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## Probabilistic models

Probabilistic models define a probability distribution over features and labels:


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| Probabilistic models: classification |  |
| :---: | :---: |
|  | Probabilistic models define a probability distribution over features and labels: |
|  | Given an unlabeled example: yellow, curved, no leaf, boz predict the label <br> How do we use a probabilistic model for classification/prediction? |

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## Probabilistic models

Probabilities are nice to work with
$\square$ range between 0 and 1
$\square$ can combine them in a well understood way
$\square$ lots of mathematical background/theory

Provide a strong, well-founded groundwork

- Allow us to make clear decisions about things like smoothing
- Tend to be much less "heuristic"
- Models have very clear meanings


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## Probabilistic models: big questions

1. Which model do we use, i.e. how do we calculate p (feature, label)?
2. How do train the model, i.e. how to we we estimate the probabilities for the model?
3. How do we deal with overfitting (i.e. smoothing)?

| Basic steps for probabilistic modeling |  |
| :--- | :--- |
| Step 1: pick a model | Probabilistic models <br> Which model do we use, <br> i.e. how do we calculate <br> p(feature, label)? |
| Step 2: figure out how to <br> estimate the probabilities for <br> the model | How do train the model, <br> i.e. how to we we <br> estimate the probabilities <br> for the model? |
| Step 3 (optional): deal with <br> overfitting | How do we deal with <br> overfitting? |

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| Some math |  |
| ---: | :--- |
| p(features, label) | $=p\left(x_{1}, x_{2}, \ldots, x_{m}, y\right)$ |
|  | $=p(y) p\left(x_{1}, x_{2}, \ldots, x_{m} \mid y\right)$ |
|  |  |
| What rule? |  |

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| Some math |  |
| ---: | :--- |
| $p($ features,label $)=p\left(x_{1}, x_{2}, \ldots, x_{m}, y\right)$ |  |
|  | $=p(y) p\left(x_{1}, x_{2}, \ldots, x_{m} \mid y\right)$ |
|  | $=p(y) p\left(x_{1} \mid y\right) p\left(x_{2}, \ldots, x_{m} \mid y, x_{1}\right)$ |
|  | $=p(y) p\left(x_{1} \mid y\right) p\left(x_{2} \mid y, x_{1}\right) p\left(x_{3}, \ldots, x_{m} \mid y, x_{1}, x_{2}\right)$ |
|  | $=p(y) \prod_{j=1}^{m} p\left(x_{i} \mid y, x_{1}, \ldots, x_{i-1}\right)$ |

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Full distribution tables


All possible combination of features!

Table size: $2^{7000}=$ ?

## Step 1: pick a model

$p($ features, label $)=p(y) \prod_{j=1}^{m} p\left(x_{i} \mid y, x_{1}, \ldots, x_{i-1}\right)$
So, far we have made NO assumptions about the data

$$
p\left(x_{m} \mid y, x_{1}, x_{2}, \ldots, x_{m-1}\right)
$$

How many entries would the probability distribution table have if we tried to represent all possible values and we had 7000 binary features?

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Naïve Bayes assumption

$$
p(\text { features, label })=p(y) \prod_{j=1}^{m} p\left(x_{i} \mid y, x_{1}, \ldots, x_{i-1}\right)
$$

$$
p\left(x_{i} \mid y, x_{1}, x_{2}, \ldots, x_{i-1}\right)=p\left(x_{i} \mid y\right)
$$

What does this assume?

## Step 1: pick a model

$$
p(\text { features,label })=p(y) \prod_{j=1}^{m} p\left(x_{i} \mid y, x_{1}, \ldots, x_{i-1}\right)
$$

So, far we have made NO assumptions about the data
Model selection involves making assumptions about the data

We've done this before, n -gram language model, parsing, etc.

These assumptions allow us to represent the data more compactly and to estimate the parameters of the model

Naïve Bayes assumption

$$
p(\text { features,label })=p(y) \prod_{j=1}^{m} p\left(x_{i} \mid y, x_{1}, \ldots, x_{i-1}\right)
$$

$$
p\left(x_{i} \mid y, x_{1}, x_{2}, \ldots, x_{i-1}\right)=p\left(x_{i} \mid y\right)
$$

Assumes feature i is independent of the the other features given the label

Is this true for text, say, with unigram features?

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## Naïve Bayes assumption

$$
p\left(x_{i} \mid y, x_{1}, x_{2}, \ldots, x_{i-1}\right)=p\left(x_{i} \mid y\right)
$$

For most applications, this is not true!
For example, the fact that "San" occurs will probably make it more likely that "Francisco" occurs

However, this is often a reasonable approximation:

$$
p\left(x_{i} \mid y, x_{1}, x_{2}, \ldots, x_{i-1}\right) \approx p\left(x_{i} \mid y\right)
$$

## $p(x \mid y)$

Binary features (aka, Bernoulli Naïve Bayes) :

$$
p\left(x_{j} \mid y\right)=\left\{\begin{array}{cc}
\theta_{j} & \text { if } x_{i}=1 \\
1-\theta_{j} & \text { otherwise }
\end{array} \quad\right. \text { biased coin toss! }
$$

## Naïve Bayes model

$$
\begin{aligned}
p(\text { features,label }) & =p(y) \prod_{j=1}^{m} p\left(x_{j} \mid y, x_{1}, \ldots, x_{j-1}\right) \\
& =p(y) \prod_{j=1}^{m} p\left(x_{j} \mid y\right) \quad \text { naïve Bayes assumption }
\end{aligned}
$$

$p\left(x_{i} \mid y\right)$ is the probability of a particular feature value given the label
How do we model this?

- for binary features (e.g., "banana" occurs in the text)
for discrete features (e.g., "banana" occurs $x_{i}$ times)
for real valued features (e.g, the text contains $x_{i}$ proportion of verbs)

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How good is this model for text classification?

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| Generative Story |
| :--- |
| To classify with a model, we're given an example and we obtain |
| the probability |
| We can also ask how a given model would generate an example |
| This is the "generative story" for a model |
| Looking at the generative story can help understand the model |
| We also can use generative stories to help develop a model |

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1. Pick a label according to $p(y)$ roll a biased, num_labels-sided die
2. For each word in your vocabulary:

Flip a biased coin:
if heads, include the word in the text
if tails, don't include the word

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| Bernoulli NB |
| :---: |
|  |
| $p(y) \prod_{j=1}^{m} p\left(x_{j} \mid y\right)$ |
| Pros/cons? |
|  |

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| Bernoulli NB |
| :--- |
| Pros |
| $\quad \square$ Easy to implement |
| $\quad \square$ Fast! |
| $\square$ Can be done on large data sets |
| Cons |
| $\square$ Naïve Bayes assumption is generally not true |
| $\square$ Performance isn't as good as other models |
| $\square$ For text classification (and other sparse feature |
| domains) the $\mathrm{p}\left(\mathrm{x}_{\mathrm{i}}=0 \mid \mathrm{y}\right)$ can be problematic |

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