

Machine Learning

Volker Roth

Department of Mathematics & Computer Science
University of Basel

Chapter 2: Generative models for discrete data

- Foundations of Bayesian inference
- Bayesian concept learning: the number game
- The beta-binomial model: tossing coins
- The Dirichlet-multinomial model: rolling dice

Bayesian concept learning

- Consider how a child learns the meaning of the word *dog*.
- Presumably from positive examples, like “*look at the cute dog!*”
- Negative examples much less likely, “*look at that non-dog*” (?)
- Psychological research has shown that people can learn concepts **from positive examples alone**.
- Learning meaning of a word = concept learning = binary classification: $f(x) = 1$ if x is example of concept C , and 0 otherwise.
- Standard classification requires positive and negative examples...
Bayesian concept learning uses positive examples alone.
- Example: the *number game*: I choose some arithmetical concept C , such as “prime number”. I give you a (random) series of positive examples $\mathcal{D} = \{x_1, \dots, x_N\}$ drawn from C .
Question: does new \tilde{x} belong to C ?

The number game

- Consider integers in $[1, 100]$. I tell you 16 is a positive example.
What are other positive examples? Difficult with only one example...
- Intuition: numbers similar to 16 are more likely.
- But what means *similar*? 17 (close by), 6 (one digit in common), 32 (also even and a power of 2), etc.
- Represent this as a probability distribution:
 $p(\tilde{x}|\mathcal{D})$: probability that $\tilde{x} \in C$ given \mathcal{D} .
~~~ **posterior predictive distribution.**
- After seeing  $\mathcal{D} = \{16, 8, 2, 64\}$ , you may guess that the concept is “powers of two”.
- ...if instead I tell you  $\mathcal{D} = \{16, 23, 19, 20\}$ ...
- How can we explain this behavior and emulate it in a machine?
- Suppose we have a **hypothesis space of concepts,  $\mathcal{H}$ .**

## Examples

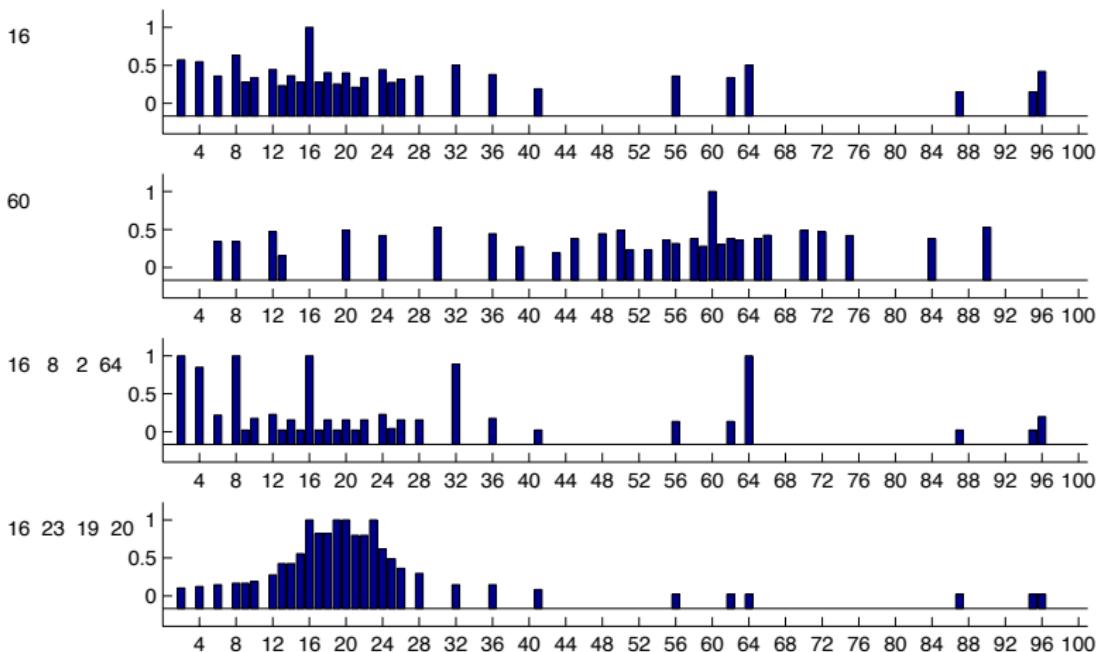


Figure 3.1 in K. Murphy. Empirical predictive distribution averaged over 8 humans in the number game. First two rows: after seeing  $\mathcal{D} = \{16\}$  and  $\mathcal{D} = \{60\}$ . This illustrates diffuse similarity. Third row: after seeing  $\mathcal{D} = \{16, 8, 2, 64\}$ . This illustrates rule-like behavior (powers of 2). Bottom row: after seeing  $\mathcal{D} = \{16, 23, 19, 20\} \rightsquigarrow$  focused similarity (numbers near 20)

# The number game

- **Version space:** subset of  $\mathcal{H}$  that is consistent with  $\mathcal{D}$ .
- As we see more examples, the version space shrinks and we become increasingly certain about the concept.
- But: version space is not the whole story:
  - ▶ After seeing  $\mathcal{D} = \{16\}$ , there are many consistent rules; how do you combine them to predict if  $\tilde{x} \in C$ ?
  - ▶ Also, after seeing  $\mathcal{D} = \{16, 8, 2, 64\}$ , why did you choose the rule “powers of two” and not “all even numbers”, or “powers of two except for 32”, which are equally consistent with the evidence?
- **Bayesian explanation.**

## The number game: Likelihood

- Having seen  $\mathcal{D} = \{16, 8, 2, 64\}$ , we must explain why we chose  $h_{\text{two}} = \text{"powers of two"}$ , and not  $h_{\text{even}} = \text{"even numbers"}$ .
- Key intuition: want to avoid suspicious coincidences. If the true concept was  $h_{\text{even}}$ , how come we only saw powers of two?
- Formalization: assume that examples are sampled uniformly at random from the extension of a concept, e.g.  
$$h_{\text{even}} = \{2, 4, 6, \dots, 100\}.$$
- Given this assumption, the probability of independently sampling  $N$  items (with replacement) from  $h$  is  $p(\mathcal{D}|h) = \left[\frac{1}{|h|}\right]^N$ .
- Size principle:** the model favors the simplest hypothesis consistent with the data. Known as **Occam's razor**.
- William of Ockham** (1287-1347):  
When presented with **competing hypotheses that make the same predictions**, select the **simplest one**.

# The number game: Likelihood

- Let  $\mathcal{D} = \{16\} \rightsquigarrow p(\mathcal{D}|h_{\text{two}}) = 1/6$ , since there are 6 powers of two less than 100, but  $p(\mathcal{D}|h_{\text{even}}) = 1/50$ , since there are 50 even numbers.
- So the likelihood that  $h = h_{\text{two}}$  is higher than if  $h = h_{\text{even}}$ .
- After 4 examples,  $p(\mathcal{D}|h_{\text{two}}) = (1/6)^4$ ,  $p(\mathcal{D}|h_{\text{even}}) = (1/50)^4$ .
- This is a **likelihood ratio** of almost 5000:1 in favor of  $h_{\text{two}}$ .
- This quantifies our earlier intuition that  $\mathcal{D} = \{16, 8, 2, 64\}$  would be a very suspicious coincidence if generated by  $h_{\text{even}}$ .

## The number game: Prior

- Given  $\mathcal{D} = \{16, 8, 2, 64\}$ , the concept

$h' = \text{"powers of two except 32"}$

is more likely than

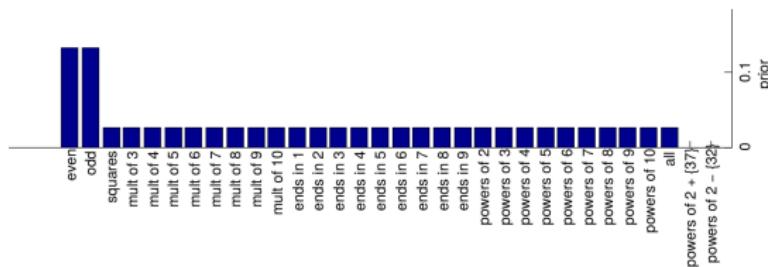
$h = \text{"powers of two"}$ ,

since  $h'$  does not need to explain the coincidence that 32 is missing.

- However,  $h'$  seems "conceptually unnatural".
- Capture such intuition by assigning **low prior probability** to "unnatural" concepts.
- Your prior might be different than mine, and this **subjective aspect** of Bayesian reasoning is a source of much controversy.
- But priors are actually quite useful:
  - If you are told the numbers are from some arithmetic rule, then given 1200, 1500, and 900, you may think 400 is likely but 1183 is unlikely.
  - But if you are told that the numbers are examples of healthy cholesterol levels, you would probably think 400 is unlikely and 1183 is likely.

# The number game: Prior

- The prior is the mechanism to formalize background knowledge.  
**Without this, rapid learning is impossible.**
- Example: use a simple prior which puts uniform probability on 30 simple arithmetical concepts.
- To make things more interesting, we make the concepts “even” and “odd” more likely a priori.
- We also include two “unnatural” concepts, namely “powers of 2, plus 37” and “powers of 2, except 32”, but give them low prior weight.



From Figure 3.2 in K. Murphy. Prior.

## The number game: Posterior

- The posterior is simply the likelihood times the prior, normalized:

$$p(h|\mathcal{D}) = \frac{1}{p(\mathcal{D})} p(\mathcal{D}|h)p(h) = \frac{p(h)\mathbb{I}(\mathcal{D} \in h)/|h|^N}{\sum_{h' \in \mathcal{H}} p(h')\mathbb{I}(\mathcal{D} \in h')/|h'|^N},$$

where  $\mathbb{I}(\mathcal{D} \in h) = 1$  iff the data are in extension of hypothesis  $h$ .

- After seeing  $\mathcal{D} = \{16, 8, 2, 64\}$ , the likelihood is much more peaked on the *powers of two* concept, so this dominates the posterior.
- In general, when we have enough data, the posterior  $p(h|\mathcal{D})$  becomes peaked on a single concept, namely the **MAP estimate**

$$p(h|\mathcal{D}) \rightarrow \delta_{\hat{h}^{\text{MAP}}}(h),$$

where

$$\hat{h}^{\text{MAP}} = \arg \max_h p(h|\mathcal{D})$$

is the posterior mode, and  $\delta$  is the Dirac measure

$$\delta_x(A) = \begin{cases} 1 & , \text{ if } x \in A, \\ 0 & \text{otherwise} \end{cases}$$

## The number game: Posterior

- Note that the MAP estimate can be written as

$$\hat{h}^{\text{MAP}} = \arg \max_h p(h|\mathcal{D}) = \arg \max_h [\log p(\mathcal{D}|h) + \log p(h)]$$

- Likelihood depends exponentially on  $N$ , prior stays constant  
~~ as we get more data, the MAP estimate converges to the **maximum likelihood estimate** (MLE):

$$\hat{h}^{\text{MLE}} = \arg \max_h p(\mathcal{D}|h) = \arg \max_h \log p(\mathcal{D}|h).$$

~~ **Enough data overwhelms the prior.**

- If the true hypothesis is in the hypothesis space, then the MAP/ ML estimate will converge upon this hypothesis. Thus Bayesian inference (and ML estimation) are **consistent estimators**.
- We also say that the hypothesis space is identifiable in the limit, meaning we can recover the truth in the limit of infinite data.

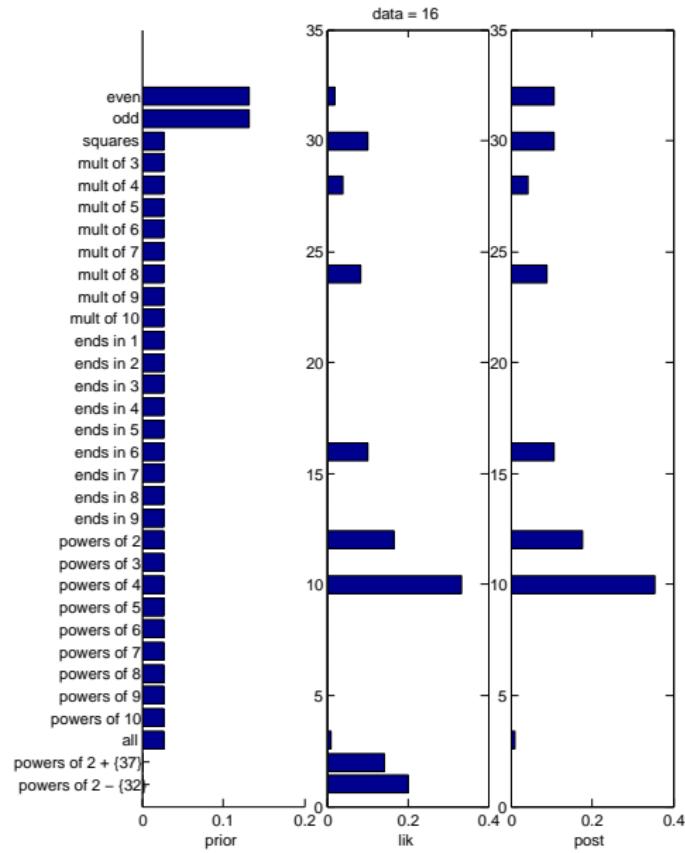


Figure 3.2 in K. Murphy. Prior, likelihood and posterior for  $\mathcal{D} = \{16\}$ .

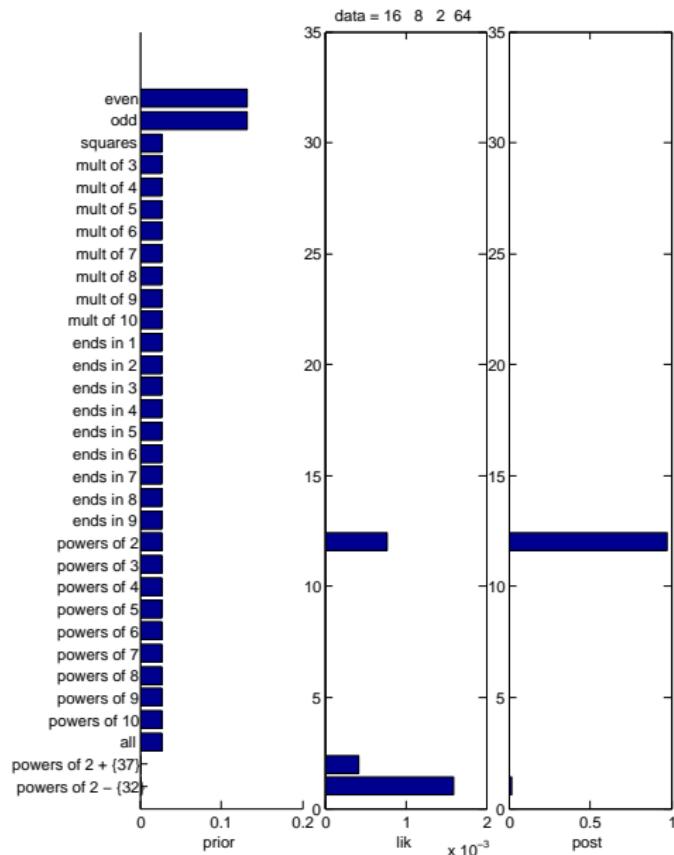


Figure 3.3 in K. Murphy. Prior, likelihood and posterior for  $\mathcal{D} = \{16, 8, 2, 64\}$ .

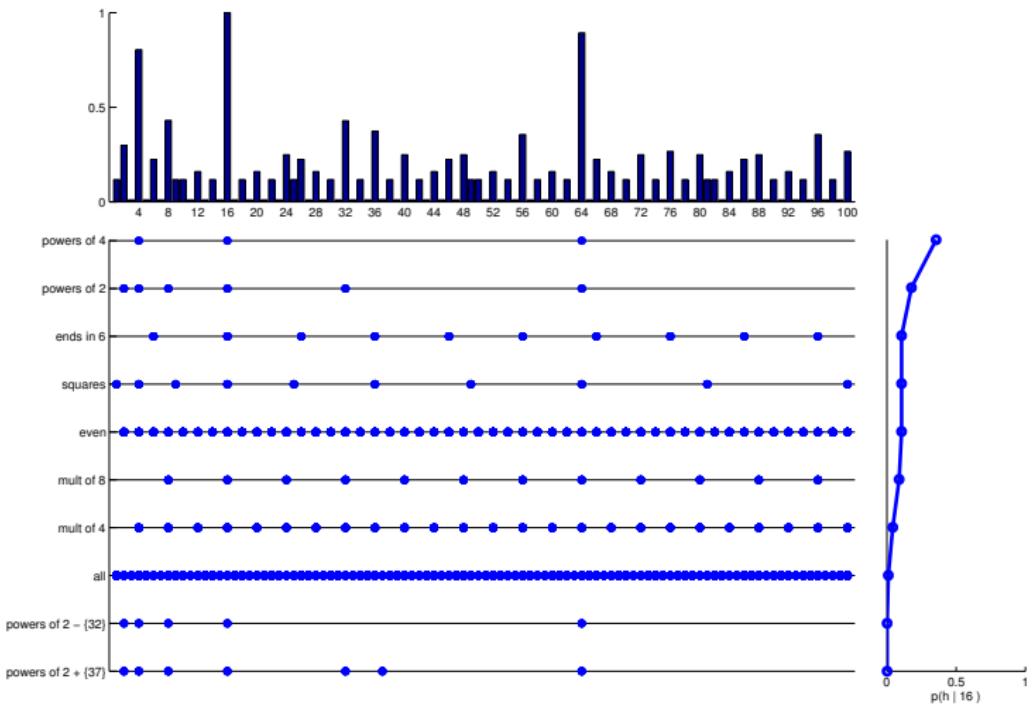


Figure 3.4 in K. Murphy. Posterior over hypotheses and predictive distribution after seeing  $\mathcal{D} = \{16\}$ . A dot means this number is consistent with  $h$ .

Right:  $p(h|\mathcal{D})$ . Weighed sum of dots  $\rightsquigarrow p(\tilde{x} \in C|\mathcal{D})$  (top).

# The number game: Posterior predictive distribution

- Posterior = internal belief state about the world.  
Test these beliefs by making predictions.
- The **posterior predictive distribution** is given by

$$p(\tilde{x} \in C | \mathcal{D}) = \sum_h p(\tilde{x} | h) p(h | \mathcal{D})$$

~~ weighted average of the predictions of each hypothesis  
~~ **Bayes model averaging.**

- Small dataset ~~ vague posterior  $p(h | \mathcal{D})$  ~~ broad predictive distribution.
- Once we have “figured things out”, posterior becomes a delta function centered at the MAP estimate:

$$p(\tilde{x} \in C | \mathcal{D}) = \sum_h p(\tilde{x} | h) \delta_{\hat{h}^{\text{MAP}}}(h) = p(\tilde{x} | \hat{h})$$

~~ **Plug-in approximation.** In general, under-represents uncertainty!

- Typically, predictions by plug-in and Bayesian approach quite different for small  $N$  although they converge to same answer as  $N \rightarrow \infty$ .

## Examples

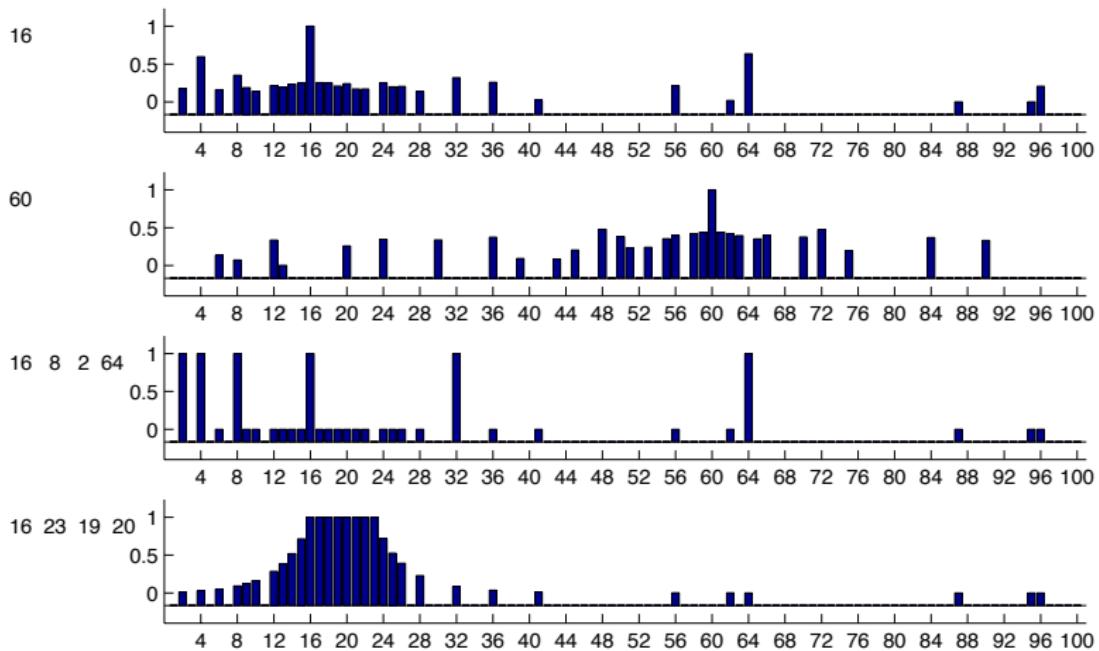


Figure 3.5 in K. Murphy. Predictive distributions for the model using the full hypothesis space.

# The beta-binomial model

- Number game: inferring a distribution of a **discrete variable** drawn from a **finite hypothesis space**,  $h \in \mathcal{H}$ , given a **series of discrete observations**.
- This made the computations simple: just needed to sum, multiply and divide.
- Often, the  $K$  unknown parameters are **continuous**, so the hypothesis space is (some subset) of  $\mathbb{R}^K$ .
- This complicates mathematics (replace sums with integrals), but the basic ideas are the same.
- Example: inferring the probability that a coin shows up heads, given a series of observed coin tosses.

## The beta-binomial model: Likelihood

- Suppose  $X_i \sim \text{Ber}(\theta)$ , where  $X_i = 1$  represents “heads”, and  $\theta \in [0, 1]$  is the probability of heads.
- Assuming iid data, the likelihood is

$$p(\mathcal{D}|\theta) = \theta^{N_1}(1-\theta)^{N_0}, \quad N_1 = \sum_{i=1}^N \mathbb{I}(x_i = 1) \text{ heads},$$
$$N_0 = \sum_{i=1}^N \mathbb{I}(x_i = 0) \text{ tails.}$$

- $\{N_1, N_0\}$  are a **sufficient statistics of the data**: all we need to know to infer  $\theta$ .
- Formally:  $s(\mathcal{D})$  is a sufficient statistic for  $\mathcal{D}$  if  $p(\theta|\mathcal{D}) = p(\theta|s(\mathcal{D}))$ .
- Two datasets with same sufficient statistics  
~~ same estimated value for  $\theta$ .

## The beta-binomial model: Likelihood

- Suppose we observe the count of the number of heads  $N_1$  in a fixed number  $N = N_1 + N_0$  of trials:  $N_1 \sim \text{Bin}(N_1|N, \theta)$ , where

$$\text{Bin}(N_1|N, \theta) = \binom{N}{N_1} \theta^{N_1} (1 - \theta)^{N - N_1}.$$

- The factor  $\binom{N}{N_1}$  is independent of  $\theta$   
~~ **likelihood for binomial sampling = Bernoulli likelihood.**
- Any inferences we make about  $\theta$  will be the same whether we observe the counts,  $\mathcal{D} = (N_1, N)$ , or a sequence of trials,  $\mathcal{D} = \{x_1, \dots, x_N\}$ .

## The beta-binomial model: Prior

- Need a prior over the interval  $[0, 1]$ . Would be convenient if the prior had the same form as the likelihood:  $p(\theta) \propto \theta^{\gamma_1}(1 - \theta)^{\gamma_2}$ .
- Then, the posterior would be

$$p(\theta|\mathcal{D}) \propto \theta^{N_1+\gamma_1}(1 - \theta)^{N_0+\gamma_2}.$$

Prior and posterior have the same form  $\leadsto$  **conjugate prior**.

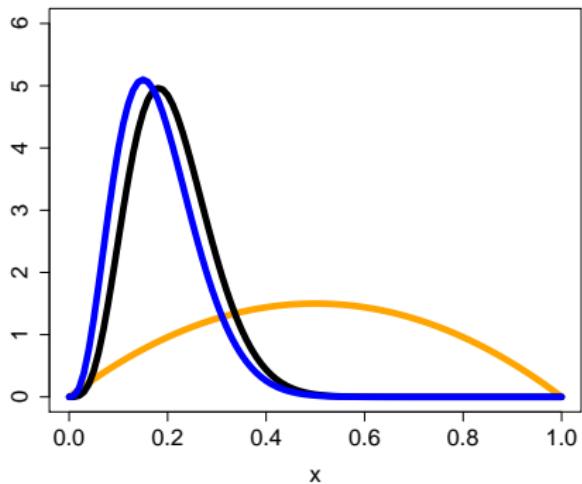
- In the case of the Bernoulli likelihood, the conjugate prior is the **beta distribution**:

$$\text{Beta}(\theta|a, b) \propto \theta^{a-1}(1 - \theta)^{b-1}$$

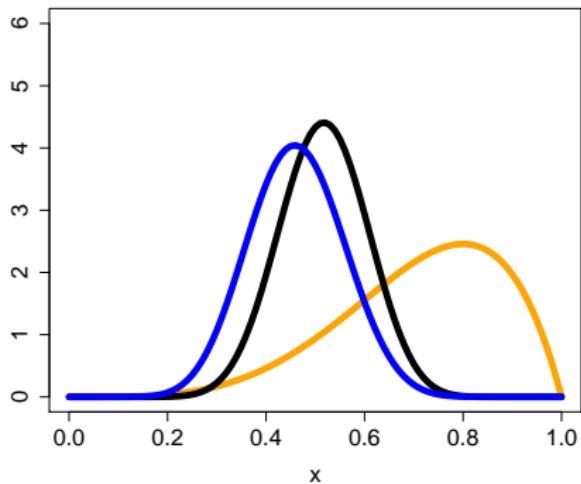
- The parameters of the prior are called **hyper-parameters**.  
We can set them to **encode our prior beliefs**.
- If we know “nothing” about  $\theta$ , we can use a uniform prior.  
Can be represented by a beta distribution with  $a = b = 1$ .

# The beta-binomial model

Prior (orange):  $a = 2, b = 2$ , Likelihood (blue):  $N_0 = 17, N_1 = 3$



Prior (orange):  $a = 5, b = 2$ , Likelihood (blue):  $N_0 = 13, N_1 = 11$



a) Updating a Beta(2, 2) prior with a Binomial likelihood with sufficient statistics  $N_1 = 3, N_0 = 17$  to yield a Beta(5, 19) posterior. (b) Updating a Beta(5, 2) prior with a Binomial likelihood with sufficient statistics  $N_1 = 11, N_0 = 13$  to yield a Beta(16, 15) posterior.

## The beta-binomial model: Posterior

- Multiplying with the beta prior we get the following posterior:

$$p(\theta|\mathcal{D}) \propto \text{Bin}(N_1|N, \theta) \text{Beta}(\theta|a, b) \propto \text{Beta}(\theta|N_1 + a, N_0 + b)$$

- Posterior is obtained by adding the prior hyper-parameters to the empirical counts

~~> hyper-parameters are known as **pseudo counts**.

- The strength of the prior, also known as the **equivalent sample size**, is the sum of the pseudo counts,  $\alpha_0 = a + b$ .
- Plays a role analogous to the data set size,  $N_1 + N_0 = N$ .

# The beta-binomial model: Posterior predictive distribution

- So far: focus on **inference of unknown parameter(s)**.
- Let us now turn our attention to **prediction of future observable data**.
- Consider predicting the probability of heads in a single future trial under a  $\text{Beta}(N_1 + a, N_0 + b)$  posterior  
~~ **posterior predictive distribution:**

$$\begin{aligned} p(\tilde{x} = 1 | \mathcal{D}) &= \int_0^1 p(\tilde{x} = 1 | \theta) p(\theta | \mathcal{D}) d\theta \\ &= \int_0^1 \theta \underbrace{\text{Beta}(\theta | N_1 + a, N_0 + b)}_{p(\theta | \mathcal{D})} d\theta \\ &= E[\theta | \mathcal{D}] = \frac{N_1 + a}{N_1 + N_0 + a + b} \\ \{ \text{Note} : \mu[\text{Beta}(\alpha, \beta)] = \frac{\alpha}{\alpha + \beta} \} \end{aligned}$$

## Overfitting and the black swan paradox

- Suppose that we plug-in the MLE, i.e., we use  $p(\tilde{x}|\mathcal{D}) \approx \text{Ber}(\tilde{x}|\hat{\theta}_{\text{MLE}})$ .
- Can perform quite poorly when the sample size is small: suppose we have seen  $N = 3$  tails  $\rightsquigarrow \hat{\theta}_{\text{MLE}} = 0/3 = 0$   
 $\rightsquigarrow$  **heads seem to be impossible.**
- This is called the **zero count problem** or sparse data problem.
- Even highly relevant in the era of “big data”: think about partitioning (patient) data based on (personalized) criteria.
- Analogous to a problem in philosophy called **black swan paradox**:  
A black swan was a metaphor for something that could not exist.
- Bayesian solution: use a uniform prior:  $a = b = 1$ .
- Plugging in the posterior gives **Laplace's rule of succession**

$$p(\tilde{x} = 1|\mathcal{D}) = \frac{N_1 + 1}{N_1 + N_0 + 2}$$

Justifies common practice of adding 1 to empirical counts.

# The Dirichlet-multinomial model

- So far: inferring the probability that a coin comes up heads.
- Generalization: probability that a die with  $K$  sides comes up as face  $k$ .
- Likelihood: observe  $N$  dice rolls  $\mathcal{D} = \{x_1, \dots, x_N\}$ ,  $x_i \in \{1, \dots, K\}$ .

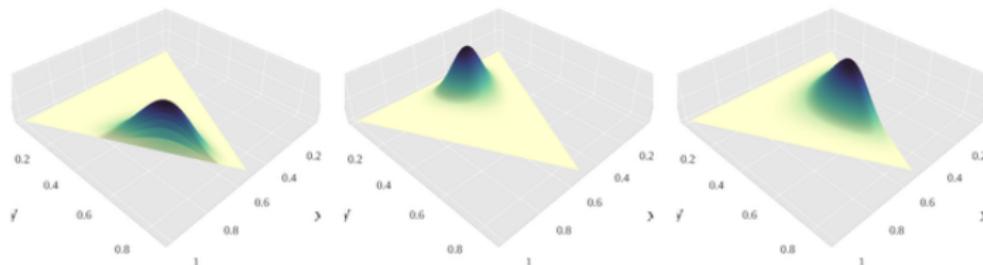
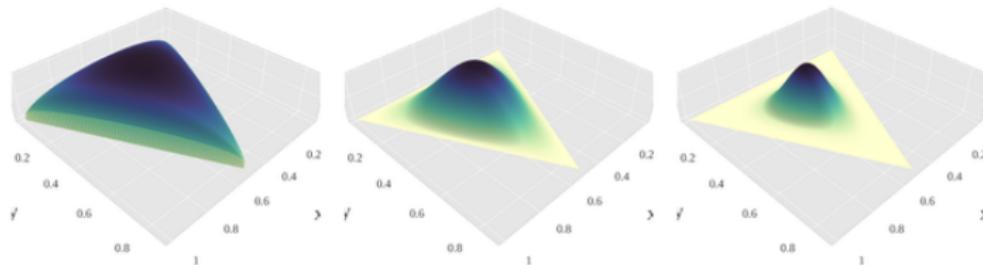
$$\text{iid assumption } \rightsquigarrow p(\mathcal{D}|\boldsymbol{\theta}) = \prod_{k=1}^K \theta_k^{N_k},$$

where  $N_k$  is the number of times event  $k$  occurred (these are the sufficient statistics for this model).

- Prior:  $\boldsymbol{\theta}$  lives in  $K$ -dim probability simplex. Conjugate prior with this property: **Dirichlet distribution**

$$p(\boldsymbol{\theta}|\boldsymbol{\alpha}) = \text{Dir}(\boldsymbol{\theta}|\boldsymbol{\alpha}) = \frac{1}{B(\boldsymbol{\alpha})} \prod_{k=1}^K \theta_k^{\alpha_k - 1}.$$

# Dirichlet distribution



[wikimedia.org/w/index.php?curid=49908662](https://wikimedia.org/w/index.php?curid=49908662)

# The Dirichlet-multinomial model

- Posterior:

$$\begin{aligned} p(\theta|\mathcal{D}) &\propto p(D|\theta)p(\theta|\alpha) \\ &\propto \prod_{k=1}^K \theta_k^{N_k} \prod_{k=1}^K \theta_k^{\alpha_k-1} \\ &\propto \prod_{k=1}^K \theta_k^{N_k + \alpha_k - 1} \\ &= \text{Dir}(\theta|\alpha_1 + N_1, \dots, \alpha_K + N_K) \end{aligned}$$

- Note that we (again) add pseudo-counts  $\alpha_k$  to empirical counts  $N_k$ .

# The Dirichlet-multinomial model

- Posterior predictive:

$$\begin{aligned} p(\tilde{X} = j | \mathcal{D}) &= \int p(\tilde{X} = j | \boldsymbol{\theta}) p(\boldsymbol{\theta} | \mathcal{D}) d\boldsymbol{\theta}, \quad \{\text{write } \boldsymbol{\theta} = (\boldsymbol{\theta}_{-j}, \theta_j)^t\} \\ &= \int p(\tilde{X} = j | \theta_j) \left[ \int p(\boldsymbol{\theta}_{-j} | \theta_j, \mathcal{D}) d\boldsymbol{\theta}_{-j} \right] d\theta_j \\ &= \int \theta_j p(\theta_j | \mathcal{D}) d\theta_j \\ &= E[\theta_j | \mathcal{D}] = \frac{N_j + a_j}{\sum_k (N_k + a_k)} \end{aligned}$$

- Note: This **Bayesian smoothing** avoids the zero-count problem. Even more important in the multinomial case, since we partition the data into many categories.

## Example: Simple language model

- Goal: predict which words might occur next in a sequence.
- **Bag of words model:** assume that  $i$ 'th word  $X_i \in \{1, \dots, K\}$  is sampled independently from other words using  $\text{Cat}(\theta)$  distribution.
- Suppose we observe the following sequence (children's nursery rhyme)

Mary had a little lamb, little lamb, little lamb,  
Mary had a little lamb, its fleece as white as snow

- Suppose our vocabulary consists of the following words:

|      |      |        |     |        |       |       |      |      |     |
|------|------|--------|-----|--------|-------|-------|------|------|-----|
| mary | lamb | little | big | fleece | white | black | snow | rain | unk |
| 1    | 2    | 3      | 4   | 5      | 6     | 7     | 8    | 9    | 10  |

**unk** stands for unknown (all other words)

- Standard procedure: strip off punctuation, and remove any stop words such as "a", "as", "the", etc.

## Example: Simple language model

- Replace each word by its index into the vocabulary to get:

1 10 3 2 3 2 3 2

1 10 3 2 10 5 6 8

- Count how often each word occurred  $\rightsquigarrow$  histogram of word counts:

| Token | 1    | 2    | 3      | 4   | 5      | 6     | 7     | 8    | 9    | 10  |
|-------|------|------|--------|-----|--------|-------|-------|------|------|-----|
| Word  | mary | lamb | little | big | fleece | white | black | snow | rain | unk |
| Count | 2    | 4    | 4      | 0   | 1      | 1     | 0     | 1    | 0    | 3   |

## Example: Simple language model

- Denote above counts by  $N_j$ , use a  $\text{Dir}(\alpha)$  prior  
 $\rightsquigarrow$  posterior predictive

$$p(\tilde{X} = j | \mathcal{D}) = E[\theta_j | \mathcal{D}] = \frac{N_j + a_j}{\sum_k (N_k + a_k)}$$

If we set  $\alpha_j = 1$ , we get

$$p(\tilde{X} = j | \mathcal{D}) = \left( \frac{3}{27}, \frac{5}{27}, \frac{5}{27}, \frac{1}{27}, \frac{2}{27}, \frac{2}{27}, \frac{1}{27}, \frac{2}{27}, \frac{1}{27}, \frac{5}{27} \right)$$

- Peaks at  $X = 2$  ("lamb"),  $X = 3$  ("little") and  $X = 10$  ("unk").
- Note that the words "big", "black" and "rain" are predicted to occur with non-zero probability in the future, even though they have never been seen before.