_2 + \theta_3?$$

Sampling from a categorical distribution

- Example 2: rolling a *biased* die

$$P(X=1) = \theta_1 = 0.01$$

$$P(X=2) = \theta_2 = 0.01$$

$$P(X=3) = \theta_3 = 0.01$$

$$P(X=4) = \theta_4 = 0.01$$

$$P(X=5) = \theta_5 = 0.01$$

$$P(X=6) = \theta_6 = 0.95$$

Random number in $(0,1)$:

$$r = 0.209581$$

$$r < \theta_1?$$

$$r < \theta_1 + \theta_2?$$

$$r < \theta_1 + \theta_2 + \theta_3?$$

$$r < \theta_1 + \theta_2 + \theta_3 + \theta_4?$$

Sampling from a categorical distribution

- Example 2: rolling a *biased* die

$$P(X=1) = \theta_1 = 0.01$$

$$P(X=2) = \theta_2 = 0.01$$

$$P(X=3) = \theta_3 = 0.01$$

$$P(X=4) = \theta_4 = 0.01$$

$$P(X=5) = \theta_5 = 0.01$$

$$P(X=6) = \theta_6 = 0.95$$

Random number in $(0,1)$:

$$r = 0.209581$$

$$r < \theta_1?$$

$$r < \theta_1 + \theta_2?$$

$$r < \theta_1 + \theta_2 + \theta_3?$$

$$r < \theta_1 + \theta_2 + \theta_3 + \theta_4?$$

$$r < \theta_1 + \theta_2 + \theta_3 + \theta_4 + \theta_5?$$

Sampling from a categorical distribution

- Example 2: rolling a *biased* die

$$P(X=1) = \theta_1 = 0.01$$

$$P(X=2) = \theta_2 = 0.01$$

$$P(X=3) = \theta_3 = 0.01$$

$$P(X=4) = \theta_4 = 0.01$$

$$P(X=5) = \theta_5 = 0.01$$

$$P(X=6) = \theta_6 = 0.95$$

Random number in $(0,1)$:

$$r = 0.209581$$

$$r < \theta_1?$$

$$r < \theta_1 + \theta_2?$$

$$r < \theta_1 + \theta_2 + \theta_3?$$

$$r < \theta_1 + \theta_2 + \theta_3 + \theta_4?$$

$$r < \theta_1 + \theta_2 + \theta_3 + \theta_4 + \theta_5?$$

$$r < \theta_1 + \theta_2 + \theta_3 + \theta_4 + \theta_5 + \theta_6?$$

Sampling from a categorical distribution

- Example 2: rolling a *biased* die

$$P(X=1) = \theta_1 = 0.01$$

$$P(X=2) = \theta_2 = 0.01$$

$$P(X=3) = \theta_3 = 0.01$$

$$P(X=4) = \theta_4 = 0.01$$

$$P(X=5) = \theta_5 = 0.01$$

$$P(X=6) = \theta_6 = 0.95$$

Random number in $(0,1)$:

$$r = 0.209581$$

$$r < \theta_1?$$

$$r < \theta_1 + \theta_2?$$

$$r < \theta_1 + \theta_2 + \theta_3?$$

$$r < \theta_1 + \theta_2 + \theta_3 + \theta_4?$$

$$r < \theta_1 + \theta_2 + \theta_3 + \theta_4 + \theta_5?$$

$$r < \theta_1 + \theta_2 + \theta_3 + \theta_4 + \theta_5 + \theta_6?$$

- Return $X = 6$

Sampling from a categorical distribution

- Example 2: rolling a *biased* die

$$P(X=1) = \theta_1 = 0.01$$

$$P(X=2) = \theta_2 = 0.01$$

$$P(X=3) = \theta_3 = 0.01$$

$$P(X=4) = \theta_4 = 0.01$$

$$P(X=5) = \theta_5 = 0.01$$

$$P(X=6) = \theta_6 = 0.95$$

Random number in $(0,1)$:

$$r = 0.209581$$

$$r < \theta_1?$$

$$r < \theta_1 + \theta_2?$$

$$r < \theta_1 + \theta_2 + \theta_3?$$

$$r < \theta_1 + \theta_2 + \theta_3 + \theta_4?$$

$$r < \theta_1 + \theta_2 + \theta_3 + \theta_4 + \theta_5?$$

$$r < \theta_1 + \theta_2 + \theta_3 + \theta_4 + \theta_5 + \theta_6?$$

- Return $X = 6$

- We will always return $X = 6$ unless our random number $r < 0.05$.
 - 6 is the most probable outcome