

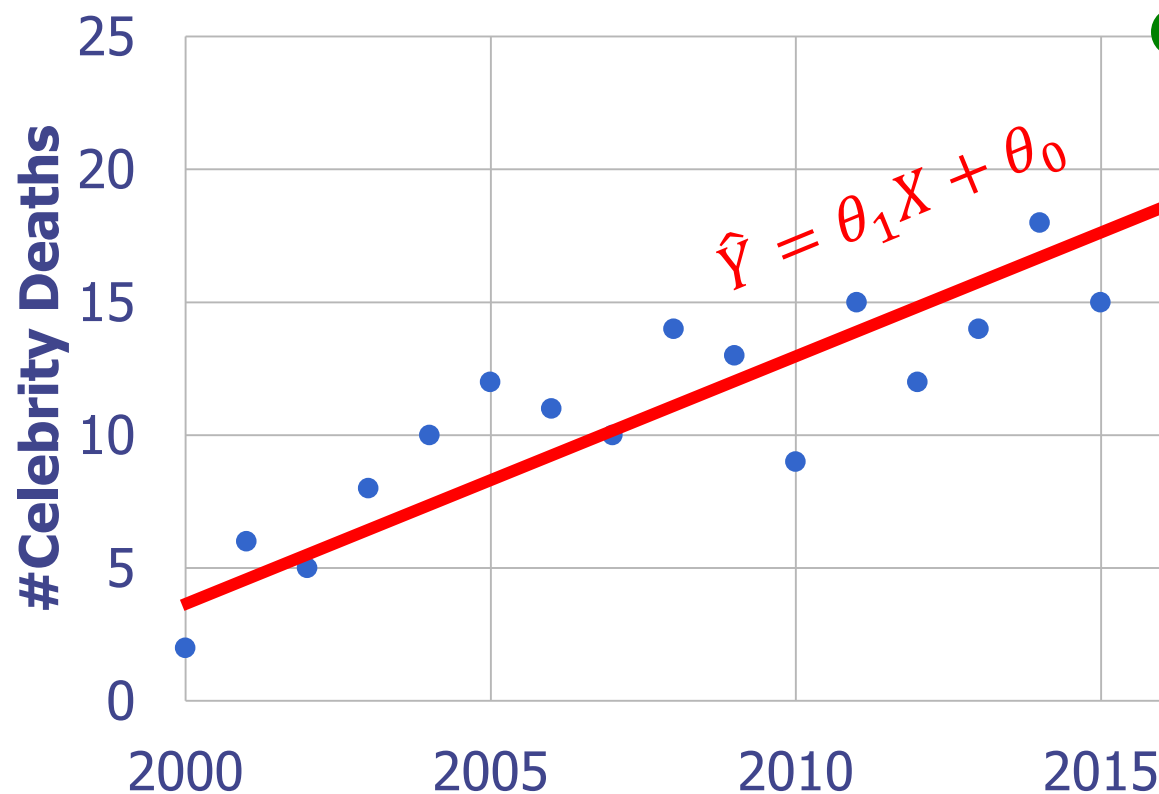
Machine Learning 4771

Instructor: Itsik Pe'er

Reminder:

Fitting = Maximizing Likelihood

◆ Regression to fit the Poisson rate



Probability Review

- ◆ Definitions
- ◆ Distributions
- ◆ Moments
- ◆ Theorems

Definition: Sample Space

◆ *Sample space* : Ω all possible outcomes

Definition: Events

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Examples: deaths '17, weather Thu, 2 dice
- ◆ *Event* : subset of outcomes

Definition: Probability

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Examples: deaths '17, weather Thu, 2 dice
- ◆ *Event* : subset of outcomes
Examples: I die Feb, snow Thu, sum dice < 10
- ◆ *Probability function*: Prob: $2^\Omega \rightarrow [0,1]$,
additive, Prob(Ω) = 1

Definition: Random Variables

- ◆ *Sample space* : Ω all possible outcomes
Examples: deaths '17, weather Thu, 2 dice
- ◆ *Event* : subset of outcomes
Examples: I die Feb, snow Thu, sum dice < 10
- ◆ *Probability function*: Prob: $2^\Omega \rightarrow [0,1]$,
additive, Prob(Ω) = 1
Examples: forecast, $p([i,j]) = \frac{1}{36}$
- ◆ *Random variable*: $X: \Omega \rightarrow \mathbf{R}$ or \mathbf{R}^D
Example: #deaths, percip.[mm], sum dice

Definition: Independence

◆ Events $A \perp B$: $\text{Prob}(A \cap B) = \text{Prob}(A)\text{Prob}(B)$

◆ Random variables: $X \perp Y$ if $\forall A, B: A(X) \perp B(Y)$

Definition: Independence

◆ Events $A \perp B$: $\text{Prob}(A \cap B) = \text{Prob}(A)\text{Prob}(B)$

Examples: coin flips, winning MI/PA

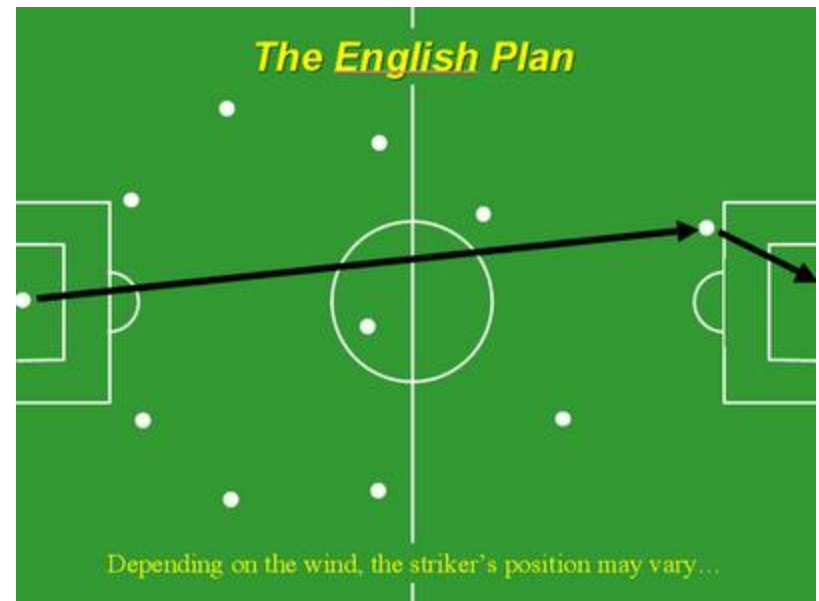
◆ Random variables $X \perp Y$ if $\forall A, B: A(X) \perp B(Y)$

Examples: dice, results MI/PA, height/GPA

Definition: Conditional Probability

$$\blacklozenge \text{Prob}(A|B) = \frac{\text{Prob}(A \cap B)}{\text{Prob}(B)}$$

Examples: low pass possession & goal



Distributions

◆ Discrete

◆ Continuous

Distributions

◆ Discrete

- Bernoulli, Binomial, Multinomial, Poisson
Geometric

◆ Continuous

Bernoulli Distribution

- Bernoulli

$x=0$	$x=1$
0.95	0.05

Bernoulli Distribution

- Bernoulli(α): binary (coin flip) probability, just 1x2 table

$$p(x) = \alpha^x (1 - \alpha)^{1-x} \quad \alpha \in [0,1], x \in \{0,1\}$$

x=0	x=1
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- Multidimensional Bernoulli:

Bernoulli Distribution

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- **Multidimensional Bernoulli**: multiple binary events

$p(x_1, x_2)$

	$x_2=0$	$x_2=1$
$x_1=0$	0.4	0.1
$x_1=1$	0.3	0.2

Bernoulli Distribution

- **Bernoulli(α)**: binary (coin flip) probability, just 1x2 table

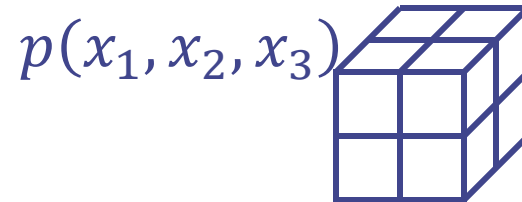
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Binomial Distribution

- **Bernoulli**(α): recall binary (coin flip) probability, 1x2 table

$$p(x) = \alpha^x (1 - \alpha)^{1-x} \quad \alpha \in [0,1], x \in \{0,1\}$$

x=0	x=1
$1 - \alpha$	α

- **Binomial**(n, α): sum of n identical, independent coin flips

$$p(x) = \binom{n}{x} \alpha^x (1 - \alpha)^{n-x} \quad \alpha \in [0,1], x \in \{0, \dots, n\}$$

Poisson Distribution

- **Bernoulli**(α): recall binary (coin flip) probability, 1x2 table

$$p(x) = \alpha^x (1 - \alpha)^{1-x} \quad \alpha \in [0,1], x \in \{0,1\}$$

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- **Poisson**(λ): $\lim_{n \rightarrow \infty} \text{Binomial}\left(n, \frac{\lambda}{n}\right)$ sum of many rare iid coins

$$p(x) = \frac{\lambda^x e^{-\lambda}}{x!} \quad \lambda \in \mathbf{R}^+, x \in \mathbf{N}$$

Geometric Distribution

- **Bernoulli**(α): recall binary (coin flip) probability, 1x2 table

$$p(x) = \alpha^x (1 - \alpha)^{1-x} \quad \alpha \in [0,1], x \in \{0,1\}$$

x=0	x=1
1 - α	α

- **Binomial**(n, α): sum of n identical, independent coin flips

$$p(x) = \binom{n}{x} \alpha^x (1 - \alpha)^{n-x} \quad \alpha \in [0,1], x \in \{0, \dots, n\}$$

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$$p(x) = \frac{\lambda^x e^{-\lambda}}{x!} \quad \lambda \in \mathbf{R}^+, x \in \mathbf{N}$$

- **Geometric**(α): number of iid flips till first success

$$p(x) = (1 - \alpha)^{x-1} \alpha \quad \alpha \in [0,1], x \in \mathbf{Z}^+$$

Multinomial Distribution

- **Multinomial**($\vec{\alpha}$) : beyond binary
multi-category event (dice)

1	2	3	4	5	6
$\vec{\alpha}(1)$	$\vec{\alpha}(2)$	$\vec{\alpha}(3)$	$\vec{\alpha}(4)$	$\vec{\alpha}(5)$	$\vec{\alpha}(6)$

$$p(x) = \prod_{m=1}^M \vec{\alpha}(m)^{\vec{x}(m)}$$

$$\sum_m \vec{\alpha}(m) = 1$$

$\vec{x}(1)$	$\vec{x}(2)$	$\vec{x}(3)$	$\vec{x}(4)$	$\vec{x}(5)$	$\vec{x}(6)$
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Expectation

$$\blacklozenge E(X) = \sum_x xp(X = x)$$

What is your best guess for X ?

Example:

$E(\text{Bernoulli}(\alpha))$

$E(\text{dice})$

Expectation

◆ $E(X) = \sum_x xp(X = x)$

◆ Important thms:

■ Linearity: $E(X + Y) = E(X) + E(Y)$

$$E(aX) = aE(X)$$

■ Law of large numbers:

$$\{X_1, \dots\} \text{ i.i.d., then } S_n = \frac{\sum_{i=1}^n x_i}{n} \xrightarrow{n \rightarrow \infty} E(X)$$

Variance

$$\blacklozenge \text{Var}(X) = E \left((X - E(X))^2 \right)$$

How wide is X 's distribution around $E(X)$?

Variance

- ◆ $Var(X) = E \left((X - E(X))^2 \right)$
- ◆ Quadratic scaling: $Var(aX) = a^2 Var(X)$
- ◆ Standard deviation: $Std(X) = \sqrt{Var(X)}$
- ◆ Covariance
$$Cov(X, Y) = E \left((X - E(X))(Y - E(Y)) \right)$$

Continuous Probability Models

- Probabilities can have both discrete & continuous variables
- We will discuss:
 - 1) discrete probability tables

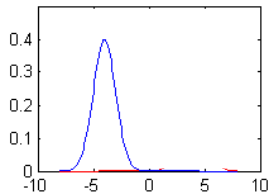
x=T	x=H
0.4	0.6

x=1	x=2	x=3	x=4	x=5	x=6
0.1	0.1	0.1	0.1	0.1	0.5

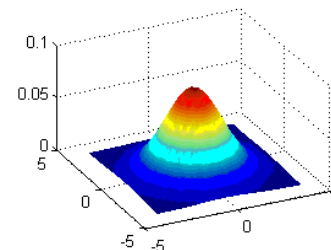
2) continuous probability distributions

$p(x)$ = probability density function, not probability mass function

$cdf(x) = \int_{-\infty}^x p(t)dt$ gives actual probabilities



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



Continuous Distributions: Uniform

◆ Uniform(a, b) :

$$p(x) = \frac{1}{b-a} \quad a < b \in \mathbf{R}, x \in [a, b]$$

Exponential Distribution

◆ $\text{Exponential}(\lambda)$: Time till next Poisson

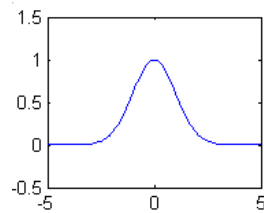
arrival, $\lim_{n \rightarrow \infty} \frac{\text{Geometric}\left(\frac{\lambda}{n}\right)}{n}$

$$p(x) = \lambda e^{-\lambda} \quad \lambda \in \mathbf{R}^+, x \in \mathbf{R}^+$$

Std. Gaussian (Normal) Distribution

- Bell shape curve

$$p(x) = \frac{1}{\sqrt{2\pi}} \exp\left(-\frac{x^2}{2}\right)$$



Central Limit Theorem

$$\blacklozenge \{X_1, \dots\} \text{ i.i.d.}, S_n = \frac{\sum_{i=1}^n x_i}{n}$$

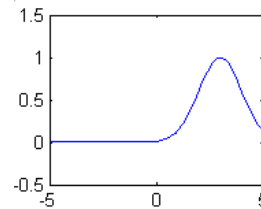
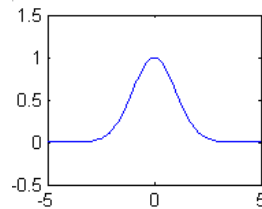
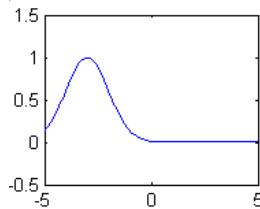
$$E(X) = \mu, \text{Var}(X) = \sigma^2$$

$$\text{then } \sqrt{n} \frac{S_n - \mu}{\sigma} \xrightarrow{n \rightarrow \infty} \text{std. normal}$$

Gaussian Distribution

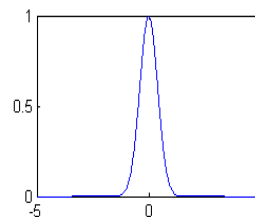
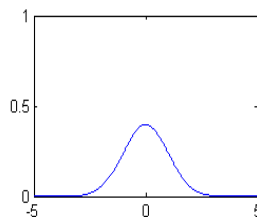
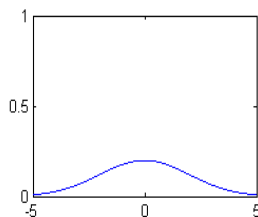
- 1-dimensional Gaussian with mean parameter μ translates Gaussian left & right

$$p(x|\mu) = \frac{1}{\sqrt{2\pi}} \exp\left(-\frac{1}{2}(x - \mu)^2\right)$$



- Variance parameter σ^2 controls the width of the Gaussian

$$p(x|\mu, \sigma) = \frac{1}{\sqrt{2\pi}\sigma} \exp\left(-\frac{1}{2\sigma^2}(x - \mu)^2\right)$$



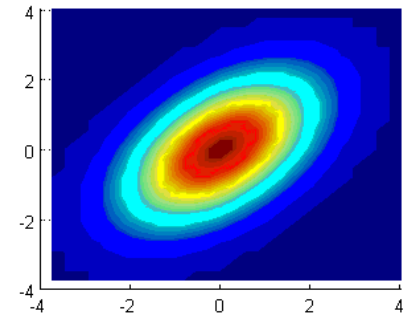
Note: $\int_{-\infty}^{\infty} p(x) dx = 1$

Multivariate Gaussian

- Gaussian can extend to D -dimensions
- Gaussian mean parameter μ vector, it translates the bump
- Covariance matrix Σ stretches and rotates bump

$$p(\vec{x}|\vec{\mu}, \Sigma) = \frac{1}{(2\pi)^{\frac{D}{2}} \sqrt{|\Sigma|}} \exp\left(-\frac{1}{2}(\vec{x} - \vec{\mu})\Sigma^{-1}(\vec{x} - \vec{\mu})\right)$$

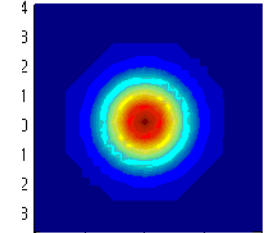
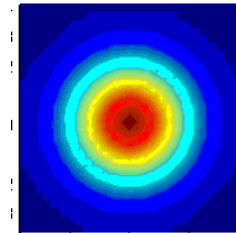
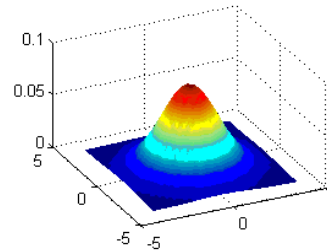
- Mean is any real vector
- Max and expectation = μ
- Variance parameter is now Σ matrix
- Covariance matrix is positive definite
- Covariance matrix is symmetric
- Need matrix **inverse** (inv)
- Need matrix **determinant** (det)
- Need matrix **trace** operator (trace)



Multivariate Gaussian

- Spherical:

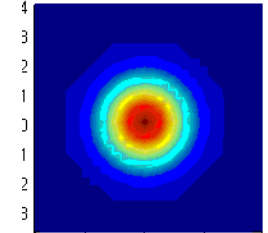
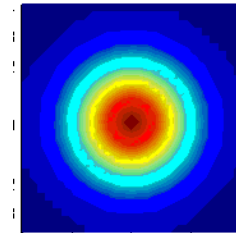
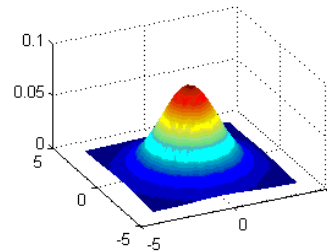
$$\Sigma = \sigma^2 I = \begin{bmatrix} \sigma^2 & 0 & 0 \\ 0 & \sigma^2 & 0 \\ 0 & 0 & \sigma^2 \end{bmatrix}$$



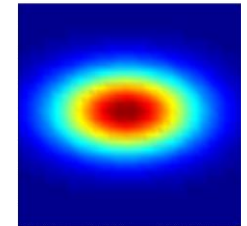
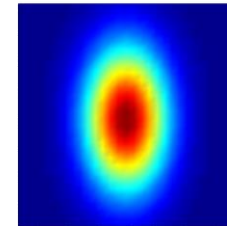
Multivariate Gaussian

- Spherical:

$$\Sigma = \sigma^2 I = \begin{bmatrix} \sigma^2 & 0 & 0 \\ 0 & \sigma^2 & 0 \\ 0 & 0 & \sigma^2 \end{bmatrix}$$



- Diagonal Covariance: \hat{Y}
 dimensions of x are independent
 product of multiple 1d Gaussians



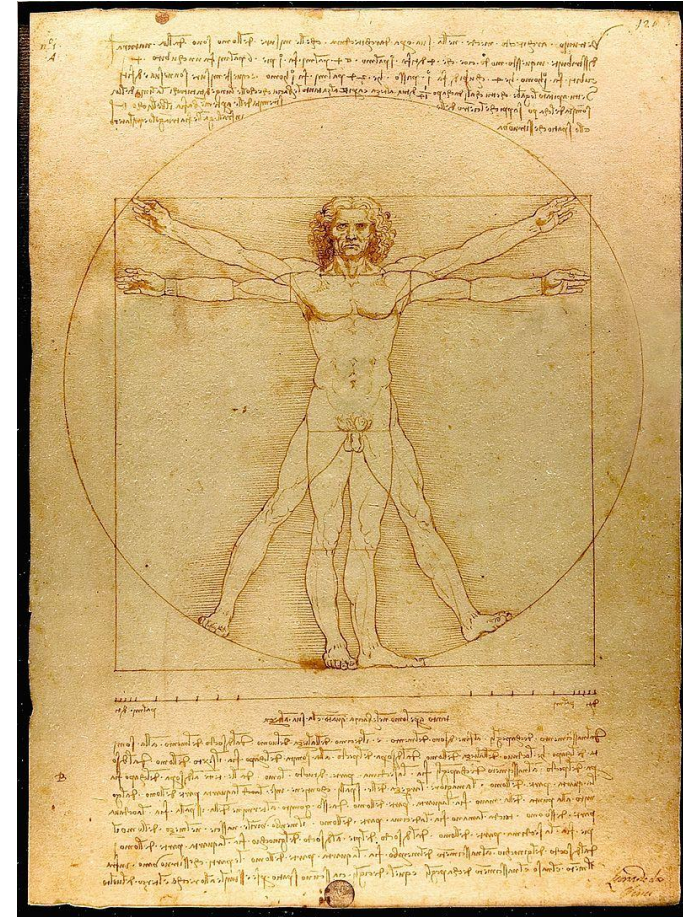
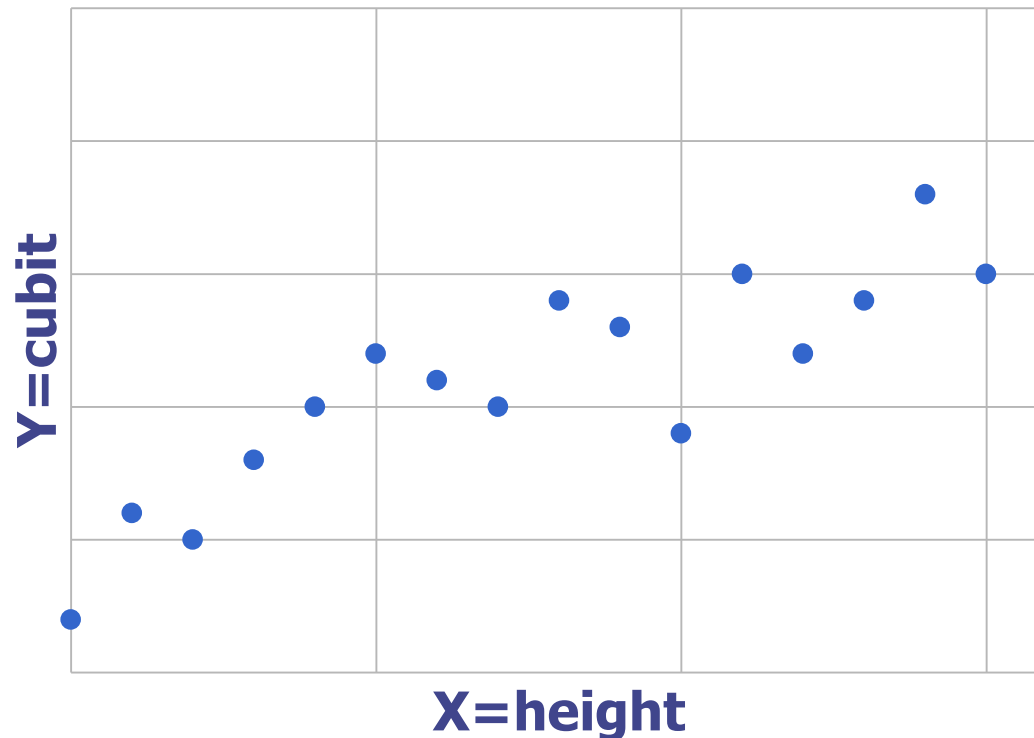
$$p(\vec{x}|\vec{\mu}, \Sigma) = \prod_{d=1}^D \frac{1}{\sqrt{2\pi}\vec{\sigma}(d)} \exp\left(-\frac{(\vec{x}(d) - \vec{\mu}(d))^2}{2\vec{\sigma}(d)^2}\right)$$

$$\Sigma = \begin{bmatrix} \vec{\sigma}(1)^2 & 0 & 0 & 0 \\ 0 & \vec{\sigma}(2)^2 & 0 & 0 \\ 0 & 0 & \vec{\sigma}(3)^2 & 0 \\ 0 & 0 & 0 & \vec{\sigma}(4)^2 \end{bmatrix}$$

Regression and Gaussians

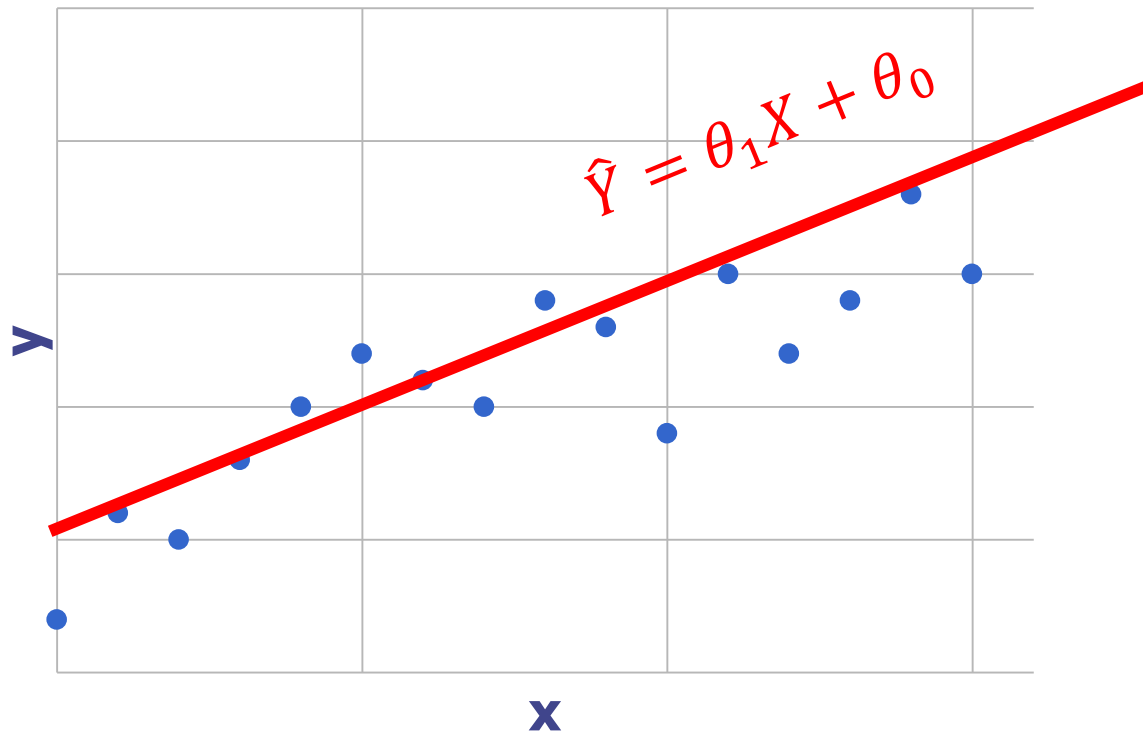
Vitruvian Man: cubit = $\frac{1}{4}$ height

Reality : cubit = $\frac{1}{4}$ height + noise



Regression and Gaussians

Assume y_i is supposed to be \hat{y}_i but many iid, small sources of error



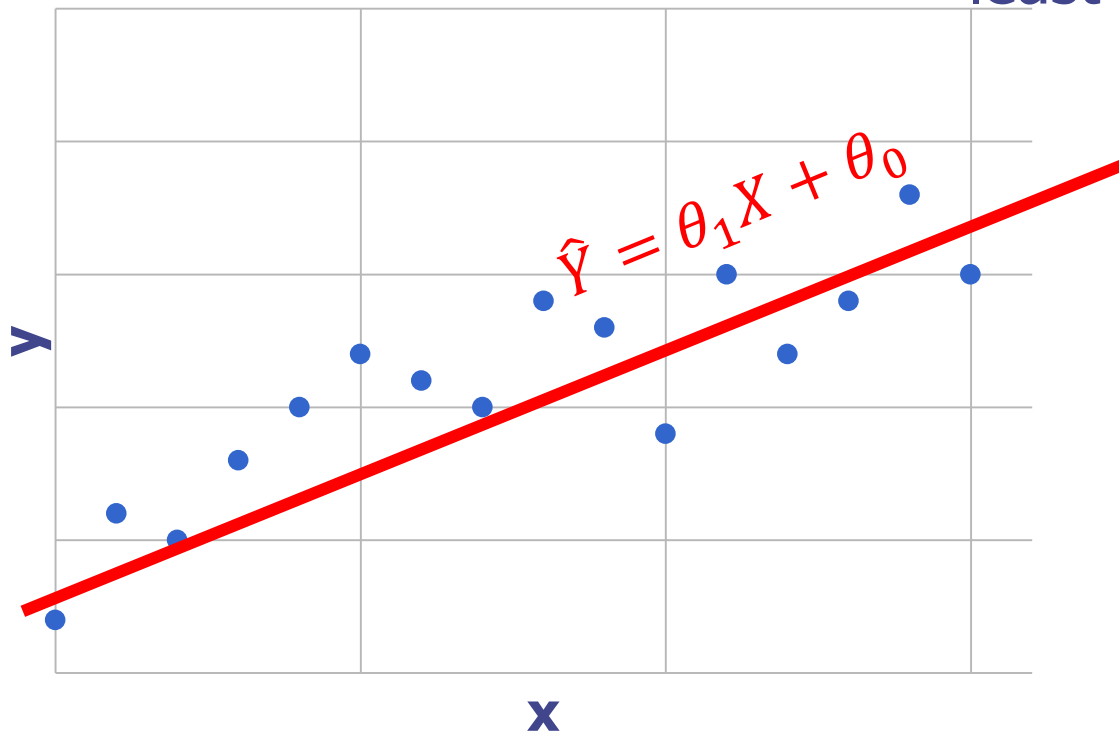
Regression and Gaussians

Assume y_i is supposed to be \hat{y}_i but many iid, small sources of error $y_i \sim \text{Normal}(\hat{y}_i, \sigma^2)$

log-likelihood:

$$l(Y) = \log \prod_i \text{Prob}(y_i | \hat{y}_i, \sigma^2) = C - \frac{1}{2\sigma^2} \sum_i (y_i - \hat{y}_i)^2$$

least squares = max likelihood



Summary

- ◆ Probability definitions, distributions, moments, theorems
- ◆ Gaussians motivate least squares