Unsupervised learning & Mixture models

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The Machine Learning Landscape



scikit-learn

Machine Learning in Python

- · Simple and efficient tools for data mining and data analysis
- · Accessible to everybody, and reusable in various contexts · Built on NumPy, SciPy, and matplotlib
- · Open source, commercially usable BSD license

Classification

Identifying to which category an object belongs to.

Applications: Spam detection, Image recognition. Algorithms: SVM, nearest neighbors, random

forest, ... - Examples

Regression

Predicting a continuous-valued attribute associated with an object.

Applications: Drug response, Stock prices. Algorithms: SVR, ridge regression, Lasso, ...

Eyamples

- Examples

Clusterina

Automatic grouping of similar objects into sets.

Applications: Customer segmentation, Grouping experiment outcomes

Algorithms: k-Means, spectral clustering,

mean-shift. ... Examples

Dimensionality reduction

Reducing the number of random variables to consider.

Applications: Visualization, Increased efficiency

Algorithms: PCA, feature selection,

non-negative matrix factorization. - Examples

Model selection

Comparing, validating and choosing parameters and models.

Goal: Improved accuracy via parameter tuning Modules: arid search, cross validation,

metrics.

Preprocessing

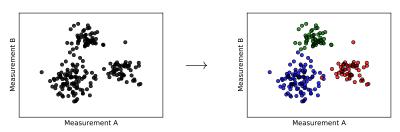
Feature extraction and normalization

Application: Transforming input data such as text for use with machine learning algorithms. Modules: preprocessing, feature extraction,

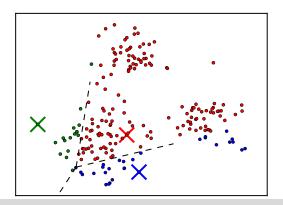
- Examples

Unsupervised learning

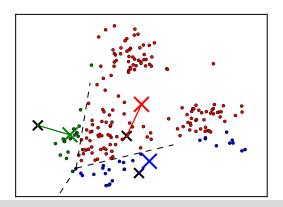
- No labels / no truth: We are not given a target value we want to reconstruct
- Just given the data (usually assumed: low-dimensional measurements with equal noise)
- Main task: Clustering



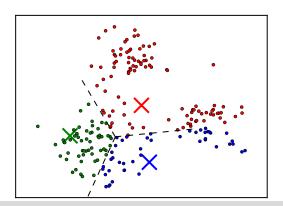
- Assume K clusters, each characterized by a centroid
- Start by randomly choosing K data points as centroids
- Iteratively:
 - Assign each data point to the nearest cluster
 - Compute new cluster center based on assigned data points



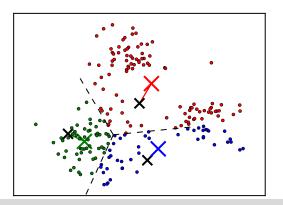
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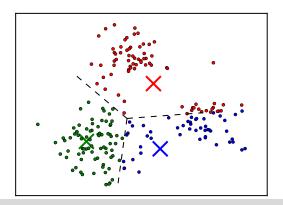
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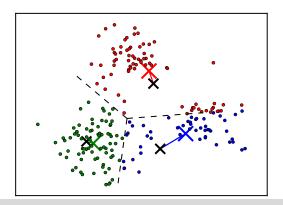
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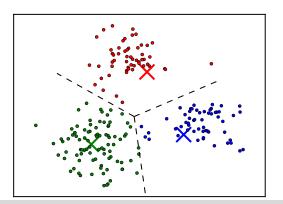
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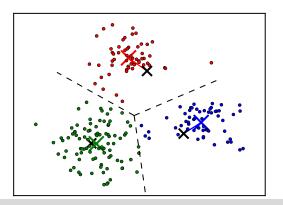
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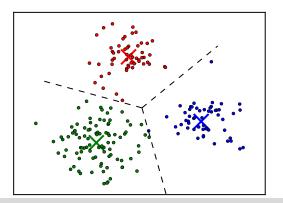
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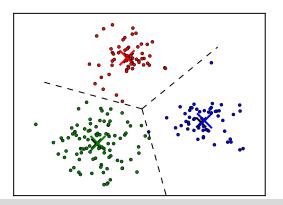
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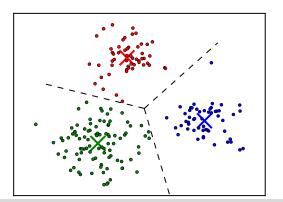
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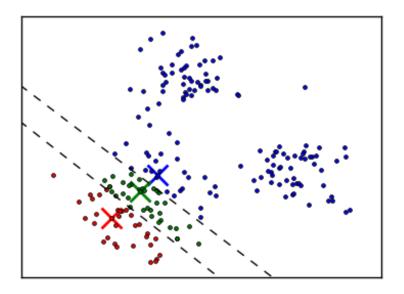


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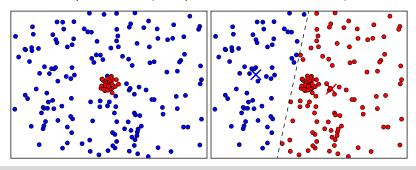




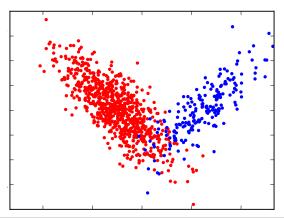
Problems with K-means

Clusters are defined by centroids alone

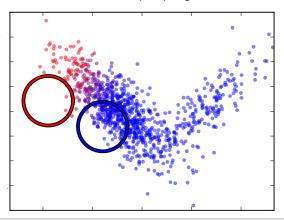
- clusters are separated by hyper-planes
- no covariances in the clusters
- no weights for clusters
- data points are hard-assigned to clusters
- noisy measurements not considered
- local optimization (multiple random initializations)



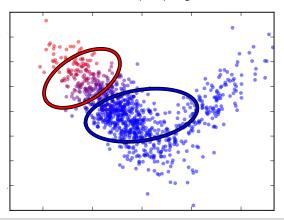
- Instead of finding just centroids, we want to find weights and Gaussians means and covariances of clusters
- Can be optimized efficiently using the Expectation-Maximization (EM) algorithm



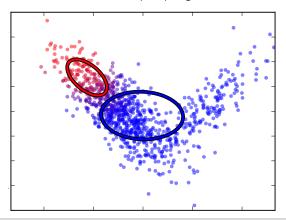
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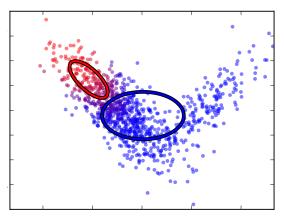
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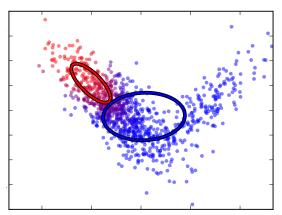
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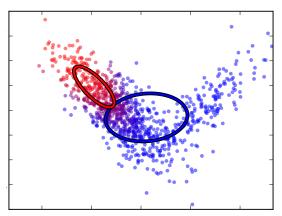
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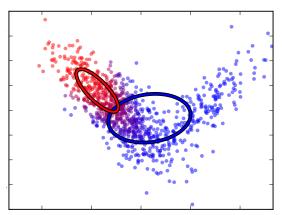
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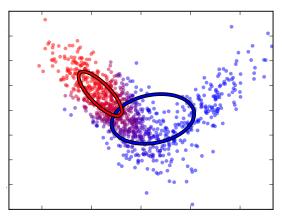
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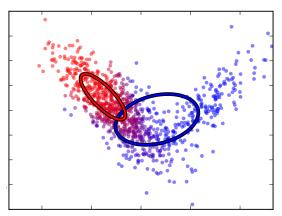
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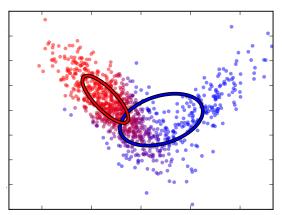
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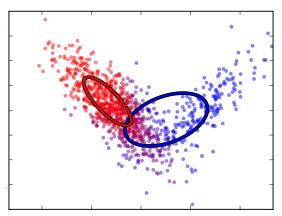
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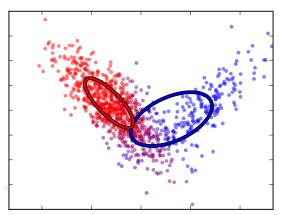
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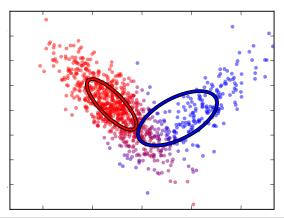
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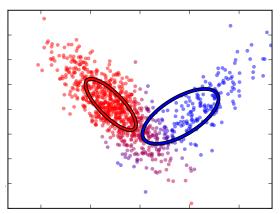
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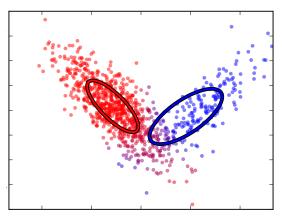
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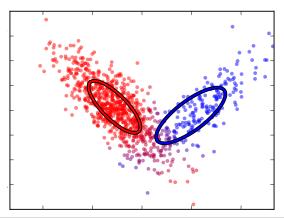
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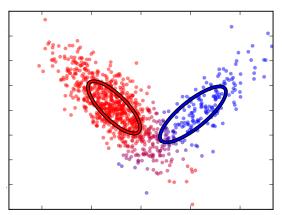
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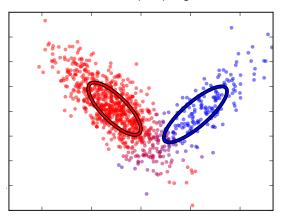
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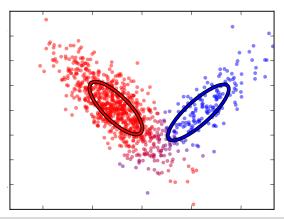
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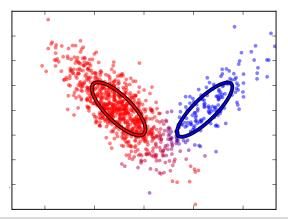
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Gaussian Mixture Models / Expectation-Maximization

E-M proceeds by:

► E: compute probability of drawing each data point *i* from each cluster or component *k*:

$$z_{i,k} = a_k \, \mathcal{N}(x_i \,|\, \mu_k, \Sigma_k)$$

where a_k is the cluster weight, and μ_k, Σ_k are its mean and covariance.

M: compute new component weights and parameters, weighting by relative component-weights

Gaussian Mixture Models / Expectation-Maximization

► E-M "update equations" (M step) for Gaussian mixtures:

$$z'_{i,k} = \frac{z_{i,k}}{\sum_{k} z_{i,k}} \tag{1}$$

$$a_k' = \sum_k z_{i,k}' \tag{2}$$

$$\mu'_{i,k} = \frac{1}{a'_k} z'_{i,k} x_i \tag{3}$$

$$\Sigma'_{i,k} = \frac{1}{a'_k} z'_{i,k} (x_i - \mu_k) (x_i - \mu_k)^T$$
 (4)

Mixture Models / Foreground-Background Models

- Often, junk or interlopers can get into your sample (of galaxies, stars, etc)
- If not dealt with, can strongly skew results (outliers)
- Model the objects you don't care about (background) as well as the ones you do care about (foreground)
- Background model can be a regular Gaussian component, or a flat (uniform) probability distribution