

o Dirichlet Process:

Un Dirichlet process è un processo che mira a generare una distribuzione di probabilità discreta (anche se il supporto è definito come continuo). È caratterizzato da due parametri:

- G_0 - misura base
misura di base delle categorie, funziona come una rata di media. Se $\alpha \uparrow$, allora $G \rightarrow G_0$
- α - parametro di concentrazione (precisione)
 $\left\{ \begin{array}{l} \text{alto} \rightarrow \text{distribuzione generata sarà concentrata sulla media } G_0 \\ \text{basso} \rightarrow \text{opposto} \end{array} \right.$
 $\alpha \approx \frac{1}{\text{Var}(G)}$

$\Rightarrow G \sim \text{DP}(\alpha, G_0)$ è la variabile casuale definita da questo processo. g = sample da G è una distribuzione di probabilità discreta

Supponendo che G_0 sia definita su Ω , $G \sim \text{DP}(\alpha, G_0)$ è tale $\forall \{A_1, \dots, A_K\}$ partizione di Ω ,

il vettore $(G(B_1), \dots, G(B_K)) \sim \text{Dirichlet}(\alpha \cdot G_0(B_1), \dots, \alpha \cdot G_0(B_K)) : \vec{p} = (G_0(B_i))_{i=1, \dots, K}$

$$\text{OSS: } \sum_{i=1}^K G_0(B_i) = 1 \rightsquigarrow \sum_{i=1}^K \alpha \cdot G_0(B_i) = \alpha \rightsquigarrow \alpha \approx n \text{ numero osservazioni}$$

$\alpha =$ fattore di scala per \vec{p}_0 : α alto \rightarrow è come se avessi fatto più osservazioni nell'insieme delle palline \rightarrow più certe sulle mie stime!

Sample from a Dirichlet Process:

(1) Chinese Restaurant

$C = []$ array of categories

At each iteration, sample $x \sim G_0$

$$\forall c_k \in C: P(x \in c_k) = \frac{|c_k|}{\alpha + \sum_j |c_j|}$$

Assign x to an already existent category

$$P(x \in c_{\text{new}}) = \frac{\alpha}{\alpha + \sum_j |c_j|}$$

Create a new category c_{new} and assign x to it

$C.append(c_{\text{new}})$

Stop when we reach K categories.

(2) Stick-Breaking Process:

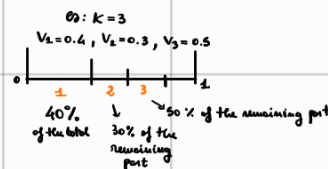
(1) Sample K locations from $G_0: \{m_1, \dots, m_K\}$

(2) \forall class c_k generate $V_k \sim \text{Beta}(\frac{1}{2}, \frac{1}{2}) \in [0, 1]$

(3) compute the associated probabilities:

$$\begin{aligned} \pi_1 &= V_1 \cdot 1 && (V_1 \% \text{ of the total}) \\ \pi_2 &= V_2 \cdot (1 - V_1) && (V_2 \% \text{ of the remaining part}) \\ &\vdots && \\ \pi_K &= V_K \cdot \prod_{j=1}^{K-1} (1 - V_j) \end{aligned}$$

$$(4) G = \sum_{j=1}^K \pi_j \cdot \delta_{m_j} \sim \text{DP}(\alpha, G_0)$$



Properties:

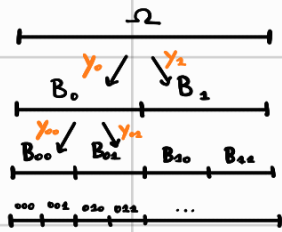
• **Posterior:** If $G \sim \text{DP}(\alpha, G_0)$ and $y_1, \dots, y_m \stackrel{iid}{\sim} G$, then $G | \vec{y} \sim \text{DP}(\alpha + m, \frac{\alpha}{\alpha + m} \cdot G_0 + \sum_{k=1}^K \frac{m_k}{\alpha + m} \cdot \delta_{c_k})$
 $y_i \in \{c_1, \dots, c_K\}$

• **Prediction:** $(y_{m+1} | y_1, \dots, y_m) = \frac{m_k}{\alpha + m} + \frac{\alpha}{\alpha + m} \cdot G_0(y_{m+1})$

o Polya Trees

The Polya Tree aims to generate a probability distribution over Ω , by dividing the sample space in 2^m parts ($m = \#$ steps)

which will be indexed as $B_{\varepsilon_1 \dots \varepsilon_m}$, where $\varepsilon_i \in \{0, 1\}$ and indicates the "path" of the splitting



define also:

$$y_{\varepsilon_1 \dots \varepsilon_J} = \mathbb{P}(B_{\varepsilon_1 \dots \varepsilon_J} | B_{\varepsilon_1 \dots \varepsilon_{J-1}}), \mathbb{P} \text{ is called } G$$

as a consequence, using Bayes' theorem: $G(B_{\varepsilon_1 \dots \varepsilon_m}) = \prod_{j=1}^m y_{\varepsilon_1 \dots \varepsilon_j}$
 1 possible path

Distribution of $y_{\varepsilon_1 \dots \varepsilon_J}$: Observe first of all that $y_{\varepsilon_1 \dots \varepsilon_{J-1}, 0} + y_{\varepsilon_1 \dots \varepsilon_{J-1}, 1} = 1$, so we have to define the distribution for only one of the two: we choose a Beta, so we will be able to easily compute the distribution of $1 - y_{\varepsilon_1 \dots \varepsilon_{J-1}, 1}$, which will be still a Beta

$$\begin{aligned} y_{\varepsilon_1 \dots \varepsilon_{J-1}, 0} &\sim \text{Beta}(\alpha_{\varepsilon_1 \dots \varepsilon_{J-1}, 0}, \alpha_{\varepsilon_1 \dots \varepsilon_{J-1}, 1}) \\ y_{\varepsilon_1 \dots \varepsilon_{J-1}, 1} &\sim \text{Beta}(\alpha_{\varepsilon_1 \dots \varepsilon_{J-1}, 1}, \alpha_{\varepsilon_1 \dots \varepsilon_{J-1}, 0}) \end{aligned}$$

Def $\Rightarrow G \sim \text{PolyaTree}(\Pi, \lambda)$
 defines the parameters of the y 's: $\alpha_{\varepsilon_1 \dots \varepsilon_{J-1}, 0/1}$
 defines the partitions B of the space

• Prior Centering:

We have two ways of centering G around G_0 : we can either change Π (how we partition Ω) or λ (the probabilities assigned to the partitions)

(1) Centering by Π : $PT(G_0, \lambda)$

Given the sequence $\varepsilon_1 \dots \varepsilon_J$ that defines the path, call it $\vec{\varepsilon}$. $\vec{\varepsilon} \in \{0, 1\}^J$ and can be interpreted as a binary coding of an integer.
 Call $N = N(\vec{\varepsilon})$ that integer. ex: $\vec{\varepsilon} = \begin{pmatrix} 0 \\ 1 \\ 0 \\ 1 \end{pmatrix} \Rightarrow N = 4 + 8 = 12$

Then, by putting:

$$B_{\vec{\varepsilon}} = \left[G_0^{-1} \left(\frac{N(\vec{\varepsilon})}{2^m} \right), G_0^{-1} \left(\frac{N(\vec{\varepsilon})+1}{2^m} \right) \right] \quad \text{and} \quad \alpha_{\vec{\varepsilon} \dots 0} = \alpha_{\vec{\varepsilon} \dots 1} \quad \forall \vec{\varepsilon} \quad (\text{so, probability density of } y_{\vec{\varepsilon}} \text{ centered on } 50\%)$$

quadrants

We obtain that $\mathbb{E}[G(B_{\vec{\varepsilon}})] = G_0(B_{\vec{\varepsilon}}) \quad \forall \vec{\varepsilon}$, so G is centered on G_0

This is the most common strategy, cause we can put all the $\alpha_{\vec{\varepsilon}}$ with the same value:

$$\forall \vec{\varepsilon} \in \mathbb{R}^m, \forall m: \alpha_{\vec{\varepsilon}} = \alpha_{\varepsilon_1 \dots \varepsilon_m} = \begin{cases} m^2 \\ c \cdot m^2 \\ g \cdot m \end{cases}$$

In general, we want the "freedom" of the model to increase quickly with $m = \# \text{ steps}$
 ["freedom" = probability de obtention de G_0 prior inside]

$$\alpha_{\vec{\varepsilon}} = c \cdot m^2$$

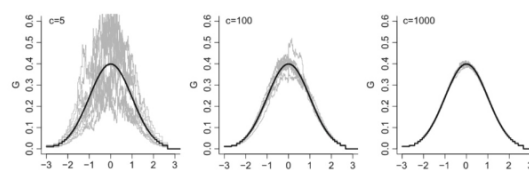


Fig. 3.1 Plots of $n = 10$ density g_i samples from $G_i \sim PT(G^*, A^*)$, $i = 1, \dots, n$, centered on a standard normal distribution G^* , for $c = 5, 100$ and 1000 . In all cases, $E(g_i)$ is overlaid over a plot of the realizations of g_i

(2) Centering λ : $PT(\Pi, G_0)$

\forall split $B_{\vec{\varepsilon}}$ into $B_{\vec{\varepsilon}-0}$ and $B_{\vec{\varepsilon}-1}$, by putting $\begin{cases} \alpha_{\vec{\varepsilon}-0} = c \cdot G_0(B_{\vec{\varepsilon}-0}) \\ \alpha_{\vec{\varepsilon}-1} = c \cdot G_0(B_{\vec{\varepsilon}-1}) \end{cases}$ we obtain that G is centered on G_0

• Posterior Distribution:

Suppose $G \sim PT(\Pi, \lambda)$, and we observe the data $y_1 \dots y_n \in \Omega$. Then, the posterior distribution of G is still a Polya Tree with the same partitions Π :

$$G | \vec{y} \sim PT(\Pi, \lambda^*), \text{ where } \lambda^*: \alpha_{\vec{\varepsilon}}^* = \alpha_{\vec{\varepsilon}} + m_{\vec{\varepsilon}}, \text{ with } m_{\vec{\varepsilon}} = \# \{ y_i \in B_{\vec{\varepsilon}} \}$$

• Marginal distribution of $\vec{y} \sim G$ + mega formula

