

# Probabilistic classification

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## (Re-)introduction uncertainty/probability

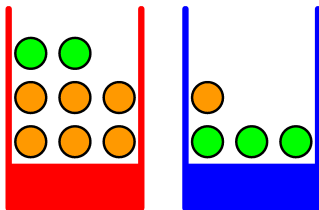
- ▶ Markov Decision Processes - uncertainty about outcome of **actions**
- ▶ Now: uncertainty may be also associated with **states**
  - ▶ Different states may have different **prior probabilities**
  - ▶ The states  $s \in S$  may not be directly observable
  - ▶ They need to be inferred from **features**  $x \in X$
- ▶ This is addressed by the rules of probability (*such as Bayes theorem*) and leads on to
  - ▶ Bayesian classification
  - ▶ Bayesian decision making

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## Probability example: Picking fruits

- ▶ red box: 2 apples, 6 oranges
- ▶ blue box: 3 apples, 1 orange



- ▶ Scenario: Pick a box (say red box in 40% cases), then pick a fruit at random
- ▶ (Frequent) questions:
  - ▶ What is the overall probability that the selection procedure will pick an apple?
  - ▶ Given that we have chosen an orange, what is the probability that the box we chose was the blue one?

Example from Chapter 1.2 [1]

# Rules of probability and notation I

- ▶ random variables  $X, Y$
- ▶  $x_i$  where  $i = 1, \dots, M$  – values taken by variable  $X$
- ▶  $y_j$  where  $j = 1, \dots, L$  – values taken by variable  $Y$
- ▶  $P(X = x_i, Y = y_i)$  – probability that  $X$  takes the value  $x_i$  and  $Y$  takes  $y_i$  – joint probability
- ▶  $P(X = x_i)$  – probability that  $X$  takes the value  $x_i$
- ▶ Sum rule of probability :
  - ▶  $P(X = x_i) = \sum_{j=1}^L P(X = x_i, Y = y_j)$
  - ▶  $P(X = x_i)$  is sometimes called marginal probability – obtained by marginalizing / summing out the other variables
  - ▶ general rule, compact notation:  $P(X) = \sum_Y P(X, Y)$

## Rules of probability and notation II

- ▶ **Conditional probability** :  $P(Y = y_j | X = x_i)$
- ▶ **Product rule of probability** :
  - ▶  $P(X = x_i, Y = y_j) = P(Y = y_j | X = x_i)P(X = x_i)$
  - ▶ general rule, compact notation:  $P(X, Y) = P(Y|X)P(X)$
- ▶ **Bayes theorem** :

▶ from  $P(X, Y) = P(Y, X)$  and product rule

$$P(Y|X) = \frac{P(X|Y)P(Y)}{P(X)}$$

$$\textit{posterior} = \frac{\textit{likelihood} \times \textit{prior}}{\textit{evidence}}$$

- ▶ Independence :  $P(X, Y) = P(X)P(Y)$

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## Decision example: Insure or not? (from late 1980s) [4]

A doctor calls: “HIV test positive, 999/1000 you die in 10 years, I’m sorry ...”. Insurance company does not want to insure married couple.

- ▶ Was the doctor right?
- ▶ Was the insurance company rational?

What the doctor (and the company) knew:

- ▶ HIV test falsely positive only in 1 case out of 1000.
- ▶ Heterosexual male, have family, no drugs, no risk behavior.

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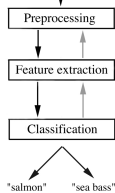
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## Decision: guilty or not? (people of CA vs Collins, 1968) [4]

- ▶ Robbery, LA 1964, fuzzy evidence of the offender:
  - ▶ Female, around 65 kg
  - ▶ wearing something dark
  - ▶ hairs of light color, between light and dark blond
- ▶ In the same time, additional evidence close to the crime scene
  - ▶ Loud scream, yelling, looking at the this direction . . .
  - ▶ a woman sitting into a yellow car
  - ▶ cat starts immediately and passes close to the additional witness
  - ▶ a black man with beard and moustache was driving
- ▶ No more evidence
- ▶ Testimony of both the victim and the witness not unambiguous (didn't recognize suspects)
- ▶ Still, the suspects were sentenced to jail.

## Classification example: What's the fish?



- ▶ Factory for fish processing
- ▶ 2 classes  $s_{1,2}$ :
  - ▶ salmon
  - ▶ sea bass
- ▶ Features  $\vec{x}$ : length, width, lightness etc. from a camera

## Fish – classification using probability

$$posterior = \frac{likelihood \times prior}{evidence}$$

- ▶ Notation for classification problem
  - ▶ Classes  $s_j \in S$  (e.g., salmon, sea bass)
  - ▶ Features  $x_i \in X$  or feature vectors  $(\vec{x}_i)$  (also called attributes)
- ▶ Optimal classification of  $\vec{x}$ :

$$\delta^*(\vec{x}) = \arg \max_j P(s_j | \vec{x})$$

- ▶ We thus choose the most probable class for a given feature vector.
- ▶ Both likelihood and prior are taken into account – recall Bayes rule:

$$P(s_j | \vec{x}) = \frac{P(\vec{x} | s_j) P(s_j)}{P(\vec{x})}$$



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## Bayes classification in practice

- ▶ Usually we are not given  $P(s|\vec{x})$ 
  - ▶ It has to be estimated from already classified examples – training data
  - ▶ For discrete  $\vec{x}$ , training examples  $(\vec{x}_1, s_1), (\vec{x}_2, s_2), \dots, (\vec{x}_I, s_I)$ 
    - ▶ so-called i.i.d (independent, identically distributed) multiset
    - ▶ every  $(\vec{x}_i, s_i)$  is drawn independently from  $P(\vec{x}, s)$
  - ▶ Without knowing anything about the distribution, a non-parametric estimate:

$$P(s|\vec{x}) \approx \frac{\# \text{ examples where } \vec{x}_i = \vec{x} \text{ and } s_i = s}{\# \text{ examples where } \vec{x}_i = \vec{x}}$$

- ▶ Hard in practice:
  - ▶ To reliably estimate  $P(s|\vec{x})$ , the number of examples grows exponentially with the number of elements of  $\vec{x}$ .
    - ▶ e.g. with the number of pixels in images
    - ▶ curse of dimensionality
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## Naïve Bayes classification

- ▶ For efficient classification we must thus rely on additional assumptions.
- ▶ In the exceptional case of **statistical independence** between  $\vec{x}$  components for each class  $s$  it holds

$$P(\vec{x}|s) = P(x[1]|s) \cdot P(x[2]|s) \cdot \dots$$

- ▶ Use simple Bayes law and maximize:

$$P(s|\vec{x}) = \frac{P(\vec{x}|s)P(s)}{P(\vec{x})} = \frac{P(s)}{P(\vec{x})} P(x[1]|s) \cdot P(x[2]|s) \cdot \dots =$$

- ▶ No combinatorial curse in estimating  $P(s)$  and  $P(x[i]|s)$  separately for each  $i$  and  $s$ .
- ▶ No need to estimate  $P(\vec{x})$ . (Why?)
- ▶  $P(s)$  may be provided apriori.
- ▶ **naïve** = when used despite statistical dependence

# Decision making under uncertainty

- ▶ An important feature of intelligent systems
  - ▶ make the best possible decision
  - ▶ in uncertain conditions.
- ▶ Example: Take a tram OR subway from *A* to *B*?
  - ▶ Tram: timetables imply a quicker route, but adherence uncertain.
  - ▶ Subway: longer route, but adherence almost certain.
- ▶ Example: where to route a letter with this ZIP?
  - ▶ 15700? 15706? 15200? 15206?
- ▶ What is the optimal decision ?
- ▶ Both examples fall into the same framework.

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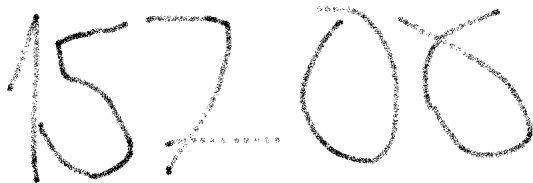
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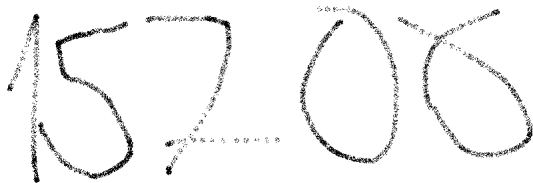
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A handwritten ZIP code '15700' rendered as a noisy, dotted black line. The digits are somewhat blurry and the noise is distributed across the entire image, making it difficult to read.

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## Example: What to cook for a dinner [3]

- ▶ *Wife coming back from work. Husband: what to cook for dinner?*
- ▶ 3 dishes ( decisions ) in his repertoire:
  - ▶ *nothing ... don't bother cooking*  $\Rightarrow$  no work but makes wife upset
  - ▶ *pizza ... microwave a frozen pizza*  $\Rightarrow$  not much work but won't impress
  - ▶ *g.T.c. ... general Tso's chicken*  $\Rightarrow$  will make her day, but very laborious.
- ▶ Hassle incurred by the individual options depends wife's feeling
- ▶ For each of the 9 possible situation (3 possible decisions  $\times$  3 possible states) the hassle is quantified by a loss function  $l(d, s)$ :

$l(s, d)$	$d = \textit{nothing}$	$d = \textit{pizza}$	$d = \textit{g.T.c.}$
$s = \textit{good}$	0	2	4
$s = \textit{average}$	5	3	5
$s = \textit{bad}$	10	9	6

Wife's state of mind is an uncertain state.

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Wife's state of mind is an **uncertain state**.

## Example (cont'd), State uncertain, ...

- ▶ Husband's experiment. He tells her he accidentally overtaped their wedding video and observes her reaction
- ▶ Anticipates 4 possible reactions:
  - ▶ *mild* ... all right, we keep our memories.
  - ▶ *irritated* ... how many times do I have to tell you...
  - ▶ *upset* ... Why did I marry this guy?
  - ▶ *alarming* ... silence
- ▶ The reaction is a measurable attribute ( "feature" ) of the mind state.
- ▶ From experience, the husband knows how individual reactions are probable in each state of mind; this is captured by the joint distribution  $P(x, s)$  .

$P(x, s)$	$x = mild$	$x = irritated$	$x = upset$	$x = alarming$
$s = good$	0.35	0.28	0.07	0.00
$s = average$	0.04	0.10	0.04	0.02
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## Decision strategy

- ▶ **Decision strategy** : a rule selecting a decision for any given value of the measured attribute(s).
- ▶ i.e. function  $d = \delta(x)$ .
- ▶ Example of husband's possible strategies:

$\delta(x)$	$x = \text{mild}$	$x = \text{irritated}$	$x = \text{upset}$	$x = \text{alarming}$
$\delta_1(x) =$	<i>nothing</i>	<i>nothing</i>	<i>pizza</i>	<i>g.T.c.</i>
$\delta_2(x) =$	<i>nothing</i>	<i>pizza</i>	<i>g.T.c.</i>	<i>g.T.c.</i>
$\delta_3(x) =$	<i>g.T.c.</i>	<i>g.T.c.</i>	<i>g.T.c.</i>	<i>g.T.c.</i>
$\delta_4(x) =$	<i>nothing</i>	<i>nothing</i>	<i>nothing</i>	<i>nothing</i>

- ▶ How many strategies?
- ▶ How to define which strategy is best? How to sort them by quality?
- ▶ Define the risk of a strategy as a mean (expected) loss value .

$$r(\delta) = \sum_x \sum_s l(s, \delta(x)) P(x, s)$$

## Decision strategy

- ▶ **Decision strategy** : a rule selecting a decision for any given value of the measured attribute(s).
- ▶ i.e. function  $d = \delta(x)$ .
- ▶ Example of husband's possible strategies:

$\delta(x)$	$x = mild$	$x = irritated$	$x = upset$	$x = alarming$
$\delta_1(x) =$	<i>nothing</i>	<i>nothing</i>	<i>pizza</i>	<i>g.T.c.</i>
$\delta_2(x) =$	<i>nothing</i>	<i>pizza</i>	<i>g.T.c.</i>	<i>g.T.c.</i>
$\delta_3(x) =$	<i>g.T.c.</i>	<i>g.T.c.</i>	<i>g.T.c.</i>	<i>g.T.c.</i>
$\delta_4(x) =$	<i>nothing</i>	<i>nothing</i>	<i>nothing</i>	<i>nothing</i>

- ▶ How many strategies?
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Calculating  $r(\delta) = \sum_x \sum_s l(s, \delta(x))P(x, s)$

$l(s, d)$	$d = \textit{nothing}$	$d = \textit{pizza}$	$d = \textit{g.T.c.}$
$s = \textit{good}$	0	2	4
$s = \textit{average}$	5	3	5
$s = \textit{bad}$	10	9	6

$P(x, s)$	$x = \textit{mild}$	$x = \textit{irritated}$	$x = \textit{upset}$	$x = \textit{alarming}$
$s = \textit{good}$	0.35	0.28	0.07	0.00
$s = \textit{average}$	0.04	0.10	0.04	0.02
$s = \textit{bad}$	0.00	0.02	0.05	0.03

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$\delta_3(x) =$	<i>g.T.c.</i>	<i>g.T.c.</i>	<i>g.T.c.</i>	<i>g.T.c.</i>
$\vdots$	$\vdots$	$\vdots$	$\vdots$	$\vdots$

Do we need to evaluate all possible strategies?  $P(x, s) = P(s|x)P(x)$

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Do we need to evaluate all possible strategies?  $P(x, s) = P(s|x)P(x)$

## Bayes optimal strategy

- ▶ The **Bayes optimal strategy** : one minimizing mean risk.

$$\delta^* = \arg \min_{\delta} r(\delta)$$

- ▶ From  $P(x, s) = P(s|x)P(x)$  (Bayes rule), we have

$$\begin{aligned} r(\delta) &= \sum_x \sum_s l(s, \delta(x)) P(x, s) = \sum_s \sum_x l(s, \delta(x)) P(s|x) P(x) \\ &= \sum_x P(x) \underbrace{\sum_s l(s, \delta(x)) P(s|x)}_{\text{Conditional risk}} \end{aligned}$$

- ▶ The optimal strategy is obtained by minimizing the conditional risk *separately* for each  $x$ :

$$\delta^*(x) = \arg \min_d \sum_s l(s, d) P(s|x)$$

Optimal strategy:  $\delta^*(x) = \arg \min_d \sum_s l(s, d)P(s|x)$

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$\delta(x)$	$x = \text{mild}$	$x = \text{irritated}$	$x = \text{upset}$	$x = \text{alarming}$
$\delta^*(x) =$	??	??	??	??

# Statistical decision making: wrapping up

## ▶ Given:

- ▶ A set of possible **states** :  $\mathcal{S}$
- ▶ A set of possible **decisions** :  $\mathcal{D}$
- ▶ A **loss function**  $l : \mathcal{D} \times \mathcal{S} \rightarrow \mathfrak{R}$
- ▶ The range  $\mathcal{X}$  of the **attribute**
- ▶ Distribution  $P(x, s)$ ,  $x \in \mathcal{X}, s \in \mathcal{S}$ .

## ▶ Define:

- ▶ **Strategy** : function  $\delta : \mathcal{X} \rightarrow \mathcal{D}$
- ▶ **Risk of strategy**  $\delta : r(\delta) = \sum_x \sum_s l(s, \delta(x))P(x, s)$

## ▶ Bayes problem:

- ▶ Goal: find the optimal strategy  $\delta^* = \arg \min_{\delta \in \Delta} r(\delta)$
- ▶ Solution:  $\delta^*(x) = \arg \min_d \sum_s l(s, d)P(s|x)$

## A special case - Bayesian *classification*

- ▶ Bayesian classification is a special case of statistical decision theory:
  - ▶ Attribute vector  $\vec{x} = (x_1, x_2, \dots)$ : pixels 1, 2, ...
  - ▶ **State set  $\mathcal{S}$  = decision set  $\mathcal{D} = \{0, 1, \dots, 9\}$ .**
  - ▶ **State = actual class, Decision = recognized class**
  - ▶ Loss function:

$$l(s, d) = \begin{cases} 0, & d = s \\ 1, & d \neq s \end{cases}$$

$$\delta^*(\vec{x}) = \arg \min_d \sum_s \underbrace{l(s, d)}_{0 \text{ if } d=s} P(s|\vec{x}) = \arg \min_d \sum_{s \neq d} P(s|\vec{x})$$

Obviously  $\sum_s P(s|\vec{x}) = 1$ , then:

$$P(d|\vec{x}) + \sum_{s \neq d} P(s|\vec{x}) = 1$$

Inserting into above:

$$\delta^*(\vec{x}) = \arg \min_d [1 - P(d|\vec{x})] = \arg \max_d P(d|\vec{x})$$

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# References I

Further reading: Chapter 13 and 14 of [6]. Books [1] and [2] are classical textbooks in the field of pattern recognition and machine learning. An interesting insights into how people think and interact with probabilities are presented in [4] (in Czech as [5])

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