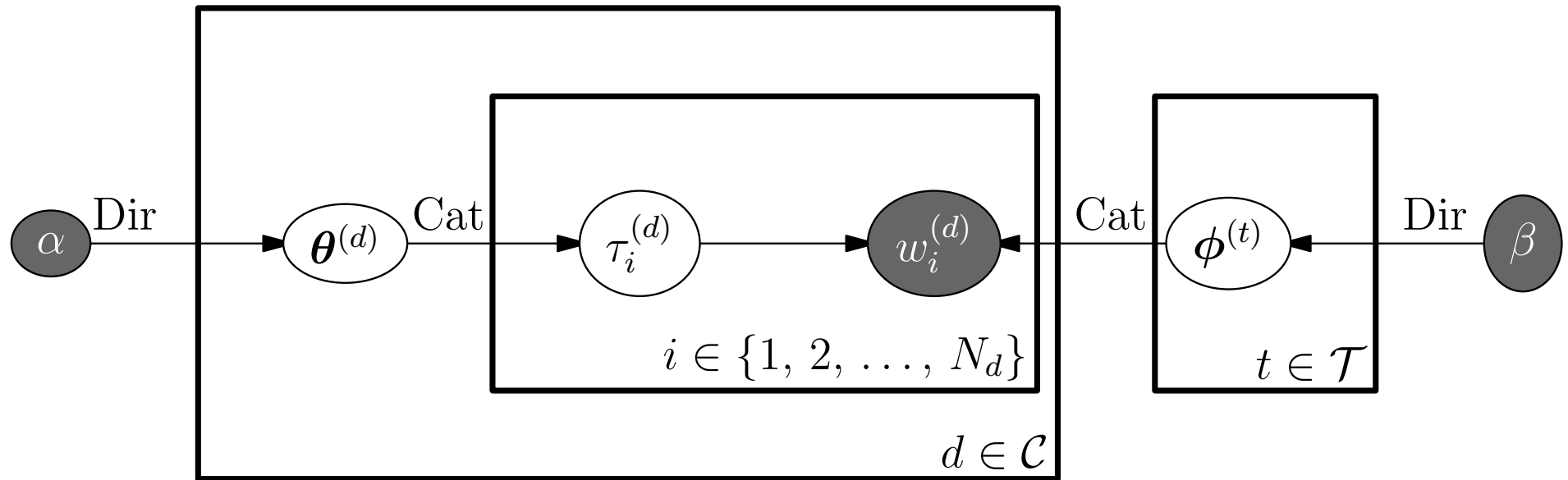


Advanced Machine Learning

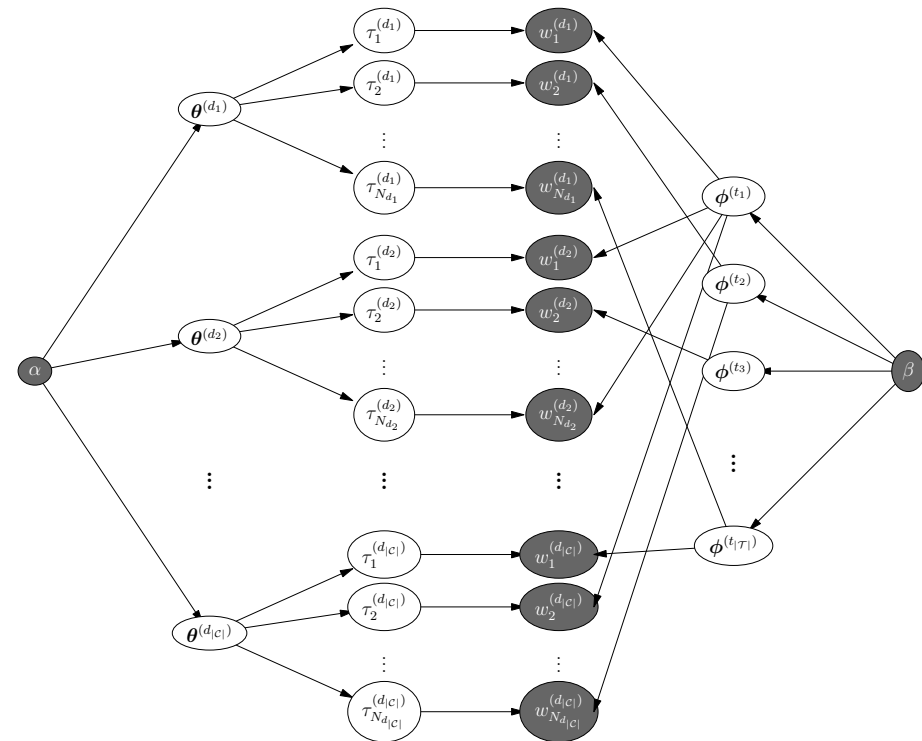
Generative Models



Generative models, graphical models, LDA

Outline

1. **Building Probabilistic Models**
2. Graphical Models
3. Latent Dirichlet Allocation



Building Probabilistic Models

- To describe a system with uncertainty we use random variables, X, Y, Z , etc.
- We use the convention of writing random variables in capitals (this is sometimes confusing as when you observe a random variables it is no longer random)
- The variables are described by probability mass function $\mathbb{P}(X, Y, Z)$ or if our variables are continuous, but probability densities $f_{X,Y,Z}(x, y, z)$
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Discriminative Models

- We often think of our observations as given and the predictions as random variables
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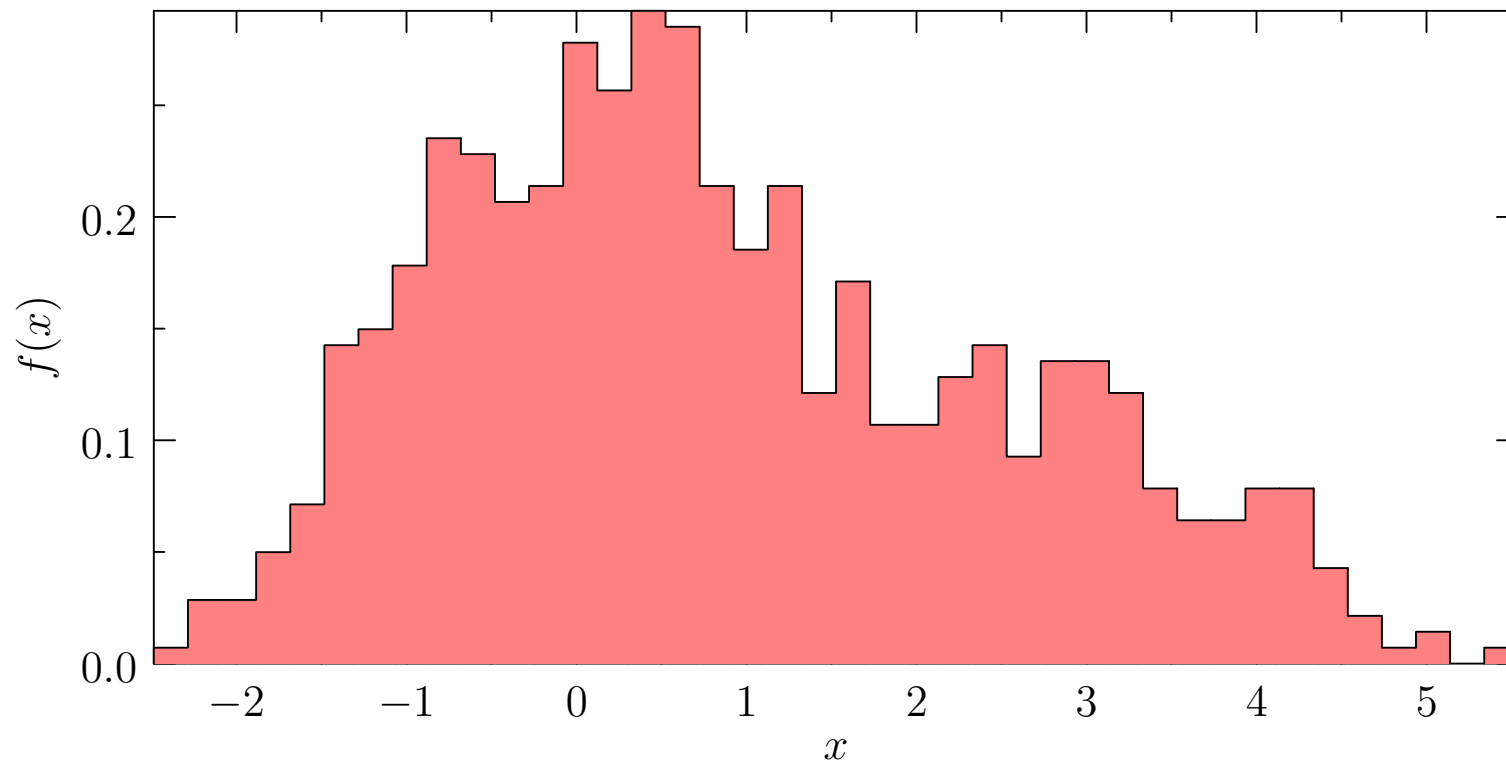
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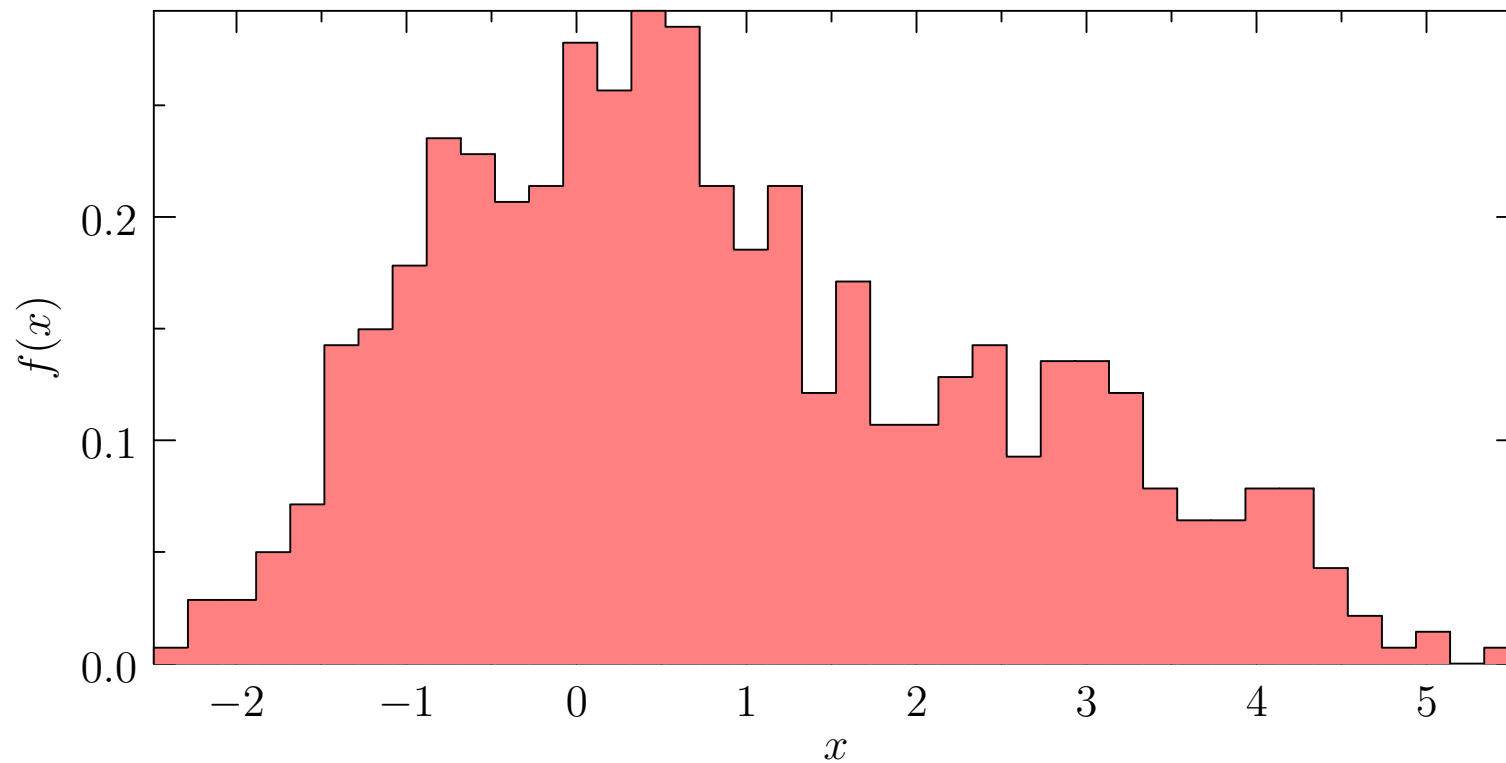
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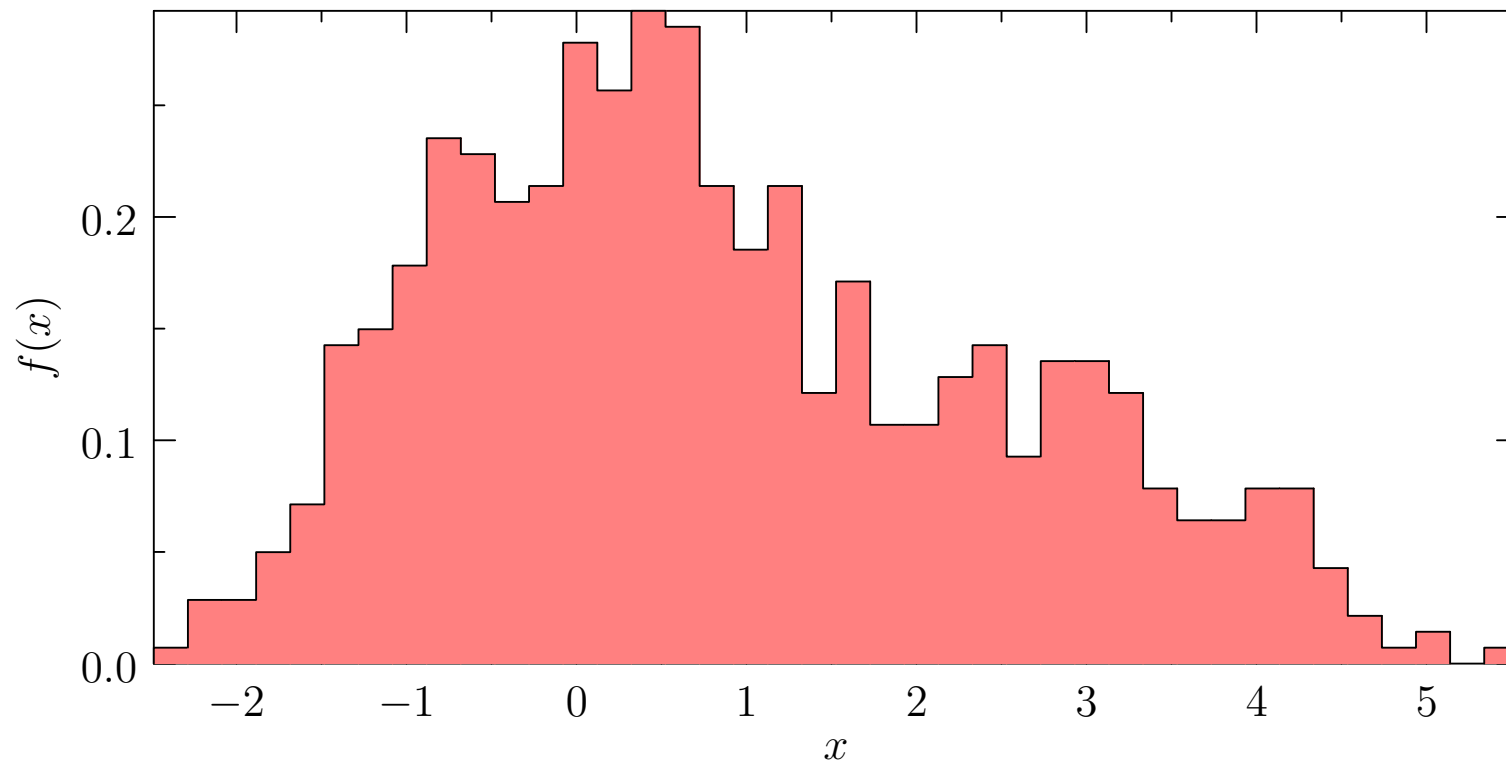
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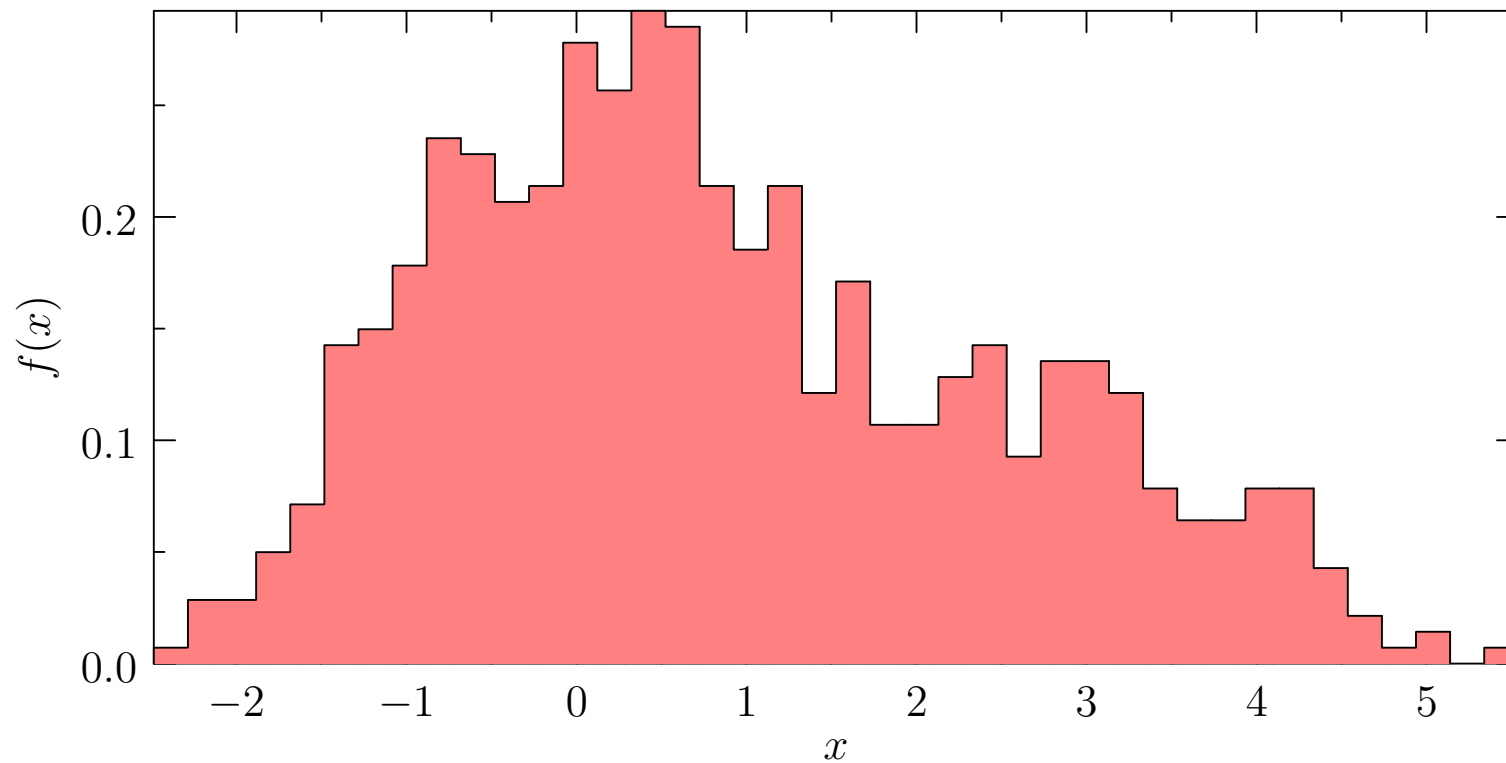
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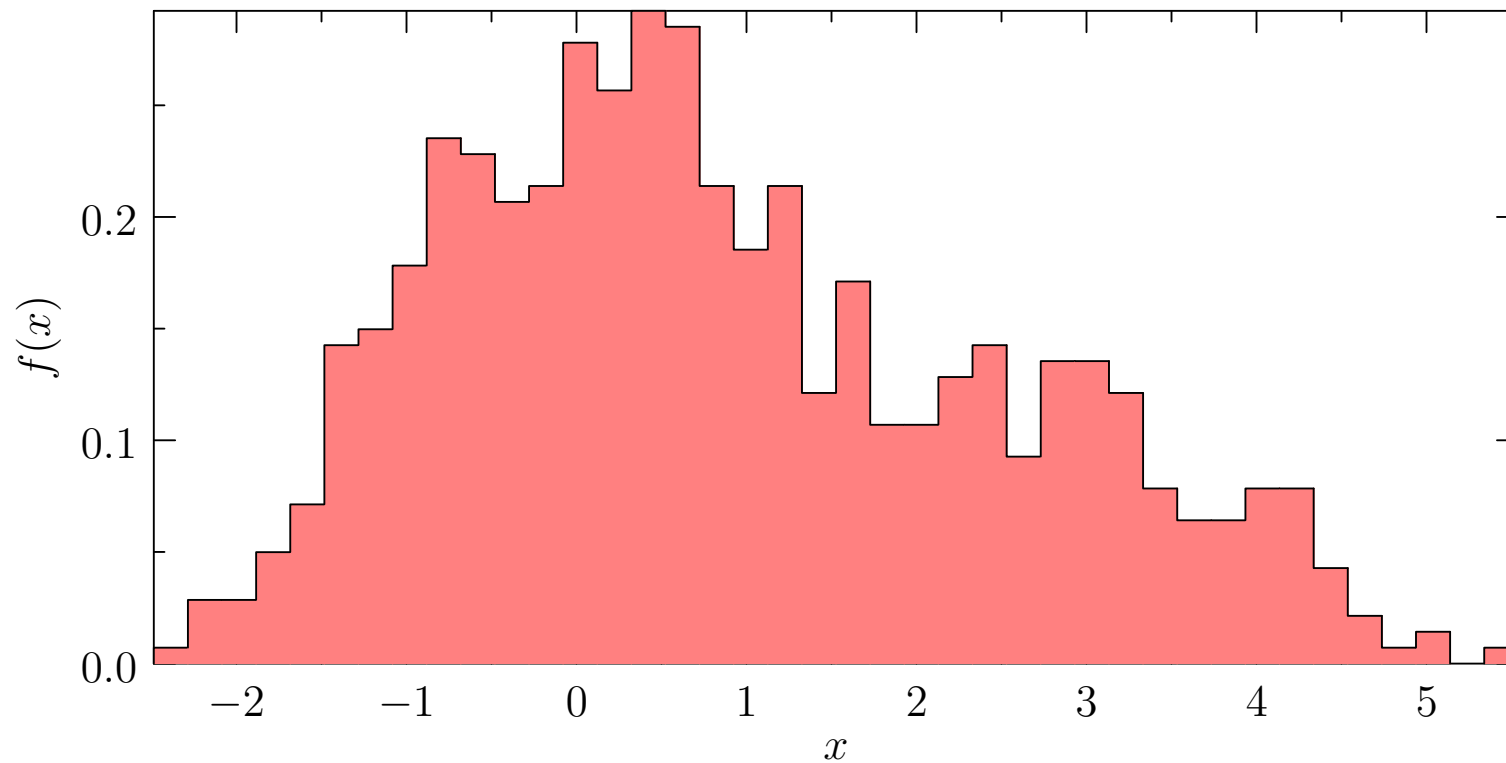
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- To solve the model as a Bayesian we would have to assign priors to our parameters $\Theta = (\mu_1, \sigma_1, \mu_2, \sigma_2, p)$
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- The maximum likelihood is a non-linear function of the parameters so cannot be immediately maximised
- We have a difficulty in that our latent variable Z will depend on the parameter Θ
- And our likelihood will depend on the latent variable
- We therefore proceed iteratively by maximising the expected log-likelihood with respect to the current set of parameters

$$\Theta^{(t+1)} = \operatorname{argmax}_{\Theta} \sum_{\mathbf{Z}} \mathbb{P} \left(\mathbf{Z} | \mathcal{D}, \Theta^{(t)} \right) \log(f(\mathcal{D} | \mathbf{Z}, \Theta))$$

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EM for Mixture of Gaussians

- Maximise with respect to parameters θ

$$\begin{aligned} Q(\theta|\theta^{(t)}) &= \sum_{\mathbf{Z}} \mathbb{P}(\mathbf{Z}|\mathcal{D}, \Theta^{(t)}) \log(f(\mathcal{D}|\mathbf{Z}, \Theta)) \\ &= \sum_{i=1}^n \sum_{Z_i \in \{1,2\}} \mathbb{P}(Z_i|X_i, \theta_i) \left(Z_i \log(p) + (1 - Z_i) \log(1 - p) \right. \\ &\quad \left. + \frac{(X_i - \mu_{Z_i})^2}{2 \sigma_{Z_i}^2} - \log(\sqrt{2\pi} \sigma_{Z_i}) \right) \end{aligned}$$

- Compute update equations

$$\frac{\partial Q(\theta|\theta^{(t)})}{\partial \mu_k} = 0, \quad \frac{\partial Q(\theta|\theta^{(t)})}{\partial \sigma_k} = 0, \quad \frac{\partial Q(\theta|\theta^{(t)})}{\partial p} = 0$$

Update Equations

- Means

$$\mu_{Z_i}^{(t+1)} = \frac{\sum_{i=1}^n \mathbb{P}(Z_i|X_i, \boldsymbol{\theta}^{(t)}) X_i}{\sum_{i=1}^n \mathbb{P}(Z_i|X_i, \boldsymbol{\theta}^{(t)})},$$

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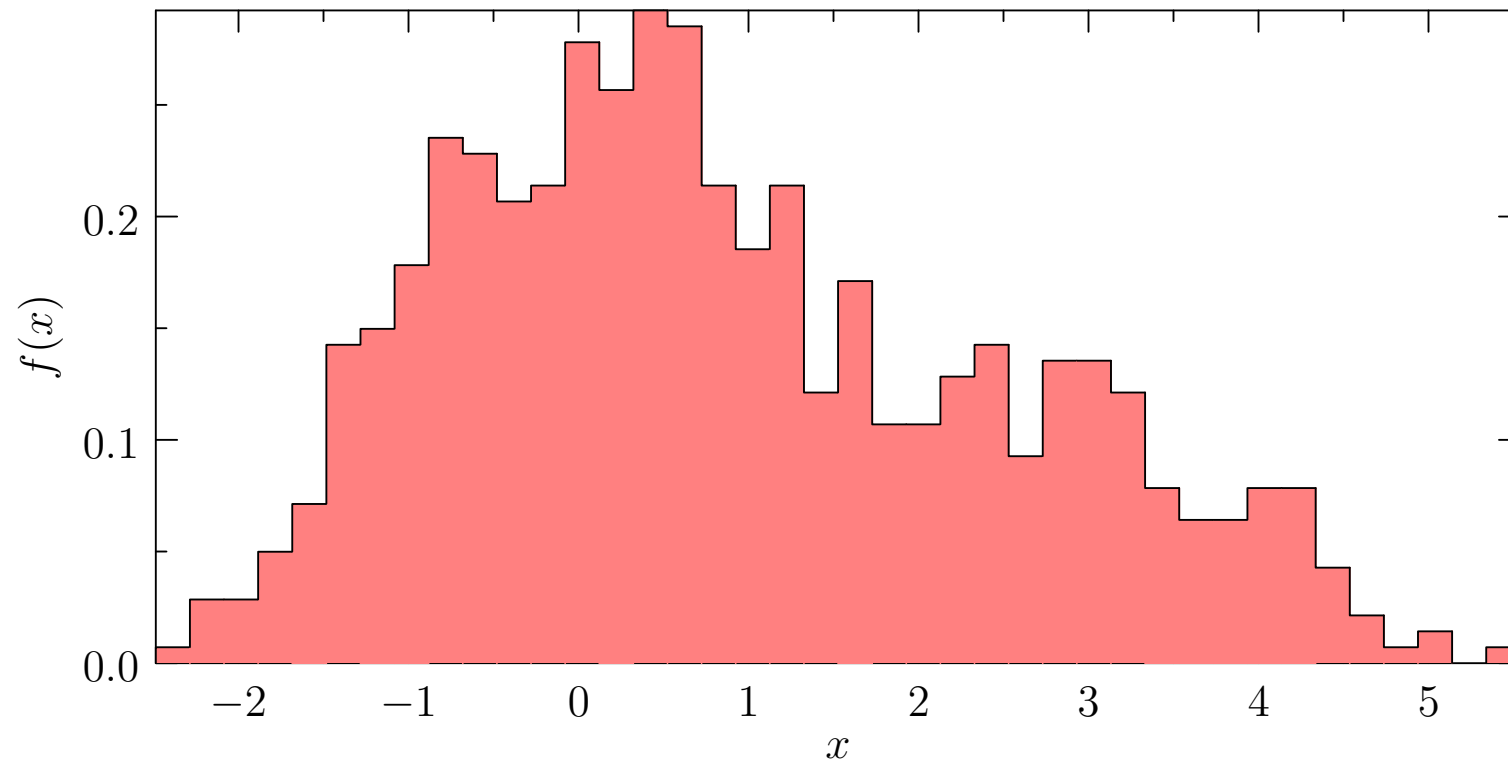
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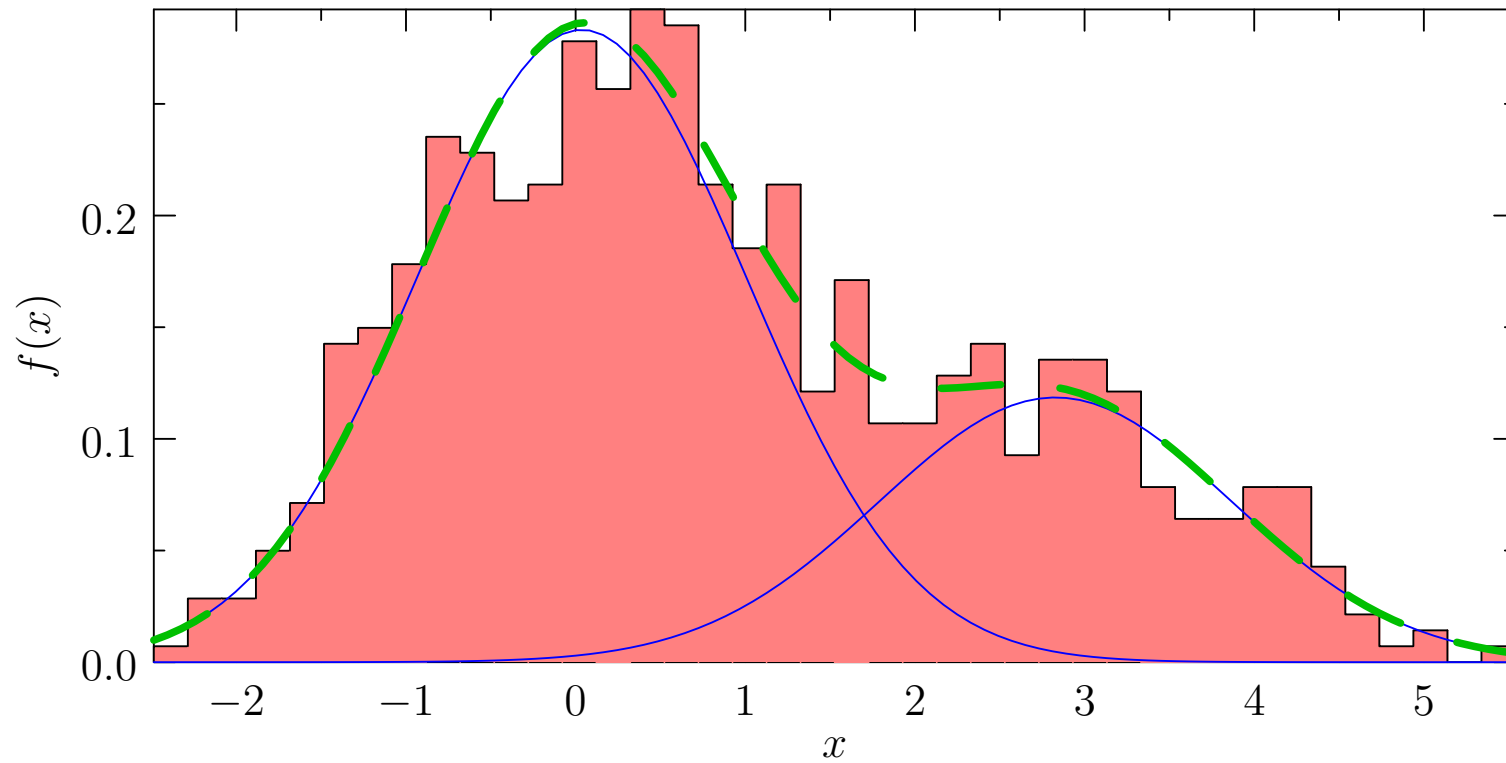
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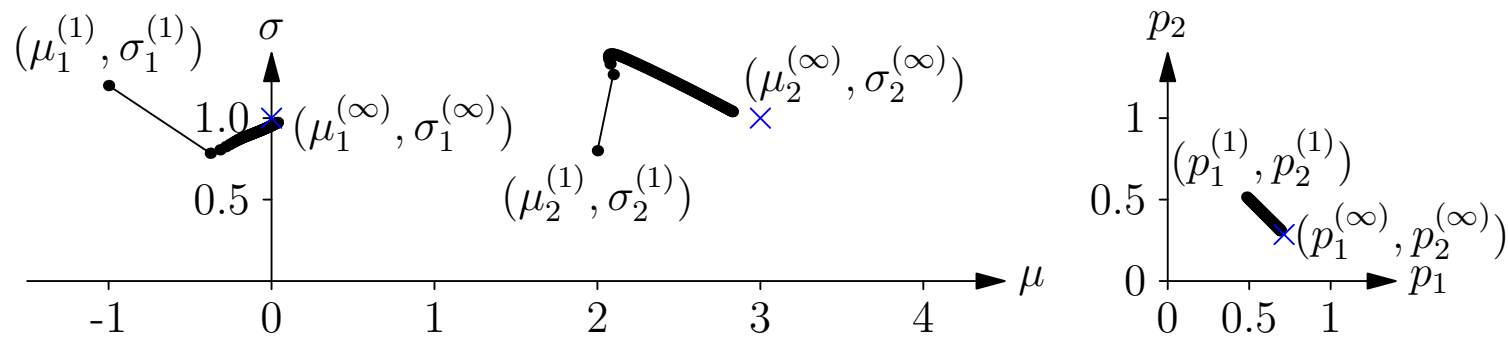
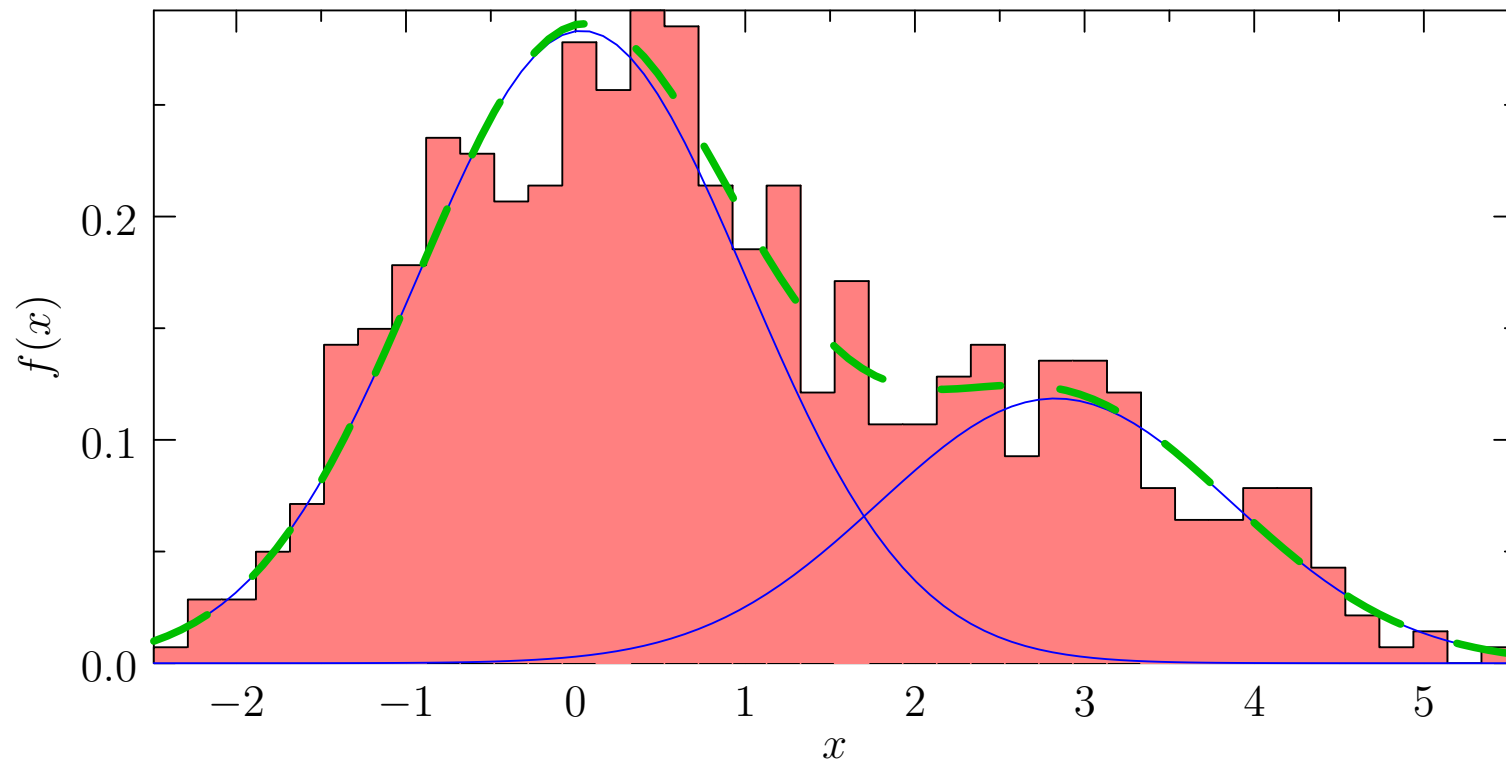
Example



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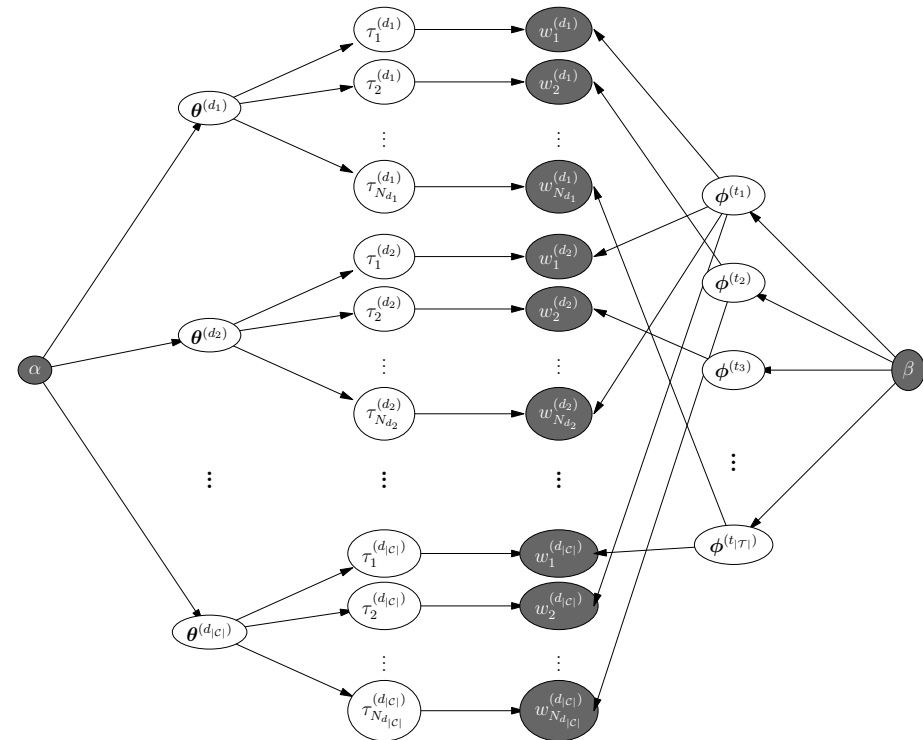


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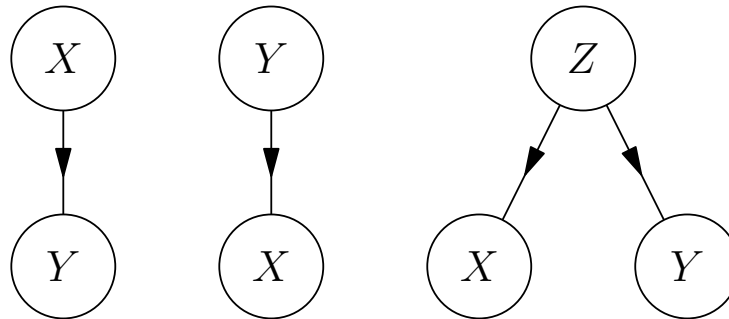
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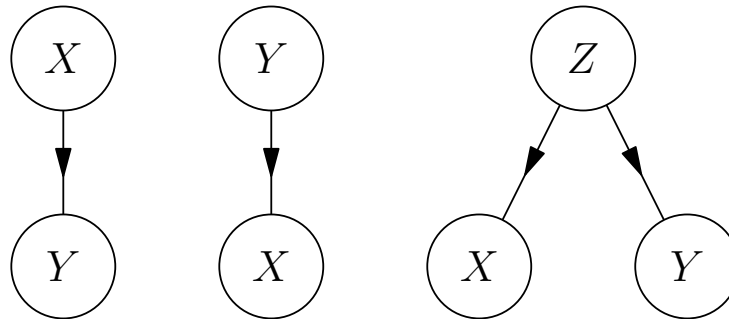
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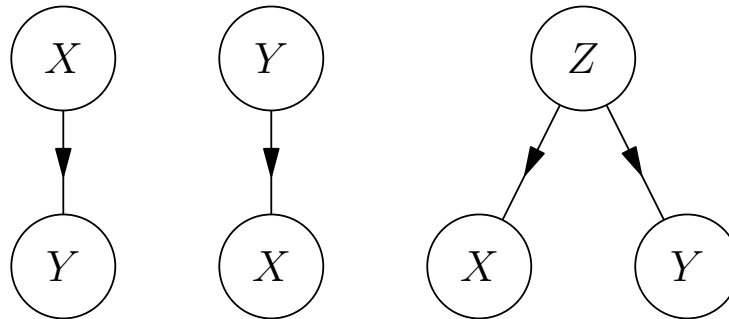
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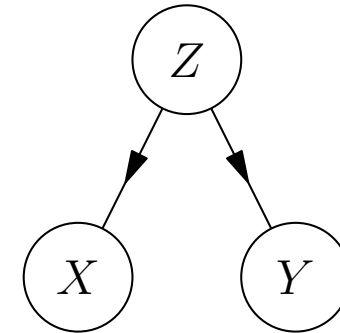
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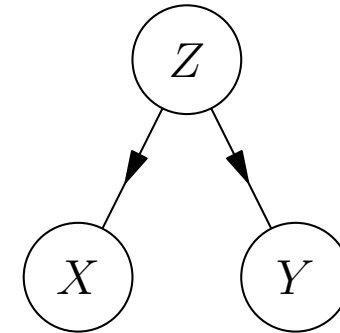
- Conditional independence implies that there is no direct causation
- But it doesn't imply zero correlation
- Conditional independence reduces computational complexity, e.g.

$$\mathbb{E}[X Y] = \sum_{X,Y,Z} X Y \mathbb{P}(X, Y, Z) = \sum_Z P(Z) \left(\sum_X X P(X|Z) \right) \left(\sum_Y Y P(Y|Z) \right)$$

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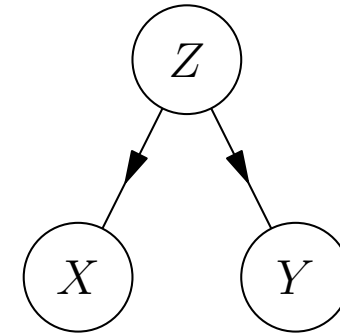
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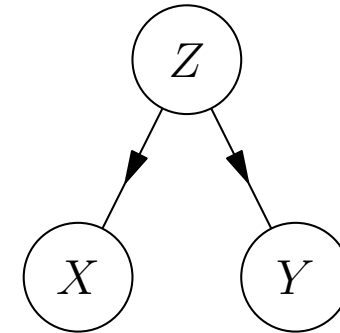
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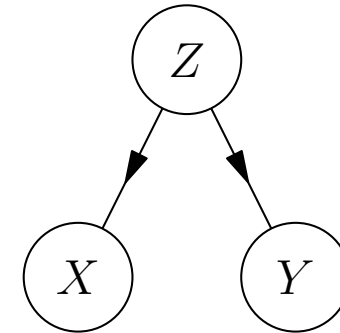
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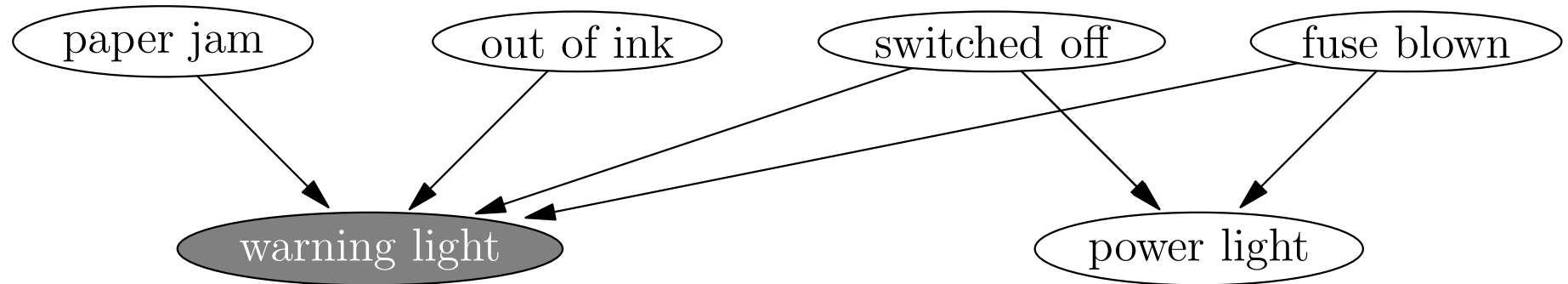


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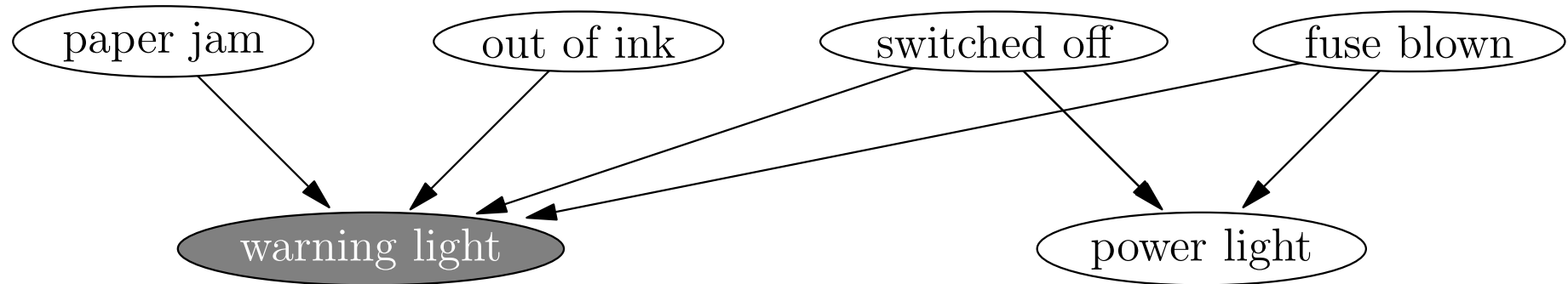
- Graphical models often provide a quick way to represent the world



- In graphical models we shade nodes that we observe
- Note that the top events are conditionally independent if we make no observation, but are dependent if we observe a warning light!

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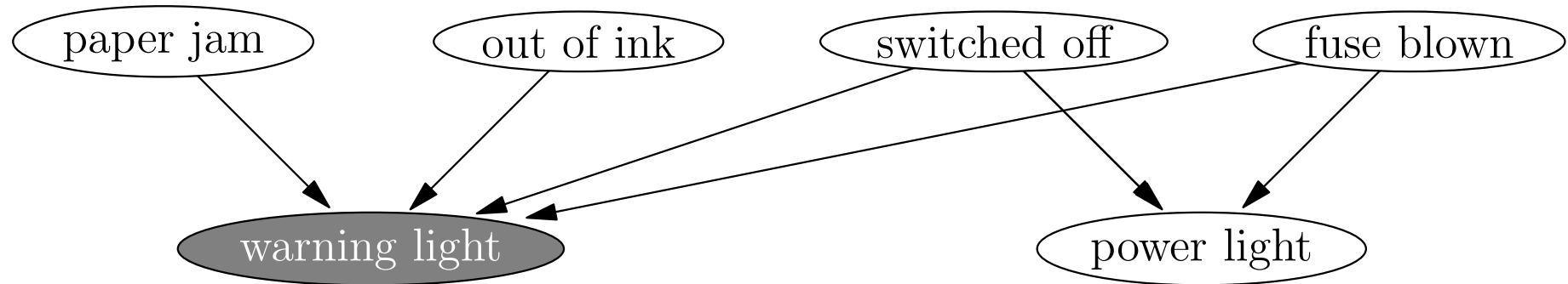
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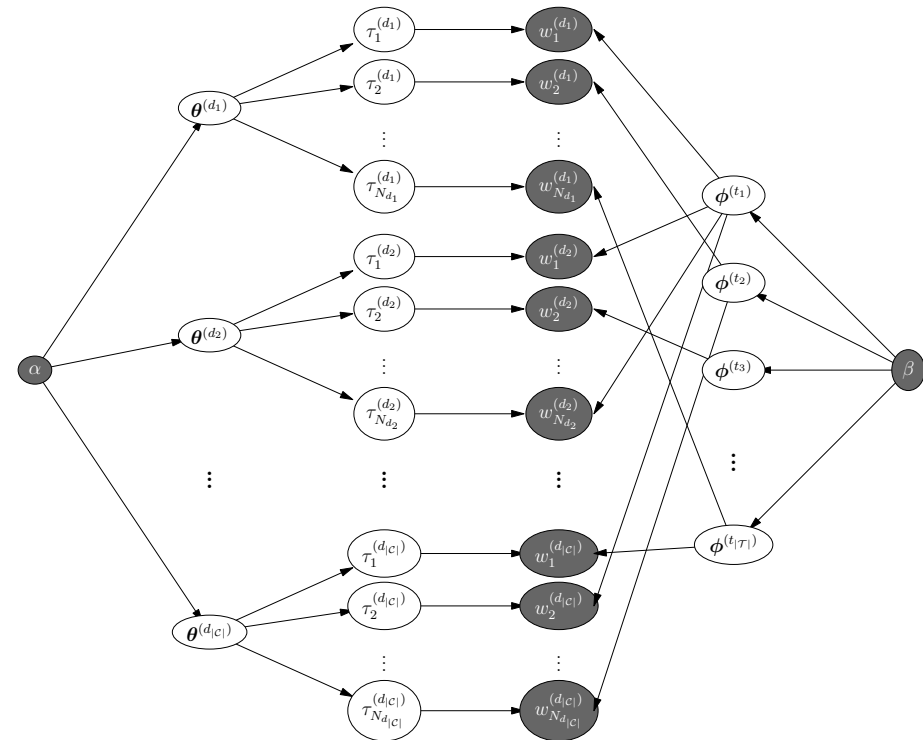
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Outline

1. Building Probabilistic Models
2. Graphical Models
3. **Latent Dirichlet Allocation**



Model for Documents

- We consider a model for the words in a set of documents (we ignore word order)
- We consider a corpus $\mathcal{C} = \{d_i | i = 1, 2, \dots, |\mathcal{C}|\}$
- With documents consisting of words

$$d = \left(w_1^{(d)}, w_2^{(d)}, \dots, w_{N_d}^{(d)} \right)$$

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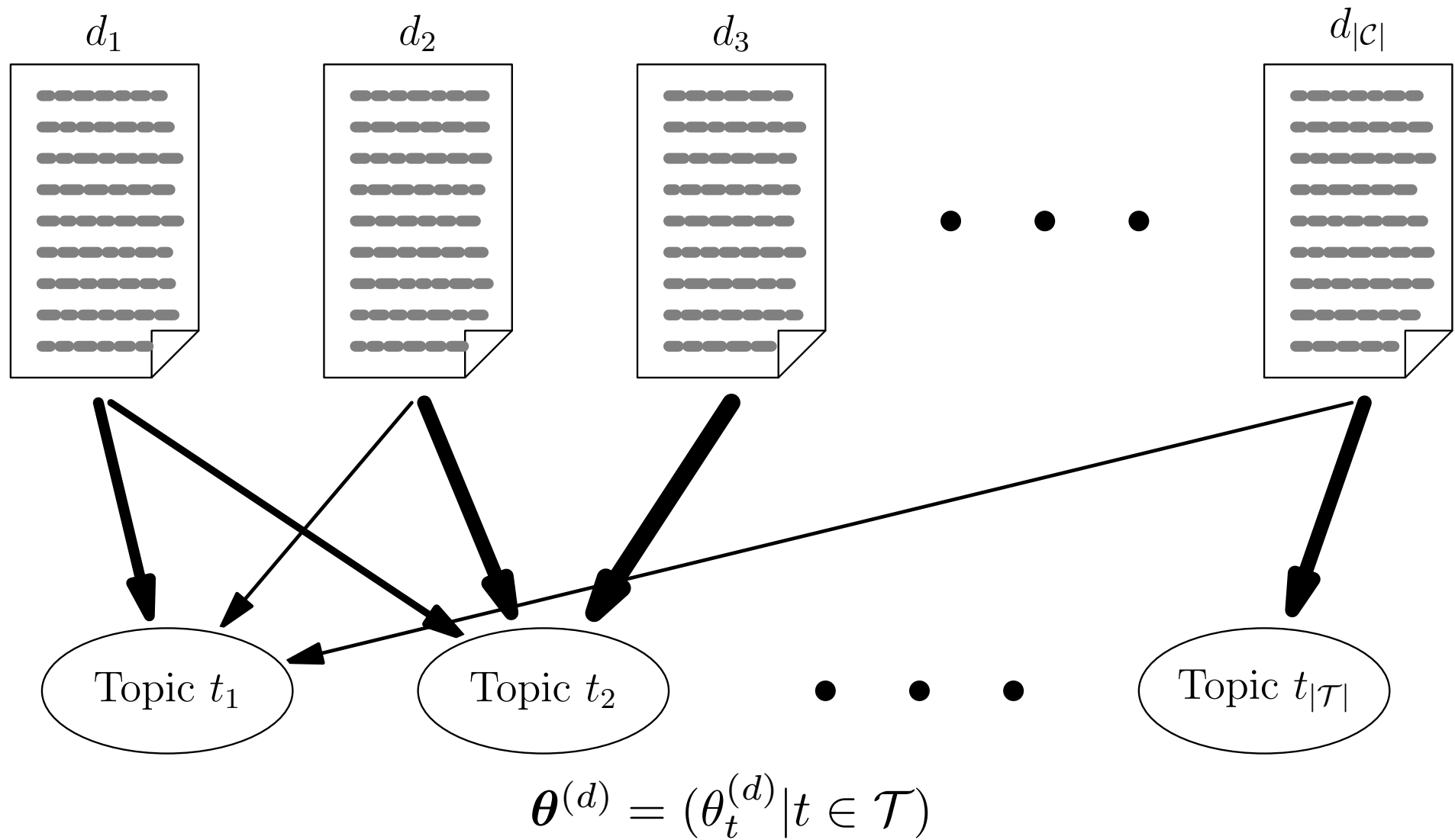
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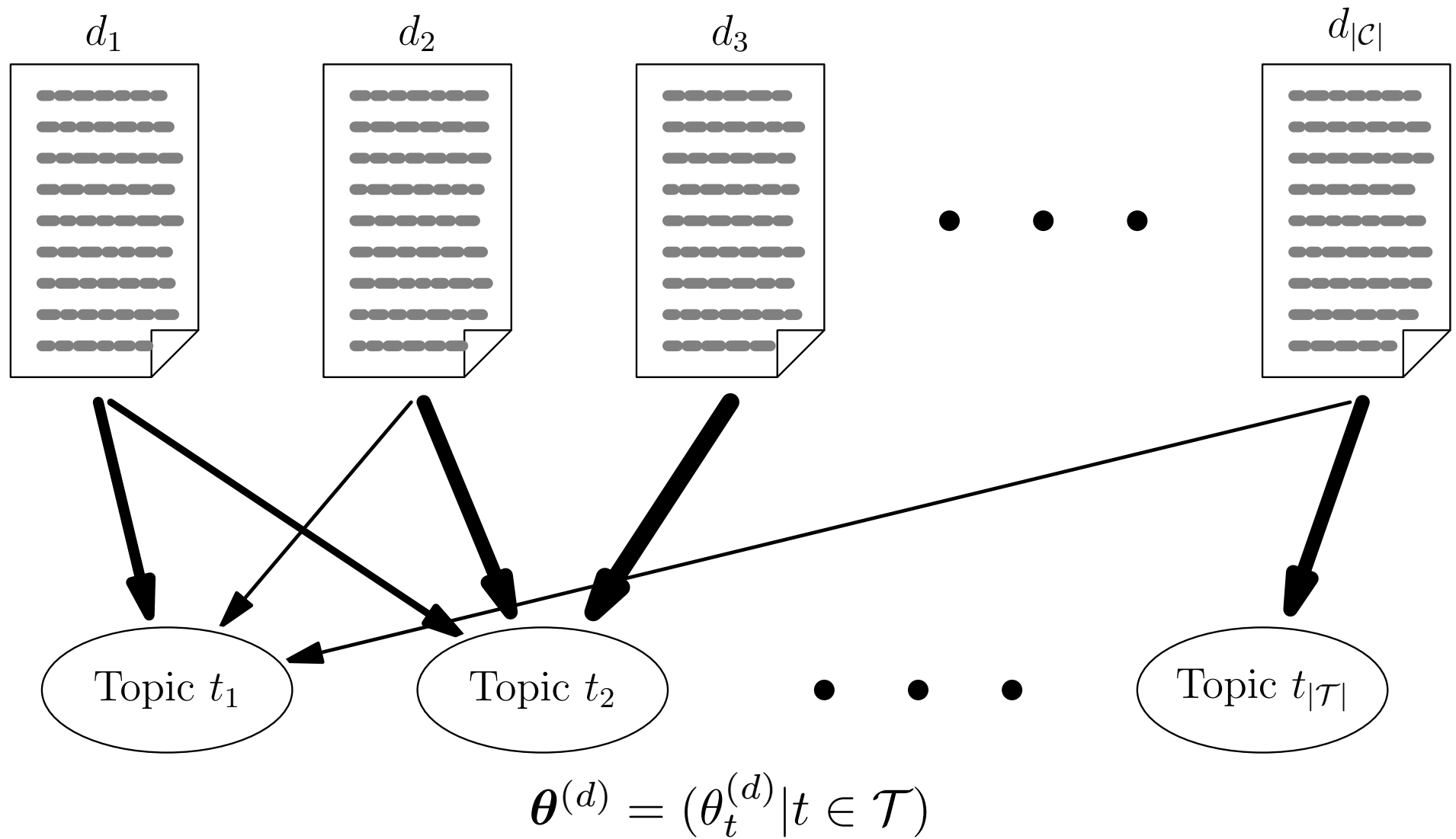
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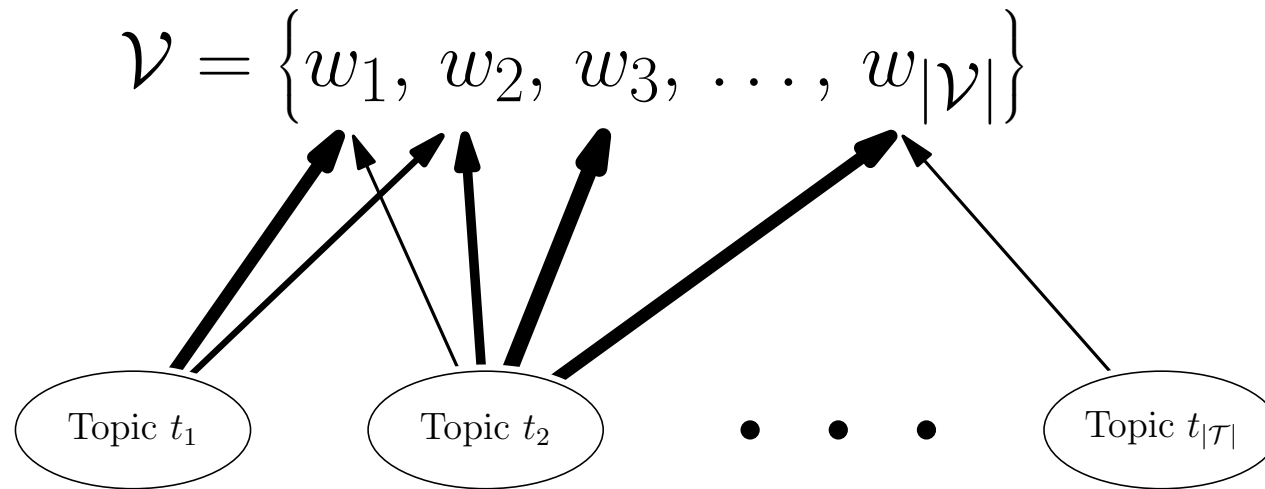


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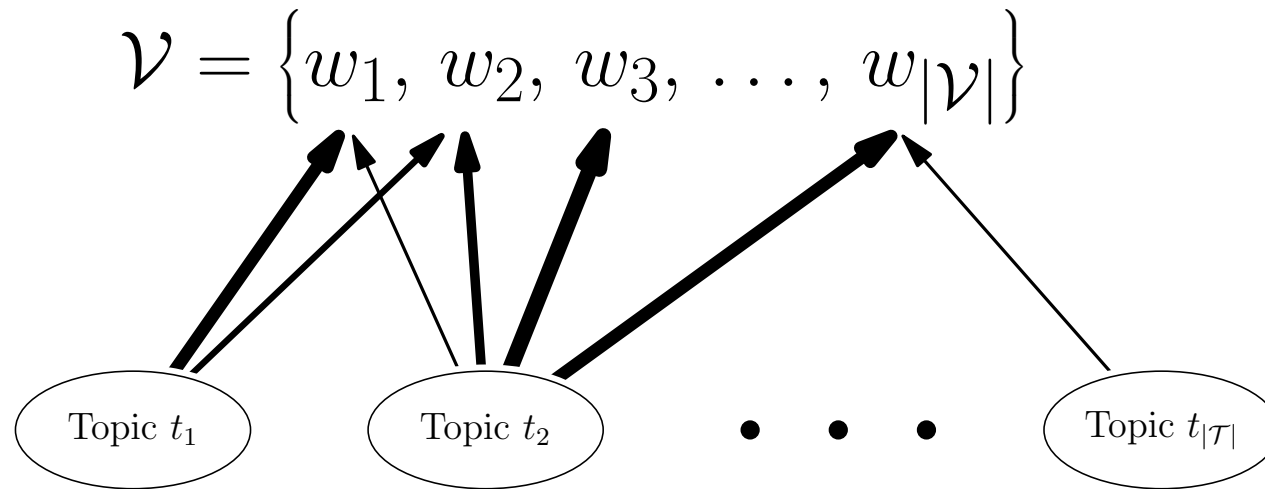
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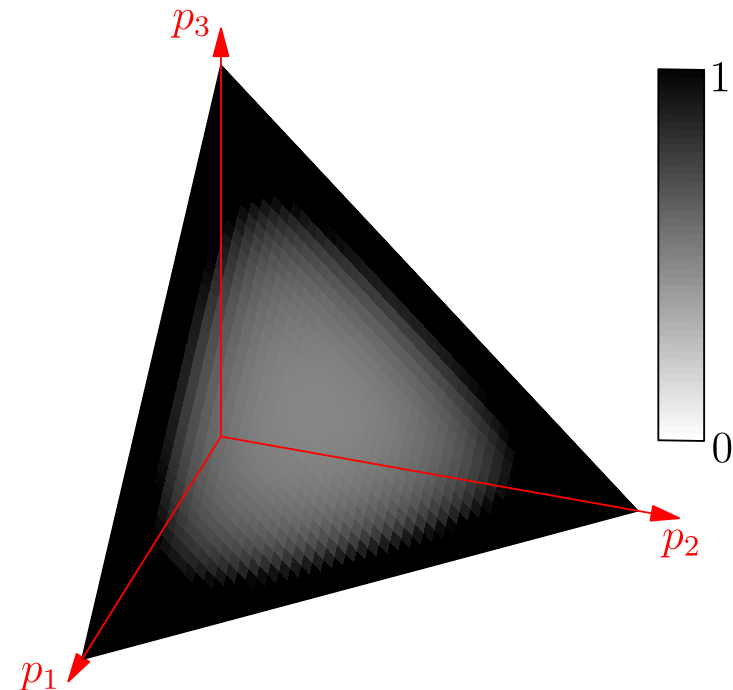


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- Most documents are predominantly about a few topics and most topics have a small number of words associated to them
- We can generate sparse vectors $\theta^{(d)}$ and $\phi^{(t)}$ from a Dirichlet distribution with small parameters α

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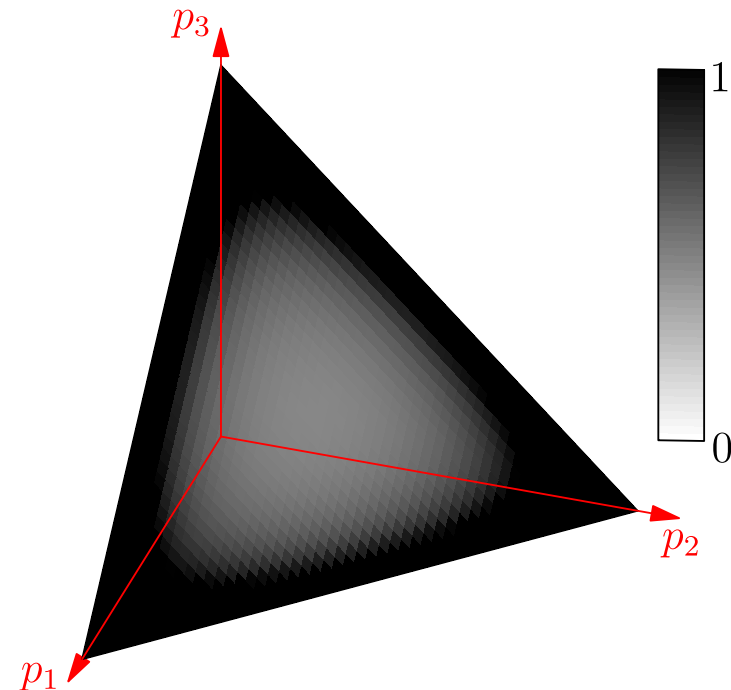
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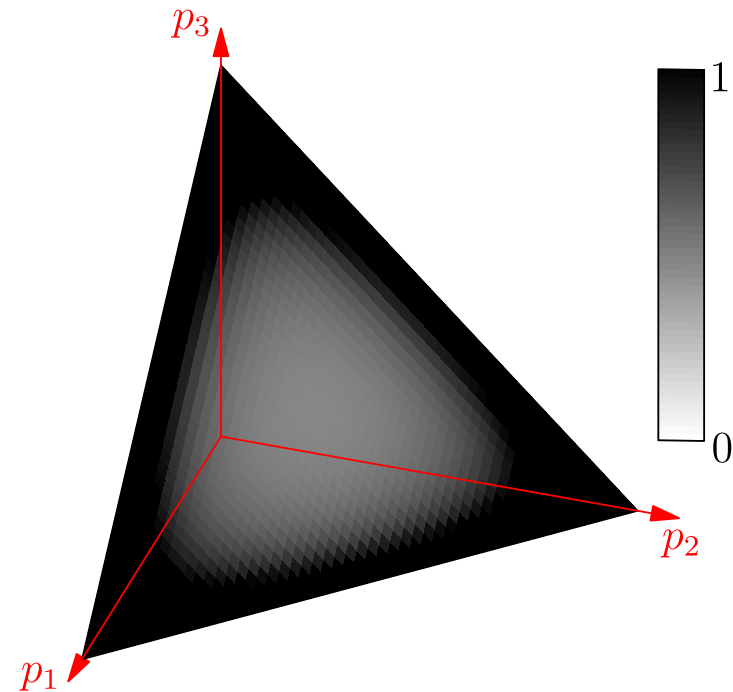
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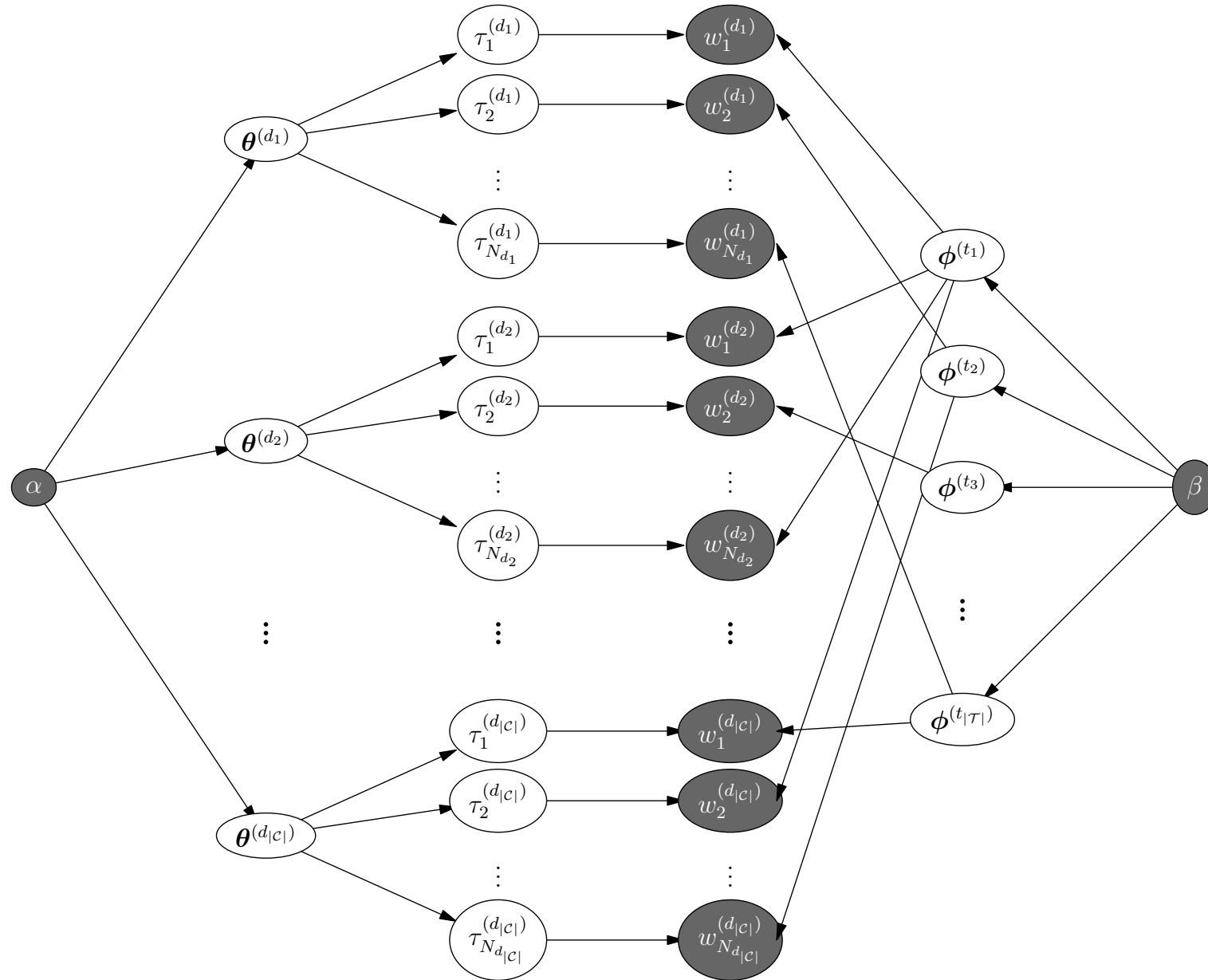
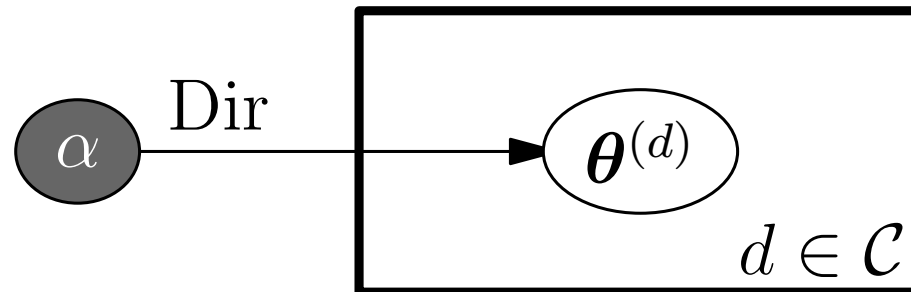


Plate Diagrams

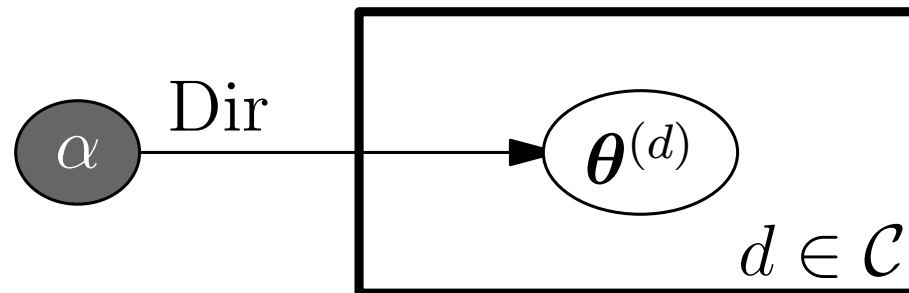
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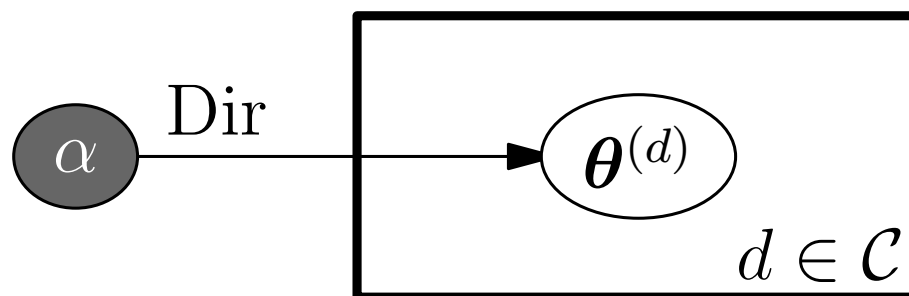
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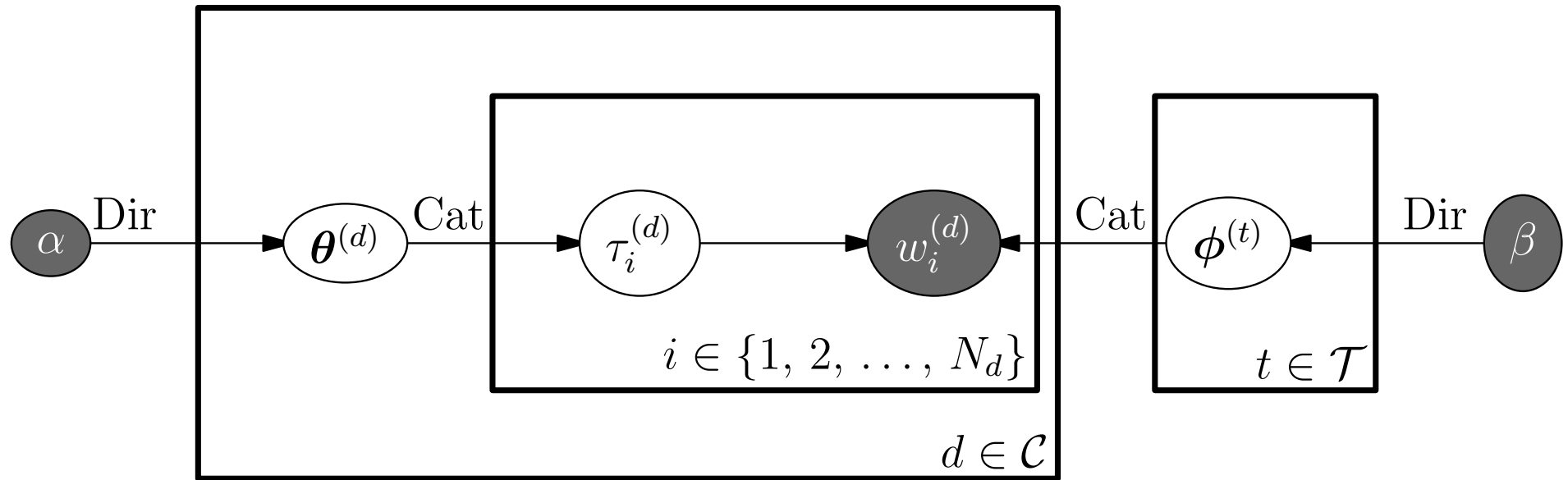
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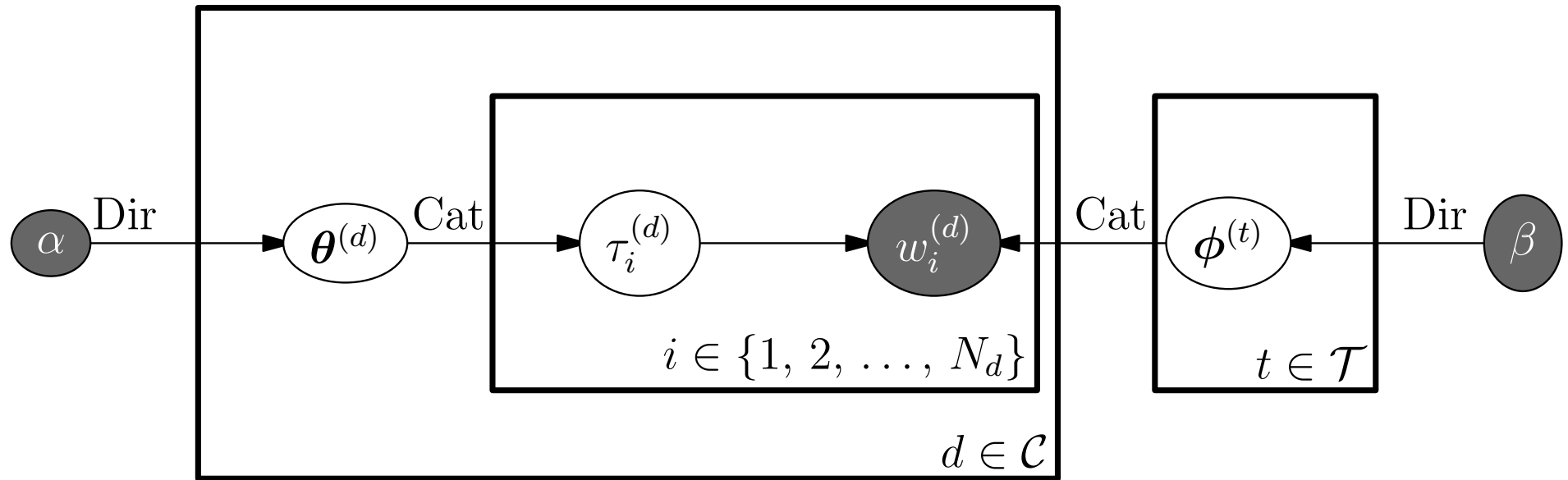
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