

# Anomaly detection using surprisals

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# Outline

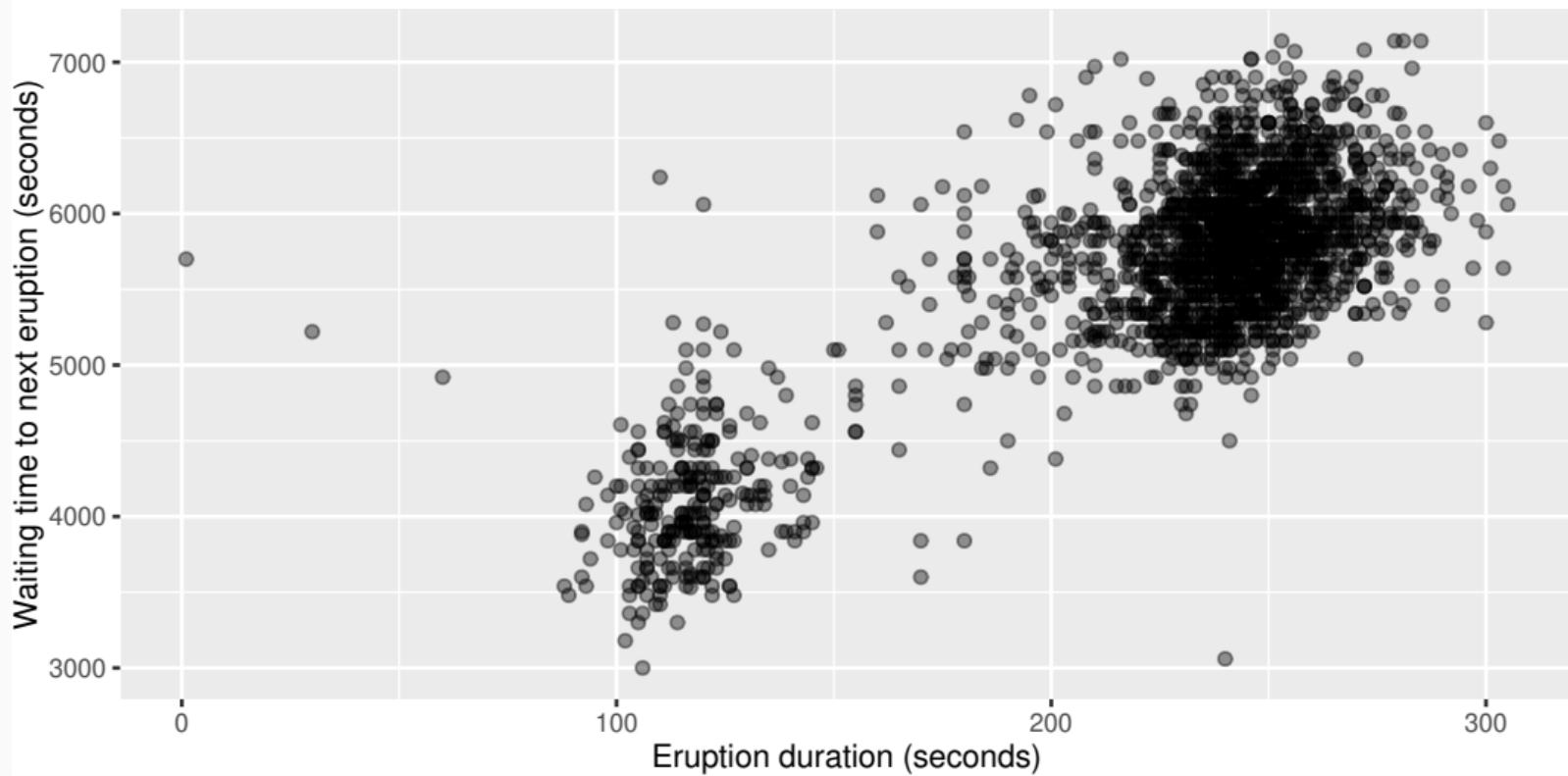
- 1 Anomalies and surprisals
- 2 Extreme value theory and surprisals
- 3 Lookout algorithm
- 4 Conclusions

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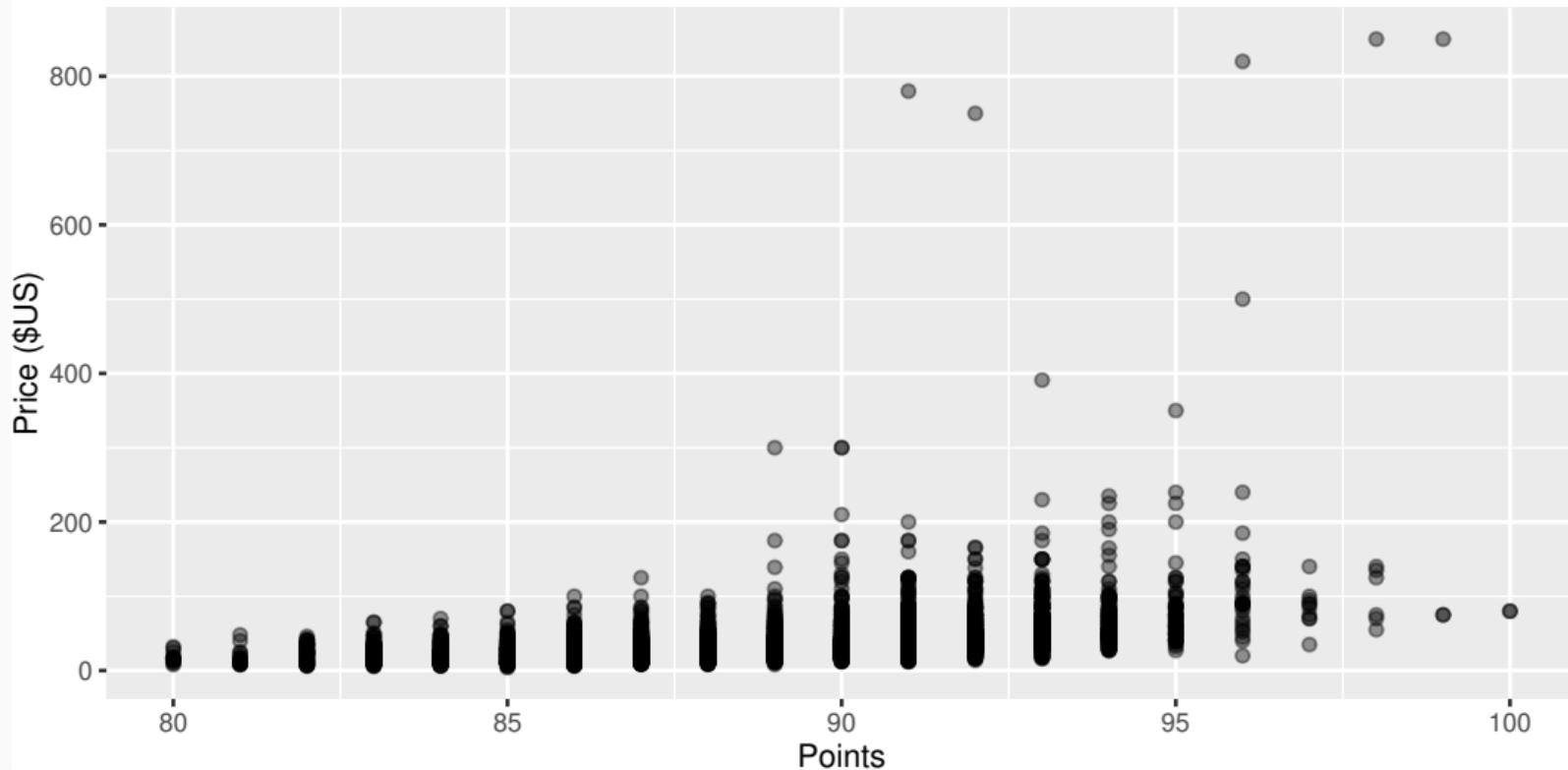
# Old faithful eruptions

Old Faithful eruptions from 14 January 2017 to 29 December 2023

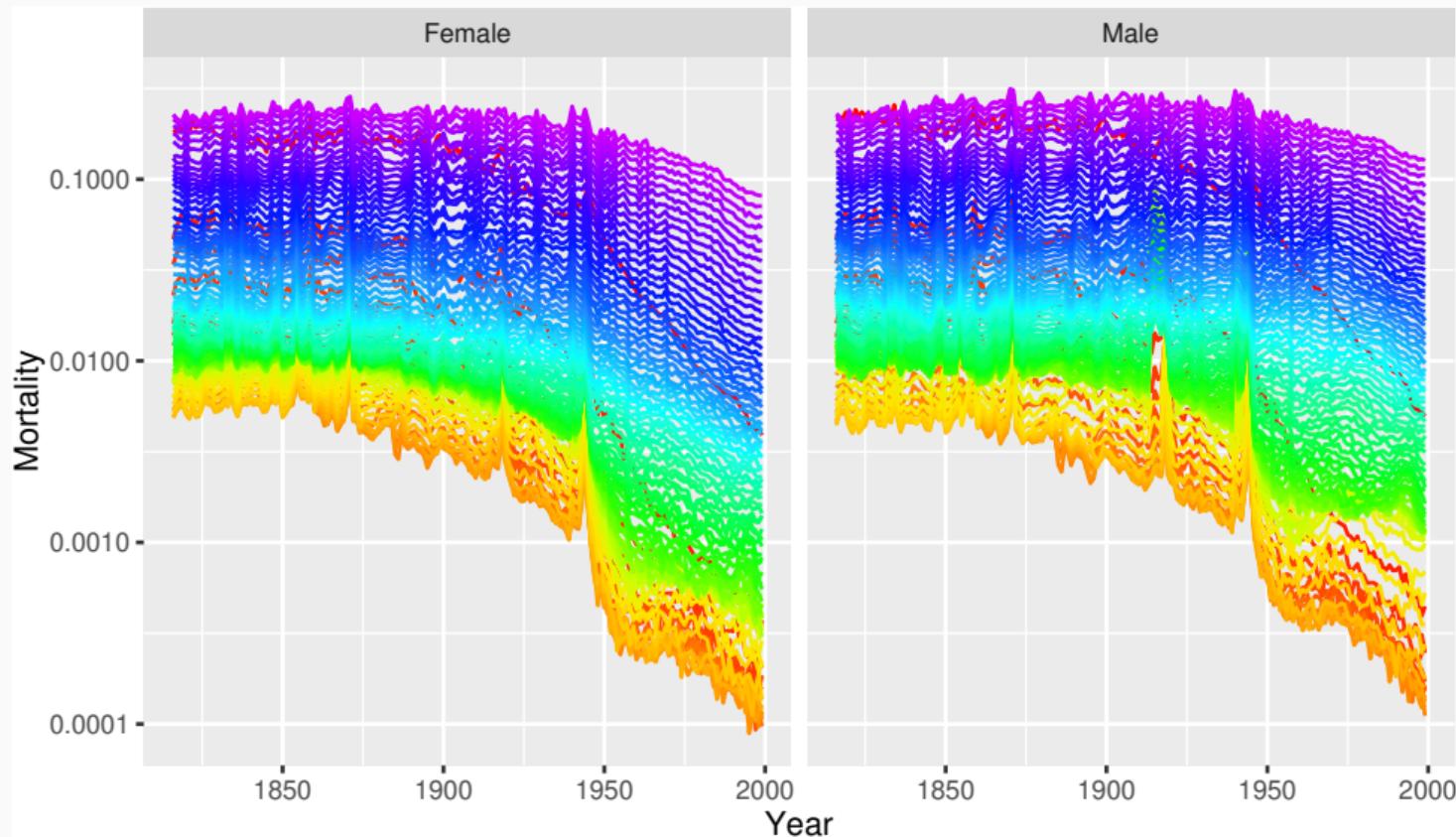


# Wine quality and prices

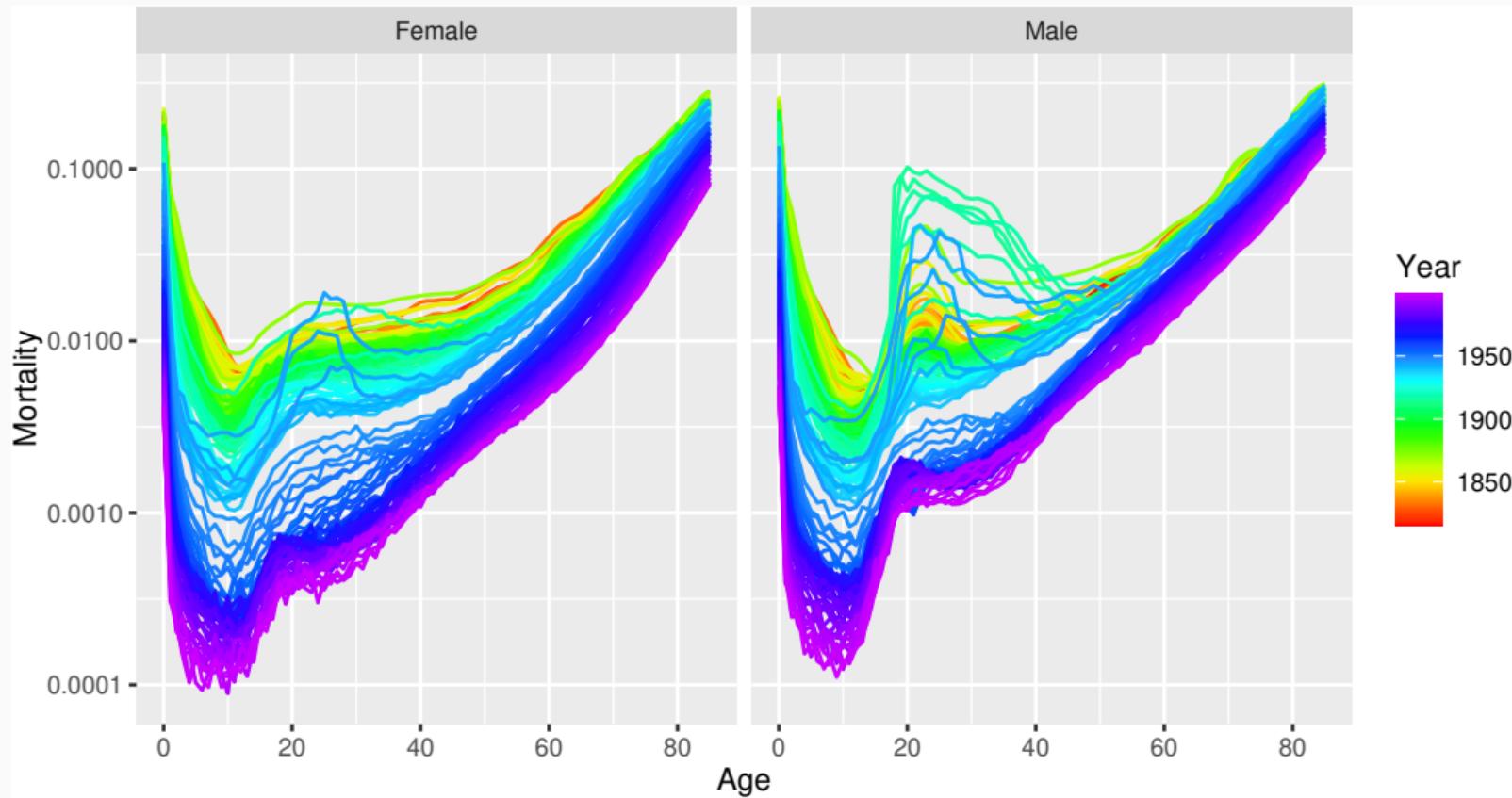
Reviews of 4496 Shiraz/Syrah wines from 'Wine Enthusiast', 15 June 2017



# French mortality



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# Definitions of anomalies

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# Definitions of anomalies

## Definition: Anomaly

Given a set of observations  $\{y_1, \dots, y_n\}$  drawn from probability distribution  $F$ ,  $y_i$  is an **anomaly** if

$$\int \mathbb{1}(f(u) < f(y_i)) du < \alpha,$$

where  $\mathbb{1}$  is the indicator function,  $f$  is the generalized density of  $F$ , and  $\alpha > 0$  is a chosen threshold.

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- $y_i$  can be a scalar, vector or a more complex object
- $f$  can be a conditional density, and can be known or estimated

# Surprises

## Definition: Surprisal

The **surprisal** of an observation  $y_i$  drawn from probability distribution  $F$  with generalized density  $f$  is defined as

$$s_i = -\log f(y_i)$$

- Better known as “log scores” in statistics.
- “Surprisal” coined by Tribus (1961).
- Average surprisal = entropy of random variable
- Sum of surprisals = negative log likelihood

# Anomaly detection using surprisals

Let  $G(s) = P(S \leq s)$  be the **surprisal distribution** where  $S = -\log f(Y)$  and  $Y \sim F$ .

$$G(s) = P(-\log f(Y) \leq s) = P(f(Y) \geq e^{-s})$$

The **surprisal score** is

$$p_i = 1 - G(s_i)$$

and an observation is an **anomaly** if  $p_i < \alpha$ .

# Anomaly detection using surprisals

e.g.,  $F \sim N(\mu, \sigma^2)$

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# Extreme value theory

- GEV
- GPD

# Application to French mortality

# Application to Wine quality and prices

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# Bandwidth selection

# Persistent homology

# Application to Wine quality and prices

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