# **Bayesian Estimation**

When estimating a parameter  $\theta$  (or parameters  $\theta$ ) using the maximum likelihood framework, we make almost no assumptions — the only knowledge we used was membership in a set  $\mathcal{T}$ .

It is often the case, however, that some values of  $\theta$  are a priori more likely than others.

Here is an example. Suppose that we have an optical character recognition system that is working from a fuzzy image, and it trying to decide whether it is looking at an 'O' or a 'Q'. We know that the letter O appears in written English about 80 times more frequently than the letter Q<sup>1</sup>, so it would make sense to bias the decision towards 'O'.

Of course, this model might depend on the context. The bigram OU is only about 12 times as likely as QU.

**Bayes rule** gives us a mathematical framework for incorporating information like this. Let's have a quick review, starting with the simplest possible situation. Let A and B be probabilistic events (either they happen or they don't). We know that  $^2$ 

$$P(A, B) = P(A) P(B|A)$$

or equivalently

$$P(A, B) = P(B) P(A|B)$$
.

About 7.5% of written letters are 'O', while about .095% are 'Q'

<sup>&</sup>lt;sup>2</sup>Again, the notation P(A, B) means "the probability that both A and B occur".

Bayes rule combines these statements into

$$P(A|B) = \frac{P(B|A) P(A)}{P(B)}.$$

When we use Bayes rule for inference, that is trying to ascertain what might be happening with event A after observing that event B occurred, we trade-off how A effects B (as quantified by P(B|A)) versus the base rate of A (as quantified by P(A)). Integrating information about the base rate can be very powerful, as this straightforward example illustrates.

**Example:** The incidence rate for disease X is 15 in 100,000. There is a test for disease X that is 95% accurate: if you have the disease, there is a 95% chance the test comes back positive, if you do not have the disease, there is a 95% chance the test comes back negative.

You test positive for disease X. What are the chances that you actually have it?

### Answer:

More generally, in Bayesian estimation, the unknown parameters  $\boldsymbol{\theta}$  are themselves treated as a  $random\ variable/vector$ , and prior information (i.e. a model) for these parameters in encoded in a distribution  $f_{\Theta}(\boldsymbol{\theta})$ :

$$\Theta \sim f_{\Theta}(\boldsymbol{\theta}).$$

We make an observation X, which is another random variable/vector that is related to  $\boldsymbol{\theta}$  through the conditional distribution

$$X \sim f_X(\boldsymbol{x}|\Theta = \boldsymbol{\theta}).$$

Given a particular observation  $X = \boldsymbol{x}$ , Bayes rule tells us how to update our model for  $\Theta$  in light of this information:

$$f_{\Theta}(\boldsymbol{\theta}|X=\boldsymbol{x}) = \frac{f_X(\boldsymbol{x}|\Theta=\boldsymbol{\theta})f_{\Theta}(\boldsymbol{\theta})}{f_X(\boldsymbol{x})}$$

The model  $f_{\Theta}(\boldsymbol{\theta})$  for  $\boldsymbol{\theta}$  before the observation is called the *prior*; the updated model  $f_{\Theta}(\boldsymbol{\theta}|\boldsymbol{x})$  after the observation is called the *posterior*.

This expression holds for  $X, \Theta$  being either discrete random variables (and so the associated  $f_{\Theta}, f_X$  are probability mass functions) or continuous-valued random variables (where the  $f_{\Theta}, f_X$  are density functions). Given the modeling information above, the marginal  $f_X(\boldsymbol{x})$  can be computed as

$$f_X(\boldsymbol{x}) = \sum_{\boldsymbol{\theta} \in \mathcal{T}} f_X(\boldsymbol{x}|\Theta = \boldsymbol{\theta}) \ P(\Theta = \boldsymbol{\theta}), \quad \Theta \text{ discrete},$$

or

$$f_X(\boldsymbol{x}) = \int_{\boldsymbol{\theta} \in \mathcal{T}} f_X(\boldsymbol{x}|\Theta = \boldsymbol{\theta}) f_{\Theta}(\boldsymbol{\theta}) d\boldsymbol{\theta}, \quad \Theta \text{ continuous},$$

where  $\mathcal{T}$  is the range (i.e. the set of all possible outcomes) of  $\Theta$ .

**Example:** Let's return to our free throw shooting example. As before, our model is that every player has an intrinsic parameter  $\theta$ , which is the probability they make a free throw on a given attempt. We capture the outcome of the *i*th free throw as a binary-valued random variable  $X_i$  ( $X_i = 1$  for make,  $X_i = 0$  for miss),

$$P(X_i = 1) = \theta, \quad P(X_i = 0) = 1 - \theta.$$

We encode this model in the conditional probability mass function

$$f_X(x|\Theta = \theta) = \{1 - \theta, \theta\}$$
 for  $x = \{0, 1\},$   
=  $\theta^x (1 - \theta)^{1-x}$ .

When a player enters the NBA, we have no idea what their free throw percentage  $\theta$  is, so we will use

$$f_{\Theta}(\theta) = \text{Uniform}([0,1]) = 1, \text{ for } \theta \in [0,1].$$

Suppose that they make their first free throw,  $X_1 = 1$ . How does our model for their  $\theta$  update?

$$f_{\Theta}(\theta|X_1=1)=$$

Now suppose they make their first free throw, miss their second, then make the third and fourth:

$$X_1 = 1$$
,  $X_2 = 0$ ,  $X_3 = 1$ ,  $X_4 = 1$ .

Assume that the outcomes of the free throws are conditionally independent given  $\theta$ :

$$f_X(x_1, x_2, x_3, x_4 | \theta) = f_X(x_1 | \theta) f_X(x_2 | \theta) f_X(x_3 | \theta) f_X(x_4 | \theta).$$

Now what does our model for  $\Theta$  look like?

To answer this, need the following integral expression:

$$\int_0^1 t^{\alpha - 1} (1 - t)^{\beta - 1} dt = \frac{\Gamma(\alpha)\Gamma(\beta)}{\Gamma(\alpha + \beta)}.$$

We have an explicit expression for the gamma function at the integers,  $\Gamma(\alpha) = (\alpha - 1)!$  for  $\alpha \in \mathbb{Z}$ .

This is actually a common model for many problems in machine learning: the observations are binary (meaning that their sum is binomial), and the prior on the parameter  $\theta$  is  $Beta\ distributed$ :

$$\Theta \sim \text{Beta}(\alpha, \beta), \quad f_{\Theta}(\theta) = \frac{1}{B(\alpha, \beta)} \theta^{\alpha - 1} (1 - \theta)^{\beta - 1},$$

where

$$B(\alpha, \beta) = \frac{\Gamma(\alpha)\Gamma(\beta)}{\Gamma(\alpha + \beta)}, \quad \Gamma(\alpha) = \int_0^\infty t^{\alpha - 1} e^{-t} dt.$$

Think of the "beta function"  $B(\alpha, \beta)$  as the normalization constant we need to get the pdf to integrate to 1; it is a fact that

$$B(\alpha, \beta) = \int_0^1 \theta^{\alpha - 1} (1 - \theta)^{\beta - 1} d\theta.$$

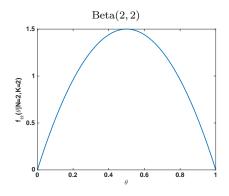
If we observe N trials  $X_1 = x_1, \ldots, X_N = x_N$ , and K of them are successful

$$K = \sum_{n=1}^{N} x_n,$$

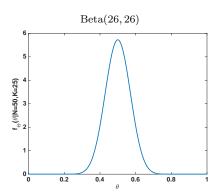
then the posterior for  $\Theta$  is

$$f_{\Theta}(\theta|x_1,\ldots,x_N) = \text{Beta}(\alpha+K,\beta+N-K).$$

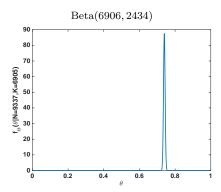
Starting out with the prior  $\Theta \sim \text{Uniform}([0,1]) = \text{Beta}(1,1)$ , here is the posterior after two observations,  $X_1 = 1, X_2 = 0$ :



Here is what it looks like after 50 observations, with K=25 successes:



Here is what it looks like if we put in LeBron James' free throw totals for the first 15 years of his career<sup>3</sup> (9337 attempts, 6905 makes):



If we return to our shooting-free-throws-in-the-NBA example, we might ask if taking  $f_{\Theta}(\theta)$  as uniform is really the best prior — I mean, do we really want to assign equal weight to  $\theta = 0.05$  (which is unheard of) as to  $\theta = 0.8$  (which would be only slightly above average). Indeed, the average free throw rate in the NBA is about 0.75, with a standard deviation of about  $\sigma = 0.1$  (so the variance

<sup>&</sup>lt;sup>3</sup>October 29, 2003 through October 30, 2018, https://www.basketball-reference.com/players/j/jamesle01.html.

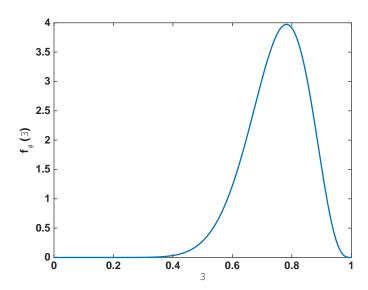
is  $\sigma^2 = 0.01$ ). Let's find a Beta distribution that matches these moments. If  $\Theta \sim \text{Beta}(\alpha, \beta)$ , then

$$E[\Theta] = \frac{\alpha}{\alpha + \beta},$$
$$var(\Theta) = \frac{\alpha\beta}{(\alpha + \beta)^2(\alpha + \beta + 1)}.$$

We can then solve a system of equations to find  $\alpha$ ,  $\beta$  such that  $E[\Theta] = 0.75$  and  $var(\Theta) = 0.01$  — the result of this is

$$\alpha \approx 13.313, \quad \beta = 4.104.$$

Here is a picture of this prior:



## **Bayesian Parameter Estimation**

So far in this set of notes, we have only talked about how to update our model for  $\Theta$  once one or more observations of X have been made. The result of is a (new) probability density function for  $\Theta$ .

How do we turn the posterior density<sup>4</sup>  $f_{\Theta}(\boldsymbol{\theta}|X=\boldsymbol{x})$  into an estimate of  $\theta$ ? Here are two popular approaches.

### Conditional Mean. Set

$$\hat{\boldsymbol{\theta}}_{\text{MMSE}} = \mathrm{E}[\Theta|X=x] = \int \boldsymbol{\theta} f_{\Theta}(\boldsymbol{\theta}|X=x) \ d\boldsymbol{\theta}$$

As we have already seen, this estimate provides the minimum mean-squared error  $E[\|\boldsymbol{\theta} - \hat{\boldsymbol{\theta}}\|_2^2]$ .

## Maximum a Posteriori (MAP). Set

$$\hat{\boldsymbol{\theta}}_{\text{MAP}} = \arg\max_{\boldsymbol{\theta} \in \mathcal{T}} f_{\Theta}(\boldsymbol{\theta}|X = \boldsymbol{x}).$$

That is, choose the value of  $\theta$  that is after-the-fact (a posteriori) most likely. Note that since

$$f_{\Theta}(\boldsymbol{\theta}|X=\boldsymbol{x}) = \frac{f_X(\boldsymbol{x}|\Theta=\boldsymbol{\theta})f_{\Theta}(\boldsymbol{\theta})}{f_X(\boldsymbol{x})},$$

and  $f_X(\boldsymbol{x})$  doesn't depend on  $\boldsymbol{\theta}$ , we can write this as

$$\hat{\boldsymbol{\theta}}_{MAP} = \arg \max_{\boldsymbol{\theta} \in \mathcal{T}} f_X(\boldsymbol{x}|\Theta = \boldsymbol{\theta}) f_{\Theta}(\boldsymbol{\theta}). \tag{1}$$

<sup>&</sup>lt;sup>4</sup>For compactness, we are abbreviating all observations as  $X = \boldsymbol{x}$ ; if there is more than one, this might be more properly written as  $f_{\Theta}(\boldsymbol{\theta}|X_1 = \boldsymbol{x}_1, \dots, X_N = \boldsymbol{x}_N)$ .

With (1), the comparison of the MAP estimator to the MLE is clear—the MLE simply maximizes the likelihood

$$\hat{\boldsymbol{\theta}}_{\text{MLE}} = \arg \max_{\boldsymbol{\theta} \in \mathcal{T}} f_X(\boldsymbol{x}; \boldsymbol{\theta}),$$

while the MAP estimator weights this likelihood by the prior  $f_{\Theta}$ . (The difference in notation,  $f_X(\boldsymbol{x};\boldsymbol{\theta})$  versus  $f_X(\boldsymbol{x}|\Theta=\boldsymbol{\theta})$  just comes about because we are treating  $\boldsymbol{\theta}$  as deterministic in one case, but random in the other. In both cases, the quantity is a likelihood function that depends on  $\boldsymbol{\theta}$ .)