

Dirichlet-Multinomial and Naive Bayes

Instructor: Alan Ritter

Last time: Beta-Binomial

- Binary random variable: bent coin

Data Likelihood:

$$P(x_1, x_2, \dots, x_n | \theta_H) = \theta_H^{\#H} (1 - \theta_H)^{\#T}$$

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$$P(\theta_H | \alpha, \beta) = \frac{1}{B(\alpha, \beta)} \theta_H^{\alpha-1} (1 - \theta_H)^{\beta-1}$$



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Posterior:

$$P(\theta_H | \alpha, \beta, x_1, \dots, x_n) = \frac{1}{B(\alpha + \#H, \beta + \#T)} \theta^{\#H + \alpha - 1} (1 - \theta)^{\#T + \beta - 1}$$



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Maximum Likelihood:

$$\theta^{ML} = \frac{\#H}{\#T + \#H}$$

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$$\theta^{ML} = \frac{\#H}{\#T + \#H}$$



Maximum a Posteriori:

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

K-Sided Dice



- Weighted
 - (Generalization of Bent Coin)
- Assume an observed sequence of rolls:

1123213213

θ_1

θ_2

θ_3

K-Sided Dice



- Weighted
 - (Generalization of Bent Coin)
- Assume an observed sequence of rolls:

1123213213

θ_1

θ_2

θ_3

$$P(x; \theta) = \theta_x$$

Likelihood

$$\begin{aligned} P(1123213213|\theta) &= \theta_1 \times \theta_1 \times \theta_2 \times \dots \times \theta_3 \\ &= \theta_1^4 \times \theta_2^3 \times \theta_3^3 \end{aligned}$$

Likelihood In General

- N Dice Rolls, K possible outcomes:

$$P(D|\theta) = \prod_{k=1}^K \theta_k^{N_k}$$

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- N Dice Rolls, K possible outcomes:

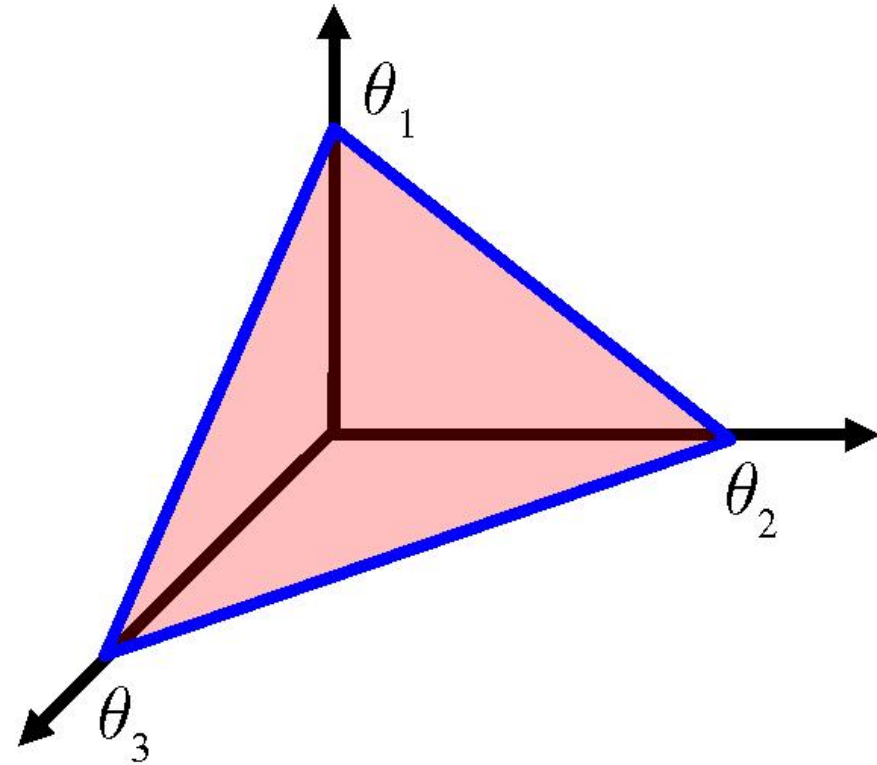
$$P(D|\theta) = \prod_{k=1}^K \theta_k^{N_k}$$

- Likelihood is a multivariable function

$$= f(\theta_1, \theta_2, \dots, \theta_K)$$

3D Probability Simplex

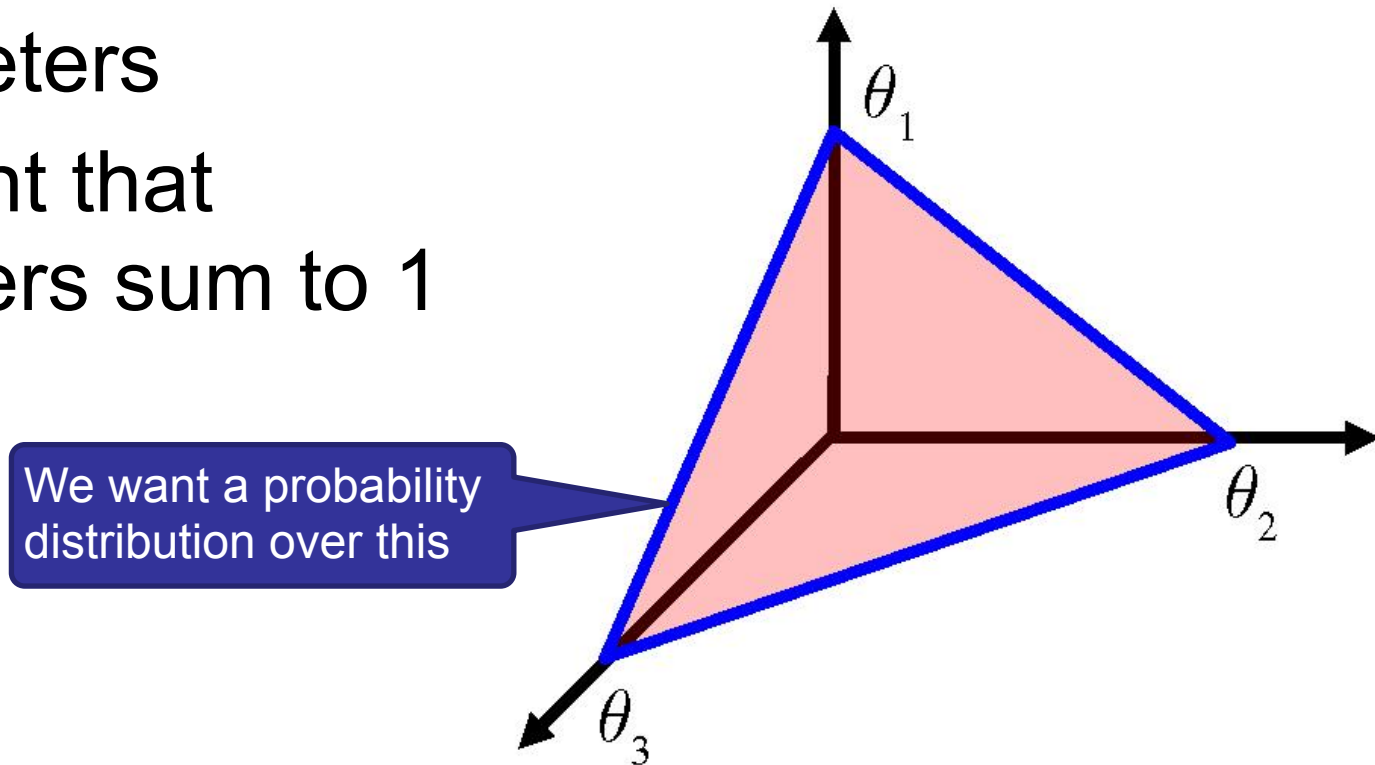
- 3 parameters
- Constraint that parameters sum to 1



$$S_K = \left\{ \theta : 0 \leq \theta_k \leq 1, \sum_{k=1}^K \theta_k = 1 \right\}$$

3D Probability Simplex

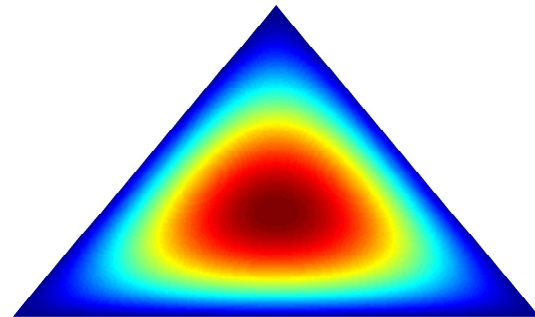
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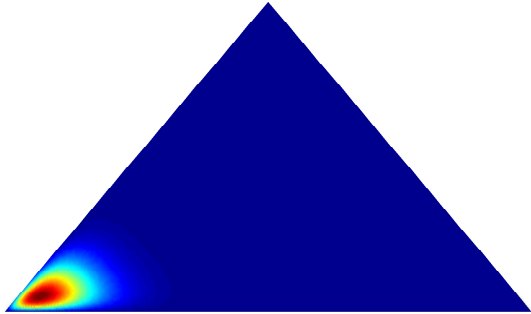
Dirichlet distribution

- Multivariate generalization of Beta distribution
- Conjugate prior to multinomial

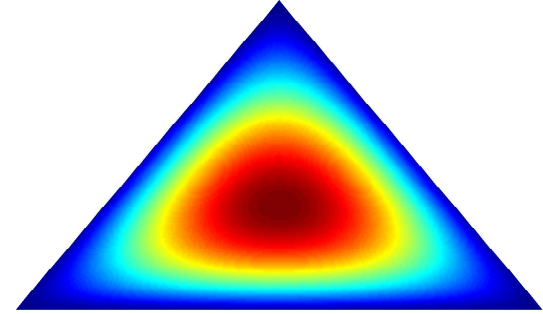


$$\text{Dir}(\theta|\alpha) = \frac{1}{B(\alpha)} \prod_{k=1}^K \theta_k^{\alpha_k - 1} \mathbb{1}(\theta \in S_K)$$

Dirichlet distribution



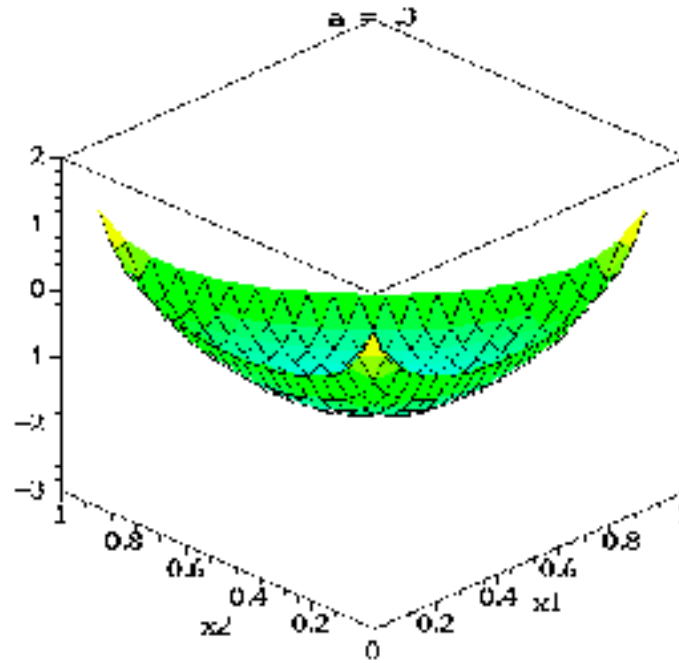
$$\alpha = \langle 20, 2, 2 \rangle$$



$$\alpha = \langle 2, 2, 2 \rangle$$

$$\text{Dir}(\theta|\alpha) = \frac{1}{B(\alpha)} \prod_{k=1}^K \theta_k^{\alpha_k - 1} \mathbb{1}(\theta \in S_K)$$

(log) Dirichlet distribution



$\alpha = \langle 0.3, 0.3, 0.3 \rangle$ to $\langle 2.0, 2.0, 2.0 \rangle$

Posterior

$$P(\theta|D) \propto P(D|\theta)P(\theta)$$



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$$\propto \prod_{k=1}^K \theta_k^{N_k} \theta_k^{\alpha_k - 1} = \prod_{k=1}^K \theta_k^{N_k + \alpha_k - 1}$$

Posterior



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$$= \text{Dir}(\theta | \alpha_1 + N_1, \dots, \alpha_K + N_K)$$

Posterior



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$$= \text{Dir}(\theta | \alpha_1 + N_1, \dots, \alpha_K + N_K)$$

Dirichlet is
Conjugate to
Multinomial

MAP Point Estimate

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

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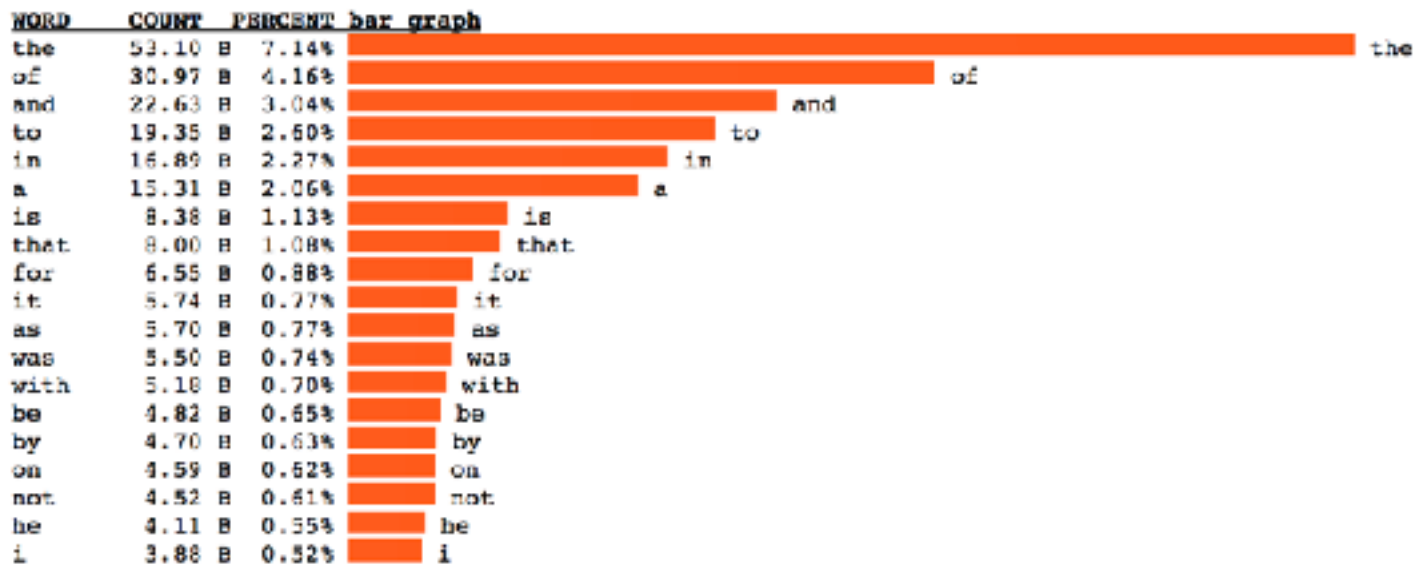
$$= \frac{N_k + \alpha_k - 1}{\sum_{k=1}^K N_k + \sum_{k=1}^K \alpha_k - K}$$

Maximum Likelihood (= uninformative prior)

$$\begin{aligned}\theta^{MAP} &= \arg \max_{\theta} P(D|\theta) \\ &= \frac{N_k}{\sum_{k=1}^K N_k}\end{aligned}$$

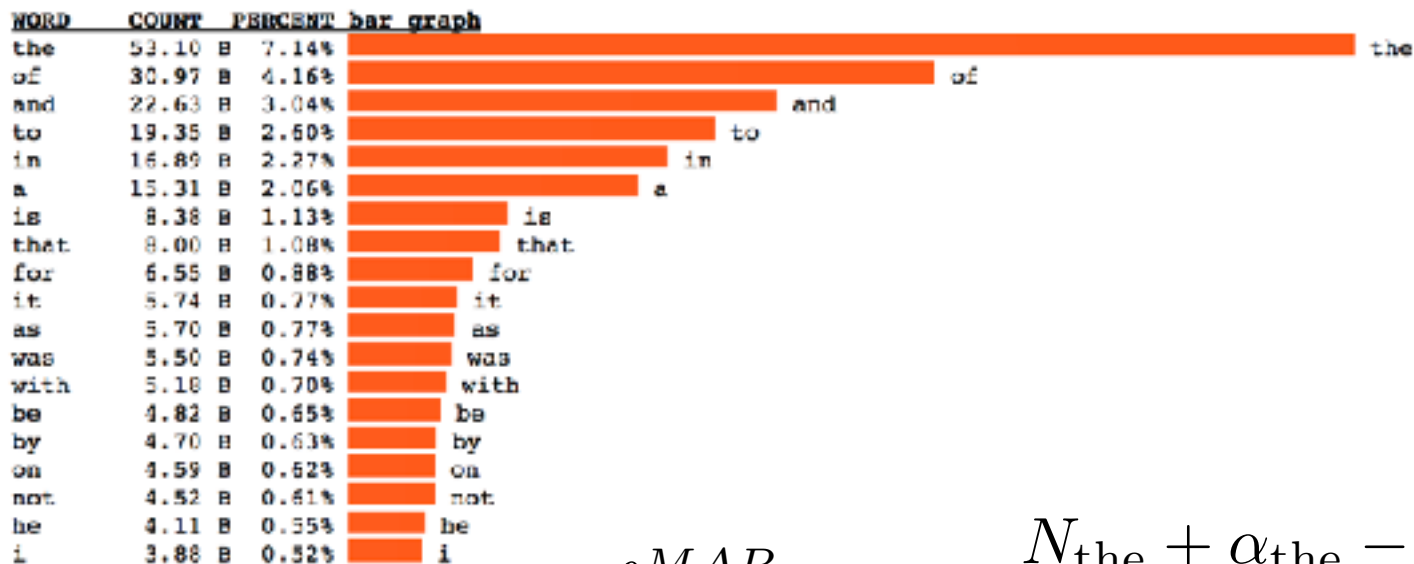
Parameter Estimation (text)

- Count words in Google Books:



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$$\theta_{\text{the}}^{MAP} = \frac{N_{\text{the}} + \alpha_{\text{the}} - 1}{\sum_{k=1}^K N_k + \sum_{k=1}^K \alpha_k - K}$$

Example: Language Modeling

- Q: how do we model the probability of a (text) document?

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$$P(D|\theta) = \prod_{k=1}^K \theta_k^{N_k}$$



Example: Language Modeling

- Q: how do we model the probability of a (text) document?
 - Assume words are drawn independently (bag of words)
- 

$$P(D|\theta) = \prod_{k=1}^K \theta_k^{N_k}$$

Q: What to do about unseen words?



Naïve Bayes Classifier

- Function Approximation:

Generative Model of our Data
(e.g. language model)

$$P(c|X) \propto P(X|c)P(c)$$

Target Output / Class label
(E.g. spam / not spam)

Prior distribution over outputs

Naïve Bayes Classifier

- Function Approximation:

Generative Model of our Data
(e.g. language model)

$$P(c|X) \propto P(X|c)P(c)$$

Target Output / Class label
(E.g. spam / not spam)

This could be any probability distribution (e.g. Gaussian if X is a vector of reals).

Generative Models in General

1. Make up a story about how the data was generated
2. Estimate model parameters from data (or compute sufficient statistics)
3. Apply Bayes' rule to infer a probability distribution over unknown variables on new data.

Naïve Bayes Classifier

- Parameter Estimation

$$\log P(D|\theta) = \sum_{c=1}^C N_c \log \pi_c + \sum_{j=1}^D \sum_{c=1}^C \sum_{i:y_i=c} \log P(x_{ij}|\theta_{jc})$$

Naïve Bayes Classifier

- Parameter Estimation

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Decomposes, can optimize parameters separately



Naïve Bayes Classifier

- Parameter Estimation

$$P(c) = \pi_c$$

$$\log P(D|\theta) = \sum_{c=1}^C N_c \log \pi_c + \sum_{j=1}^D \sum_{c=1}^C \sum_{i:y_i=c} \log P(x_{ij}|\theta_{jc})$$

Decomposes, can optimize parameters separately

Naïve Bayes Classification: Practical Issues

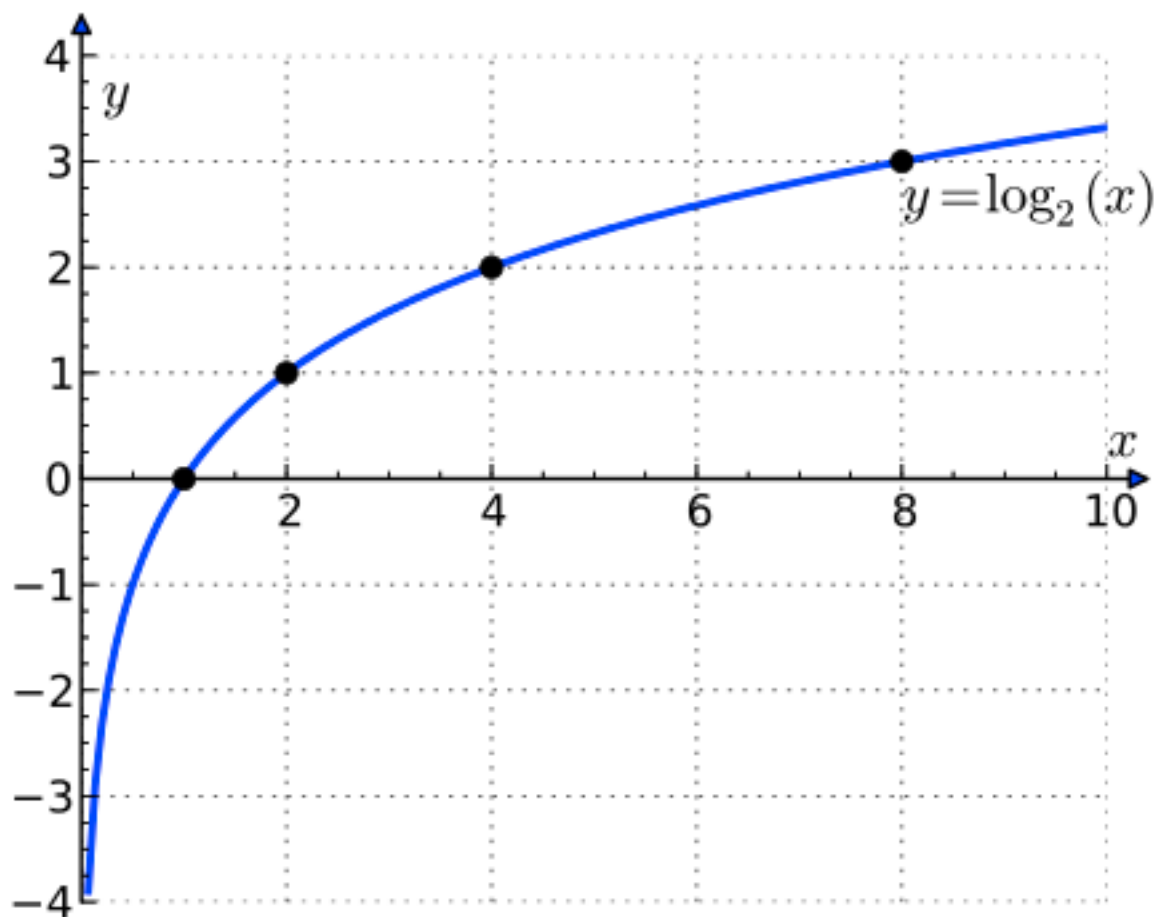
$$\begin{aligned}c_{MAP} &= \operatorname{argmax}_c P(c|x_1, \dots, x_n) \\&= \operatorname{argmax}_c P(x_1, \dots, x_n|c)P(c) \\&= \operatorname{argmax}_c P(c) \prod_{i=1}^n P(x_i|c)\end{aligned}$$

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- Multiplying together lots of probabilities
- Probabilities are numbers between 0 and 1
- Q: What could go wrong here?


Working with probabilities in log space



Log Identities (review)


$$\log(a \times b) =$$
A horizontal row of four Super Mario Bros. ? blocks. Each block is orange with a black outline and contains a black question mark. They are arranged side-by-side.


$$\log\left(\frac{a}{b}\right) =$$
A horizontal row of four Super Mario Bros. ? blocks. Each block is orange with a black outline and contains a black question mark. They are arranged side-by-side.

$$\log(a^n) =$$
A horizontal row of two Super Mario Bros. ? blocks. Each block is orange with a black outline and contains a black question mark. They are arranged side-by-side.

Log Identities (review)

$$\log(a \times b) = \log(a) + \log(b)$$


$$\log\left(\frac{a}{b}\right) =$$
A horizontal row of four Super Mario Bros. ? blocks. Each block is orange with a black outline and contains a pixelated question mark. They are arranged side-by-side, representing the identity $\log\left(\frac{a}{b}\right) = \log(a) - \log(b)$.

$$\log(a^n) =$$
A horizontal row of two Super Mario Bros. ? blocks. Each block is orange with a black outline and contains a pixelated question mark. They are arranged side-by-side, representing the identity $\log(a^n) = n \log(a)$.

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$$\log(a^n) =$$
The image shows two Super Mario Bros. question mark blocks, which are orange with a black outline and a black question mark in the center. They are positioned side-by-side, representing the identity $\log(a^n) = n \log(a)$.

Log Identities (review)

$$\log(a \times b) = \log(a) + \log(b)$$

$$\log\left(\frac{a}{b}\right) = \log(a) - \log(b)$$

$$\log(a^n) = n \log(a)$$

Naïve Bayes with Log Probabilities

$$\begin{aligned}c_{MAP} &= \operatorname{argmax}_c P(c|x_1, \dots, x_n) \\&= \operatorname{argmax}_c P(c) \prod_{i=1}^n P(x_i|c) \\&= \operatorname{argmax}_c \log \left(P(c) \prod_{i=1}^n P(x_i|c) \right) \\&= \operatorname{argmax}_c \log P(c) + \sum_{i=1}^n \log P(x_i|c)\end{aligned}$$

Naïve Bayes with Log Probabilities

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$$c_{MAP} = \operatorname{argmax}_c \log P(c) + \sum_{i=1}^n \log P(x_i|c)$$

- Q: Why don't we have to worry about floating point underflow anymore?

What if we want to calculate posterior log-probabilities?

$$P(c|x_1, \dots, x_n) = \frac{P(c) \prod_{i=1}^n P(x_i|c)}{\sum_{c'} P(c') \prod_{i=1}^n P(x_i|c')}$$

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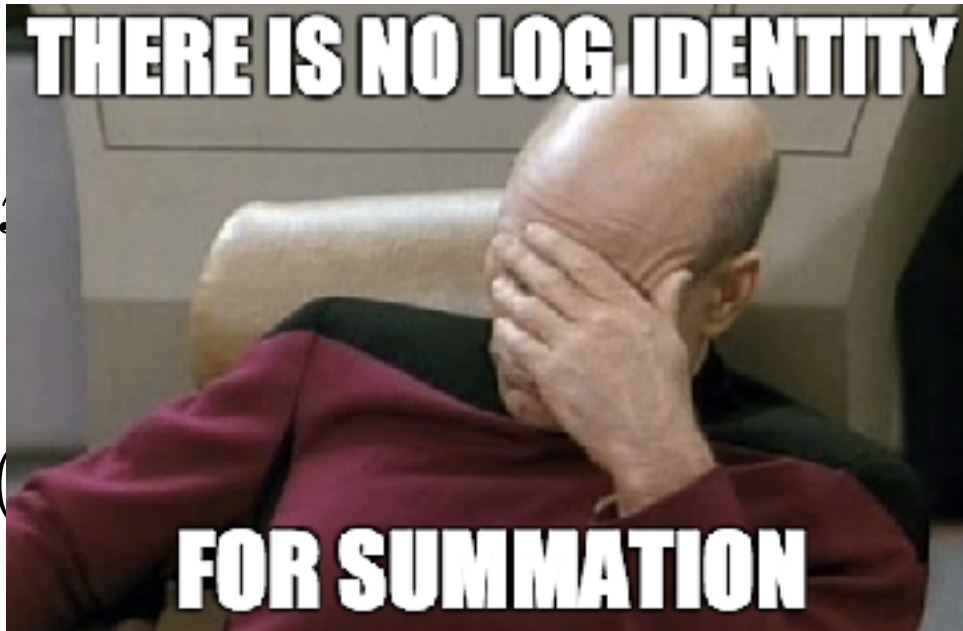
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$$= \log P(c) + \sum_{i=1}^n P(x_i|c) - \log \left[\sum_{c'} P(c') \prod_{i=1}^n P(x_i|c') \right]$$

What if we want to calculate posterior log-probabilities?



$$\begin{aligned}
 & P(c|s) = \frac{\prod_{i=1}^n P(x_i|c)}{\sum_{c'} P(c') \prod_{i=1}^n P(x_i|c')} \\
 & \log P(c|s) = \log P(c) + \sum_{i=1}^n \log P(x_i|c) - \log \left[\sum_{c'} P(c') \prod_{i=1}^n P(x_i|c') \right]
 \end{aligned}$$

Log Exp Sum Trick: motivation

- We have: a bunch of log probabilities.
 - $\log(p_1), \log(p_2), \log(p_3), \dots \log(p_n)$
- We want: $\log(p_1 + p_2 + p_3 + \dots p_n)$
- We could convert back from log space, sum then take the log.
 - If the probabilities are very small, this will result in floating point underflow

Log Exp Sum Trick:

$$\log\left[\sum_i \exp(x_i)\right] = x_{max} + \log\left[\sum_i \exp(x_i - x_{max})\right]$$

Another issue: Smoothing

$$\hat{P}(w_i|c) = \frac{\text{count}(w, c) + 1}{\sum_{w' \in V} \text{count}(w', c) + |V|}$$

Another issue: Smoothing

$$\hat{P}(w_i|c) = \frac{\text{count}(w, c) + \alpha}{\sum_{w' \in V} \text{count}(w', c) + \alpha|V|}$$

Another issue: Smoothing

Alpha doesn't
necessarily need to be 1
(hyperparameter)

$$\hat{P}(w_i|c) = \frac{\text{count}(w, c) + \alpha}{\sum_{w' \in V} \text{count}(w', c) + \alpha|V|}$$

Another issue: Smoothing

Can think of alpha as a “pseudocount”.
Imaginary number of times this word has been seen.

$$\hat{P}(w_i|c) = \frac{\text{count}(w, c) + \alpha}{\sum_{w' \in V} \text{count}(w', c) + \alpha|V|}$$

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$$\hat{P}(w_i|c) = \frac{\text{count}(w, c) + \alpha}{\sum_{w' \in V} \text{count}(w', c) + \alpha|V|}$$

- Q: What if $\alpha = 0$?

Another issue: Smoothing

$$\hat{P}(w_i|c) = \frac{\text{count}(w, c) + \alpha}{\sum_{w' \in V} \text{count}(w', c) + \alpha|V|}$$

- Q: What if $\alpha = 0$?
- Q: what if $\alpha = 0.000001$?

Another issue: Smoothing

$$\hat{P}(w_i|c) = \frac{\text{count}(w, c) + \alpha}{\sum_{w' \in V} \text{count}(w', c) + \alpha|V|}$$

- Q: What if $\alpha = 0$?
- Q: what if $\alpha = 0.000001$?
- Q: what happens as α gets very large?

Overfitting

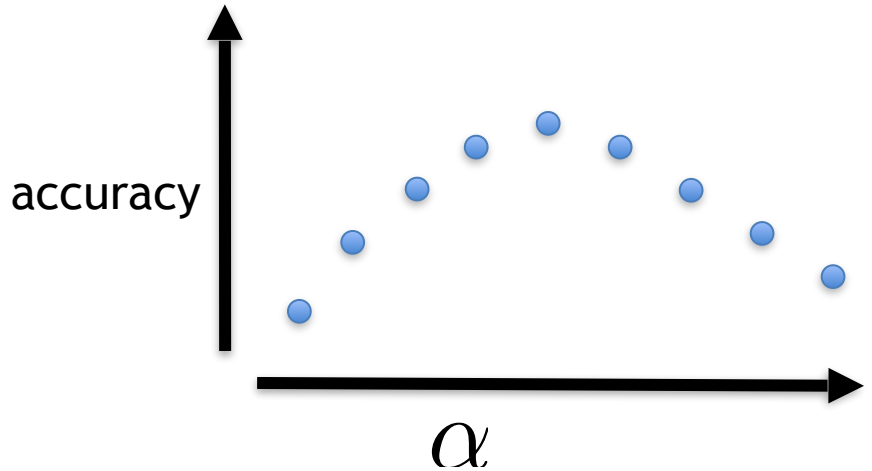
- Model cares too much about the training data
- How to check for overfitting?
 - Training vs. test accuracy
- Pseudocount parameter combats overfitting

Q: how to pick Alpha?

- Split train vs. Test
- Try a bunch of different values
- Pick the value of alpha that performs best
- What values to try?
Grid search
 - $(10^{-2}, 10^{-1}, \dots, 10^2)$

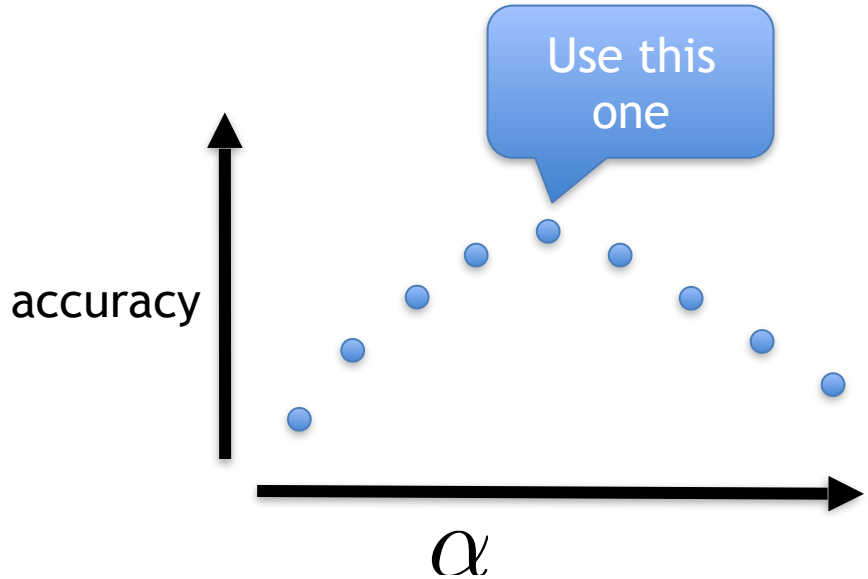
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Data Splitting

- Train vs. Test
- Better:
 - Train (used for fitting model **parameters**)
 - Dev (used for tuning **hyperparameters**)
 - Test (reserve for final evaluation)
- Cross-validation