

## HW #4

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1) Query likelihood model:

$$\begin{aligned} \text{score}(Q, D) &= \sum \log p(q_i | d) \\ &= \sum c(w_i, q) \log p(w_i | \theta_D) \end{aligned}$$

We know that :  $c(w_i, Q) = |Q| p(w | \theta_Q)$

$$\text{score}(Q, D) = \sum |Q| p(w | \theta_Q) \log p(w_i | \theta_D)$$

$|Q|$  is a constant for a given query

$$\begin{aligned} \text{score}(Q, D) &= \sum p(w | \theta_Q) \log p(w_i | \theta_D) \\ &= -D(\theta_Q \| \theta_D) \end{aligned}$$

$\therefore$  KL divergence covers query likelihood estimate as a special case when we set  $p(w | \theta_Q) = \frac{c(w_i, Q)}{|Q|}$

2) a) Multinomial distribution

$$p(q | d) \prod p(w_i = x_i | d)$$

Since the probability of each word is multiplied together, both  $w_1$  and  $w_2$  must occur.  $\therefore$  conjunctive

b)

$$\begin{aligned} p(Q | d) &= \prod_{i=1}^k p(q_i = Q_i | d) \\ &= \prod_{i=1}^k \sum_{j=1}^{n_i} p(w_i = x_i | d) \end{aligned}$$

3)a)

$$\begin{aligned} p(\text{"the"}) &= p(w = \text{"the"} | H) + p(w = \text{"the"} | T) \\ &= 0.8 * 0.3 + 0.3 * 0.2 = \boxed{0.3} \end{aligned}$$

b) It doesn't matter whether it's the 2nd word or the 1st. Since we do not have constraint on what the 1st word must be,  $p=1$  for whatever happens to the first word.  $\therefore p(w_2=\text{"the"}) = 0.3$

c)

$$\begin{aligned} p(H|w = \text{"data"}) &= \frac{p(w = \text{"data"}|H)}{p(w = \text{"data"})} \\ &= \frac{p(w = \text{"data"}|H)}{p(w = \text{"data"}|H) + p(w = \text{"data"}|T)} \\ &= \frac{0.1 * 0.8}{0.1 * 0.8 + 0.1 * 0.2} = \boxed{0.8} \end{aligned}$$

d) Compare  $p(w)$ :

$$p(w) = p(w|H) + p(w|T)$$

We expect that  $p(w=\text{"data"})$  is lowest since both  $p(w|H)$ ,  $p(w|T)$  is lowest among the 5 words. So the word "data" is expected to occur least frequently.

e) From the data, we observe:  $p(\text{"the"}) = 3/10$

$p(\text{"computer"}) = 3/10$

$p(\text{"data"}) = 2/10$

$p(\text{"game"}) = 2/10$  We also know that the probability of flipping 10 heads in a row is

$p = 10C10 * 0.8^{10} * 0.2^0 = 0.8^{10}$ . The estimated probability of  $p(\text{"computer"}|H) = 3/10 * 0.8 = 0.24$  and  $p(\text{"game"}|H) = 2/10 * 0.8 = 0.16$ .

4) a)  $p(w) = (1 - \lambda)p(w|C) + \lambda p(w|\theta_1)$

b)

$$\begin{aligned} L &= \sum c(w, D_1) \log p(w) \\ &= \sum c(w, D_1) \log \left[ (1 - \lambda)p(w|C) + \lambda p(w|\theta_1) \right] \end{aligned}$$

c) We need the hidden variable  $z_w$  which determines whether a word  $w$  is from the collection  $C$  or from the topic  $\theta_1$ . We use  $p(w|\theta_1)$  to estimate  $p(z_w = 1)$  and vice versa.

d) E step:

$$p(z_w = 1) = \frac{\lambda p^{(n)}(w|\theta_1)}{\lambda p^{(n)}(w|\theta_1) + (1 - \lambda)p(w|C)}$$

$$p(w|\theta_1) = \frac{c(w, D_1)}{|D_1|} \text{ M-step:}$$

$$p^{(n+1)}(w|\theta_1) = \frac{c(w, D_1)p(z_w = 1)}{\sum_{w \in V} c(w, D_1)p(z_{w'} = 1)}$$

Estimate  $\lambda$  by :

$$\hat{\lambda} = \operatorname{argmax}[p(z_w = 1)]$$