

1. 集成学习 ensemble learner

个体学习器 individual learner

弱学习器 weak learner

一般结构: 先产生一组 individual learner, 再用某种策略将它们组合起来。

2. 组合策略.

① 平均法. $H(x) = \frac{1}{T} \sum_{i=1}^T h_i(x).$

加权平均. $H(x) = \sum_{i=1}^T w_i h_i(x).$ $w_i \geq 0, \sum w_i = 1.$

→ 一般从训练数据中求得 (e.g. w_i 与误差成反比).

② 投票法.

classifier. a, majority / hard voting. { the majority (mode)

$h_i(x) \in \{0, 1\}$

if tie. random pick

 $j \rightarrow$ outcome class

or select based on the ascending order

b, weighted avg probability (soft) $h_i^{(j)}(x) \in [0, 1].$

return the class label as argmax of the sum of predicted probabilities.

③ 学习法 stacking.

初级学习器 \rightarrow 次级学习器 (meta learner)

Meta learner training set $D' = \{x^{(i)'}, y^{(i)}\}.$ $x^{(i)'} = \{h_1(x^{(i)}), \dots, h_T(x^{(i)})\}.$

可能会 overfitting $\rightarrow N$ -fold CV.

$D = D_j + \bar{D}_j$

test training.

(jth fold)

from $\bar{D}_j \Rightarrow h_{t,j}$

$\bar{D}_j: z_{it} = h_{t,j}^{(i)}(x^{(i)}) \text{ any } i \text{ in } \bar{D}_j$

$D' = \{(z_i, y_i)\}_{i=1}^m.$

1. 高架修路. open, semi-closed (-半道封闭), closed.

Y. 隐状态
X. 观测状态 $X_t \triangleq$ travel time on day t . $Y_t \triangleq$ state of the road on day t . $P(X_t|Y_t)$

MLE (multinomial)

$$\hat{P}_{open} = \frac{\#(Y_t=open)}{365}$$

$$\hat{P}_{sc} = \frac{\#(Y_t=sc)}{365}$$

$$\hat{P}_{closed} = \frac{\#(Y_t=c)}{365} \quad P(Y_t)$$

$$P(X_t, Y_t) = P(X_t|Y_t)P(Y_t)$$

2. 1st order Markov Assumption

序列假设

Let Y_t = state of system at time t .

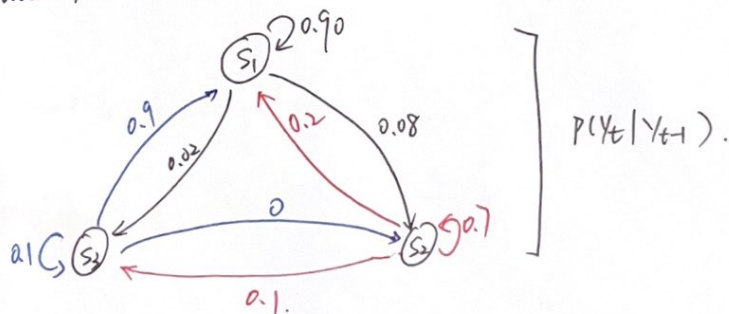
$$P(Y_t|Y_{t-1}, Y_{t-2}, \dots, Y_1) = P(Y_t|Y_{t-1}) \quad \text{By Assumption}$$

$$\Rightarrow Y_t \perp\!\!\!\perp Y_j | Y_{t-1}, \forall j < t-1.$$

$$\Rightarrow P(Y_1, \dots, Y_T) = \prod_{t=1}^T P(Y_t|Y_{t-1}, \dots, Y_1) \quad \text{by chain Rule 条件概率的链式法则}$$

$$= \prod_{t=1}^T P(Y_t|Y_{t-1}) \quad \text{By 1st order Markov Assump.}$$

1st order Markov Model as Finite State Machine



3. ML for HMM.

D. Def. $\mathcal{D} = \{(\vec{x}^{(i)}, \vec{y}^{(i)})\}_{i=1}^N$. $\vec{x}^{(i)} = [x_1^{(i)}, x_2^{(i)}, \dots, x_T^{(i)}]^{\text{Transpose}}$.
 $\vec{y}^{(i)} = [y_1^{(i)}, y_2^{(i)}, \dots, y_T^{(i)}]^{\text{Transpose}}$.

②. likelihood.

A. Emission matrix. 条件概率.

B. Transition matrix. 状态转移概率.

C. Initial prob. $P(X_1=k) = C_k, \forall k$

$$\begin{aligned} \ell(A, B, C) &= \sum_{i=1}^N \log p(\vec{x}^{(i)}, \vec{y}^{(i)} | A, B, C) \\ &= \sum_{i=1}^N \left[\underbrace{\log p(y_1^{(i)} | C)}_{\text{initial}} + \underbrace{\left(\sum_{t=2}^T \log p(y_t^{(i)} | y_{t-1}^{(i)}, B) \right)}_{\text{Transition}} + \underbrace{\left(\sum_{t=1}^T \log p(x_t^{(i)} | y_t^{(i)}, A) \right)}_{\text{emission}} \right] \end{aligned}$$

③. ML. $\hat{A}, \hat{B}, \hat{C} = \arg \max_{A, B, C} \ell(A, B, C)$

$$\Rightarrow \hat{C} = \arg \max_C \sum_{i=1}^N \log p(y_1^{(i)} | C) \quad \hat{C}_k = \frac{\#(y_1^{(i)} = k)}{N}$$

$$\hat{B} = \arg \max_B \sum_{i=1}^N \sum_{t=2}^T \log p(y_t^{(i)} | y_{t-1}^{(i)}, B) \quad \hat{B}_{jk} = \frac{\#(y_t^{(i)} = k \text{ and } y_{t-1}^{(i)} = j)}{\#(y_{t-1}^{(i)} = j)}$$

$$\hat{A} = \arg \max_A \sum_{i=1}^N \sum_{t=1}^T \log p(x_t^{(i)} | y_t^{(i)}, A) \quad \hat{A}_{jk} = \frac{\#(x_t^{(i)} = k \text{ \& } y_t^{(i)} = j)}{\#(y_t^{(i)} = j)}$$

if Assume $y_0 = k$, we fold C to B.

EM. 期望最大算法.

4. 3 problems for a HMM.

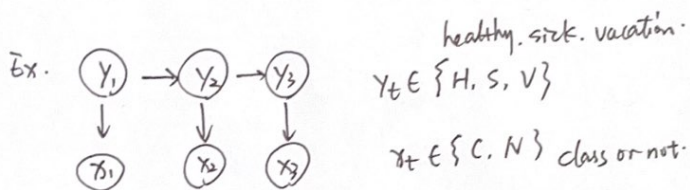
Evaluation. $p(\vec{x}) = \sum_{\vec{y} \in \mathcal{Y}_{\vec{x}}} p(\vec{x}, \vec{y})$.

For $|\vec{y}| = T$ and $y_t \in \{1, \dots, K\}$
there are K^T possible values of \vec{y}

(Viterbi) Decoding. $\hat{y} = \arg \max_{\vec{y} \in \mathcal{Y}_{\vec{x}}} p(\vec{y} | \vec{x})$.
解码.

Learning. $\hat{\lambda} = (A, B)$. 参数估计

↳ ML. EM (Baum-Welch 算法)



$$p(x_1, x_2, x_3) = \sum_{y_1} \sum_{y_2} \sum_{y_3} p(x_1, x_2, x_3, y_1, y_2, y_3).$$

$$\hat{y}_1, \hat{y}_2, \hat{y}_3 = \arg \max_{y_1, y_2, y_3} p(y_1, y_2, y_3 | x_1, x_2, x_3)$$

Joint dist

$$p(x_1, x_2, x_3, y_1, y_2, y_3)$$

$$\text{marginal } p(y_2 = V | x_1, x_2, x_3) = \sum_{y_1} \sum_{y_3} p(y_1, y_2, y_3 | x_1, x_2, x_3) = p(y_1) p(x_1 | y_1) p(x_2 | y_2) p(x_3 | y_3) p(y_2 | y_1) p(y_3 | y_2)$$

Brute Force for Evaluation 暴力算法.

def eval(x).

$p_x = 0$.

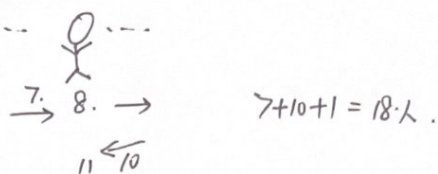
for y in all- $y(x)$:

$p_x += \text{joint}(x, y) p(\vec{x}, \vec{y})$

return p_x

5. Forward-Backward Algorithm 前向后向算法.

(1). Motivation 动机.

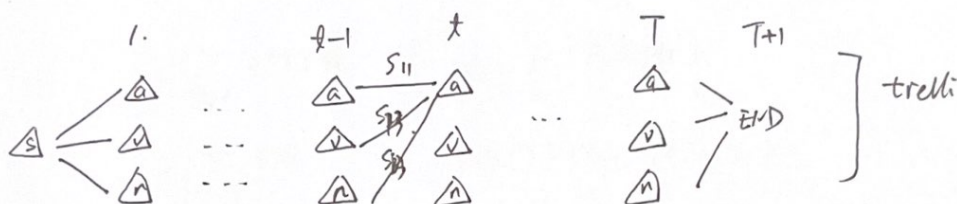


(2). Part-of-speech tagging 词性标注. 对句子中的词语进行分类标注的过程

→ NLP 的基础任务. (序列标注问题)

应用: 句法分析预处理. 词性标注/信息抽取预处理抽取.

(3). F-B Algorithm



forward.

for $t = 1, \dots, T$.

for $k = 1, \dots, K$.

$$\alpha_t(k) = \sum_{j=1}^K \alpha_{t-1}(j) s_{kj}.$$

For HMM

$$P(y_t = k | y_{t-1} = j) P(x_t | y_t = k).$$

动态规划 Dynamic Programming.

要解一个给定的问题, 常常解几个不同部分(子问题), 再合并子问题的解得到原问题的解.

F-B Algo. $O(K^2 T)$

Brute Force $O(K^T)$

$$P(Y_t=k|\vec{x}) = \frac{P(x_1, \dots, x_t | Y_t) P(x_{t+1}, \dots, x_T | Y_t) P(Y_t)}{P(\vec{x})}$$

序列各时间相互独立.

15

$$= P(x_1, \dots, x_t, Y_t) P(x_{t+1}, \dots, x_T | Y_t) / P(\vec{x}).$$

Forward Algorithm.

$$\alpha_t(k) = P(x_1, x_2, \dots, x_t, Y_t=k).$$

$$= P(x_1, \dots, x_t, \cancel{Y_t} | Y_t=k) P(Y_t=k).$$

$$= P(x_1, \dots, x_{t-1} | Y_t) P(x_t | Y_t) P(Y_t).$$

$$= P(x_1, \dots, x_{t-1}, Y_t) P(x_t | Y_t).$$

$$= \sum_{Y_{t-1}} P(x_1, x_2, \dots, x_{t-1}, Y_{t-1}, Y_t) P(x_t | Y_t).$$

$$= \sum_{Y_{t-1}} P(x_1, \dots, x_{t-1}, Y_{t-1} | Y_{t-1}) P(Y_{t-1}) P(x_t | Y_t).$$

$$= \sum_{Y_{t-1}} P(x_1, \dots, x_{t-1} | Y_{t-1}) P(Y_t | Y_{t-1}) P(Y_{t-1}) P(x_t | Y_t).$$

$$= \sum_{Y_{t-1}} P(x_1, \dots, x_{t-1}, Y_{t-1}) P(Y_t | Y_{t-1}) P(x_t | Y_t).$$

$$= \sum_{Y_{t-1}} \alpha_{t-1}(j) P(Y_t | Y_{t-1}) P(x_t | Y_t).$$

$$= P(x_t | Y_t) \sum_{j=1}^K \alpha_{t-1}(j) P(Y_t | Y_{t-1}).$$

Backward Algorithm.

$$\beta_t(k) = P(x_{t+1}, x_{t+2}, \dots, x_T | Y_t).$$

$$= \sum_{j=1}^K P(x_{t+1}, x_{t+2}, \dots, x_T, Y_{t+1} | Y_t)$$

$$= \sum_{j=1}^K \cancel{P(x_{t+1}, \dots, x_T | Y_{t+1})} \cancel{P(Y_{t+1} | Y_t)}$$

$$= \sum_{Y_{t+1}} P(x_{t+1}, \dots, x_T | Y_{t+1}, Y_t) P(Y_{t+1} | Y_t).$$

$$= \sum_{Y_{t+1}} P(Y_{t+2}, \dots, Y_T | Y_{t+1}) P(x_{t+1} | Y_{t+1}) P(Y_{t+1} | Y_t).$$

$$= \sum_{j=1}^K \beta_{t+1}(j) P(x_{t+1} | Y_{t+1}) P(Y_{t+1} | Y_t)$$