# 5. Bayesian Learning

References

T. Mitchell. Machine Learning. Chapter 6

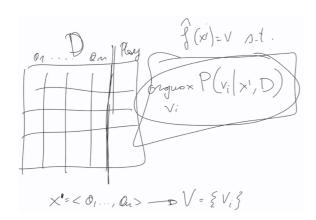
# 5.1 Bayes Methods

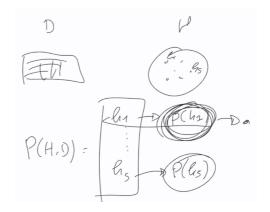
Provide practical learning algorithms and conceptual frameworks

### **Probabilistic estimation**

#### **Classification as Probabilistic estimation**

Given f to learn :  $X \to V$ , D (based on which f will learn), a new instance x', best prediction  $f(x') = v^* \Rightarrow v^* = \operatorname{argmax} P(v|x',D)$  (v that maximizes prob)





Generally we want the most probable hypothesis h **given D**, hence, the **Maximum a posteriori** hypothesis h map: (we look for h that maximizes probability):

$$h_{MAP} \equiv \arg \max_{h \in H} P(h|D) = \arg \max_{h \in H} \frac{P(D|h)P(h)}{P(D)}$$
  
=  $\arg \max_{h \in H} P(D|h)P(h)$ 

**Maximum Likelihood** hypothesis of generating Data we are observing

$$h_{ML} = \arg\max_{h \in H} P(D|h)$$

**N.B.:** h MAP(x') may not be the most probable classification !!! (we take the class returned)

# **Bayes Optimal Classifier**

Consider target function  $f: X \rightarrow V$ ,  $V = \{v1, ..., vk\}$ , data set D and a new instance x !in D:

$$P(vj | x,D) = SUM P(vj | x, hi) P(hi | D)$$

(given new example and D, the new example is classified as vj)

We are independent from the dataset, because, hi are given, so they are independent from other hypothesis based on dataset.

$$\frac{P(+|\times,D)}{P(+|\times,\ell_{12},D)} \bullet P(\ell_{11}|D) \\
+ P(+|\times,\ell_{12},D) \bullet P(\ell_{11}|D) \\
+ P(+|\times,\ell_{12},D) \bullet P(\ell_{13}|D)$$

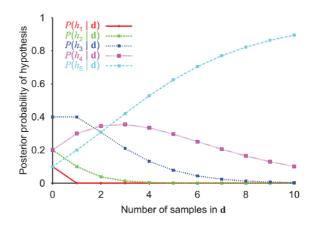
Computes most prob class, Vob, for new instance x:

$$v_{OB} = \arg \max_{v_j \in V} \sum_{h_i \in H} P(v_j | x, h_i) P(h_i | D)$$

**Optimal learner:** no other classification method (same hyp space etc.) can outperform this one; it maximizes prob. new instance is classified correctly. Label new instances.

### alfa in Bayes rule:

1. First candy is lime: 
$$D_1 = \{I\}$$
 
$$P(h_i | \{d_1\}) = \alpha P(\{d_1\} | h_i) P(h_i) \text{ (Bayes rule)}$$
 
$$P(H|D_1) = \alpha < 0, 0.25, 0.5, 0.75, 1 > \cdot < 0.1, 0.2, 0.4, 0.2, 0.1 >$$
 
$$= \alpha < 0, 0.05, 0.2, 0.15, 0.1 >$$
 
$$= < 0, 0.1, 0.4, 0.3, 0.2 >$$



New example: consider theta = number of cherries in [0,1]

Data set:  $D = \{c \text{ cherries}, I \text{ lime}\}, N = c + I$ 

P(c|h theta) = theta

P(I | h theta) = 1 - theta

$$\begin{split} h_{ML} &= \operatorname*{argmax}_{h_{\theta}} P(D|h_{\theta}) = \operatorname*{argmax}_{h_{\theta}} L(D|h_{\theta}) \\ \text{with } L(D|h_{\theta}) &= \log P(D|h_{\theta}) \\ \\ P(D|h_{\theta}) &= \prod_{j=1...N} P(d_j|h_{\theta}) = \theta^c \cdot (1-\theta)^l \\ \\ L(D|h_{\theta}) &= c \log \theta + l \log(1-\theta) \\ \\ \frac{dL(D|h_{\theta})}{d\theta} &= \frac{c}{\theta} - \frac{l}{1-\theta} = 0 \ \Rightarrow \ \theta_{ML} = \frac{c}{c+l} = \frac{c}{N} \end{split}$$

$$P(D|C_{20}) = N^{3} \cdot (1-10)^{5}$$

Theta ml: is the proportion that best explains the data you are observing; it's the ratio of cherries over total in your bag and theta ML is the number that maximizes the probability of seeing the data you are observing given the hypothesis Htheta.

Theta ml is the most probable class you can obtain.

# In general:

Theta is a vector of parameters.

$$\Theta_{ML} = \operatorname*{argmax}_{\Theta} \log P(d_i | \Theta)$$

#### Bernoulli

Probability distribution of a binary random variable  $X \in \{0,1\}$ 

$$P(X = 1) = \theta$$
  $P(X = 0) = 1 - \theta$ 

(e.g., observing head after flipping a coin, extracting a lime candy, ...).

$$P(X = k; \theta) = \theta^{k} (1 - \theta)^{1-k}$$

#### Multi-variate Bernoulli

Joint probability distribution of independent variables

$$P(X_1 = k_1, ...; \theta_1, ..., \theta_n) = \prod_{i=1}^n P(X_i = k_i; \theta_i) = \prod_{i=1}^n \theta_i^{k_i} (1 - \theta_i)^{1 - k_i}$$

#### **Binomial**

Probability distribution of k outcomes from n Bernoulli trials

$$P(X = k; n, \theta) = \binom{n}{k} \theta^{k} (1 - \theta)^{n-k}$$

#### **Multinomial**

Generalization of binomial

$$P(X_1 = k_1, \dots, X_d = k_d; n, \theta_1, \dots, \theta_d) = \frac{n!}{k_1! \dots k_n!} \theta_1^{k_1} \cdot \dots \cdot \theta_d^{k_d}$$

(e.g., rolling a d-sided dice n times and observing k times a particular value, extracting k lime candies after n extractions form a bag containing d different flavors, ...).

#### **Summary**

**Probabilistic method:** not eff cause you have to calculate all the distributions **Maximum likelihood:** it's convenient because you can simply iterate calculus

# 5.2 Naive Bayes Classifier

Naive Bayes Classifier uses conditional independence to approximate the solution; works under the assumptions that are independent.

$$P(X,Y | Z) = P(X|Y, Z)P(Y | Z) = P(X|Z)P(Y | Z)$$

$$v_{MAP} = \underset{v_j \in V}{\operatorname{argmax}} P(v_j | a_1, a_2 \dots a_n, D)$$

$$= \underset{v_j \in V}{\operatorname{argmax}} \frac{P(a_1, a_2 \dots a_n | v_j, D) P(v_j | D)}{P(a_1, a_2 \dots a_n | D)} \qquad \text{Bayes rule}$$

$$= \underset{v_j \in V}{\operatorname{argmax}} P(a_1, a_2 \dots a_n | v_j, D) P(v_j | D) \qquad \text{because is positive}$$

Class of new instance x:

$$v_{NB} = \operatorname*{argmax}_{v_j \in V} P(v_j|D) \prod_i P(a_i|v_j, D)$$

# 5.2.1 Naive Bayes Algorithm

Target function 
$$f: X \mapsto V$$
,  $X = A_1 \times ... \times A_n$ ,  $V = \{v_1, ..., v_k\}$ , data set  $D$ , new instance  $X = \langle a_1, a_2 ... a_n \rangle$ .

$$\hat{P}(v_j|D) = \frac{|\{<\ldots,v_j>\}|}{|D|}$$

$$Naive\_Bayes\_Learn(A, V, D)$$

for each target value  $v_i \in V$  $\hat{P}(v_i|D) \leftarrow \text{estimate } P(v_i|D)$ 

for each attribute  $A_k$ 

for each attribute value  $a_i \in A_k$ 

 $\hat{P}(a_i|v_i,D) \leftarrow \text{estimate } P(a_i|v_i,D)$ 

$$\hat{P}(a_i|v_j, D) = \frac{|\{<\ldots, a_i, \ldots, v_j>\}|}{|\{<\ldots, v_j>\}|}$$

Proportion of times you see that class above the total.

Classify\_New\_Instance(x)

$$v_{NB} = \operatorname*{argmax}_{v_j \in V} \hat{P}(v_j|D) \prod_{a_i \in x} \hat{P}(a_i|v_j,D)$$

Typical solution is Bayesian estimate with prior estimates (p-prior, m-weight)

$$\hat{P}(a_i|v_j, D) = \frac{|\{<\ldots, a_i, \ldots, v_j>\}| + mp}{|\{<\ldots, v_j>\}| + m}$$

$$P(PlayTennis = yes) = P(y) = 9/14 = 0.64$$
  
 $P(PlayTennis = no) = P(n) = 5/14 = 0.36$   
 $P(Wind = strong|y) = 3/9 = 0.33$   
 $P(Wind = strong|n) = 3/5 = 0.60$   
...
  
 $P(y) P(sun|y) P(cool|y) P(high|y) P(strong|y) = .005$   
 $P(x) P(sun|n) P(sool|n) P(high|n) P(strong|n) = .021$ 

$$P(n) P(sun|n) P(cool|n) P(high|n) P(strong|n) = .001$$

$$\rightarrow v_{NB} = n$$

The strong wind influence more to say no

# 5.3 Learn to classify text

A set of documents ad input and a learn target function f: Docs  $\rightarrow$  {c1,..,ck} We compute a vocabulary  $V = \{wk\}$  (size n) with all the words appeared Representations:

- 1. Boolean features: 1 if appear 0 otherwise (Multivariate Bernoulli)
- 2. Ordinal features: number of occurrences (Multinomial)

# 5.3.1 With Naive Bayes approach

Compute a Data set D = {<di, ci>} di documents

$$c_{NB} = \operatorname*{argmax}_{c_j \in \mathcal{C}} P(c_j | D) \prod_i P(d_i | c_j, D) \qquad P(d_i | c_j, D) = \prod_{i=1}^{length(d_i)} P(a_i = w_k | c_j, D)$$

where P(ai = wk |ci ) is probability that word in position i is wk , given ci

# Multi-variate Bernoulli Naive Bayes distribution

n-dimensional vector 1 if word wk appears in document d, 0 otherwise

$$P(d|c_j, D) = \prod_{i=1}^{n} P(w_i|c_j, D)^{I(w_i \in d)} \cdot (1 - P(w_i|c_j, D))^{1 - I(w_i \in d)}$$

$$\hat{P}(w_i|c_j,D) = \frac{t_{i,j}+1}{t_j+2}$$

 $t_{i,j}$ : number of documents in D of class  $c_j$  containing word  $w_i$  $t_i$ : number of documents in D of class  $c_i$ 

1, 2: parameters for Laplace smoothing

## **Multinomial Naive Bayes distribution**

#### n-dimensional vector with number of occurrences of word wi in document d

$$P(d|cj,D) = Mu(d; n, ) = ...$$

$$\hat{P}(w_i|c_j,D) = \frac{\sum_{d \in D} tf_{i,j} + \alpha}{\sum_{d \in D} tf_j + \alpha \cdot |V|}$$

 $tf_{i,j}$ : term frequency (number of occurrences) of word  $w_i$  in document d of class c:

 $tf_j$ : all term frequencies of document d of class  $c_j$ 

 $\alpha$ : smoothing parameter ( $\alpha = 1$  for Laplace smoothing)

### **Algorithm (using Bernoulli)**

Estimate  $\hat{P}(c_j)$  and  $\hat{P}(w_i|c_j)$  using Bernoulli distribution.

Learn\_Naive\_Bayes\_text\_Be(D, C)

 $V \leftarrow$  all distinct words in D

for each target value  $c_i \in C$  do

 $docs_j \leftarrow \text{subset of } D \text{ for which the target value is } c_j$ 

 $t_j \leftarrow |docs_j|$ : total number of documents in  $c_j$ 

$$\hat{P}(c_j) \leftarrow \frac{t_j}{|D|}$$

for each word  $w_i$  in V do

 $t_{i,j} \leftarrow \text{number of documents in } c_i \text{ containing word } w_i$ 

$$\hat{P}(w_i|c_j) \leftarrow \frac{t_{i,j}+1}{t_j+2}$$