

Complete Pseudo-Code for ME

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0) Notations

Hierarchical Dirichlet Process Model with Dirichlet-Multinomial:

i) Settings

Hyper-parameter:

α, γ : HDP concentration parameter

$\vec{\lambda}$: Prior for Dirichlet Distribution ($W = \dim(\vec{\lambda})$: number of different words; uniform prior: $\lambda_1, \dots, \lambda_W = \lambda_0$)

Hidden Variable:

(M-step) z : Discrete assignment (t_{ji}, k_{jt} correspond to customer, table assignment in Chinese Restaurant Franchise)

(E-step) θ : Multinomial parameter

Observation:

$x: \in (1, \dots, W)$

ii) Formula

n_{jtk} : number of customers in table t Restaurant j serving dish k

n_{jt} : number of customers in table t in Restaurant j

$n_{j\cdot}$: number of customers in Restaurant j

$n_{\cdot k}$: number of customers serving dish k

$n_{\cdot k}^w$: number of occurrence of word w in dish k

m_{jk} : number of tables in Restaurant j serving dish k

m_{\cdot} : number of tables in total

$m_{\cdot k}$: number of tables in dish k

J Restaurants, K dishes

Goal: (Marginalize θ and Search over z .)

Maximize log Probability $L = \log p(x, z | \lambda)$

=

(t-term) $\sum_{j=1}^J \{ \log \frac{\Gamma(\alpha)}{\Gamma(n_{j\cdot} + \alpha)} + \sum_{t=1}^{m_{j\cdot}} [\log(\Gamma(n_{jt}) + \log \alpha)] \}$

+ (k-term) $\log \frac{\Gamma(\gamma)}{\Gamma(m_{\cdot} + \gamma)} + \sum_{k=1}^K [\log(\frac{\prod_{w=1}^W \Gamma(\lambda_0 + n_{\cdot k}^w)}{\Gamma(n_{\cdot k} + W\lambda_0)}) + \log(\frac{\Gamma(W\lambda_0)}{\Gamma(\lambda_0)^W}) + \log(\Gamma(m_{\cdot k}) + \log \gamma)]$

(underlined part come from Hierarchical Dirichlet Process)

b) Annealing: Maximize the annealed log Probability:

$$L'(\text{Temperature}) = \text{Temperature} * (\text{t-term}) + (\text{k-term})$$

1) ME algorithm:

J Restaurants, K dishes

i) Backbone

- (1) Initialization:
- (2) Annealing: (n: number of iterations; p: annealing power)
 - (i) For iter=1:n
 - (ii) $\text{Temperature} = (\frac{\text{iter}}{n})^p$
 - (iii) Decompose Dish(Temperature)
 - (iv) End
- (3) Run for Convergence:
 - (i) While L doesn't increase any more
 - (ii) Decompose Restaurants(1)
 - (iii) End

ii) Decompose Dish(Negative Temperature: Temperature)

For k=Randperm(K)

- (A) Rough Reconfig of Dish k
 - (i) For j=Restaurants which have tables serving dish k
 - (ii) Decompose Restaurant(j, Temperature, k);
 - (iii) END
- (B) Further Refinement of Dish k
 - (i) LM-Dish(k): *(Local-Search and Merge Move for Dish k)*
- (C) Decision
 - (i) IF $(\Delta K + \text{Temperature} * \Delta T < 0)$:
 - (ii) Accept new config
 - (iii) END

END

iii) Decompose Restaurants(Restaurant index:j,Negative Temperature:Temperature,The Left Out Dish: k_0)

(A) Rough Reconfig of Restaurant j:

- (i) Make Restaurant j into one table t_0 where customers following uniform distribution:
(%Thus the Probability $P(t_{ji} = t_0) = \frac{1}{W}$)
- (ii) Possible Dish= $\{Nonempty\ dishes\} \setminus k_0$
- (iii) WHILE Possible Dish is not empty:
 - (a) FOR each dish $k \in \text{Possible Dish}$
Propose to form a new table t_k out of t_0 with dish k and calculate the change for these two dishes Δk :
(%For each customer i in t_0 , sample $t_{ji} \in \{t_0, t_k\} \sim \{\frac{1}{W}, \frac{n_{..k}^w + \phi}{n_{..k} + W\phi}\}$)
(%Propose to form table t_k with customers whose $t_{ji} = t_k$)
Sample a proposal t_{k*} according to the weight and make the new table:
(%Sample a proposal $\{t_{k_1}, \dots, t_{k_K}\} \sim e^{r_{proposal}\{\Delta k_1, \dots, \Delta k_K\}}$)
(% $r_{proposal} > 0$, the more decrease of Δk , the less propable to form table t_k)
 - (b) Possible Dish=Possible Dish $\setminus k_*$
 $t_0 = t_0 \setminus t_{k*}$
 - (c) END
- (iv) IF there are still customers left in t_0 ,make it a new table with a new dish $K+1$

(B) Further Refinement of Restaurant j:

- (i) LM-Restaurant(j,Temperature):
(Local-Search and Merge Move for tables in Restaurant j) (%Calculate the change of L between present Restaurant j config and its previous config: $\Delta L = \Delta K + \Delta T$)

(C) Decision:

- (i) IF($\Delta K + \text{Temperature} * \Delta T < 0$):
- (ii) Accept the new configuration
- (iii) ELSE:
- (iv) Restore Previous Config
- (v) END

iv) LM-Restaurant(Restaurant index:j,Negative Temperature:Temperature)

While L doesn't increase any more:

(A) Local Search Table:

For $t_1 = \text{Randperm}(m_j)$: For $t_2 = \text{Randperm}(m_j \setminus t_1)$:

While local move can be made:

Greedly move one customer at a time from t_1 to t_2 if the move increases $L'(\text{Temperature})$

End

End

(B) Local Search Dish:

For $t_1 = \text{Randperm}(m_j)$:

Assign t_1 to the dish which increase L most (allow it to have new dish)

End

(C) Merge table:

For $t_1 = \text{Randperm}(m_j)$:

Merge table t_1 to the table in j with the best dish k, which increase $L'(\text{Temperature})$ most
(if cannot increase $L'(\text{Temperature})$, then leave it alone)

End

END

v) LM-Dish(Dish index:k)

(A) IF Dish k is not empty:(Local Dish):

Dish List = $\{Nonempty\ dishes\} \setminus k$

FOR $w = \text{Randperm}(\text{Words Occur in Dish } k)$:

i) Find promising dishes to exchange word w

(find the dishes that appear most often with the tables having word w in dish k)

FOR $kk = \text{Dish List}$

Same Restaurant(kk) = index of restaurants in dish kk, that have tables serving dish k

Promising Dish(kk) = length(Same Restaurant(kk))

END

ii) Find the best approximated Reallocation of word w:

$\Delta L = 0$;

FOR $kkk = \text{find}(\text{Promising Dish} == \max(\text{Promising Dish}))$:

a) Naive Reallocation:

For $j = \text{Same Restaurant}(kkk)$

Assign all of words w from the table serving dish k to the table serving dish kkk

END

Calculate the change of L between present config and previous config: l_0 b) Greedy Search:

$\Delta l = 1$

WHILE $\Delta l > 0$

$\Delta l_k = \Delta K(\text{assign one word w from dish kkk back to dish k})$

$\Delta l_t = \max(\Delta T(\text{assign one word w from dish kkk back to dish k in Restaurant } j \in \text{Same Restaurant}(kkk)))$

$\Delta l = \Delta l_k + \Delta l_t$

END

$\Delta L = \max(\Delta L, l_0 + \Delta l)$

END

iii) Decision:

IF $\Delta L > 0$

Accept new config

ELSE

Restore previous config

END

END

(B) IF Dish k is still not empty:(Merge Dish)

Dish List= $\{Nonempty\ dishes\} \setminus k$

WHILE Dish List is not empty:

1) Randomly pick a dish $k \in$ Dish List

2) Dish List=Dish List\k

3) Merge dish k to the dish \in Dish List which increase **L'(Temperature)** mostly
(if cannot increase **L'(Temperature)**, then leave it alone)

END

(C) END

(D) END