

# BLG 527E Machine Learning

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Assoc. Prof. Yusuf Yaslan & Assist. Prof. Ayse Tosun

Probability and Statistics for Machine Learning

# Random variables

- Assign numerical values to **random events**
  - Random: (like tossing a coin) we do not know what value the variable will take until the event happens
  - Variable: takes a number of numerical values
  - **X** is a discrete random variable whose values can be systematically listed through all possible outcomes (**sample space**)
  - **X** is a continuous random variable whose values cannot be systematically listed with a list of all possible outcomes
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- Toss a coin, Roll of a die, Bug proneness of a software class, Failure of a node in a computer network → Discrete
  - Height of a human, Score of a Olympics race, Temperature of the next week → Continuous

# Probability

- Y tossing a coin. Heads = 1, Tails = 0
- $P(Y=1)$  and  $P(Y=0)$
- How to calculate  $P(Y=1)$ ?
- If we knew that  $P(Y=0) = 0.3$ , can we compute  $P(Y=1)$ ?
- $\sum P(Y=y) = 1$
- $P(Y=y) \rightarrow P(y)$  **Probability distribution**

We roll a die, what is the probability that the result is 4?  $P(Y=4)$

What is the probability that the result is less than 4?  $P(Y<4)$

What is the probability that the result is not 4?  $P(Y \neq 4)$

# Conditional probability

- When the outcome of one event affects the outcome of another.
- $X$  for tossing a coin, and  $Y$  for me telling you the result of the tossing
- $P(Y=y|X=x)$  or  $P(y|x)$
- If I am honest,  $P(Y=1|X=1) = 1$  and  $P(Y=0|X=0) = 1$
- What are  $P(Y=0|X=1)$  and  $P(Y=1|X=0)$ ?
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- What if I sometimes lie? The probability of me telling 'heads' when the coin is 'heads' is 0.8, whereas telling 'tails' when it is 'heads' is 0.2
  - $P(Y=\text{heads}|X=\text{heads}) = 0.8$
  - $P(Y=\text{tails}|X=\text{heads}) = 0.2$
  - $\sum P(Y=y|X=1) = 1$  and  $\sum P(Y=y|X=0) = 1$

# Joint probability

- $P(Y=y, X=x)$
- Depends on whether the random variables are *dependent*
- If there is no dependence,
  - $P(Y=y, X=x) = P(Y=y) * P(X=x)$
- If there is dependence
  - $P(Y=y, X=x) = P(Y=y|X=x) * P(X=x)$
- The probability that coin is 'heads' AND I say 'heads'
  - $P(Y=\text{heads}, X=\text{heads}) = P(Y=\text{heads}|X=\text{heads}) * P(X=\text{heads})$   
 $= 0.8 \times 0.5$
- $\sum_{x,y} P(Y=y, X=x) = 1$

# Marginalisation

- $P(Y=y)$  is calculated by **marginalising** out  $X$  from the joint distribution  $P(Y=y, X=x)$ 
  - $P(Y=y) = \sum_x P(Y=y, X=x)$
- In the coin example:
  - $P(Y=y, X=0) + P(Y=y, X=1)$
- For joint distribution of  $J$  random variables, to get  $P(Y_j=y_j)$  the marginal distribution of one of them is given by
  - $$P(y_j) = \sum_{y_1, \dots, y_{j-1}, y_{j+1}, \dots, y_J} p(y_1, \dots, y_J)$$

# Example

- We have 3r and 1b balls.
- Probability of drawing 2r balls:
  - $P(B_1=r, B_2=r) = P(B_2=r | B_1=r)P(B_1=r)$
- Probability of drawing the second ball red?
  - $P(B_2=r) = P(B_2=r, B_1=r) + P(B_2=r, B_1=b)$

# Example

- We have a disease whose test is 99% accurate.
  - Given that you have the disease, the probability that the test is positive  $P(T=1 | D=1)$
- This is a rare disease hitting 1 out of 10,000 people
- What is the chance that we actually have the disease?
  - $P(D=1 | T=1) = P(T=1 | D=1) * P(D=1) / P(T=1)$
  - $P(T=1) = P(T=1 | D=1) * P(D=1) + P(T=1 | D=0) * P(D=0)$



# Monty Hall

Suppose you're on a game show, and you're given the choice of three doors: Behind one door is a car; behind the others, goats. You pick a door, say No. 1, and the host, who knows what's behind the doors, opens another door, say No. 3, which has a goat. He then says to you, "Do you want to pick door No. 2?" Is it to your advantage to switch your choice?

# Popular discrete distributions

- Bernoulli (toss a coin)
  - $P(X = x) = q^x(1 - q)^{1-x}$
- Binomial (observing certain number of heads in a total of N tosses)
  - $P(Y = y) = P(y) = \binom{N}{y} q^y(1 - q)^{N-y}$
- Multinomial
  - $P(y) = \frac{N!}{\prod_j y_j!} \prod_j q_j^{y_j}$

# Popular continuous distributions

- Uniform
  - all events in a partition are equally likely.
- Gaussian
  - $p(x|\mu, \sigma^2) = \frac{1}{\sqrt{2\pi\sigma^2}} \exp(-\frac{1}{2\sigma^2} (x - \mu)^2)$

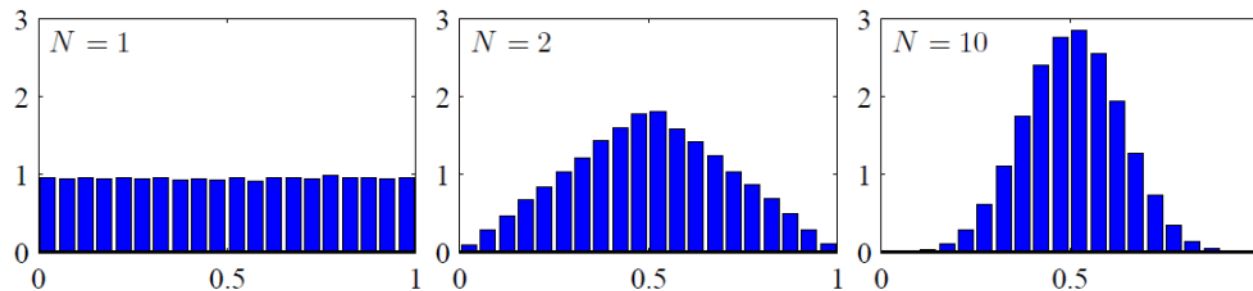
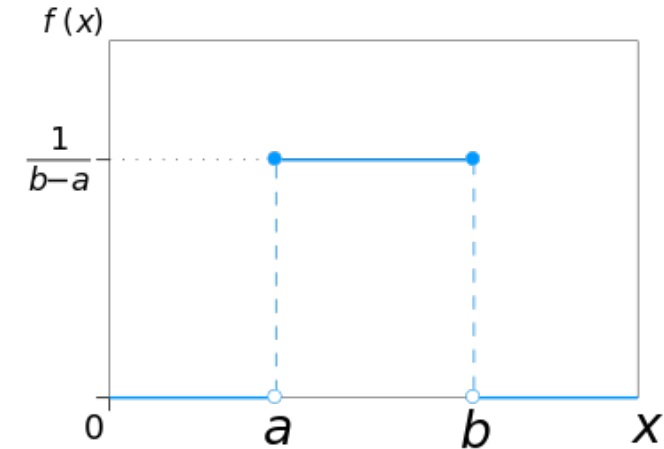


Figure 6: Histogram plots of the mean of  $N$  uniformly distributed numbers for various values of  $N$ . The effect of the Central Limit Theorem is seen: as  $N$  increases, the distribution becomes more Gaussian. (Figure from *Pattern Recognition and Machine Learning* by Chris Bishop.)