Probabilistic view

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Artem Maevskiy

National Research University Higher School of Economics





Why probability?

- Machine learning often deals with random quantities
- Sources of uncertainty:
 - Inherent stochasticity of the system being modelled
 - Lack of information
 - Incomplete modelling (discarding information for the sake of simplicity, computability, etc.)

Probability recap

Probability

Frequentist:

relative frequency of occurrence of an experiment's outcome, when repeating the experiment

Example: coin toss

Toss a coin N times (H – number of 'heads', T – number of 'tails') Probability:

$$P('\text{head}s') = \lim_{N \to +\infty} \frac{H}{N}$$

$$P('\text{tails'}) = \lim_{N \to +\infty} \frac{T}{N} = 1 - P('\text{head}s')$$

Probability

- Frequentist:
 - relative frequency of occurrence of an experiment's outcome, when repeating the experiment
- Bayesian:
 - degree of belief

Example: doctor analyzes a patient and says that the patient has 40% probability of having the flu (we can't "repeat" this patient)

Random variable

- A variable that can take values randomly
- Can think of it as variable enumerating possible outcomes of a random event
 - E.g., for the coin toss:

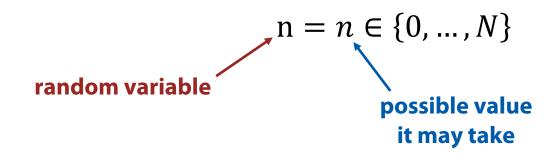
$$x = \begin{cases} 0, & \text{'heads'} \\ 1, & \text{'tails'} \end{cases}$$

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A bit more complex example – number of coin tosses with 'heads' out of N tosses total:



Probability mass function (PMF)

- Defined for discrete variables
- Equals to probability for the variable x to take a given value x:

$$P(\mathbf{x} = \mathbf{x})$$

- or just P(x) omitting the name of the variable
- Joint probability distribution probability for several random variables to take some particular values simultaneously:

$$P(\mathbf{x} = x, \mathbf{y} = y) \equiv P(x, y)$$

- PMF must:
 - be defined on all possible states of the variable
 - take values in the [0, 1] interval
 - sum to 1 over all possible outcomes (probability for anything to happen)

Probability density function (PDF)

- Defined for continuous variables
- Equals to:

$$p(x) = \lim_{\delta x \to 0} P(x \in (x, x + \delta x)) / \delta x$$

- PDF must:
 - be defined on all possible states of the variable
 - be ≥ 0 (can be higher than 1 though)
 - integrate to 1 over all possible outcomes (probability for anything to happen):

$$\int\limits_{X} p(x)dx = 1$$

Expectation and variance

Expectation:

For a discrete variable

$$\mathbb{E}[\mathbf{x}] = \sum_{\mathbf{X}} x P(\mathbf{x})$$

For a continuous variable

$$\mathbb{E}[\mathbf{x}] = \int\limits_X x p(\mathbf{x}) d\mathbf{x}$$

- Meaning: average outcome
- Variance:

$$Var[x] = \mathbb{E}[(x - \mathbb{E}[x])^2] = \mathbb{E}[x^2] - (\mathbb{E}[x])^2$$

Meaning: spread of the outcomes

Some distributions

Uniform[a, b]:

$$p(x) = \frac{1}{b-a} = const$$

Binomial:

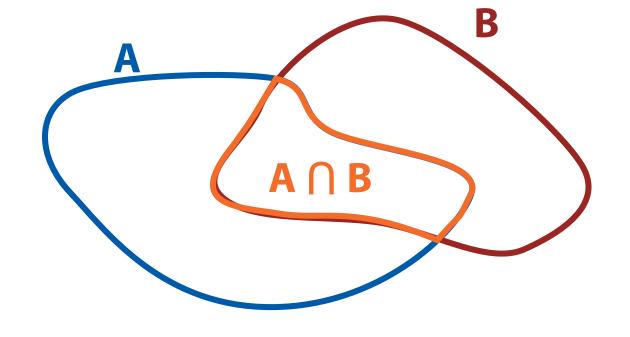
$$P(k) = \frac{n!}{k! (n-k)!} p^k (1-p)^{n-k}$$

Normal distribution:

$$p(x) \equiv \mathcal{N}(x|\mu,\sigma^2) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{(x-\mu)^2}{2\sigma^2}}$$

Conditional probability

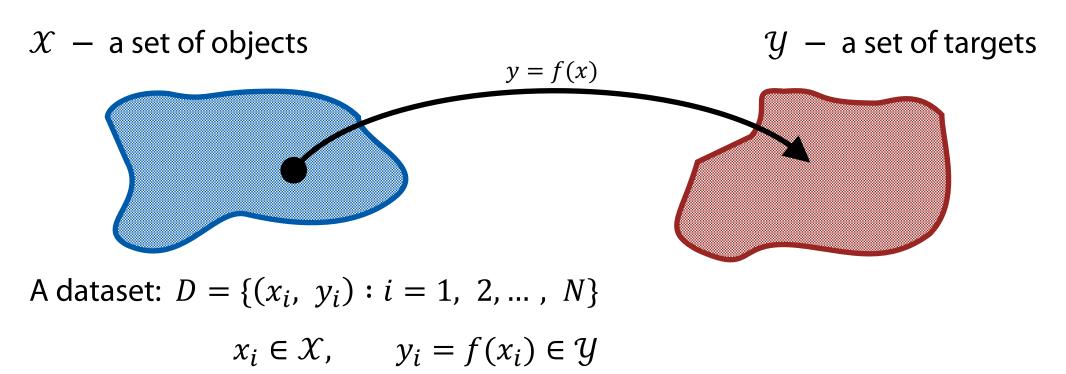
$$P(A|B) = \frac{P(A \cap B)}{P(B)}$$

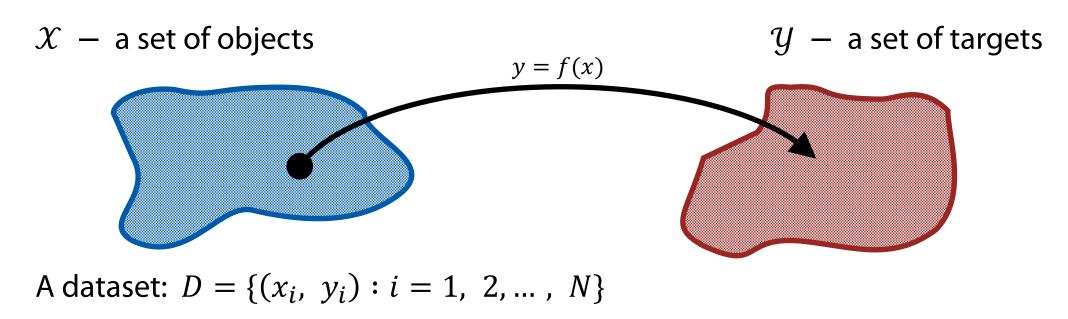


For PDF:
$$p(x|y) = \frac{p(x,y)}{p(y)}$$

– i.e. we're renormalizing p(x, y) as a distribution of only x for some fixed y

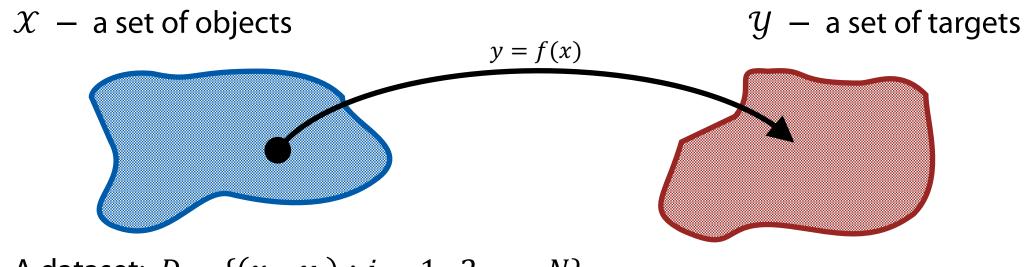
Probabilistic view on supervised learning





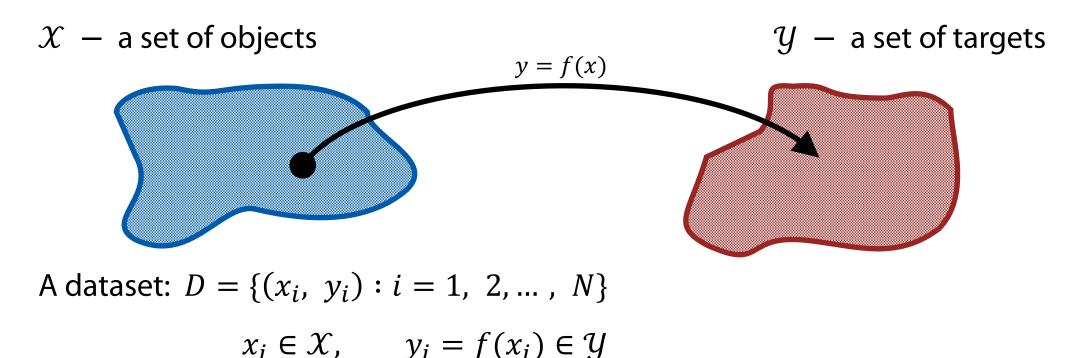
– There's some underlying probability distribution p(x, y)

 $x_i \in \mathcal{X}, \quad y_i = f(x_i) \in \mathcal{Y}$



A dataset:
$$D = \{(x_i, y_i) : i = 1, 2, ..., N\}$$
 $x_i \in \mathcal{X}, \quad y_i = f(x_i) \in \mathcal{Y}$

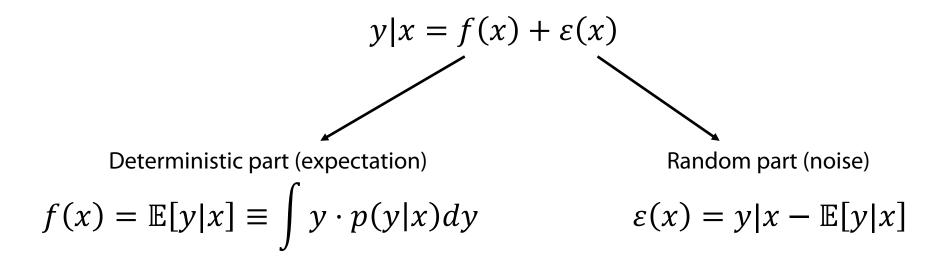
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- $-(x_i, y_i)$ are drawn from p(x, y), **independently** for each i
- Can also say that for a given x_i , the target y_i is drawn from p(y|x)

Deterministic and stochastic components

With this view, we can separate deterministic and stochastic parts of the true mapping:



Let's make an assumption about data:

$$y|x = f(x) + \varepsilon$$

Assume that label noise is normally distributed:

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We want our model $\widehat{f}_{\theta}(x)$ to fit the true dependence f(x), i.e. we **define a probabilistic model**:

$$y|x \sim \mathcal{N}(\widehat{f}_{\theta}(x), \sigma_{\varepsilon}^2)$$

Our model can be fitted with the **maximum likelihood** approach:

$$L = \prod_{i=1}^{N} \mathcal{N}(y_i | \widehat{f}_{\theta}(x_i), \sigma_{\varepsilon}^2) \to \max_{\theta}$$

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$$= C \cdot \sum_{i=1...N} \left(y_i - \widehat{f_{\theta}}(x_i) \right)^2 + const \to \min_{\theta}$$

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MSE loss ⇔ Prob. model with normal label noise!

$$= C \cdot \sum_{i=1}^{N} \left(y_i - \widehat{f_{\theta}}(x_i) \right)^2 + const \to \min_{\theta}$$

Summary

- Machine Learning often deals with randomness (intrinsic, lack of information, incomplete modelling)
- Supervised learning problems can be posed in the probabilistic context
- The mapping between features and labels can be decomposed into deterministic and stochastic parts
- There's a probabilistic model behind the loss function

Food for thought: what probabilistic model would correspond to minimizing MAE loss: $\frac{1}{N}\sum_i |y_i - \hat{f}(x_i)|$?

Thank you!





Artem Maevskiy