

Weekly Report III

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1. HDP Gaussian Mixture Model

0) Notation:

Observations:

$\vec{x} = (x_{(11)}, \dots, x_{(JN_j)})$ J Restaurants, N_j customers for each

Hidden Variables:

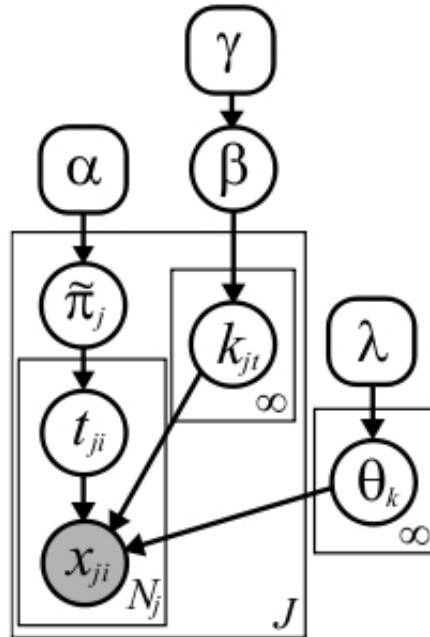
\vec{z} : assignments of table for customers(\vec{t}) and dish for tables(\vec{k}) from HDP;

θ : mean(μ) and covariance matrix(Ω) of Gaussian distributions;

Hyperparameters:

$\lambda: (m_0, B_0, \eta_0, \xi_0$ for μ, Ω and α, γ for \vec{z})

1) Graphical Model for HDP:



2) Generative Model:

Likelihood Term:

$$p(x_n, \theta | \lambda, z_n) = \mathcal{N}(x_n | z_n, \mu, \Omega) \mathcal{N}(\mu | m_0, \xi_0 \Omega) \mathcal{W}(\Omega | \eta_0, B_0)$$

Allocation Term:

$$p(\vec{z} | \lambda) = \prod_{j=1}^J \left[\frac{\Gamma(\alpha)}{\Gamma(n_{j..} + \alpha)} \prod_{t=1}^{m_{j.}} (\Gamma(n_{jt.})) \right] \alpha^{\sum_{j=1}^J m_{j.}} \times \frac{\Gamma(\gamma)}{\Gamma(T + \gamma)} \prod_{k=1}^K [\Gamma(m_{.k})] \gamma^K$$

3) Marginal Probability given \vec{z} :Margianlizing out θ , we get the negative of the log probability:

$$\log(p(x|z, \lambda)):$$

$$= (\text{Likelihood}) - \sum_{k=1}^K \left[\frac{D n_{..k}}{2} \log \pi + \frac{D}{2} \log \frac{\xi_k}{\xi_0} + \frac{\eta_k}{2} \log \det(B_k) - \frac{\eta_0}{2} \log \det(B_0) - \log \frac{\Gamma_D(\frac{\eta_k}{2})}{\Gamma_D(\frac{\eta_0}{2})} \right]$$

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$$(\text{Allocation:}) \sum_{j=1}^J \sum_{t=1}^{m_{j.}} \left[\frac{1}{m_{j.}} \log \frac{\Gamma(n_{j..} + \alpha)}{\Gamma(\alpha)} - \log(\Gamma(n_{jt.}) - \log \alpha) \right] + \sum_{k=1}^K \left[\frac{1}{K} \log \frac{\Gamma(T + \gamma)}{\Gamma(\gamma)} - \log(\Gamma(m_{.k}) - \log \gamma) \right]$$

2. Toy Data Set**0) Setting**

- (I) 9 Restaurants, 200 customers for each,
- (II) Generate the table assignment for each customer from a Dirichlet Process (concentration parameter α) in each restaurant.
- (III) Generate the dish assignment for each table from a Dirichlet Process (concentration parameter γ)
- (IV) Generate datas for each dish from one of the pre-defined 14 seperated 2-D Gaussian

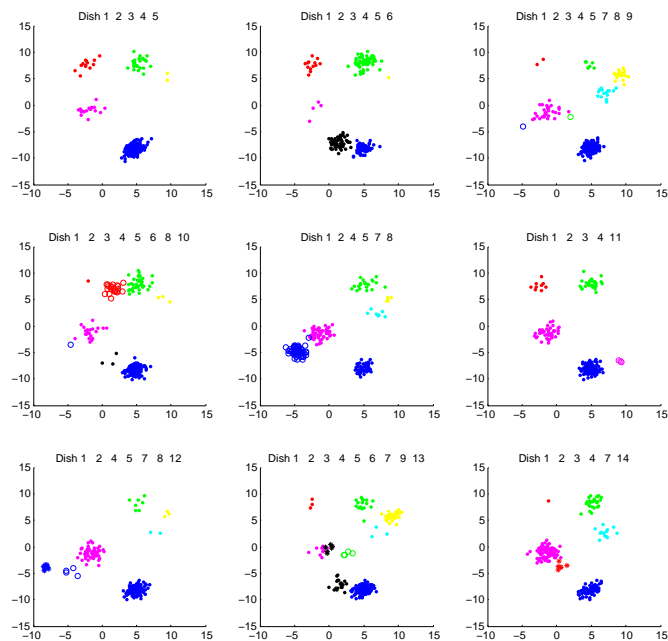


Figure 1: 9 Restaurants sharing same menu of dishes

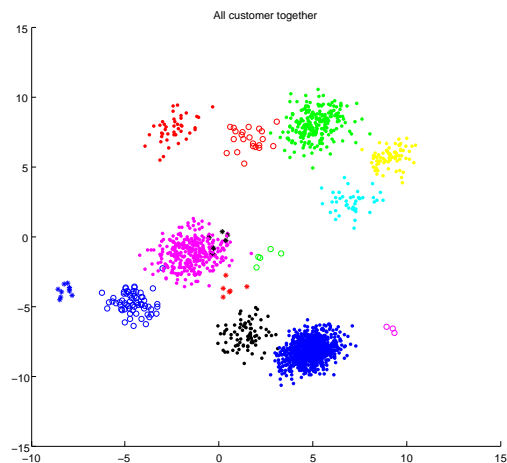


Figure 2: All customers together

1) Ground Truth

3. Search \vec{z}

The Goal is to find the \vec{z} which gives the highest marginal probability $P=p(x|z, \lambda)$.

1) Local Search

Heuristically, we first try out the local search.

(I) Outline:

- (a) Initialization: Every customer has his own table and every table has its own dish
- (b) Iteration:

While there are still some local changes to increase P:

- (i) In Random order, assign every customer the table in his restaurant which increases P mostly conditioning on other cutomers unchanged

- (ii) In Random order, assign every table the dish which increases P mostly conditioning on other tables unchanged

end

(II) Result:

The clustering result for Restaurant 2,5,8 is not good enough, which have big clusters.

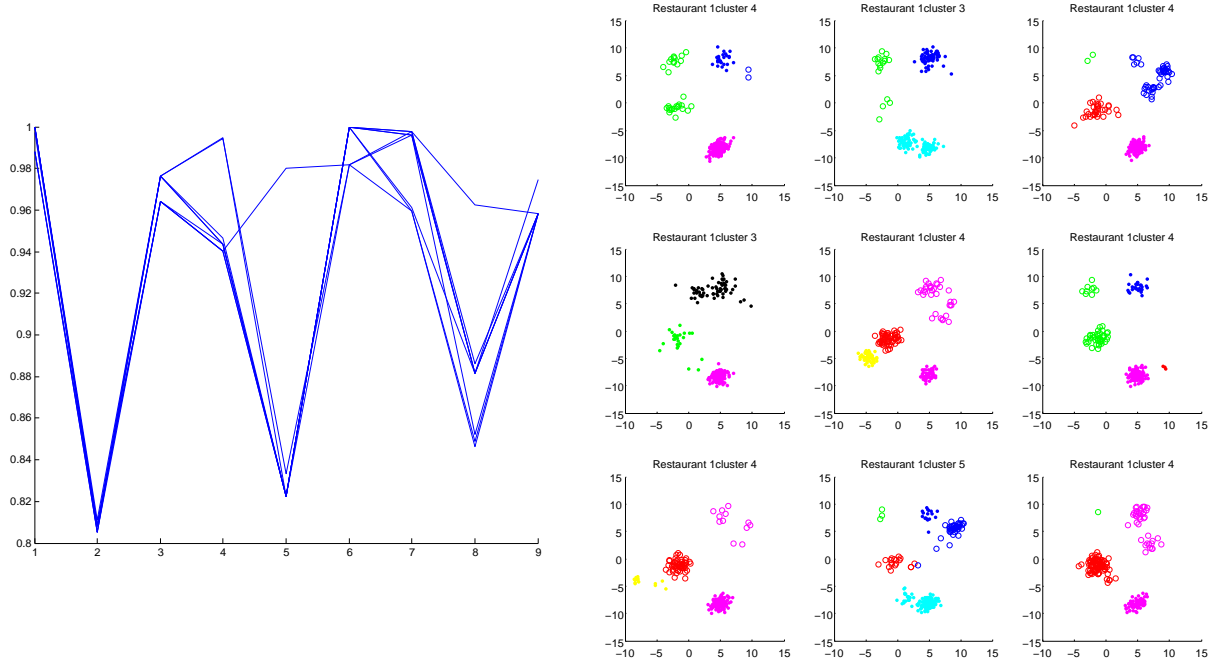


Figure 3: random index for each restaurant of one random search order

Figure 4: cluster result of one random local search order

2) Local Search+Split&Merge

After local search gets stuck at a local maxima, we try out split and merge(bigger moves) to find better maxima.

(I) Outline:

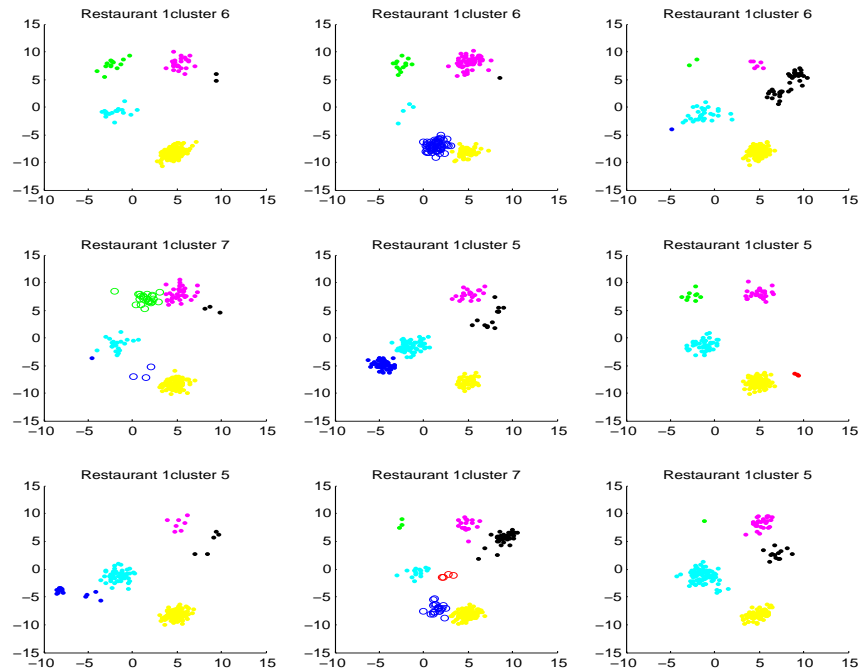
- (a) Initialization: Start from the Fixed Point(local maxima) from Local Search
- (b) Iteration:

While one of the last N moves of split or merge moves increases P:
Switch $\text{ceil}(4 * \text{rand}())$

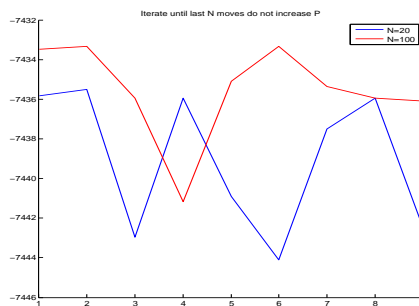
- (i) case 1: In Random order, use k-means++ to split every dish into 2 dishes and accept it only if it increases P
- (ii) case 2: In Random order, use k-means++ to split every table into 2 tables and accept it only if it increases P
- (iii) case 3: In Random order, merge every dish to another one which increases P mostly conditioning on other dishes unchanged and reject it if all merge moves decrease P
- (iv) case 4: In Random order, merge every table to another one in the same restaurant which increases P mostly conditioning on other tables unchanged and reject it if all merge moves decrease P

end

(II) Result: Cluster result of one random split&merge order



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For Split&Merge, we end the iteration until last N moves do not increase the log probability any more. We tried $N=20$ and $N=100$, which gives similar log probability.

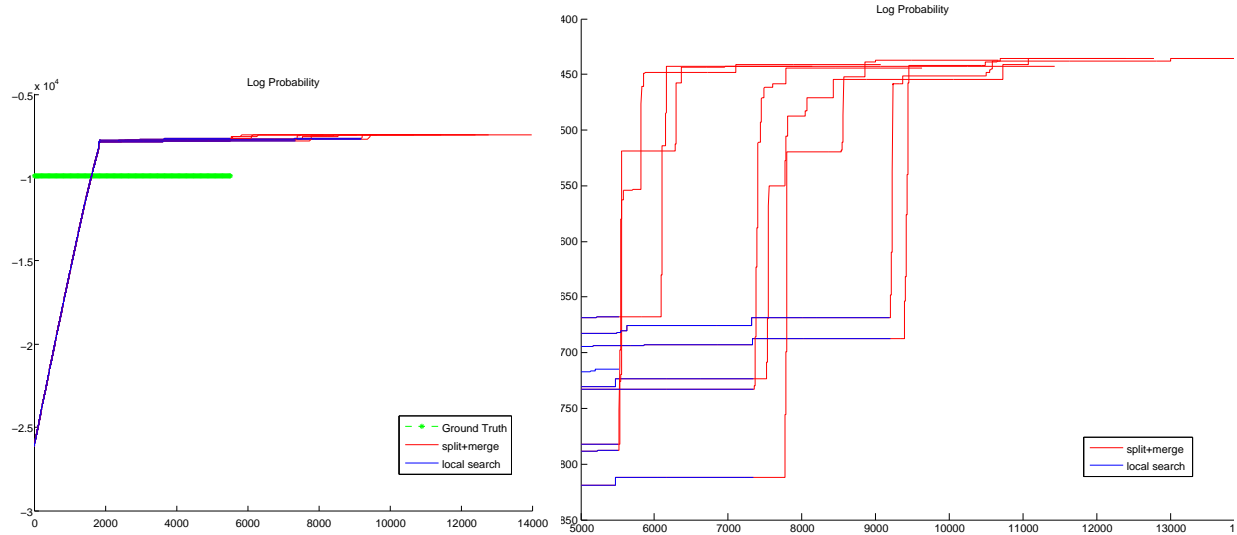


Figure 5: Log probability v.s. Steps

Figure 6: Closer LOOK of the convergence of log probability by split & merge

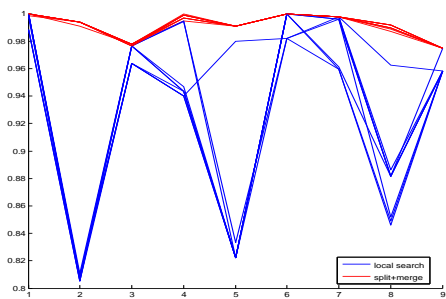


Figure 7: Rand Index Improvement Comparison

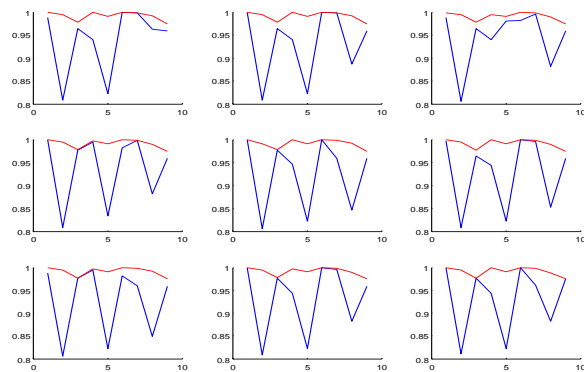


Figure 8: Rand Index Improvement in each restaurant