Probability Review and Statistical Estimation

Instructor: Alan Ritter

Many slides from Tom Mitchell

Random Variables

- Informally, A is a <u>random variable</u> if
 - A denotes something about which we are uncertain
 - perhaps the outcome of a randomized experiment

Examples

- A = True if a randomly drawn person from our class is female
- A = The hometown of a randomly drawn person from our class
- A = True if two randomly drawn persons from our class have same birthday
- Define P(A) as "the fraction of possible worlds in which A is true" or "the fraction of times A holds, in repeated runs of the random experiment"
 - the set of possible worlds is called the sample space, S
 - A random variable A is a function defined over S

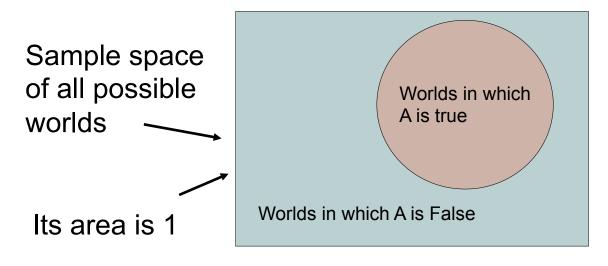
A:
$$S \to \{0,1\}$$

A little formalism

More formally, we have

- a <u>sample space</u> S (e.g., set of students in our class)
 - aka the set of possible worlds
- a <u>random variable</u> is a function defined over the sample space
 - Gender: $S \rightarrow \{ m, f \}$
 - Height: S → Reals
- an <u>event</u> is a subset of S
 - e.g., the subset of S for which Gender=f
 - e.g., the subset of S for which (Gender=m) AND (eyeColor=blue)
- we're often interested in probabilities of specific events
- and of specific events conditioned on other specific events

Visualizing A



P(A) = Area of reddish oval

The Axioms of Probability

- 0 <= P(A) <= 1
- P(True) = 1
- P(False) = 0
- P(A or B) = P(A) + P(B) P(A and B)

[di Finetti 1931]:

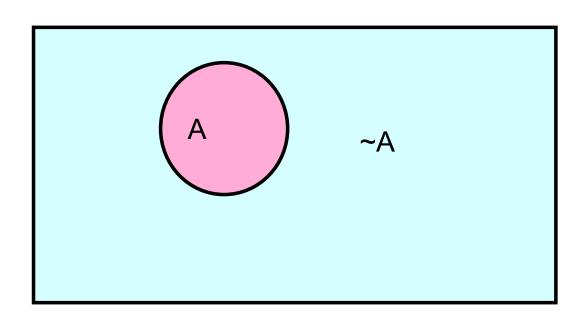
when gambling based on "uncertainty formalism A" you can be exploited by an opponent

iff

your uncertainty formalism A violates these axioms

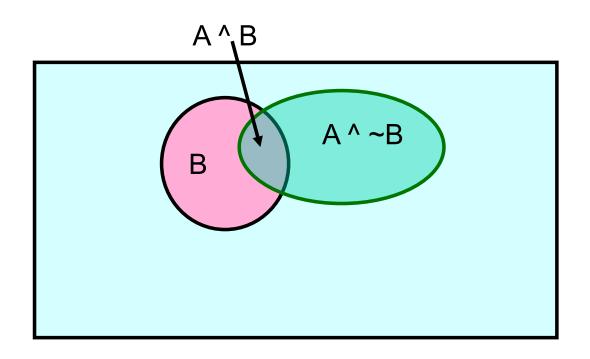
Elementary Probability in Pictures

• $P(\sim A) + P(A) = 1$

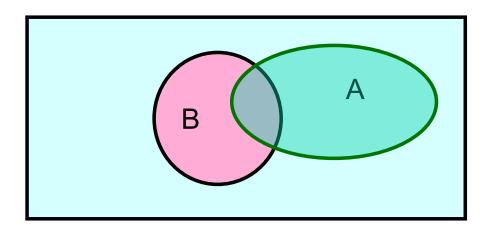


Elementary Probability in Pictures

• $P(A) = P(A ^ B) + P(A ^ B)$



Definition of Conditional Probability



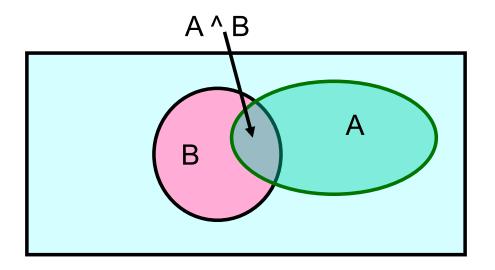
Definition of Conditional Probability

Corollary: The Chain Rule

$$P(A ^ B) = P(A|B) P(B)$$

Bayes Rule

let's write 2 expressions for P(A ^ B)



$$P(A|B) = \frac{P(B|A) * P(A)}{P(B)}$$
 Bayes' rule

we call P(A) the "prior"

and P(A|B) the "posterior"



Bayes, Thomas (1763) An essay towards solving a problem in the doctrine of chances. *Philosophical Transactions of the Royal Society of London*, **53:370-418**

...by no means merely a curious speculation in the doctrine of chances, but necessary to be solved in order to a sure foundation for all our reasonings concerning past facts, and what is likely to be hereafter.... necessary to be considered by any that would give a clear account of the strength of *analogical* or *inductive reasoning*...

Other Forms of Bayes Rule

$$P(A|B) = \frac{P(B|A)P(A)}{P(B|A)P(A) + P(B|\sim A)P(\sim A)}$$

$$P(A | B \land X) = \frac{P(B | A \land X)P(A \land X)}{P(B \land X)}$$

Applying Bayes Rule

$$P(A \mid B) = \frac{P(B \mid A)P(A)}{P(B \mid A)P(A) + P(B \mid \sim A)P(\sim A)}$$

A = you have the flu, B = you just coughed

Assume:

$$P(A) = 0.05$$

$$P(B|A) = 0.80$$

$$P(B| \sim A) = 0.2$$

what is $P(flu \mid cough) = P(A|B)$?

what does all this have to do with function approximation?

Example: Boolean variables A, B, C

Recipe for making a joint distribution of M variables:

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1. Make a truth table listing all combinations of values of your variables (if there are M Boolean variables then the table will have 2^M rows).

Example: Boolean variables A, B, C

A	В	С
0	0	0
0	0	1
0	1	0
0	1	1
1	0	0
1	0	1
1	1	0
1	1	1

Example: Boolean variables A, B, C

Recipe for making a joint distribution of M variables:

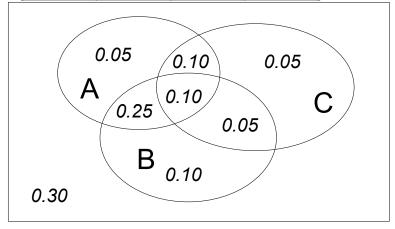
- 1. Make a truth table listing all combinations of values of your variables (if there are M Boolean variables then the table will have 2^M rows).
- For each combination of values, say how probable it is.

A	В	С	Prob
0	0	0	0.30
0	0	1	0.05
0	1	0	0.10
0	1	1	0.05
1	0	0	0.05
1	0	1	0.10
1	1	0	0.25
1	1	1	0.10

Recipe for making a joint distribution of M variables:

- 1. Make a truth table listing all combinations of values of your variables (if there are M Boolean variables then the table will have 2^M rows).
- 2. For each combination of values, say how probable it is.
- 3. If you subscribe to the axioms of probability, those numbers must sum to 1.

A	В	С	Prob
0	0	0	0.30
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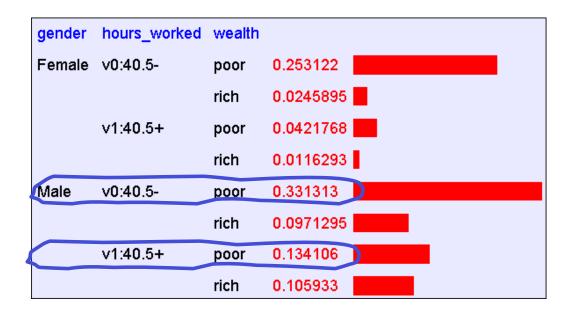
Using the Joint Distribution

gender	hours_worked	wealth	
Female	v0:40.5-	poor	0.253122
		rich	0.0245895
	v1:40.5+	poor	0.0421768
		rich	0.0116293
Male	v0:40.5-	poor	0.331313
		rich	0.0971295
	v1:40.5+	poor	0.134106
		rich	0.105933

One you have the JD you can ask for the probability of **any** logical expression involving these variables

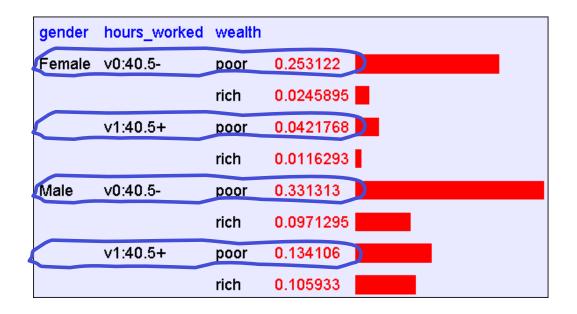
$$P(E) = \sum_{\text{rows matching } E} P(\text{row})$$

Using the Joint



P(Poor Male) = 0.4654
$$P(E) = \sum_{\text{rows matching } E} P(\text{row})$$

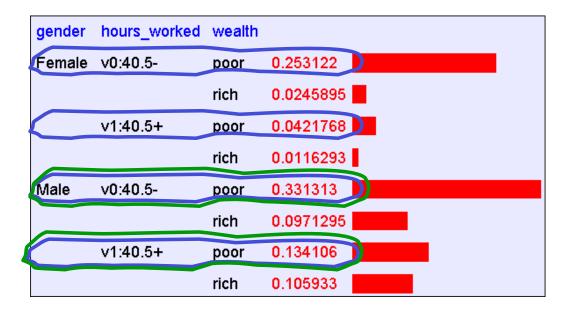
Using the Joint



$$P(Poor) = 0.7604$$

$$P(E) = \sum_{\text{rows matching } E} P(\text{row})$$

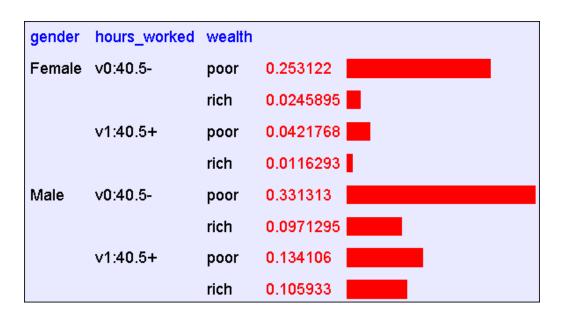
Inference with the Joint



$$P(E_1 | E_2) = \frac{P(E_1 \land E_2)}{P(E_2)} = \frac{\sum_{\text{rows matching } E_1 \text{ and } E_2}}{\sum_{\text{rows matching } E_2}} P(\text{row})$$

 $P(Male \mid Poor) = 0.4654 / 0.7604 = 0.612$

Learning and the Joint Distribution



Suppose we want to learn the function $f: \langle G, H \rangle \rightarrow W$

Equivalently, P(W | G, H)

Solution: learn joint distribution from data, calculate P(W | G, H)

sounds like the solution to learning F: X →Y, or P(Y | X).

Are we done?

sounds like the solution to learning F: X →Y, or P(Y | X).

Main problem: learning P(Y|X) can require more data than we have

```
consider learning Joint Dist. with 100 attributes # of rows in this table? # of people on earth? fraction of rows with 0 training examples?
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What to do?

- 1. Be smart about how we estimate probabilities from sparse data
 - maximum likelihood estimates
 - maximum a posteriori estimates

- 2. Be smart about how to represent joint distributions
 - Bayes networks, graphical models

Bayesian Learning

A Game

- I choose a set of numbers
 - Prime Numbers
 - Numbers between 1 and 10

A Game

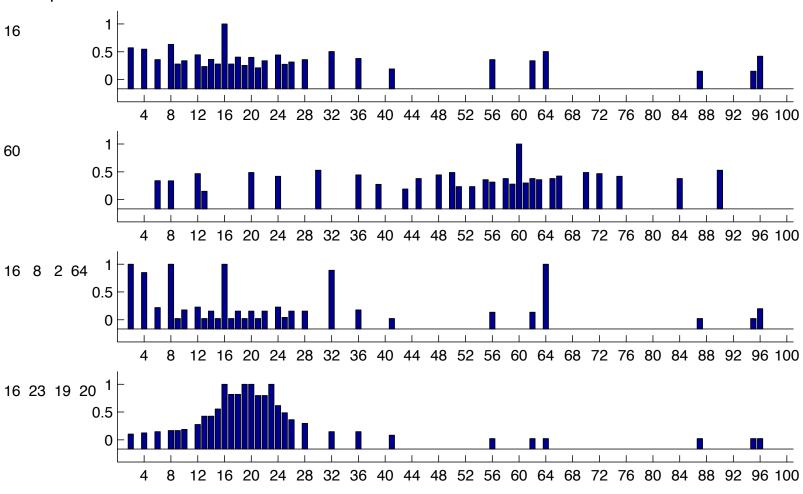
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- I give you a number of randomly chosen positive examples drawn from the set

A Game

- I choose a set of numbers
 - Prime Numbers
 - Numbers between 1 and 10
- I give you a number of randomly chosen positive examples drawn from the set
- Goal: predict whether a new number is in the set.

Real Data

Examples



Q: what is a reasonable hypothesis?

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Powers of 2?

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Even numbers?

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Even numbers?

Powers of 2 except 32?

Q: what is a reasonable hypothesis?

$$h_1 =$$
Powers of 2?

$$h_2 = Even numbers?$$

$$h_3 =$$
Powers of 2 except 32?

$$P(h_i|16, 8, 2, 64) = ?$$

Q: what is a reasonable hypothesis?

$$h_1 =$$
Powers of 2?

 $h_2 = Even numbers?$



You should use my rule for this game!

 $h_3 =$ Powers of 2 except 32?

$$P(h_i|16, 8, 2, 64) = ?$$

What is the probability of the data?

$$P(D|h) = P(16, 8, 2, 64|h)$$

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$$P(D|h) = P(16, 8, 2, 64|h)$$

$$= P(16|h) \cdot P(8|h) \cdot P(2|h) \cdot P(64|h)$$

$$= \left[\frac{1}{|h|}\right]^4$$

Prior Over Hypotheses?

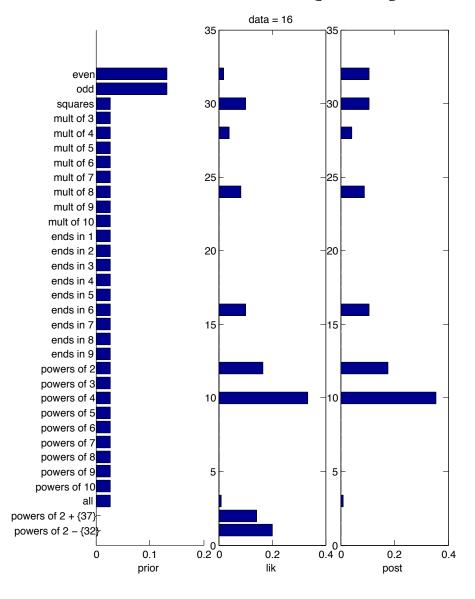
- Let's assume some hypotheses are more likely than others
 - How likely is "powers of 2 except 32"?

Posterior Over Hypotheses

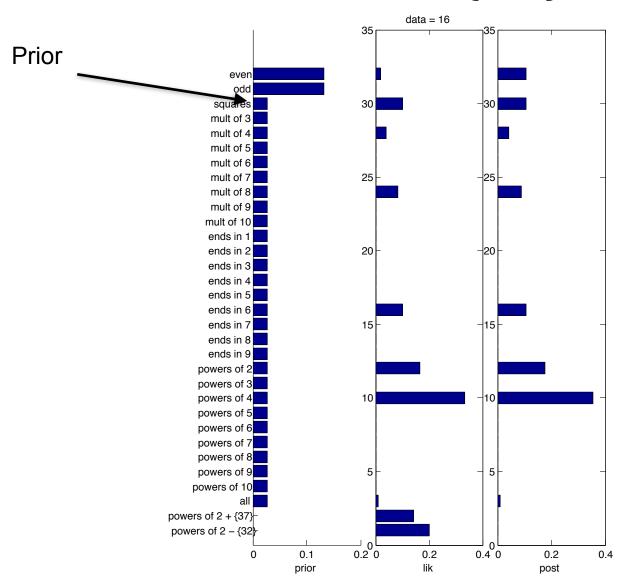
$$P(h|D) = \frac{P(D|h)P(h)}{\sum_{h' \in \mathcal{H}} P(D, h')}$$

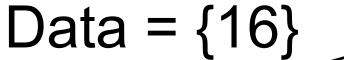
$$= \frac{P(h)\mathbb{1}(D \in h)/|h|^N}{\sum_{h' \in \mathcal{H}} P(h')\mathbb{1}(D \in h')/|h'|^N}$$

Data = $\{16\}$

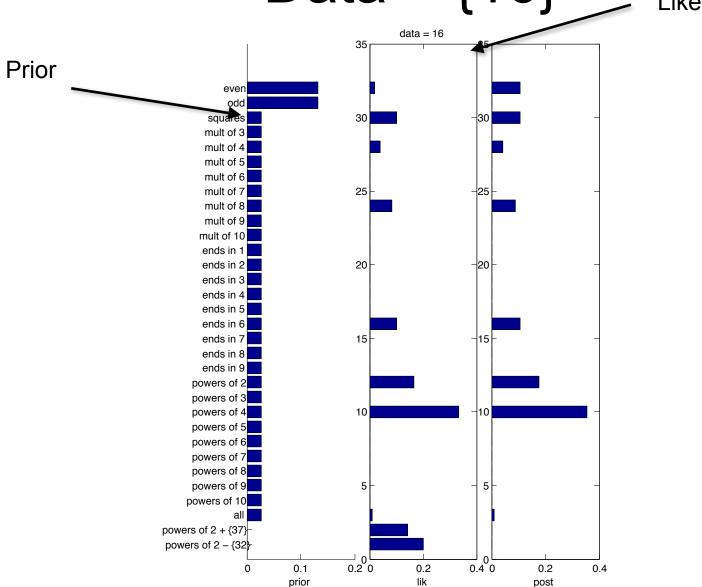


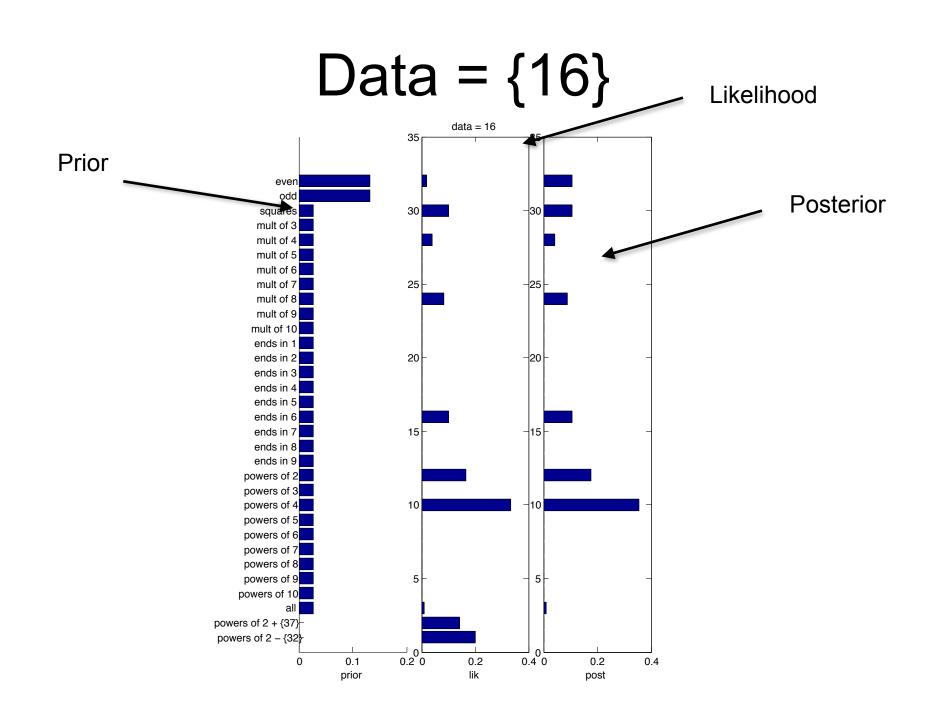
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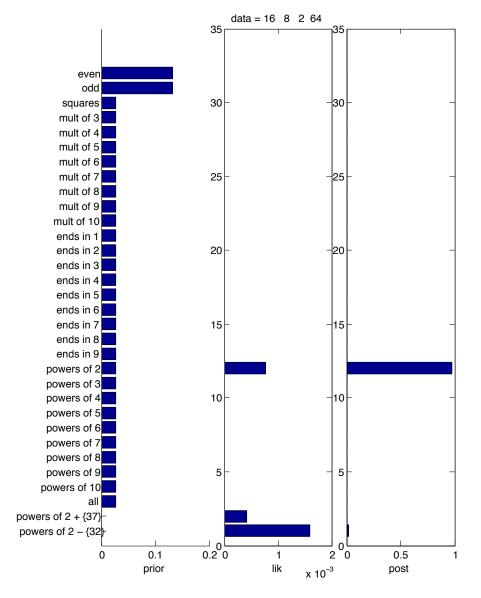


Likelihood





Data = $\{16,8,2,64\}$



MAP Hypothesis

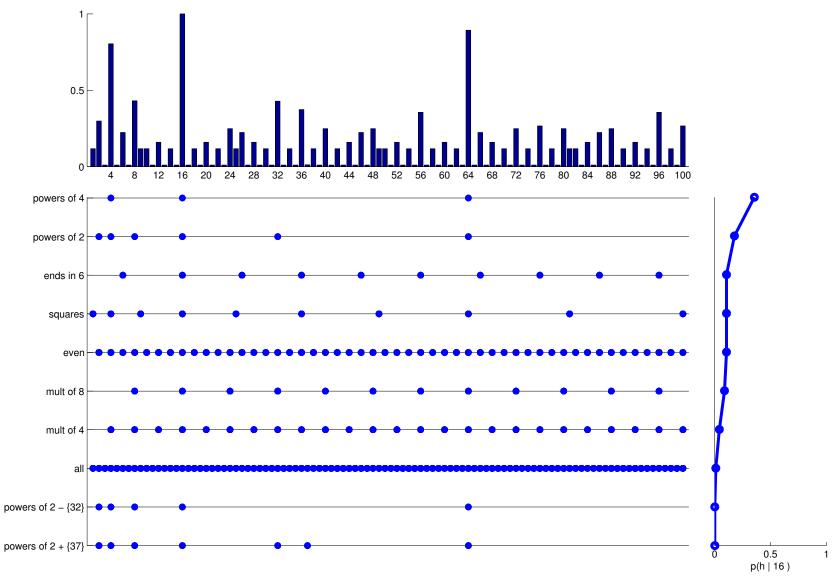
$$h^{MAP} = \arg\max_{h} \frac{P(D|h)P(h)}{P(D)}$$

$$= \arg\max_{h} P(D|h)P(h)$$

Posterior Predictive Distribution

$$P(x \in C|D) = \sum_{h} P(x \in C|h) P(h|D)$$

Bayes Model Averaging



Parameter Estimation

How to estimate parameters from data?

Parameter Estimation

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Maximum Likelihood Principle:

Choose the parameters that maximize the probability of the observed data!

Maximum Likelihood Estimation Recipe

- 1. Use the log-likelihood
- 2. Differentiate with respect to the parameters
- 3. *Equate to zero and solve



^{*}Often requires numerical approximation (no closed form solution)

An Example

- Let's start with the simplest possible case
 - Single observed variable
 - Flipping a bent coin

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 - Single observed variable
 - Flipping a bent coin

- We Observe:
 - Sequence of heads or tails
 - HTTTTTHTHT
- Goal:
 - Estimate the probability that the next flip comes up heads



Assumptions

- Fixed parameter θ_H
 - Probability that a flip comes up heads
- Each flip is independent
 - Doesn't affect the outcome of other flips
- (IID) Independent and Identically Distributed

Example

- Let's assume we observe the sequence:
 - HTTTTTHTHT
- What is the **best** value of θ_H ?
 - Probability of heads

Example

- Let's assume we observe the sequence:
 - HTTTTTHTHT
- What is the **best** value of θ_H ?
 - Probability of heads
- Intuition: should be 0.3 (3 out of 10)
- Question: how do we justify this?

- The value of θ_H which maximizes the probability of the observed data is best!
- Based on our assumptions, the probability of "HTTTTHTHT" is:

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$$P(x_1 = H, x_2 = T, \dots, x_m = T; \theta_H)$$

$$= P(x_1 = H; \theta_H) P(x_2 = T; \theta_H), \dots P(x_m = T; \theta_H)$$

$$= \theta_H \times (1 - \theta_H), \times \dots \times \theta_H$$

$$= \theta_H^3 \times (1 - \theta_H)^7$$

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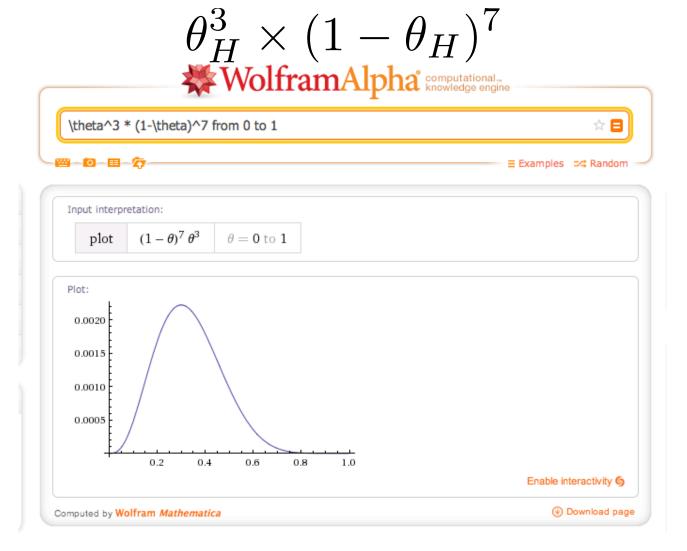
$$= \theta_H \times (1 - \theta_H), \times \dots \times \theta_H$$

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This is the Likelihood Function

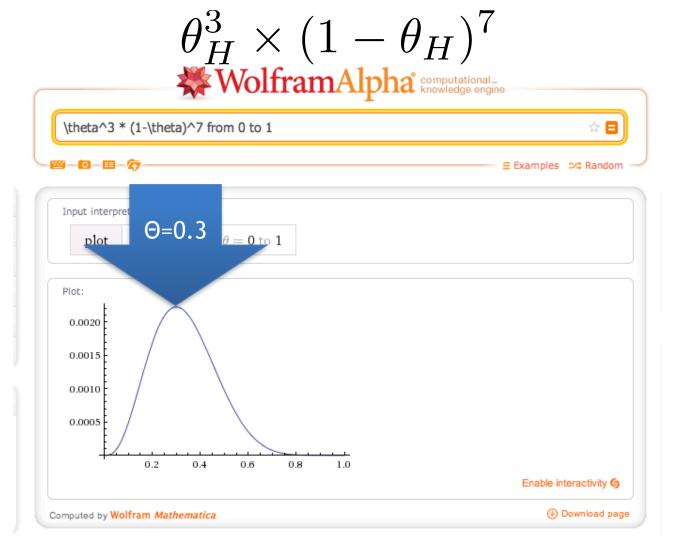
• Probability of "HTTTTTHTHT" as a function of θ_H

$$\theta_H^3 \times (1 - \theta_H)^7$$

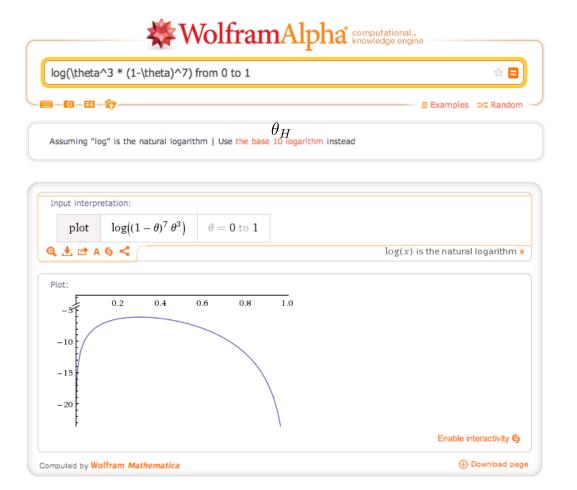
• Probability of "HTTTTTHTHT" as a function of $heta_H$



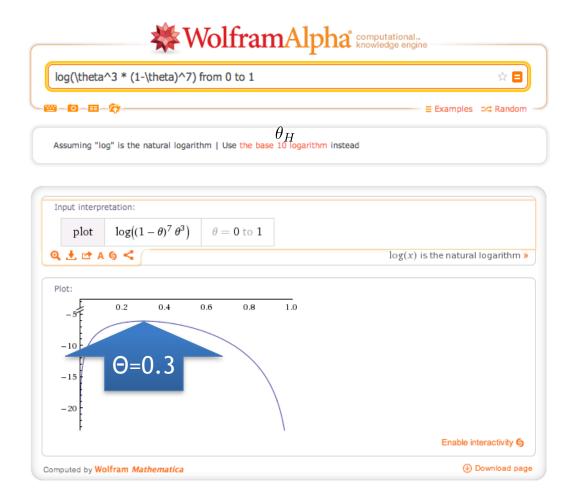
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• Probability of "HTTTTTHTHT" as a function θ_H of $\log(\theta_H^3 \times (1-\theta_H)^7)$



• Probability of "HTTTTTHTHT" as a function θ_H of $\log(\theta_H^3 \times (1-\theta_H)^7)$



Maximum Likelihood value of θ_H

$$\frac{\partial}{\partial \theta_H} \log(\theta_H^{\#H} (1 - \theta_H)^{\#T}) = 0$$

$$\frac{\partial}{\partial \theta_H} \log(\theta_H^{\#H}) + \log((1 - \theta_H)^{\#T}) = 0$$

$$\frac{\partial}{\partial \theta_H} \#H \log(\theta_H) + \#T \log(1 - \theta_H) = 0$$

Maximum Likelihood value of θ_H

$$\frac{\partial}{\partial \theta_H} \# H \log(\theta_H) + \# T \log(1 - \theta_H) = 0$$
$$\frac{\# H}{\theta_H} - \frac{\# T}{1 - \theta_H} = 0$$

$$\hat{\theta} = \frac{\#H}{\#H + \#T}$$

Maximum Likelihood value of θ_H

$$\frac{\partial}{\partial \theta_H} \# H \log(\theta_H) + \# T \log(1 - \theta_H) = 0$$

$$\frac{\# H}{\theta_H} - \frac{\# T}{1 - \theta_H} = 0$$

$$\vdots$$

$$\hat{\theta} = \frac{\# H}{\# H + \# T}$$

The problem with Maximum Likelihood

- What if the coin doesn't look very bent?
 - Should be somewhere around 0.5?
- What if we saw 3,000 heads and 7,000 tails?
 - Should this really be the same as 3 out of 10?

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Q: how to deal with this problem?

Bayesian Parameter Estimation

- Let's just treat θ_H like any other variable
- Put a prior on it!
 - Encode our prior knowledge about possible values of θ_H using a probability distribution
- Now consider two probability

distributions:
$$P(x_i|\theta_H) = \begin{cases} \theta_H, & \text{if } x_i = H \\ 1 - \theta_H, & \text{otherwise} \end{cases}$$
$$P(\theta_H) = ?$$

Posterior Over θ_H

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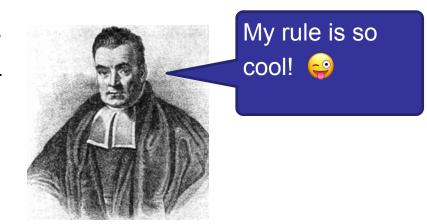
$$= \frac{P(x_1 = H, x_2 = T, \dots, x_m = T | \theta) P(\theta)}{P(x_1 = H, x_2 = T, \dots, x_m = T)}$$

Posterior Over θ_H

$$P(\theta|x_1 = H, x_2 = T, \dots, x_m = T)$$

$$= \frac{P(x_1 = H, x_2 = T, \dots, x_m = T | \theta) P(\theta)}{P(x_1 = H, x_2 = T, \dots, x_m = T)}$$

$$= \frac{\text{Likelihood} \times \text{Prior}}{\text{Evidence}}$$



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 - Assign higher probability to values of $\, heta_H\,$ near 0.5
- Solution: The Beta Distribution

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Hyper-Parameters

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Hyper-Parameters

$$B(\alpha, \beta) = \frac{\Gamma(\alpha)\Gamma(\beta)}{\Gamma(\alpha + \beta)}$$

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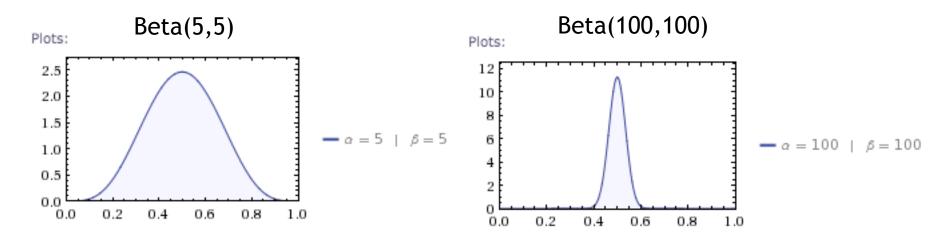
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Hyper-Parameters

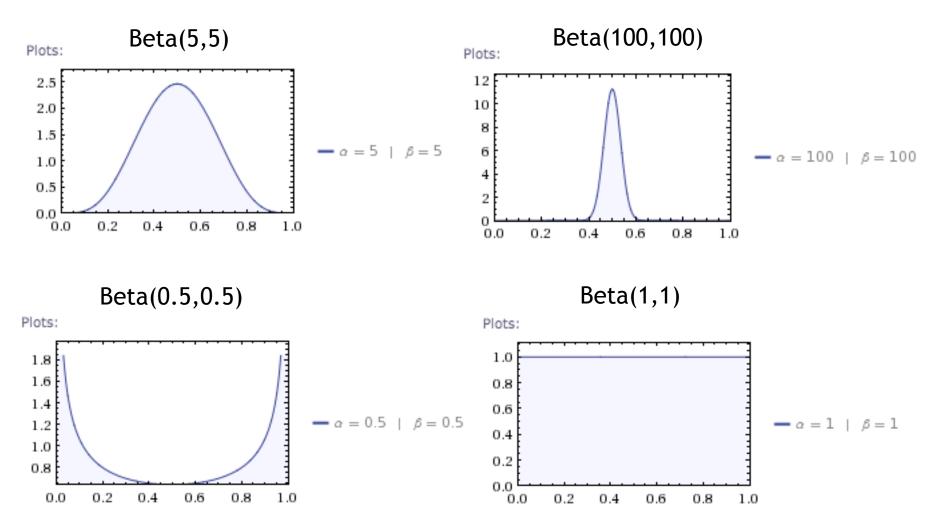
$$B(\alpha, \beta) = \frac{\Gamma(\alpha)\Gamma(\beta)}{\Gamma(\alpha + \beta)}$$

Gamma is a continuous generalization of the Factorial Function

Beta Distribution



Beta Distribution



MAP Estimate

$$\theta^{MAP} = \arg \max_{\theta} P(\theta|D)$$

$$= \frac{\#H + \alpha - 1}{\#T + \#H + \alpha + \beta - 2}$$

MAP Estimate

$$\theta^{MAP} = \arg\max_{\theta} P(\theta|D) \qquad \text{-Add-N smoothing -Pseudo-counts}$$

$$= \frac{\#H + \alpha - 1}{\#T + \#H + \alpha + \beta - 2}$$

Marginal Probability over single Toss

$$P(x_1 = H | \alpha, \beta)$$

$$= \int P(x_1 = H | \theta_H) P(\theta_H | \alpha, \beta) d\theta_H$$

$$= \int \theta P(\theta_H | \alpha, \beta) d\theta_H$$

Marginal Probability over single Toss

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$$\vdots$$

$$= \frac{\alpha}{\alpha + \beta}$$

Marginal Probability over single Toss

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$$= \int \theta P(\theta_H | \alpha, \beta) d\theta_H$$

$$\vdots$$
Rota prior indicates

$$=\frac{\alpha}{\alpha+\beta}$$

Beta prior indicates α imaginary heads and β imaginary tails

$$P(\theta_H | x_1, \dots, x_m) \propto P(x_1, \dots, x_m | \theta) P(\theta | \alpha, \beta)$$

$$\propto \theta_H^{\#H} (1 - \theta_H)^{\#T} \theta_H^{\alpha - 1} (1 - \theta_H)^{\beta - 1}$$

$$= \theta_H^{\#H + \alpha - 1} (1 - \theta_H)^{\#T + \beta - 1}$$

$$P(\theta_{H}|x_{1},...,x_{m}) \propto P(x_{1},...,x_{m}|\theta)P(\theta|\alpha,\beta)$$

$$\propto \theta_{H}^{\#H}(1-\theta_{H})^{\#T}\theta_{H}^{\alpha-1}(1-\theta_{H})^{\beta-1}$$

$$= \theta_{H}^{\#H+\alpha-1}(1-\theta_{H})^{\#T+\beta-1}$$

$$= Beta(\#H+\alpha,\#T+\beta)$$

$$P(\theta_{H}|x_{1},...,x_{m}) \propto P(x_{1},...,x_{m}|\theta)P(\theta|\alpha,\beta)$$

$$\propto \theta_{H}^{\#H}(1-\theta_{H})^{\#T}\theta_{H}^{\alpha-1}(1-\theta_{H})^{\beta-1}$$

$$= \theta_{H}^{\#H+\alpha-1}(1-\theta_{H})^{\#T+\beta-1}$$

$$= Beta(\#H+\alpha,\#T+\beta)$$

If the prior is Beta, so is posterior!

$$P(\theta_{H}|x_{1},...,x_{m}) \propto P(x_{1},...,x_{m}|\theta)P(\theta|\alpha,\beta)$$

$$\propto \theta_{H}^{\#H}(1-\theta_{H})^{\#T}\theta_{H}^{\alpha-1}(1-\theta_{H})^{\beta-1}$$

$$= \theta_{H}^{\#H+\alpha-1}(1-\theta_{H})^{\#T+\beta-1}$$

$$= Beta(\#H+\alpha,\#T+\beta)$$

- If the prior is Beta, so is posterior!
- Beta is conjugate to the Bernoulli likelihood

Main Takeaways

- Joint distribution encodes everything
 - But, hopeless except with very small # of variables
- Using Bayes Rule for Parameter Estimation
 - Model parameters are just like any other variables
 - Add-N smoothing