CSDS 440: Machine Learning

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Recap

•	We may not use MLEs in generative models because For NB, an alternative is to use Here we add to the numerator and to the denominator.
•	Continuous features can be modeled in Naïve Bayes using G distributions.
•	Naïve Bayes produces a l decision boundary under a l transform.
•	A discriminative learning algorithm is L R It models the l o as a
	f
•	How do we classify a new example with LR?
•	To estimate parameters we optimize the c I _ I This has no a S _ so we solve with g G or variants. We can add a c G , in which case we optimize the n G G .
•	LR produces a l decision boundary. However it is different from naïve Bayes because
•	In a generative-discriminative pair, the approach generally converges faster, however the approach generally has a better asymptote.

Today

Generative Machine Learning

Pros and Cons of Probabilistic Classification

- + Optimal approach in decision-theoretic terms
- + Can incorporate prior knowledge (possibly later)
- + Produces confidence measures
- + Very well studied
- + Simple models are easy to implement
- + Can nicely capture causal influences (CSDS 442)
- Inference and estimation are in general hard
- Discriminative approaches can be hard to interpret

High dimensional Generative Models

- Suppose we wish to generate an image of a face
- This is hard!
- These are samples from a VERY high dimensional distribution
- And, the axes are not independent







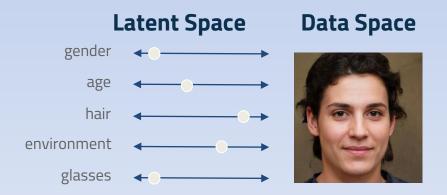






Latent Variable Models

- To make the problem easier, we introduce "latent variables" z
 - These are hidden features which capture abstractions that constrain the space of images



Maximizing Likelihood

Observe

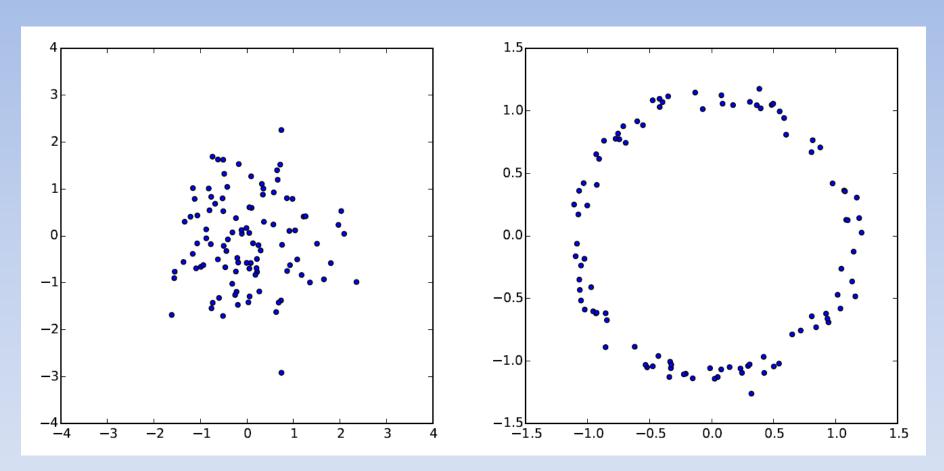
$$p(X) = \int p(X \mid z) p(z) dz$$

- To train a model, want to maximize LHS as before
- 1. What should z be?
- 2. How to compute the p(X) above?

First clever idea

- Suppose we have no idea what z could be
- Let us just sample z from $N(\mathbf{0}, \mathbf{I})$ and use a nonlinear function to transform this input into the output we need
 - Does such a function exist?
 - In many cases yes! under "compatibility" conditions for p(X) and sufficiently rich nonlinear transformations

You're Joking, Right?



Left: samples z from 2D N(0,I). Right: f(z)=z/10+z/||z||

And so

• We'll choose a trainable family $f_{\theta}(z)$, typically a neural network

• With this choice, $p(X|z)=N(f_{\theta}(z), \sigma^2I)$

Evaluating Likelihood

$$p(X) = \int p(X \mid z) p(z) dz, z \sim N(0, I)$$

$$\approx \frac{1}{n} \sum_{i} p(X \mid z_{i})$$

• Unfortunately, in high dimensions, most $p(X | z_i)$ will be near zero, so this is going to be VERY inefficient

Second key idea

• What if we had a function $Q(z \mid X)$, that could return a distribution over those z's that are likely to produce X?

• Then maybe we could use $E_{z\sim Q}p(X\mid z)$ to get a good approximation to the likelihood?

Aside: Kullback-Liebler divergence

 One way to measure the "dissimilarity" between two distributions

$$D(X(z) || Y(z)) = E_{z \sim X} \left(\log \left(X(z) \right) - \log \left(Y(z) \right) \right)$$

Relationship between $E_{z\sim Q} p(X\mid z)$ and p(X)

$$\begin{split} &D(Q(z \mid X) \parallel p(z \mid X)) \\ &= E_{z \sim Q} \left(\log \left(Q(z \mid X) \right) - \log \left(p(z \mid X) \right) \right) \\ &= E_{z \sim Q} \left(\log \left(Q(z \mid X) \right) - \log \left(p(X \mid z) \right) - \log \left(p(z) \right) \right) \\ &+ \log \left(p(X) \right) \\ &\text{So} \\ &\log \left(p(X) \right) - D(Q(z \mid X) \parallel p(z \mid X)) = \\ &E_{z \sim Q} \left(\log \left(p(X \mid z) \right) \right) - D\left(Q(z \mid X) \parallel p(z) \right) \end{split}$$

Observations

- If we can find a good Q, the LHS $\approx p(X)$
- The RHS can be optimized via SGD! (w/suitable choices)
 - Not the LHS due to p(z|X)
- The RHS is called an "encoder-decoder" architecture
 - -Q is given X and is "encoding" it into z
 - -p (through the unknown f introduced before) will take z and "decode" it into X