

# Pattern Recognition: Probability Theory

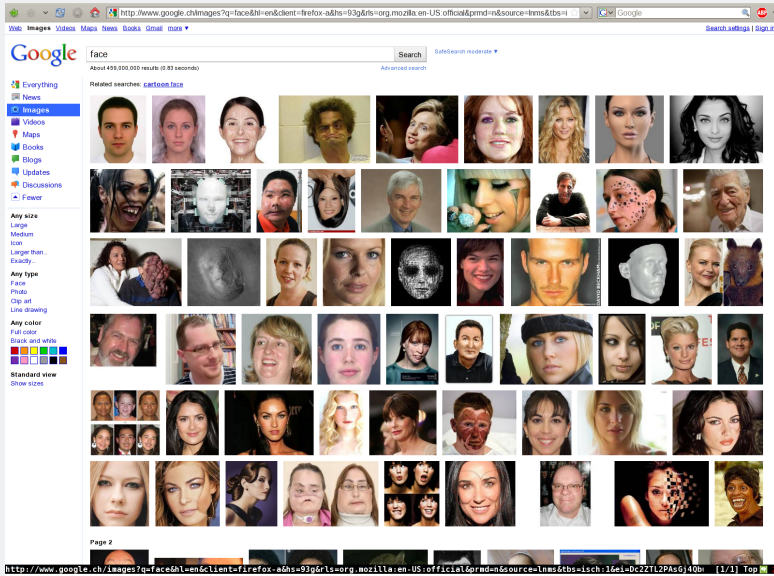
Sandro Schönborn

Department of Mathematics and Computer Science  
University of Basel

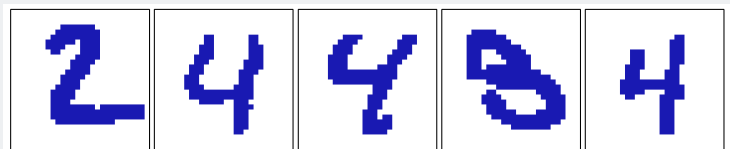


Autumn Semester 2012

# Variability

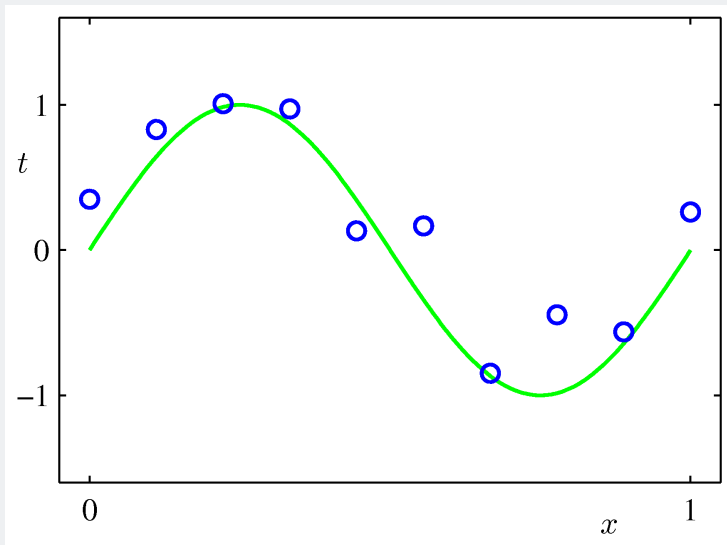


# Variability

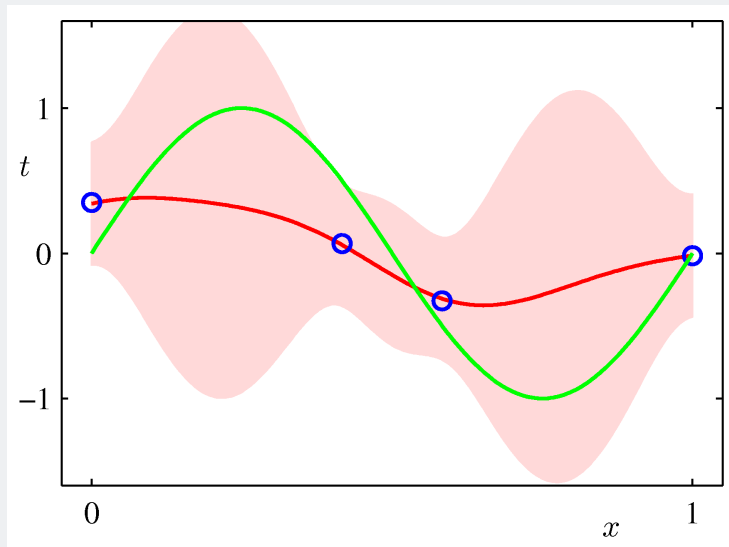


Bishop 2009

# Noise



# Uncertainty



# Motivation

Why do we need probability theory??

## Probability and Statistics

To model

- ▶ Variability of pattern itself
- ▶ Variability of measurement / context (noise)
- ▶ Uncertainty in our models and methods

⇒ A short repetition of probability theory

- ▶ First Part: Dry theory → quick reference for you
- ▶ Second Part: Multivariate Gaussian serving as example

# Discrete Random Variables

Random Variable  $X$  with possible Realisations  $x \in \{1, 2, 3, \dots\}$  :

## Cummulative Distribution Function (cdf)

$$P[X < x] = F(x)$$

## Probability Mass Function

$$P[X = x] = P_x$$

## Normalisation and Positivity

$$\sum_x P_x = 1 \quad P_x \geq 0$$

# Discrete Random Variables — Examples

## Binomial – A coin flip

$$x \in \{0, 1\}$$

$$P_0 = P[X = 0] = p, \quad P_1 = P[X = 1] = q$$

$$p \in [0, 1], \quad q = 1 - p$$

## Poisson – Rare events

$$x \in \{0, 1, 2, \dots\}$$

$$P_x = P[X = x] = \frac{\lambda^x e^{-\lambda}}{x!}$$

$\lambda > 0$ : Rate of events occurring per interval



# Continuous Random Variables

Random Variable  $X$  with possible Realisations  $x \in \mathbb{R}$ :

## Cummulative Distribution function (cdf)

$$F(x) : \quad P[X < x] = F(x)$$

## Probability Density Function (pdf)

$$p(x) : \quad P[x < X < x + dx] = p(x) dx = dF(x)$$

## Normalisation and Positivity

$$\int_{-\infty}^{\infty} p(x) dx = 1 \quad p(x) \geq 0$$

# Continuous Random Variables — Examples

## Gaussian

$$X \sim \mathcal{N}(\mu, \sigma^2), \quad x \in \mathbb{R}$$

$$p(x) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{(x-\mu)^2}{2\sigma^2}}$$

Mean  $\mu$ , Variance  $\sigma^2$

► Examples

## Gamma Distribution

$$X \sim \Gamma(k, \theta), \quad x \in [0, \infty)$$

$$p(x) = x^{k-1} \frac{e^{-\frac{x}{\theta}}}{\Gamma(k)\theta^k}$$

Shape  $k > 0$ , Scale  $\theta > 0$

# Mean

- The mean is a measure for *central tendency*

## Expected Value, Mean, Expectation

$$E[X] = \sum_x x P_x \qquad E[X] = \int x p(x) \, dx$$

## Linearity

$$E[aX + bY] = a E[X] + b E[Y]$$

$a, b$  Real *constants*,  
 $X, Y$  Random variables (same space)

# Variance

- The variance is a measure for *spread*

## Variance / Standard Deviation

$$V[X] = E[(X - E[X])^2]$$

$$\text{sd}[X] = \sigma_X = \sqrt{V[X]}$$

$$\text{Hint: } V[X] = E[X^2] - E[X]^2$$

## Properties

$$V[aX + bY] = a^2V[X] + b^2V[Y] + 2ab \text{ Cov}(X, Y)$$

# Mean and Variance — Examples

## Binomial

$$E[X] = q$$

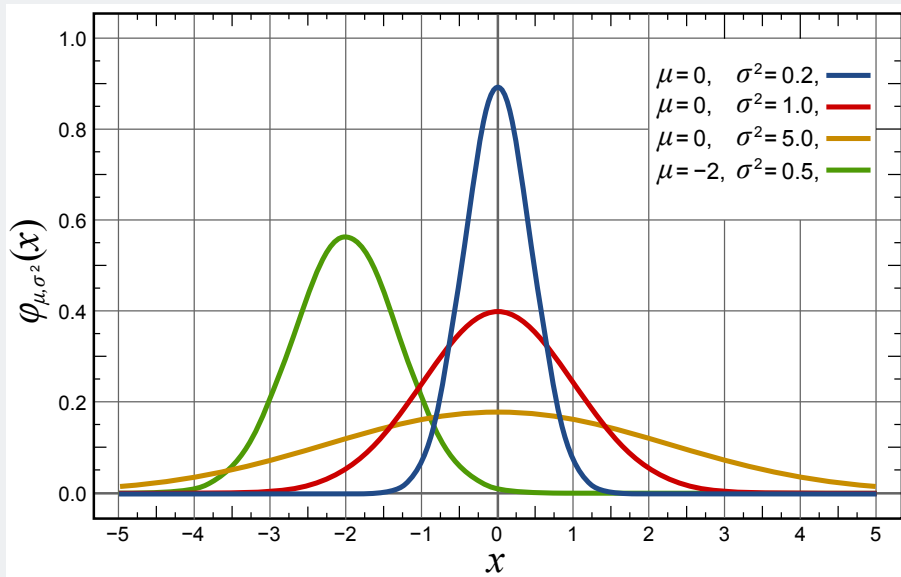
$$V[X] = q(1 - q) = p(1 - p)$$

## Gaussian

$$E[X] = \mu$$

$$V[X] = \sigma^2$$

# Example: Gaussian



# Multivariate Case

## Multiple Random Variables

### Example

More than one Random Variable, e.g.

Length  $L$  and Weight  $W$  of a fish

$$\vec{X} = [L, W]^T$$

### Joint Probability

$$P[X = x \wedge Y = y] = P_{xy}$$

$$P[x < X < x + dx \wedge y < Y < y + dy] = p(x, y) dx dy$$

# Marginals and Conditionals

## Marginalisation

$$P[X = x] = \sum_y P[X = x, Y = y]$$

$$p(x) = \int p(x, y) \, dy$$

## Conditional Probability

$$P[X = x \mid Y = y] = \frac{P[X = x, Y = y]}{P[Y = y]} \quad P[Y = y] > 0$$

$$p(x \mid y) := \frac{p(x, y)}{p(y)}$$



# Bayes' Rules

Use the factorization for the joint probability density / distribution:

$$p(x, y) = p(x | y) p(y)$$

$$p(x, y) = p(y | x) p(x)$$

## Bayes' Rule

$$P_{x|y} = \frac{P_{y|x} P_x}{P_y}$$

$$p(x | y) = \frac{p(y | x)p(x)}{p(y)}$$

- *Bayesian talk*: “Prior adapted to data leads to posterior”

# Covariance and Independence

## Covariance

$$\text{Cov}(X, Y) = E[(X - E[X]) (Y - E[Y])]$$

$$\Sigma(\mathbf{X}) = E[(\mathbf{X} - E[\mathbf{X}])(\mathbf{X} - E[\mathbf{X}])^T]$$

## Independence

$$p(x, y) = p(x)p(y) \iff X \text{ and } Y \text{ are independent}$$

## Covariance $\neq$ Independence

$$X \text{ and } Y \text{ are independent, } X \perp Y \implies \text{Cov}(X, Y) = 0$$

# Multivariate Gaussian Distribution

- ▶ This distribution occurs very frequently
  - Central Limit Theorem
  - Maximum Entropy Principle
  - Ease of use
- ▶ Simple enough to demonstrate these concepts

## Multivariate Gaussian Distribution

$$p(\vec{x}) = \frac{1}{\sqrt{(2\pi)^d \det(\Sigma)}} \exp\left(-\frac{1}{2}(\vec{x} - \vec{\mu})^T \Sigma^{-1}(\vec{x} - \vec{\mu})\right)$$

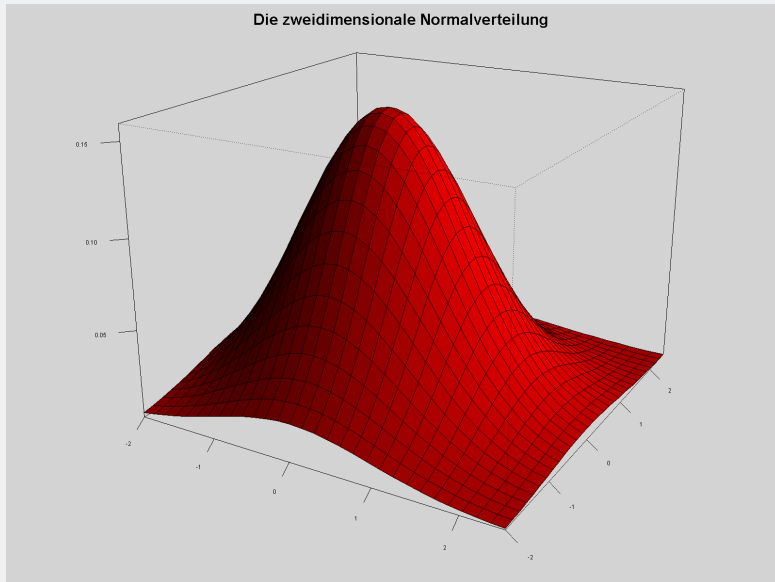
$\vec{\mu}$  Mean

$\Sigma$  Covariance Matrix ( $d \times d$ , positive definite, symmetric)

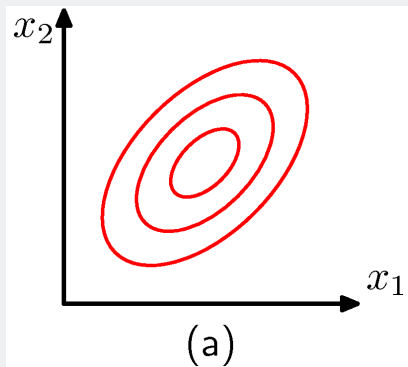
$d$  Number of dimensions

$$\vec{X} \sim \mathcal{N}(\vec{\mu}, \Sigma)$$

# 2D Gaussian — Surface Plot



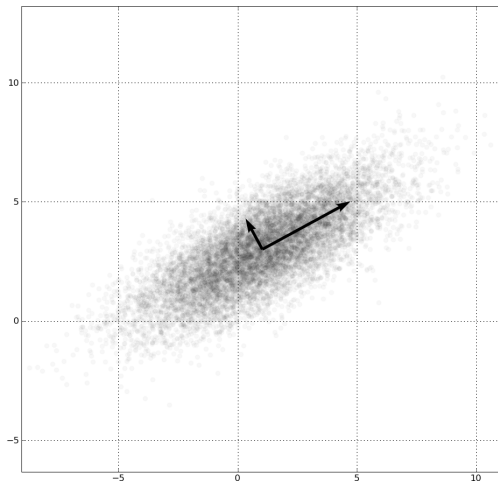
## 2D Gaussian — Contour Plot



- ▶ Points on a contour have equal probability density - *equidensity* lines
- ▶ Contours are ellipsoids

Figure: Bishop 2009

## 2D Gaussian — Samples / Scatter



# Equidensity lines are Ellipsoids

- ▶ The ellipsoids are determined by the quadratic form

$$(\vec{x} - \vec{\mu})^T \Sigma^{-1} (\vec{x} - \vec{\mu})$$

- ▶  $\Sigma$  is positive definite and symmetric  $\Rightarrow$  Ellipsoid
- ▶ Center at  $\vec{\mu}$
- ▶ Eigenvectors and eigenvalues of  $\Sigma$

$$\Sigma \vec{e}_i = \lambda_i \vec{e}_i$$

- ▶ Direction of semi-axes is determined by eigenvectors  $\vec{e}_i$
- ▶  $\lambda_i$  measures the variance along the corresponding eigendirection  $\vec{e}_i$

# Moments

## Mean

$$E[\vec{X}] = \vec{\mu} \quad E[X_i] = \mu_i$$

## Covariance

$$V[\vec{X}] = \Sigma \quad \text{Cov}(X_i, X_j) = \Sigma_{ij}$$

## Correlation

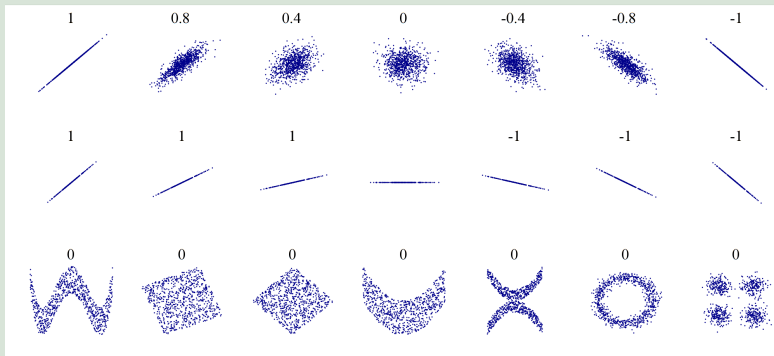
$$\text{Cor}(X_i, X_j) = \rho_{ij} = \frac{\text{Cov}(X_i, X_j)}{\sigma_i \sigma_j} = \frac{\Sigma_{ij}}{\sqrt{\Sigma_{ii} \Sigma_{jj}}}, \quad \sigma_i = \sqrt{\Sigma_{ii}}$$



# Correlation and Covariance

- ▶ Correlation measures strength of **linear relations** between variables
- ▶ It does **not** measure independence
- ▶ It does **not** tell you anything about causal relations
- ▶ Correlation is normalized and dimensionless

## Example



# Marginals

- ▶ Marginal: *Randverteilung*
- ▶ Removing unknown variables — “*projection*”
- ▶  $p(x) = \int p(x, y) dy$

## Marginal of a Gaussian

$$\vec{X} \sim \mathcal{N}(\vec{\mu}, \Sigma)$$

$$\vec{X} = \begin{bmatrix} \vec{X}_a \\ \vec{X}_b \end{bmatrix}, \quad \vec{\mu} = \begin{bmatrix} \vec{\mu}_a \\ \vec{\mu}_b \end{bmatrix}, \quad \Sigma = \begin{bmatrix} \Sigma_{aa} & \Sigma_{ab} \\ \Sigma_{ba} & \Sigma_{bb} \end{bmatrix}$$

$$p(\vec{x}_a) = \mathcal{N}(\vec{x}_a \mid \vec{\mu}_a, \Sigma_{aa})$$

# Conditionals

- ▶ Conditional: *Bedingte Verteilung*
- ▶ Fixing a variable to a **certain** value — “slices”
- ▶  $p(x \mid y) = \frac{p(x, y)}{p(y)}$

## Conditional of a Gaussian

$$\vec{X} \sim \mathcal{N}(\vec{\mu}, \Sigma)$$

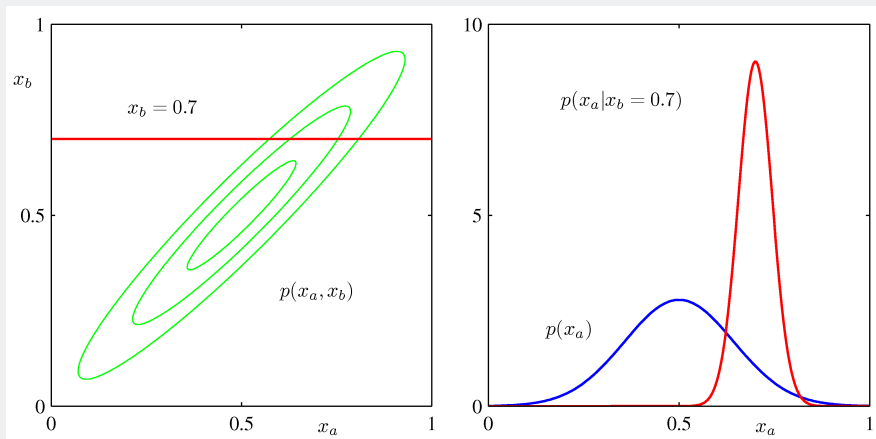
$$\vec{X} = \begin{bmatrix} \vec{X}_a \\ \vec{X}_b \end{bmatrix}, \quad \vec{\mu} = \begin{bmatrix} \vec{\mu}_a \\ \vec{\mu}_b \end{bmatrix}, \quad \Sigma = \begin{bmatrix} \Sigma_{aa} & \Sigma_{ab} \\ \Sigma_{ba} & \Sigma_{bb} \end{bmatrix}$$

$$p(\vec{x}_a \mid \vec{X}_b = \vec{x}_b) = \mathcal{N}(\vec{x}_a \mid \vec{\mu}_{a|b}, \Sigma_{a|b})$$

$$\vec{\mu}_{a|b} = \vec{\mu}_a + \Sigma_{ab} \Sigma_{bb}^{-1} (\vec{x}_b - \vec{\mu}_b)$$

$$\Sigma_{a|b} = \Sigma_{aa} - \Sigma_{ab} \Sigma_{bb}^{-1} \Sigma_{ba}$$

# Marginal and Conditional of a Gaussian



Bishop 2009

# Affine Transformations

- ▶ Gaussians are stable under affine transforms
- ▶ Affine transformation:  $\vec{Y} = \mathbf{A}\vec{X} + \vec{b}$  ( $\mathbf{A}$  and  $\vec{b}$  are constant)

## Affine Transform

$$\vec{X} \sim \mathcal{N}(\vec{\mu}, \Sigma) \quad \vec{X} \in \mathbb{R}^d$$

$$\vec{Y} = \mathbf{A}\vec{X} + \vec{b} \quad \vec{Y} \in \mathbb{R}^n, \mathbf{A} \in \mathbb{R}^{n \times d}, \vec{b} \in \mathbb{R}^n$$

$$\vec{Y} \sim \mathcal{N}(\vec{y} \mid \vec{\mu}_Y, \Sigma_Y)$$

$$\vec{\mu}_Y = \mathbf{A}\vec{\mu} + \vec{b}$$

$$\Sigma_Y = \mathbf{A}\Sigma\mathbf{A}^\top$$

# Standard Normal

## Univariate Standard Normal

$$X \sim \mathcal{N}(0, 1)$$
$$\mu = 0 \quad \sigma = 1$$

## Multivariate Standard Normal

$$\vec{X} \sim \mathcal{N}(0, \mathbf{I}_d)$$
$$\vec{\mu} = 0 \quad \sigma = \mathbf{I}$$

# Standardizing

- ▶ Transform a **normal distributed** variable  $X$  into a **standard normal**  $Z$ :
- ▶ Also called *whitening* or *Z transform / score*

## Univariate

$$X \sim \mathcal{N}(\mu, \sigma^2) \rightarrow Z = \frac{X - \mu}{\sigma} \rightarrow Z \sim \mathcal{N}(0, 1)$$

## Multivariate

$$\vec{X} \sim \mathcal{N}(\vec{\mu}, \Sigma) \rightarrow \vec{Z} = \Sigma^{-\frac{1}{2}}(\vec{X} - \vec{\mu}) \rightarrow \vec{Z} \sim \mathcal{N}(0, \mathbf{I})$$

$$\text{use } \Sigma = \mathbf{U}\mathbf{D}^2\mathbf{U}^\top \Rightarrow \Sigma^{\frac{1}{2}} = \mathbf{U}\mathbf{D}$$

# When to Stop using Gaussians

Gaussians are very handy and can be used in a lot of situations, but be careful if one of the these points applies to your problem:

- ▶ Gaussians do not have **heavy tails**
  - In many real world (empirical) distributions extreme events occur far more often than a Gaussian would allow
- ▶ Gaussians have only a single mode
  - Can use a mixture of Gaussians here (see lecture)
- ▶ The central limit theorem is only valid for **sums** of **independent** random variables
  - For products use a log-normal distribution
  - The variables need to have **finite** mean and variance
- ▶ If you only know the mean and you know nothing about the variance
  - Use an exponential distribution in this case (maximum entropy)



# Heavy Tails

