

Parameter Estimation

Parameters as Random Variables (Bayesian View)

- Experiment: flipping a coin

$$K \in \{\text{Heads}, \text{Tails}\}$$

$$P(K=\text{Heads}) = p$$

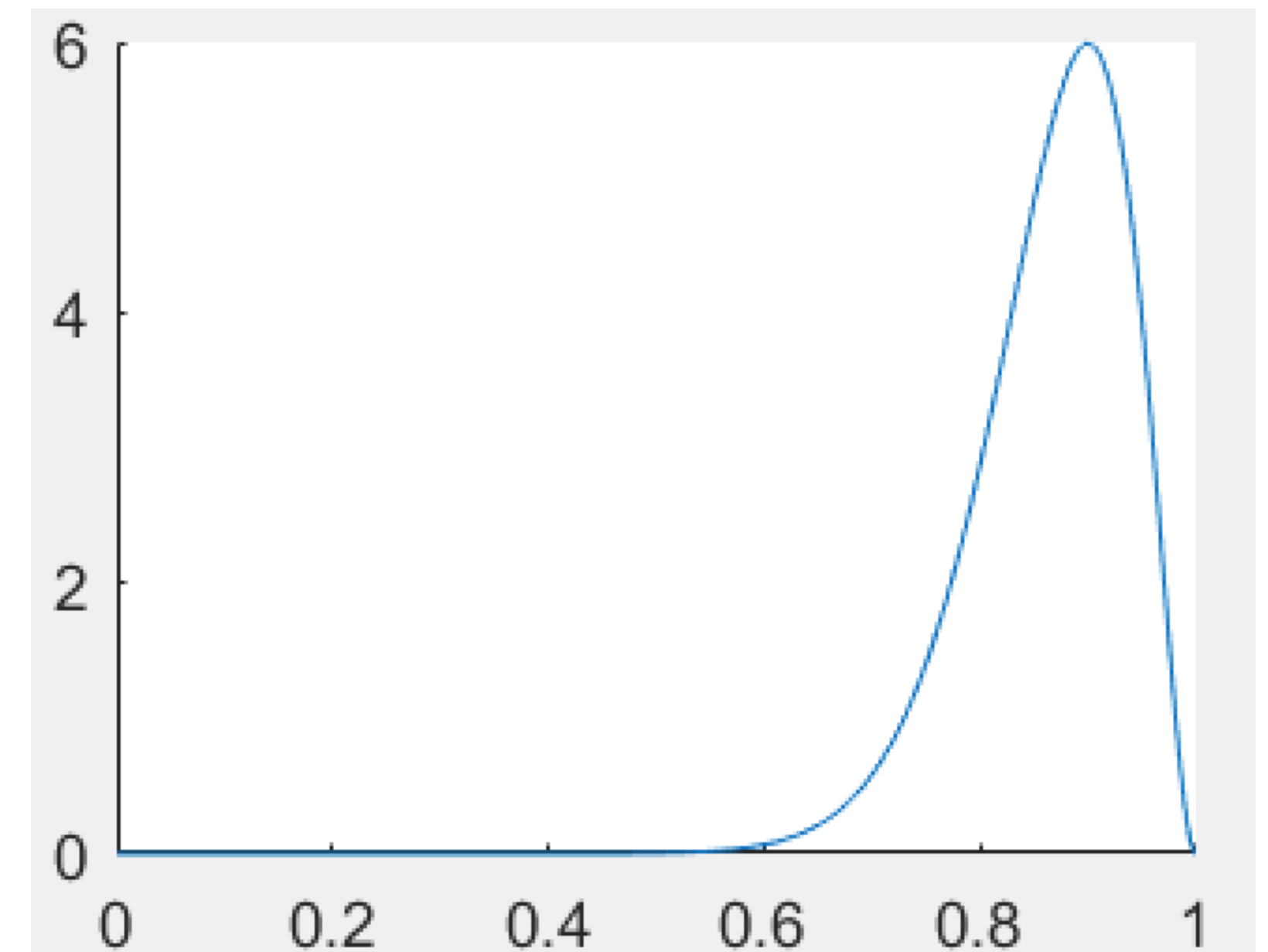
$$P(K=\text{Tails}) = 1 - p$$

p is unknown

- Suppose you tried 20 times and observed: 18 H and 2 T

- What you can say about p ?

- $0 < p < 1$ (strictly)
- it is more likely that p is closer to 0.9
- but other values of p , including $1/2$ are not excluded...
- Bayes has proposed to assign probabilities to p considered as **beliefs** (the information that we have about p)



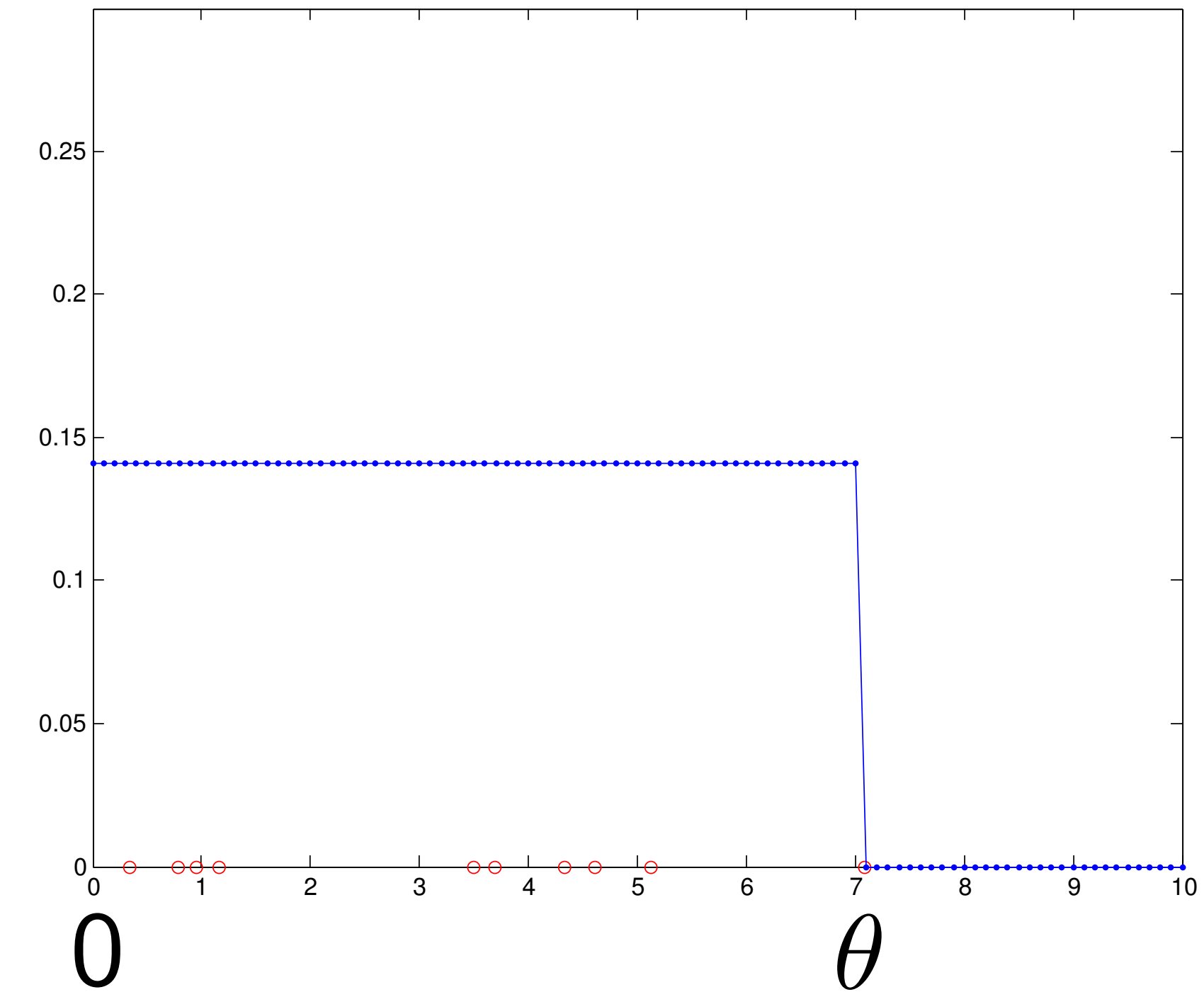
Bayes posterior of p (Beta distribution)

“Point” Estimates of Parameters

- Training data: $D = (x_1, x_2 \dots x_n)$
- Parametric model: $p(x; \theta)$
- Maximum Likelihood
 - θ - parameters
 - Estimate $\hat{\theta}_{ML} = \arg \max_{\theta} \prod_i p(x_i; \theta)$
 - Use: plug-in: $p(x; \hat{\theta}_{ML})$
- Maximum a Posteriori (MAP) and Minimum Mean Squared Error Estimate:
 - θ - random variable, prior $p(\theta)$
 - Likelihood: $p(D|\theta) = \prod_i p(x_i|\theta)$
 - Posterior: $p(\theta|D) = \frac{p(D|\theta)p(\theta)}{p(D)}$
 - MAP: $\hat{\theta}_{MAP} = \arg \max_{\theta} p(\theta|D)$
 - MMSE: $\hat{\theta}_{MMSE} = \arg \min_{\hat{\theta}} \int (\theta - \hat{\theta})^2 p(\theta|D) d\theta$
 - Use: plug-in: $p(x|\hat{\theta}_{MAP}), p(x|\hat{\theta}_{MMSE})$

ML: Uniform Distribution

- Training data: $D = (x_1, x_2, \dots, x_n)$,
- Assume x is uniform in $[0, \theta]$
- Want to estimate θ
(we will consider θ_{ML} , θ_{MAP} , and Bayesian posterior $p(\theta|D)$).
- Density:
$$p(x; \theta) = \begin{cases} 1/\theta, & 0 \leq x \leq \theta; \\ 0, & \text{otherwise.} \end{cases}$$
- ML estimate:



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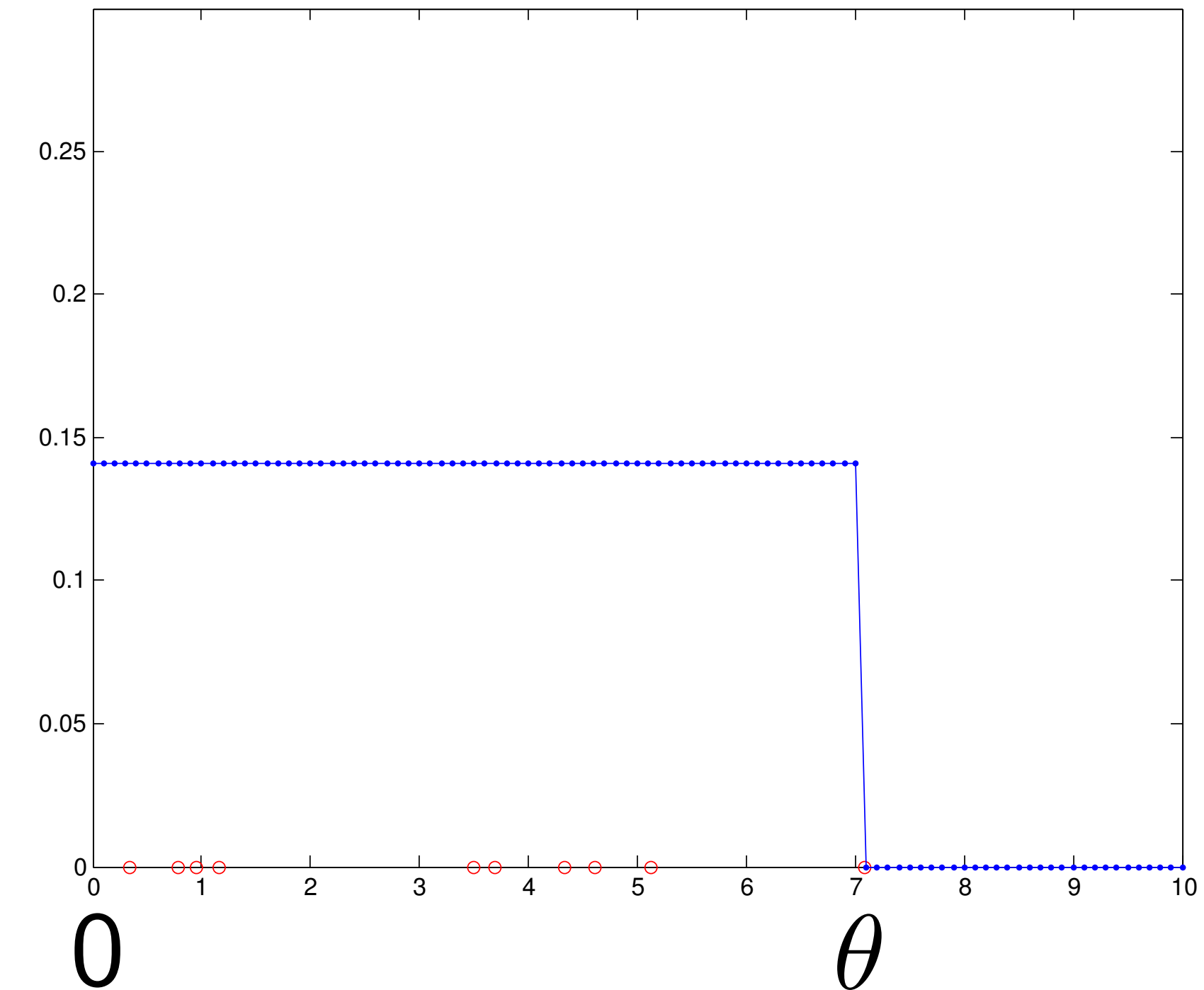
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- ML estimate:

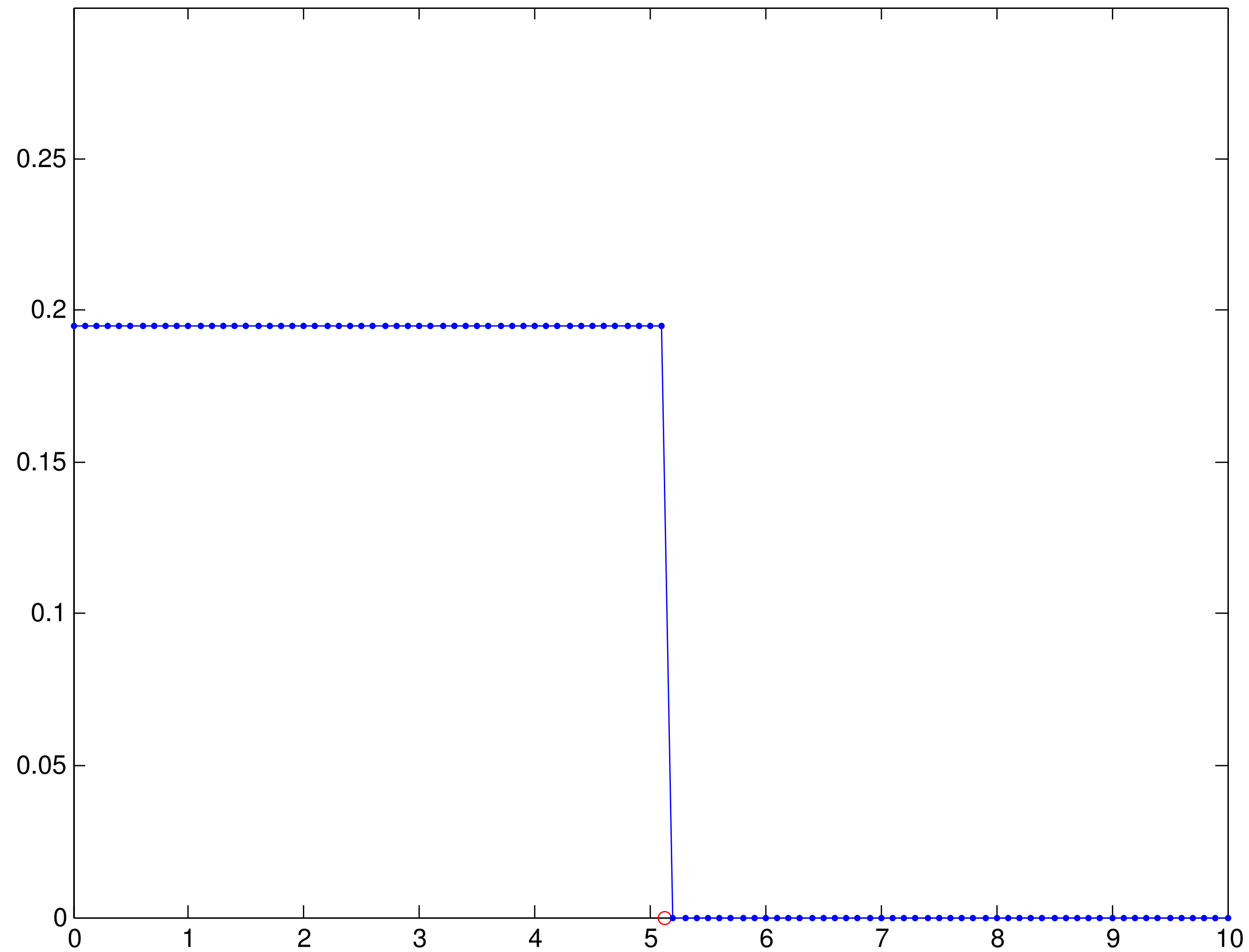
$$\max_{\theta} \prod_{i=1}^n \frac{1}{\theta} \mathbb{I}[x_i \leq \theta] \quad \rightarrow \quad \theta_{\text{ML}} = \max_i x_i.$$

- Let us see how the distribution $p(x; \hat{\theta})$ changes as we get more training data x_1, x_2, \dots, x_n .



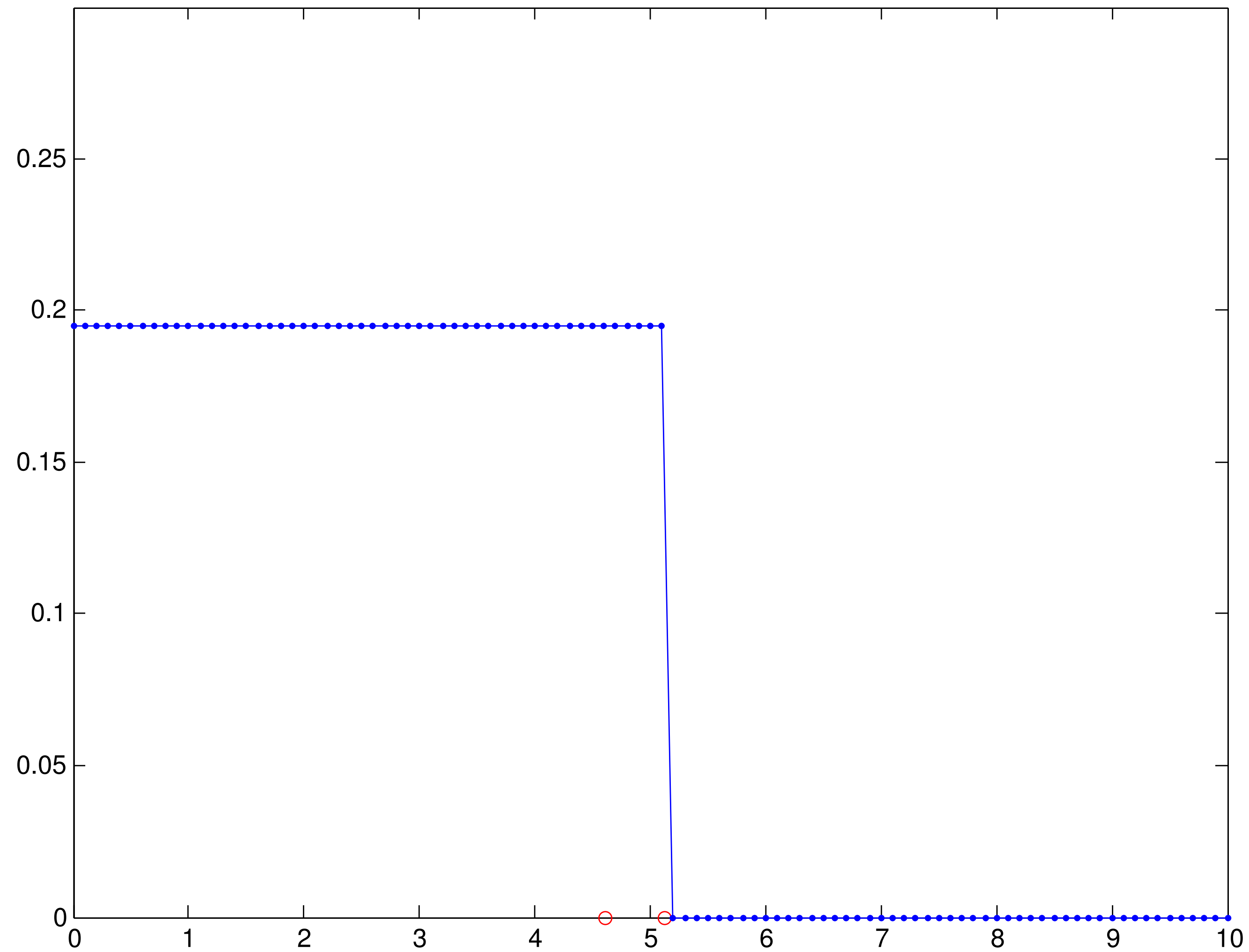
ML for Uniform Distribution

- Estimating interval bound



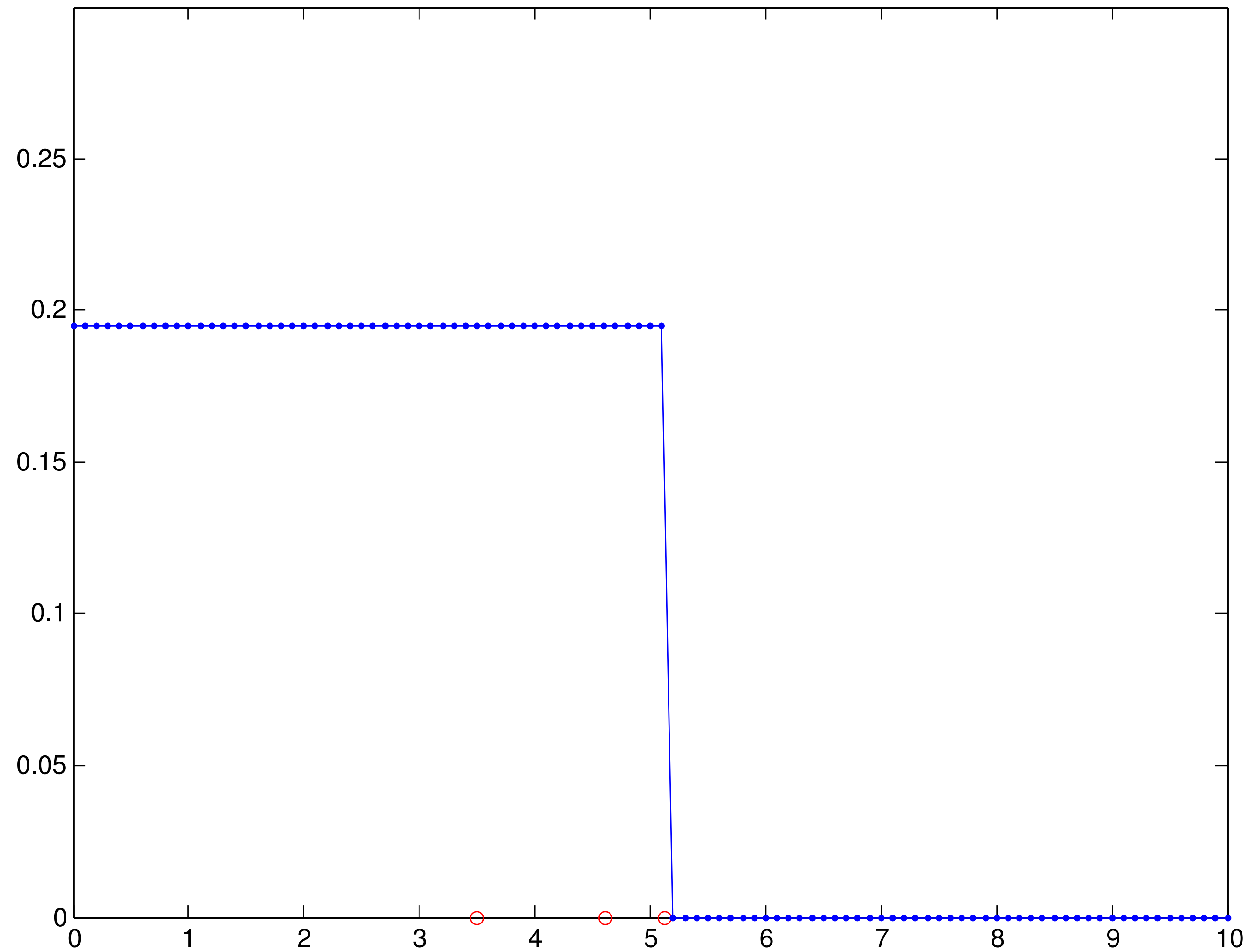
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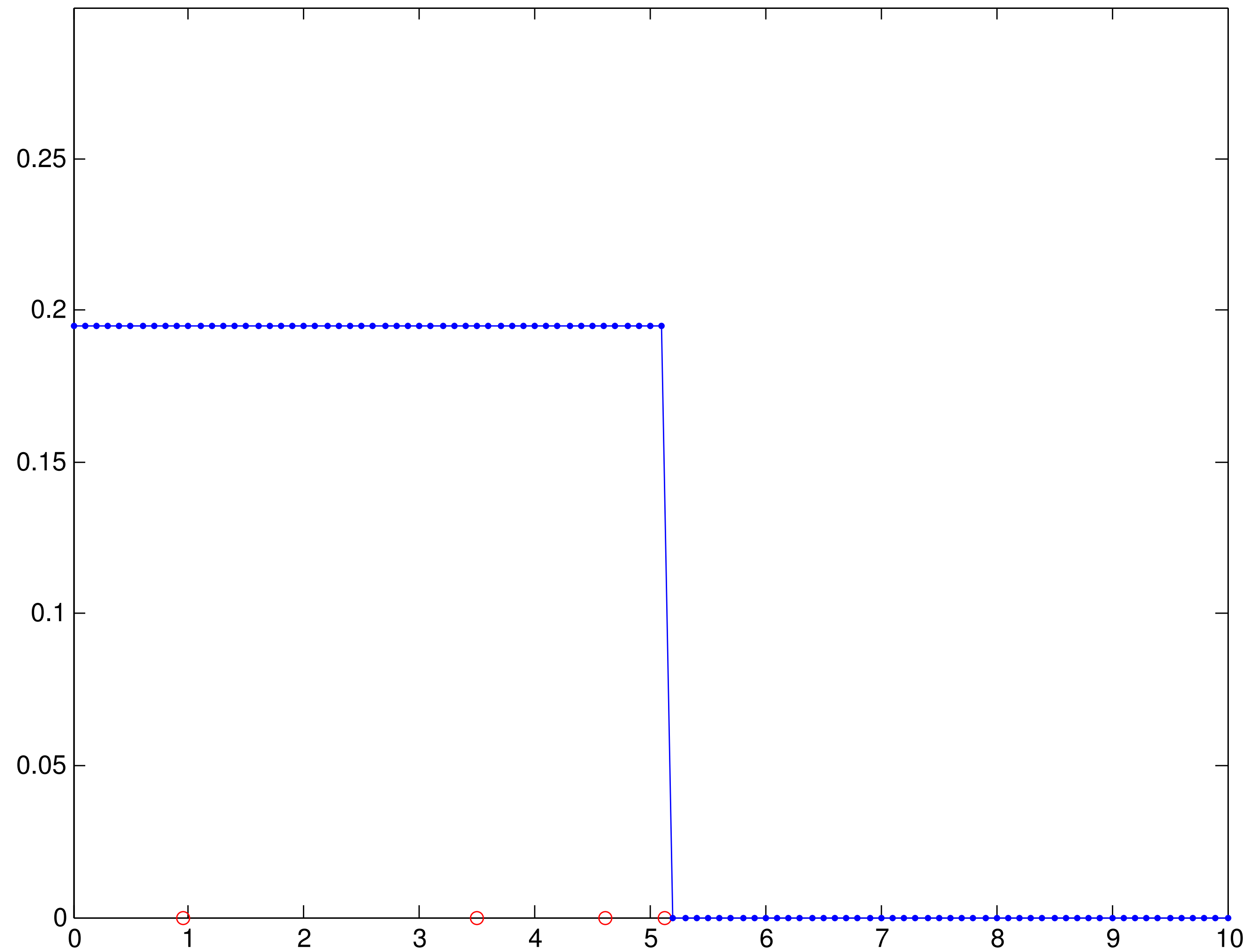
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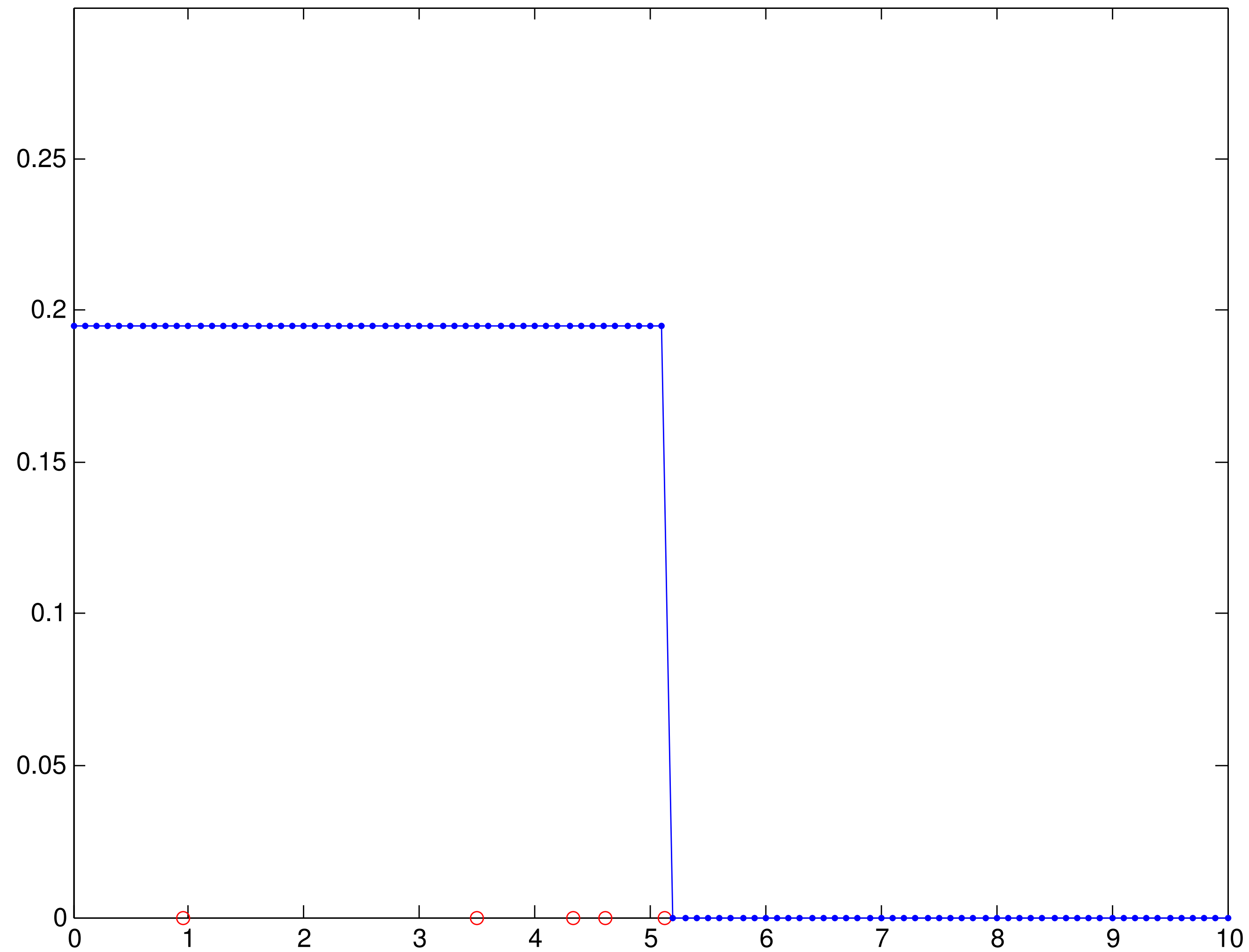
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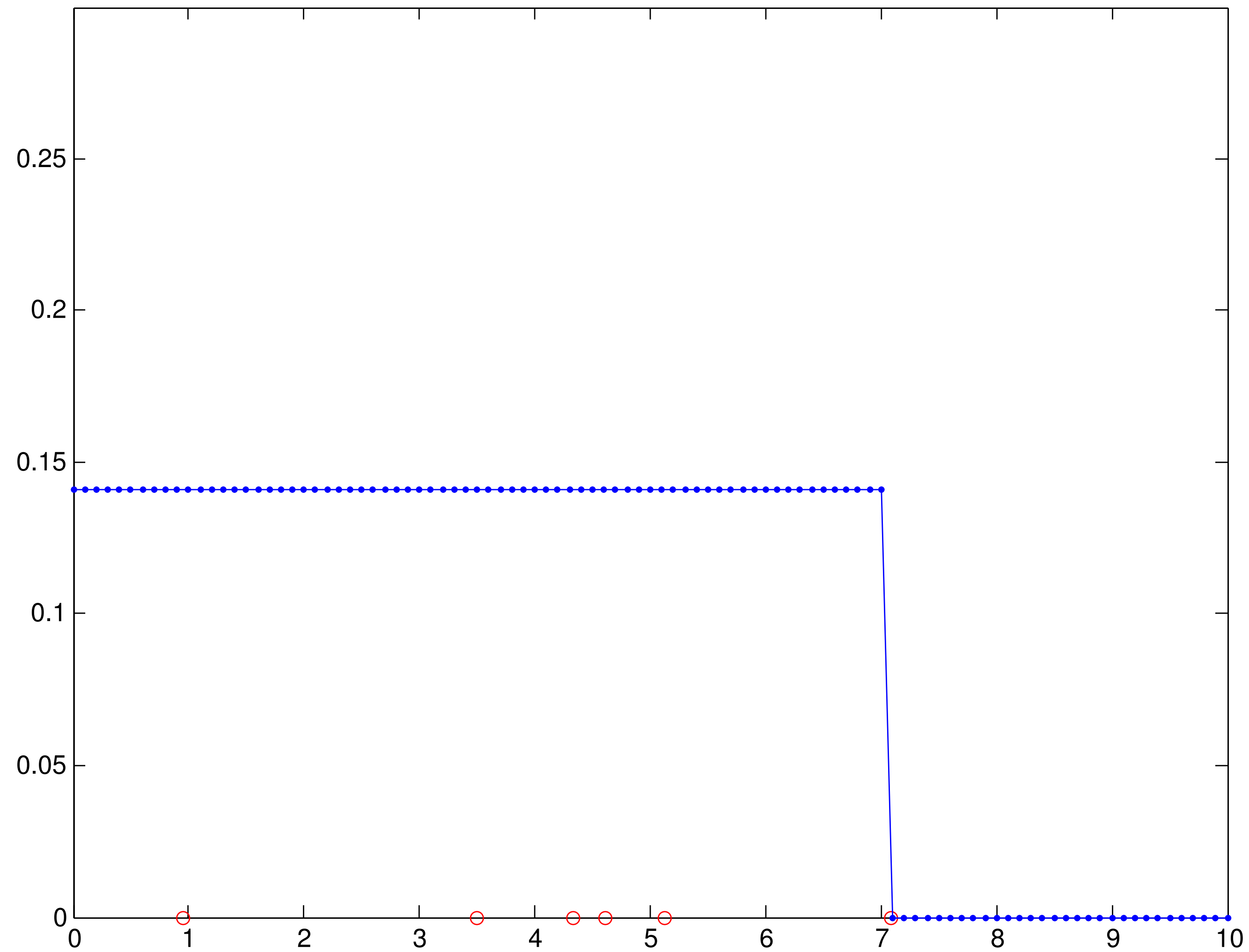
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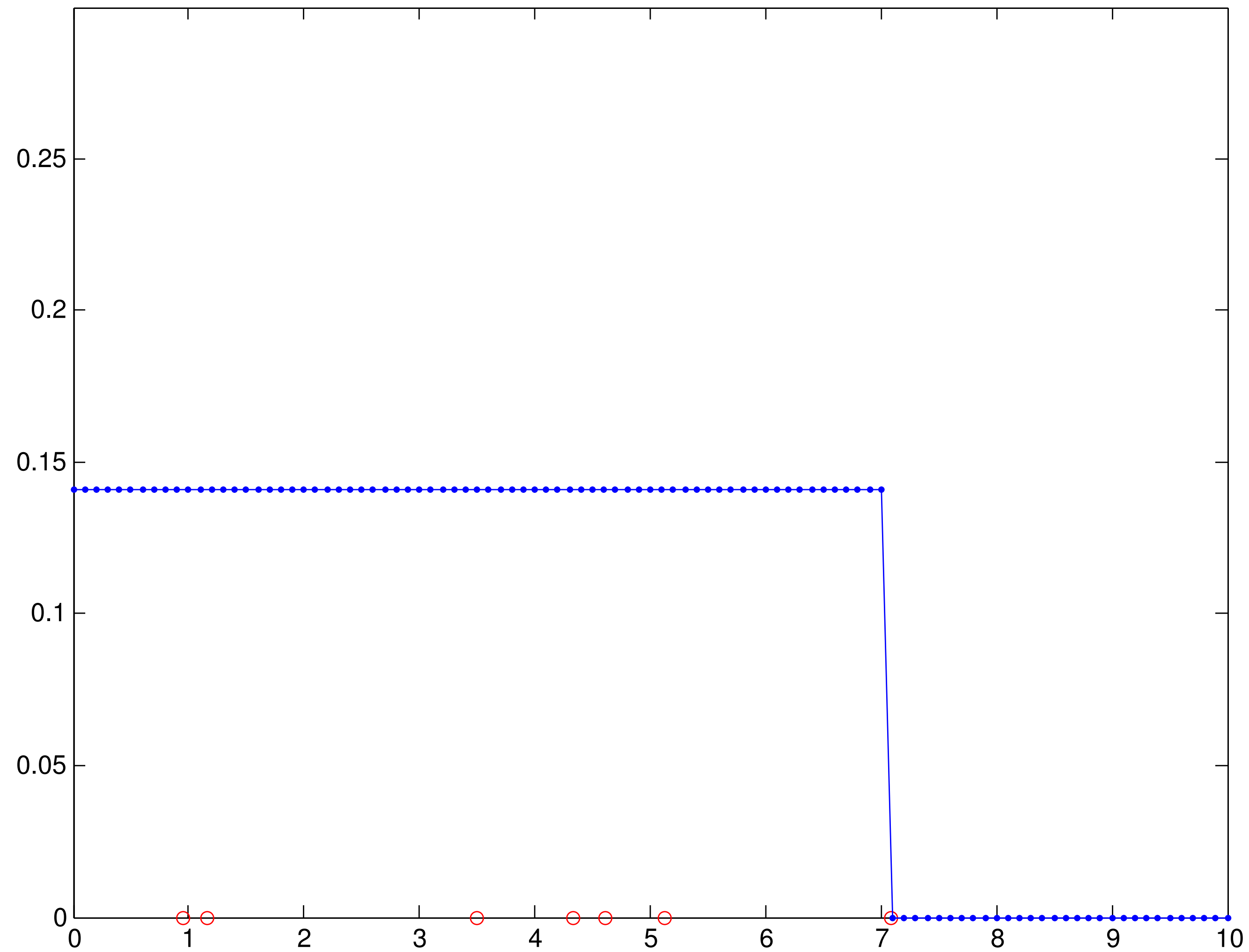
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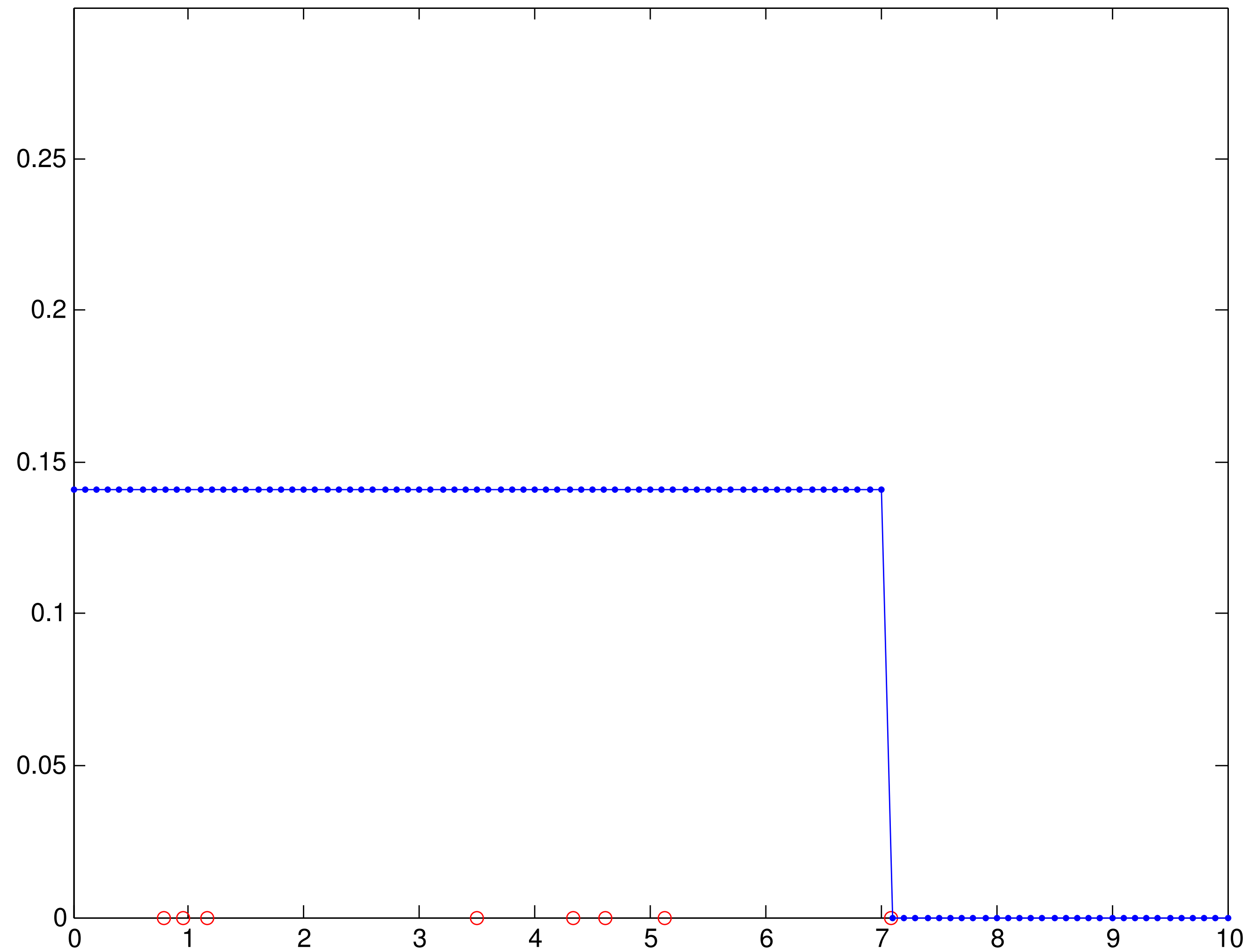
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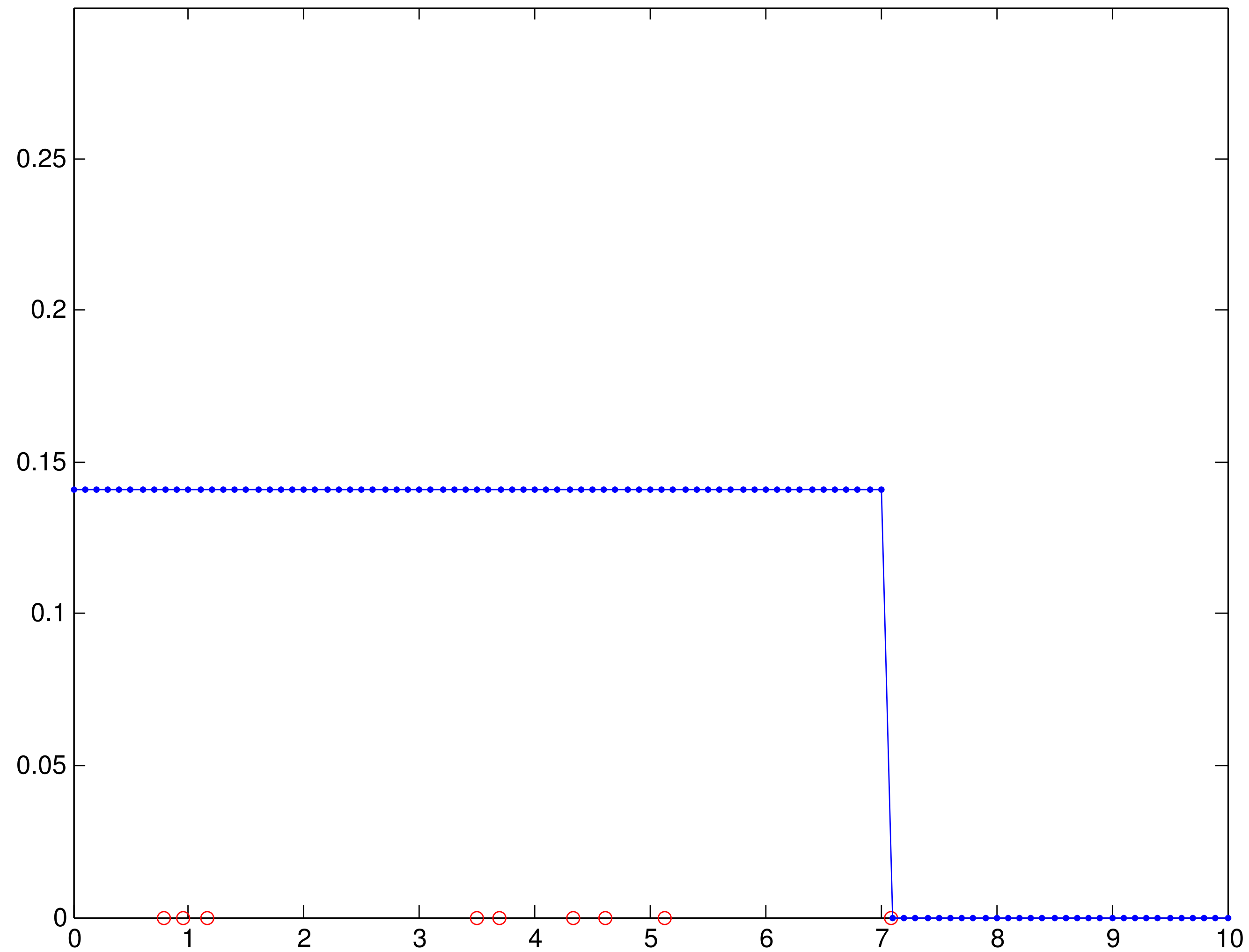
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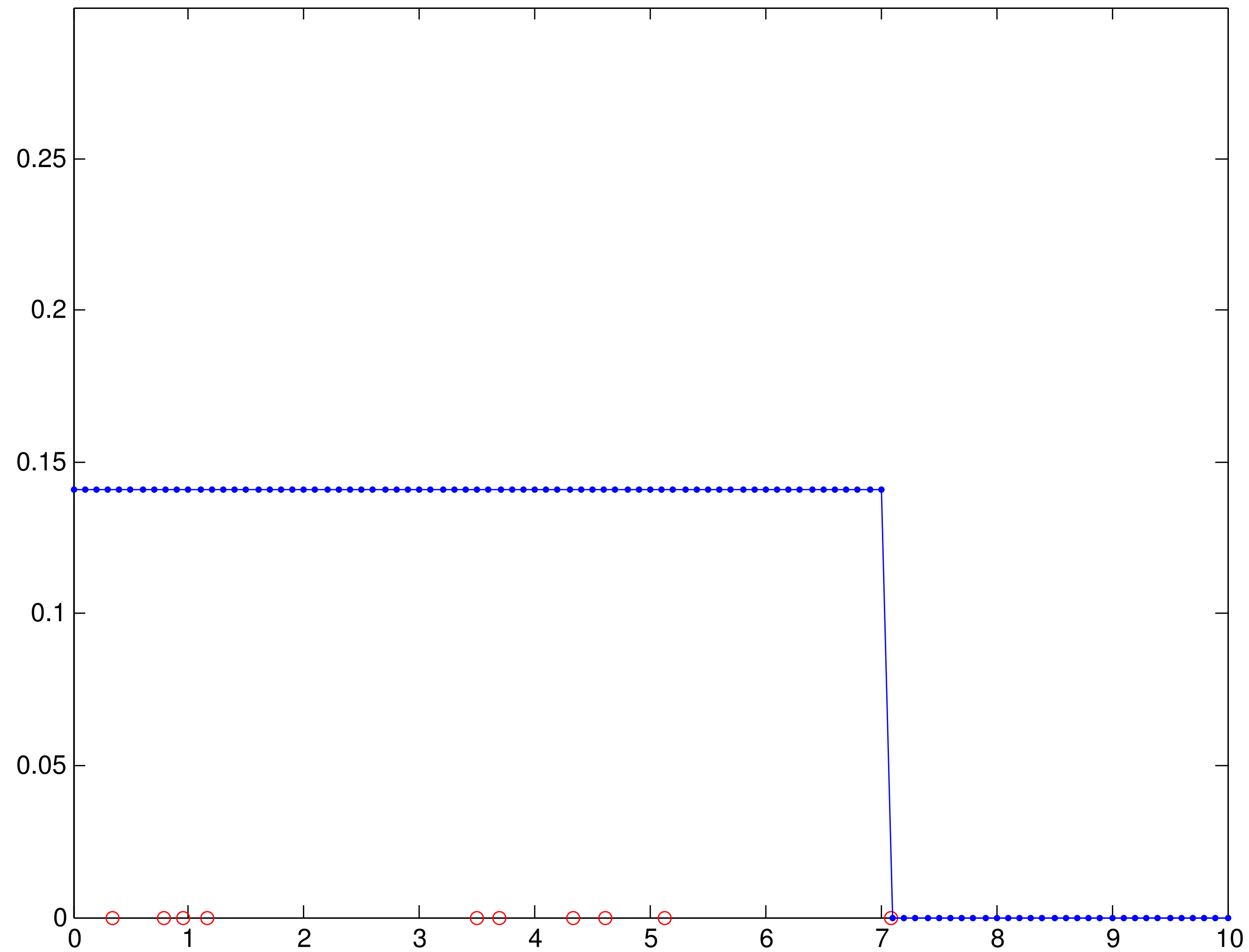
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Bayesian Inference: Uniform Distribution

- Training data: $D = (x_1, x_2, \dots, x_n)$,
- x is uniform in $[0, \theta]$
- θ is a random variable *a priori* θ is uniform in $[0, M]$, $M = 10$
- The *Posterior* distribution of θ when given the data is: $p(\theta | \mathcal{D})$:

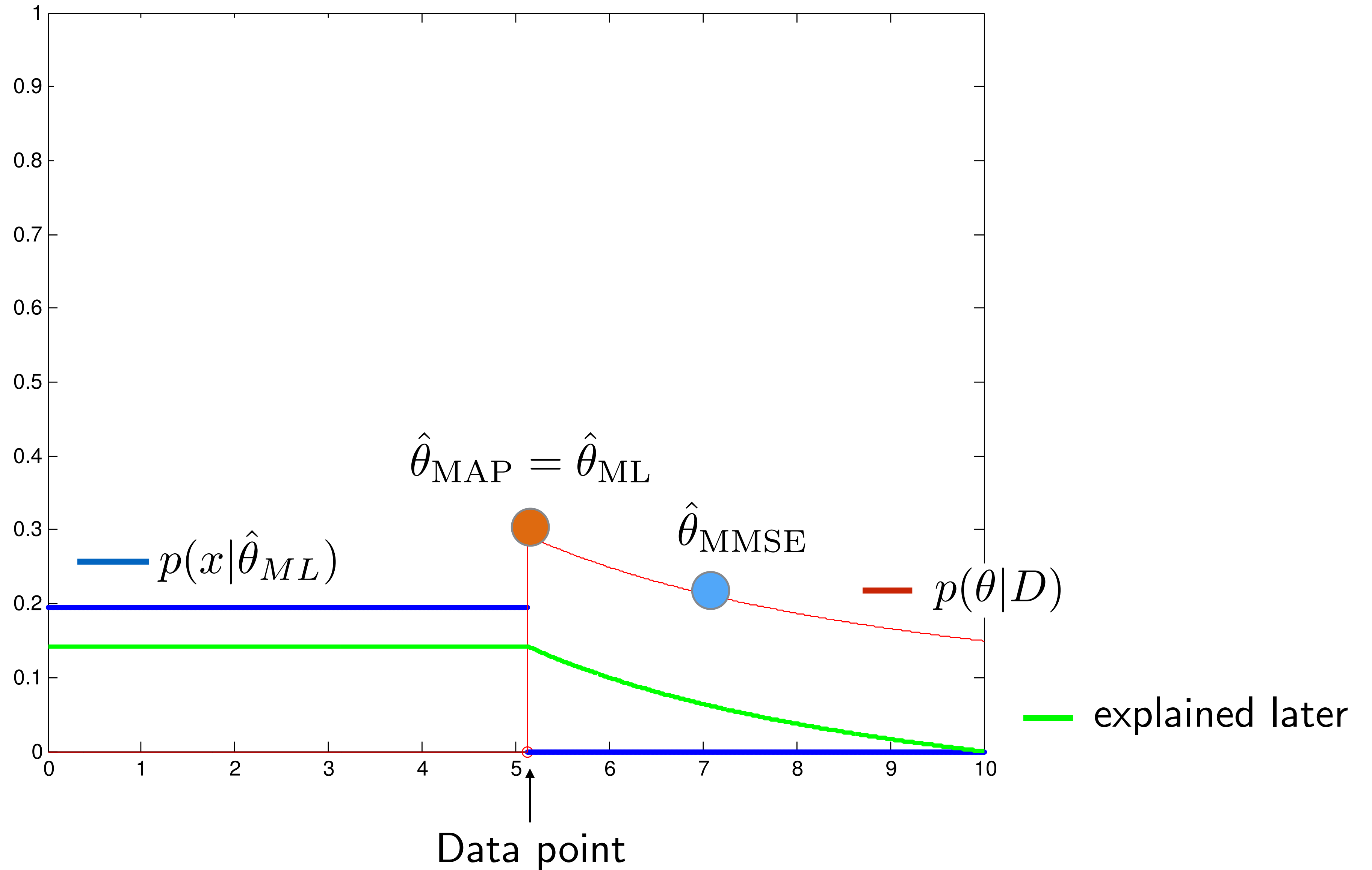
$$p(\theta | D) \propto \prod_{i=1}^n p(x_i | \theta) p(\theta) = \prod_{i=1}^n \frac{1}{\theta} \mathbb{I}[x_i \leq \theta] p(\theta)$$

$$p(\theta | D) = \frac{1}{Z} \frac{1}{\theta^n} \mathbb{I}[m \leq \theta \leq M], \quad \text{where } m = \max_i(x_i).$$

- Z — normalization constant, not needed for MAP estimate.
- MAP (maximum a *posteriori*):

$$\theta_{\text{MAP}} = \operatorname{argmax}_{\theta} p(\theta | D) \quad \rightarrow \quad \theta_{\text{MAP}} = \max_i x_i = \theta_{\text{ML}}.$$

Bayesian Estimation: Uniform Distribution



Bayesian Inference: Uniform Distribution

- Training data: $D = (x_1, x_2, \dots, x_n)$,
- x is uniform in $[0, \theta]$
- θ is a random variable *a priori* θ is uniform in $[0, M]$, $M = 10$
- “Bayesian inference of θ ” = computing (approximating) posterior distribution $p(\theta | \mathcal{D})$:

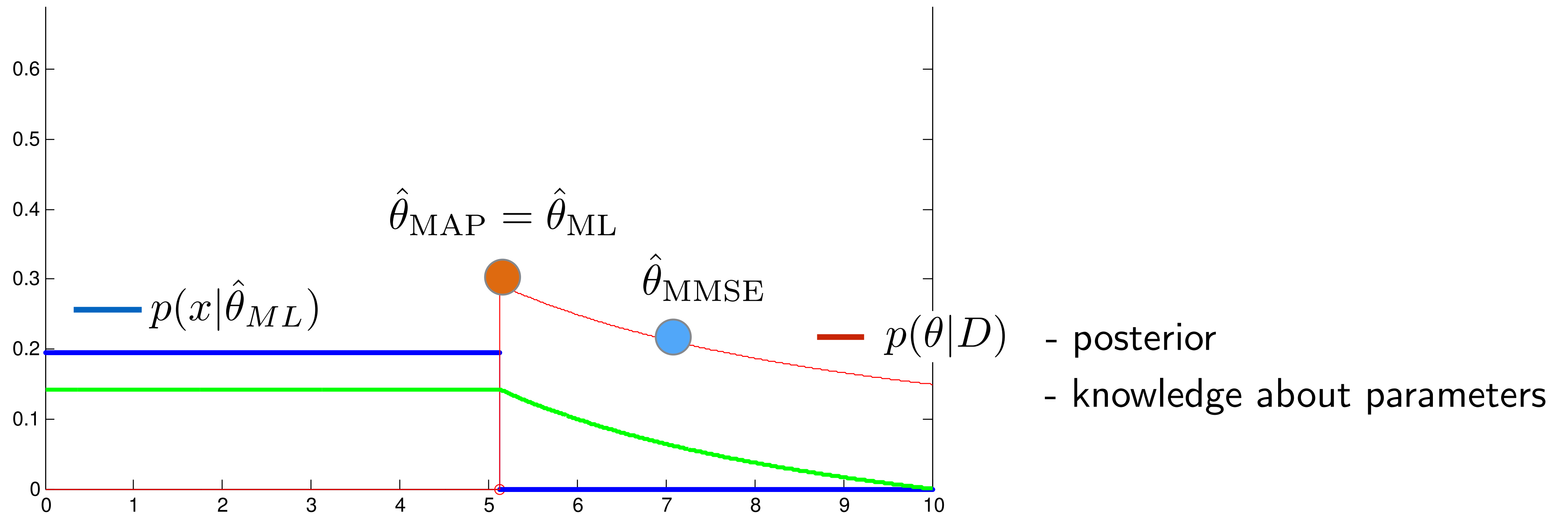
$$p(\theta | D) = \frac{1}{Z} \frac{1}{\theta^n} \mathbb{I}[m \leq \theta \leq M], \quad \text{where } m = \max_i(x_i)$$

$$\int p(\theta | D) d\theta = 1 \quad \Rightarrow \quad Z = \int_m^M \frac{1}{\theta^n} d\theta = \frac{-1}{(n+1)\theta^{n+1}} \Big|_m^M = \frac{1}{n+1} \left(\frac{1}{m^{n+1}} - \frac{1}{M^{n+1}} \right)$$

- Bayesian MMSE estimate of θ :

$$\theta_{\text{MMSE}} = \int \theta p(\theta | D) d\theta$$

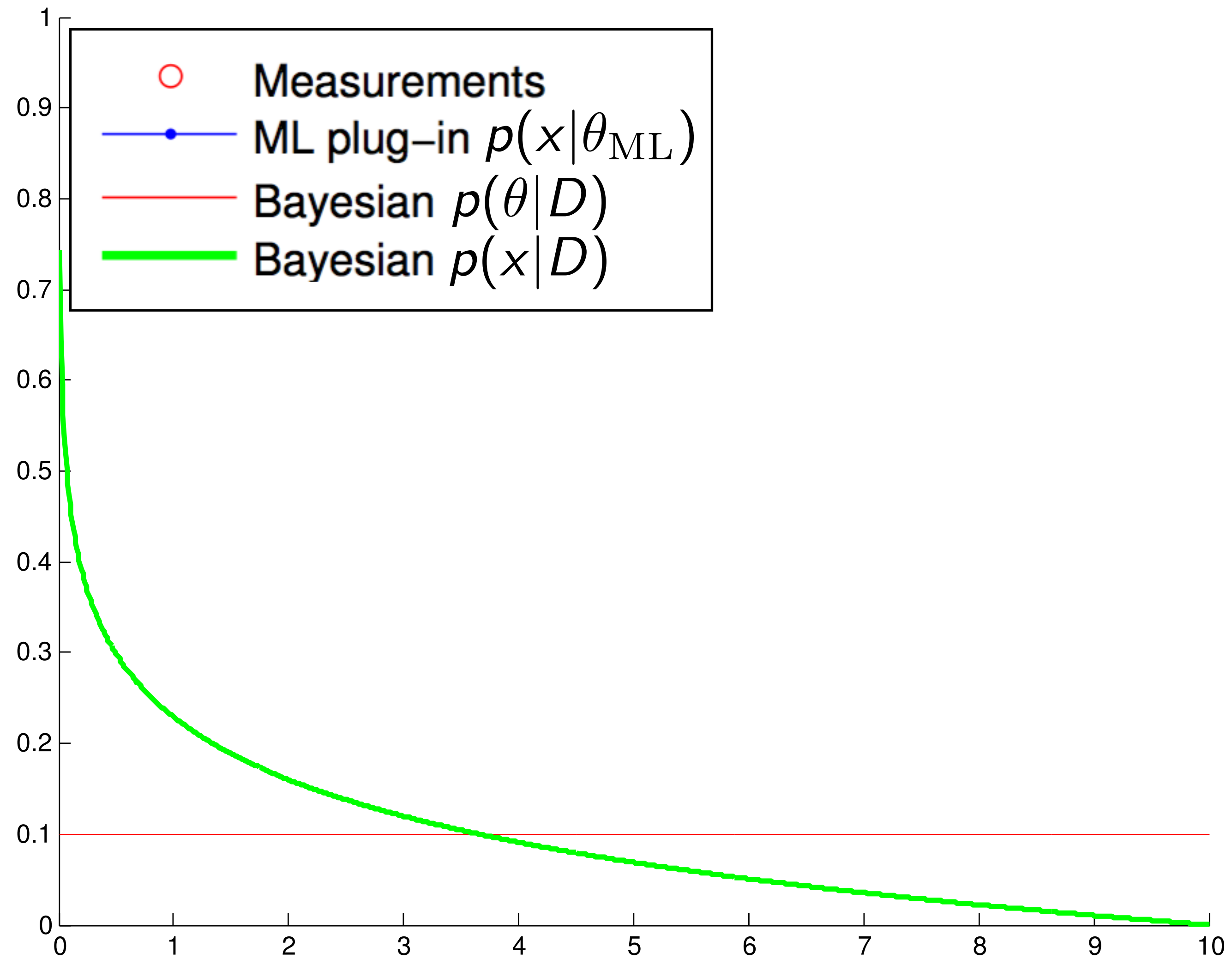
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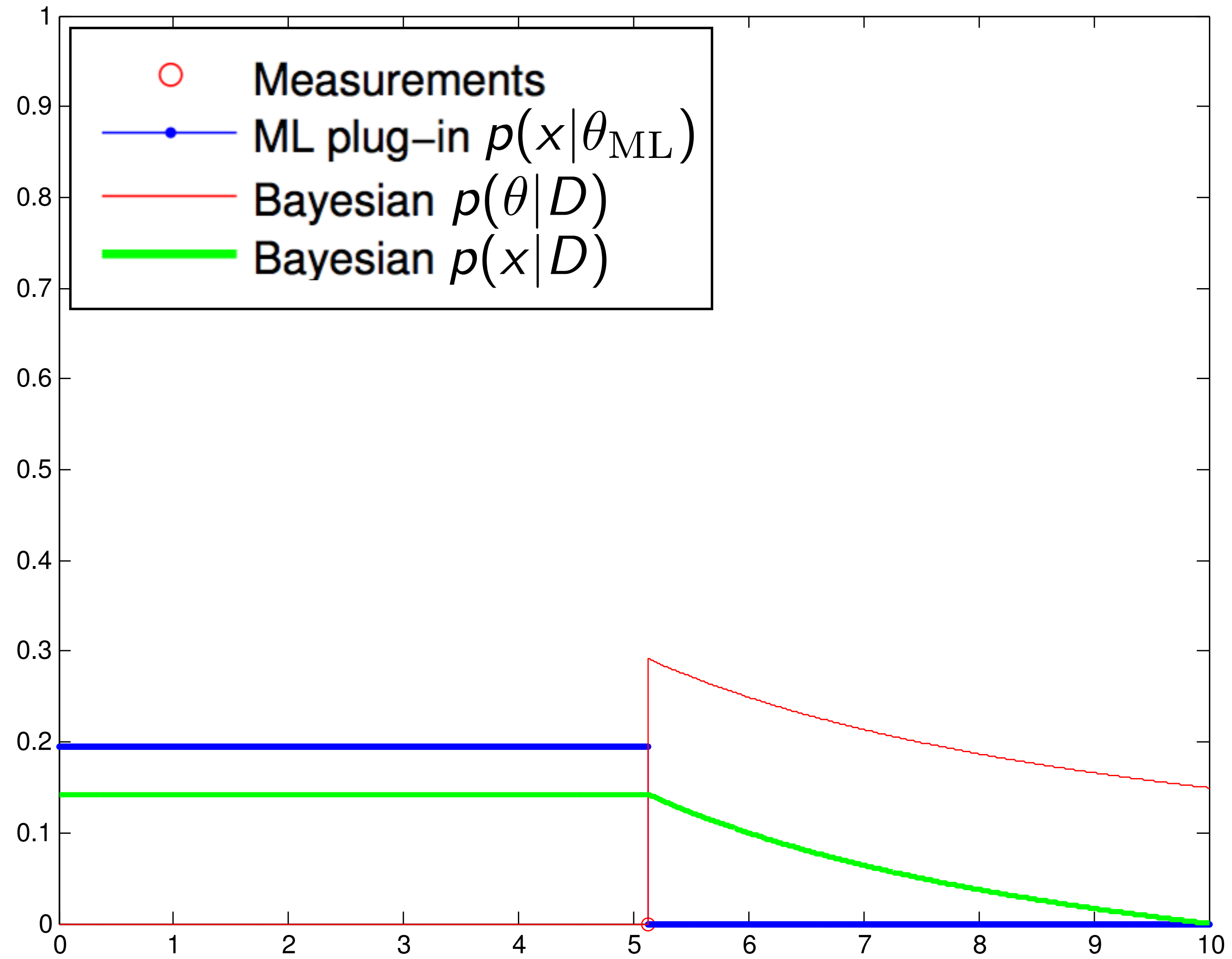
— $p(x|D) = \int p(x|\theta)p(\theta|D)d\theta$

“predictive posterior”: where new observations are expected to be found, compare to $p(x|\theta_{\text{ML}})$

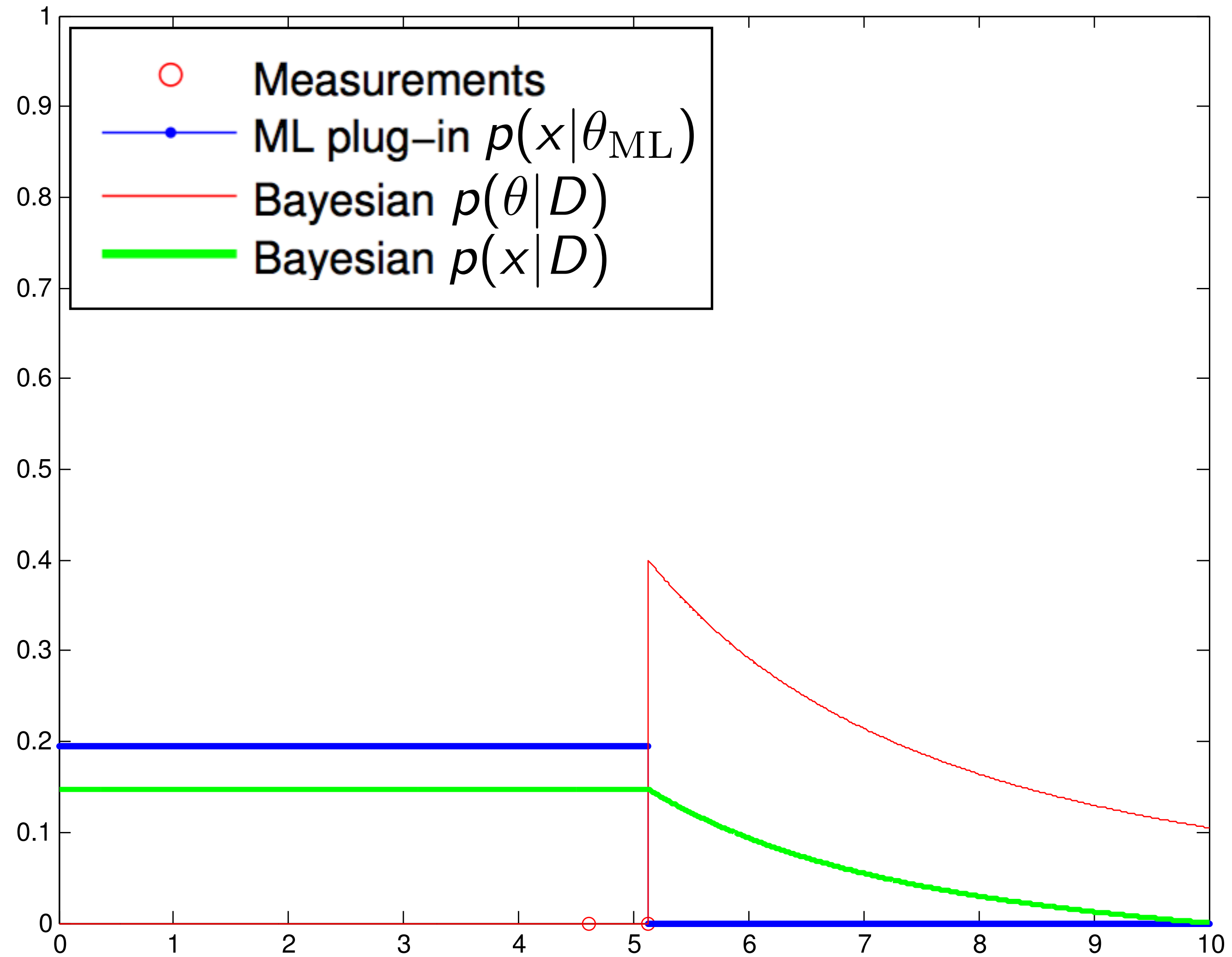
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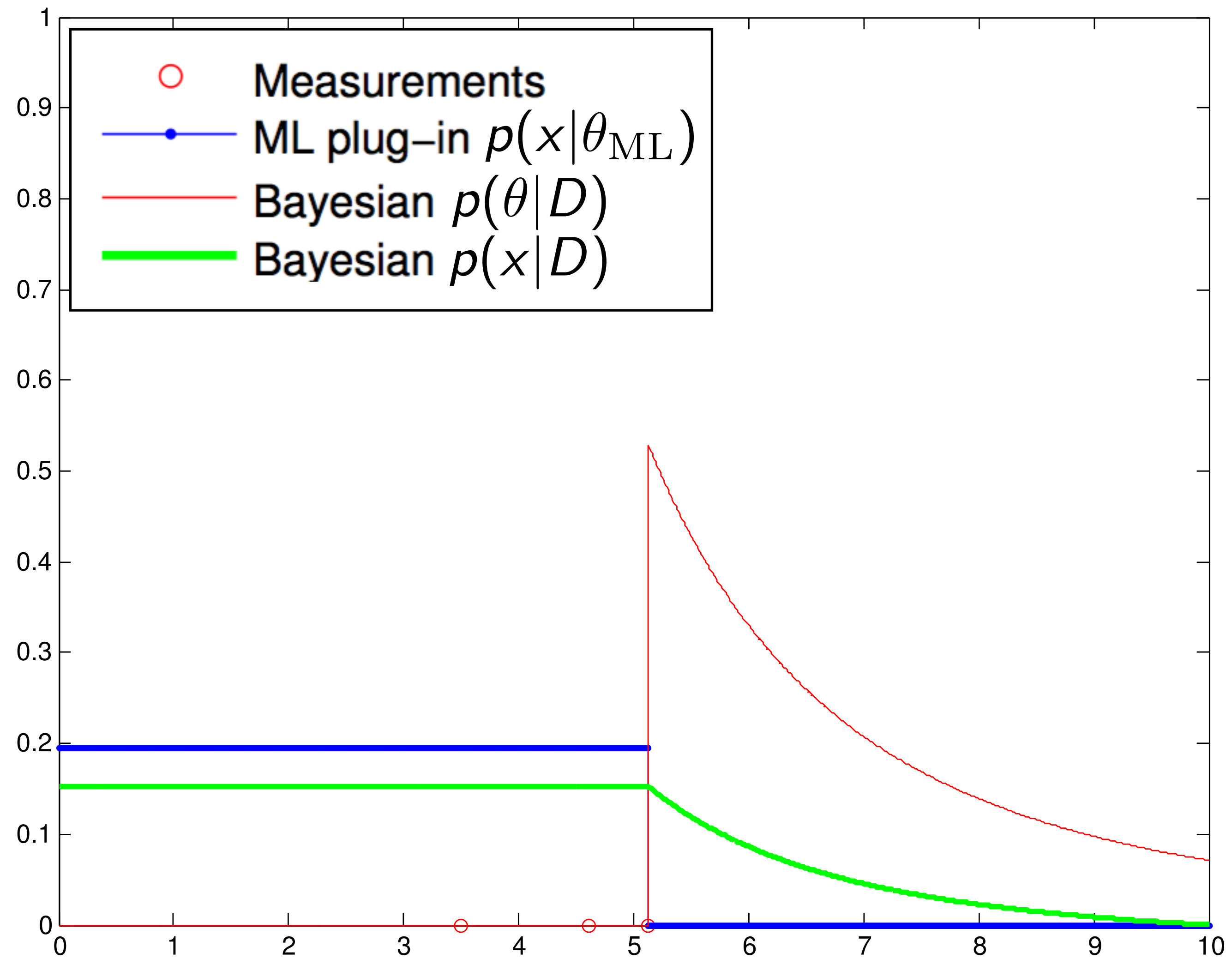
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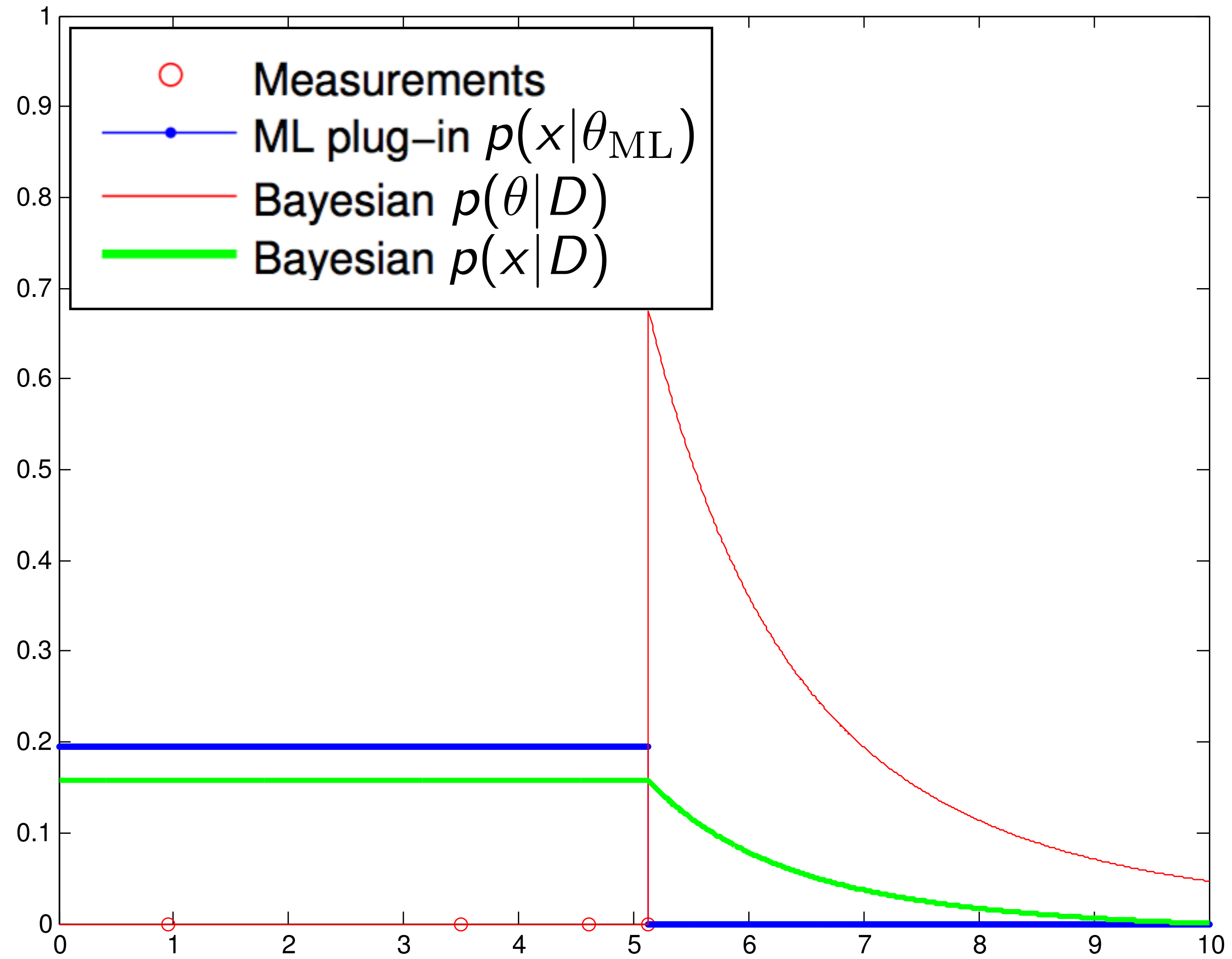
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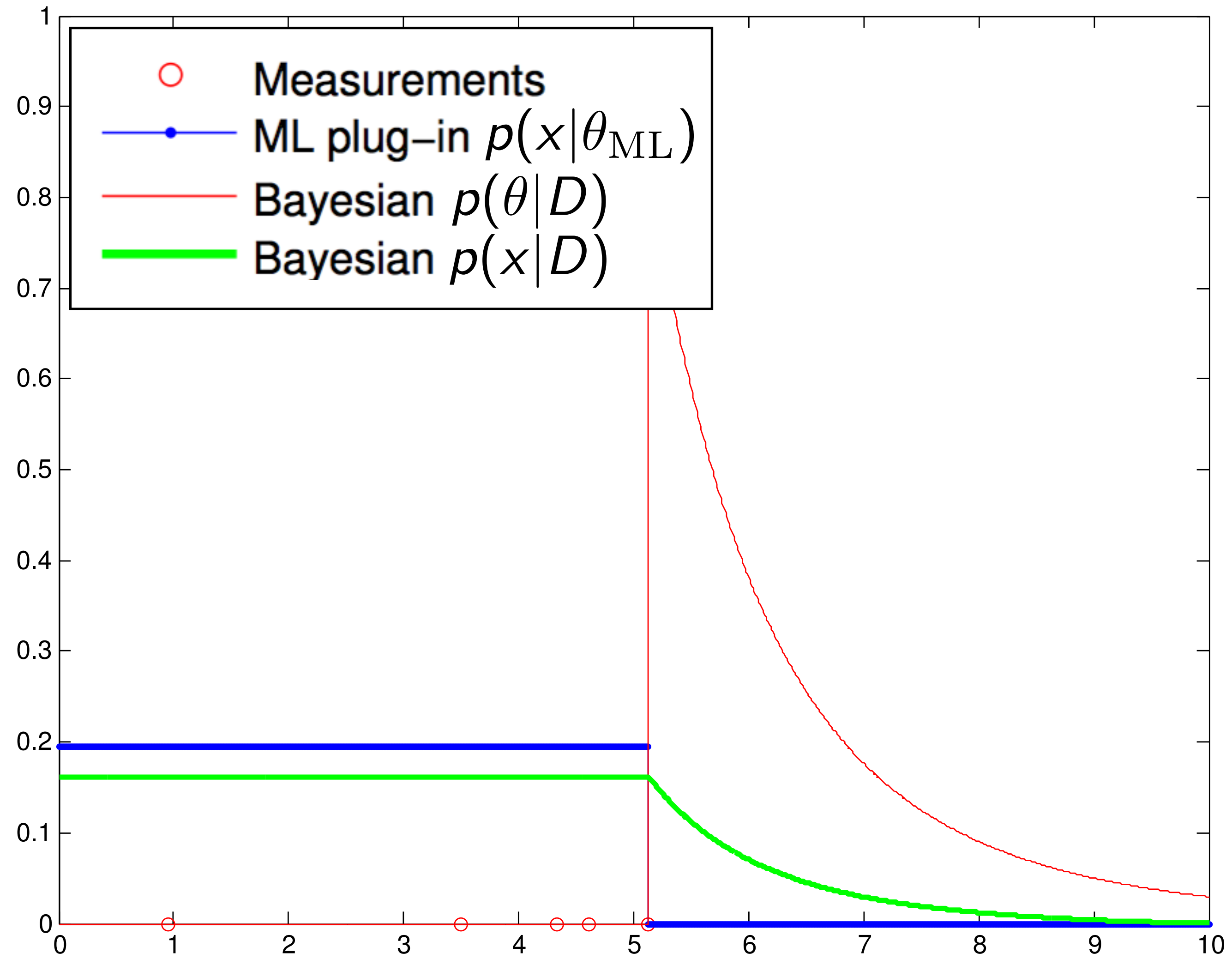
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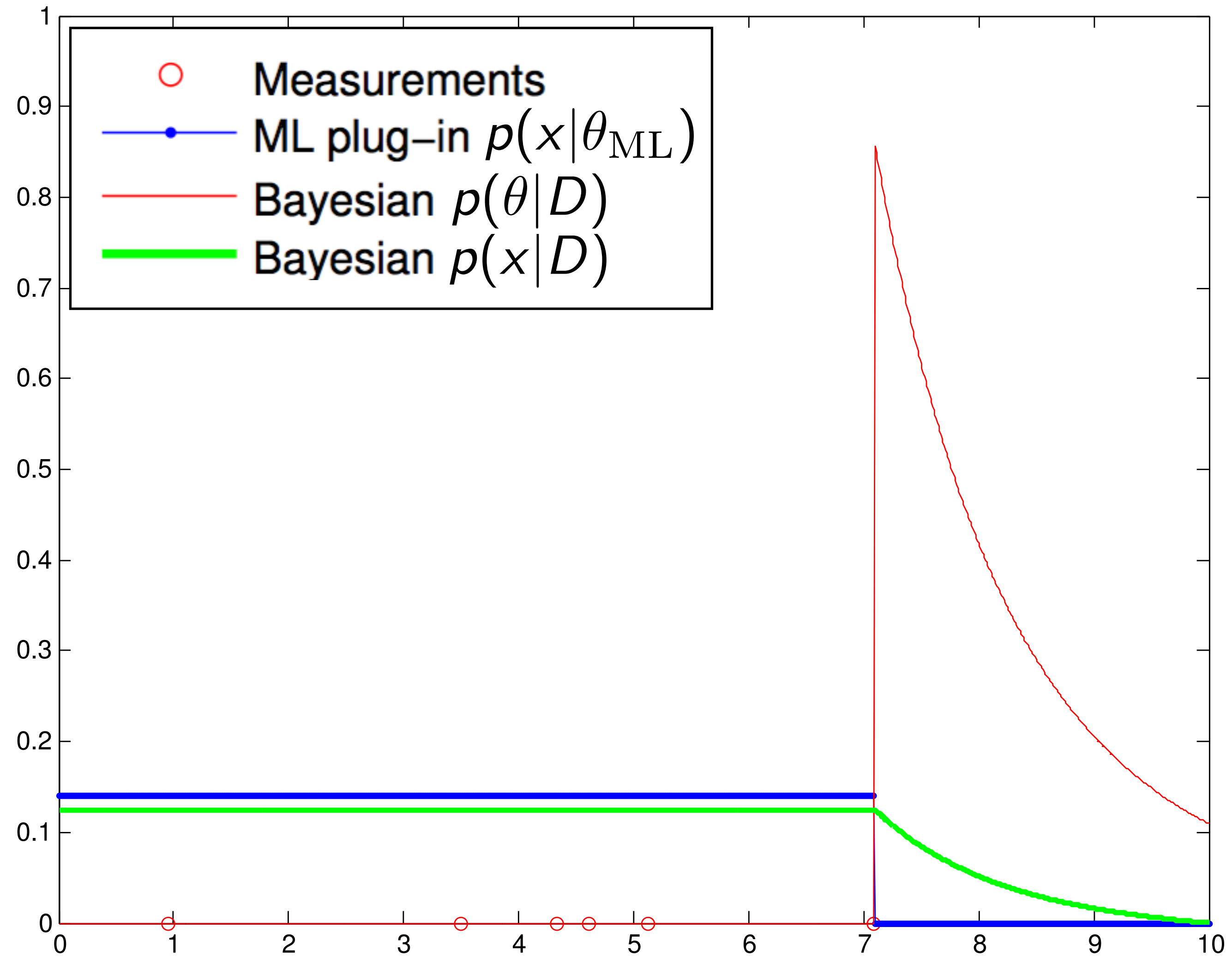
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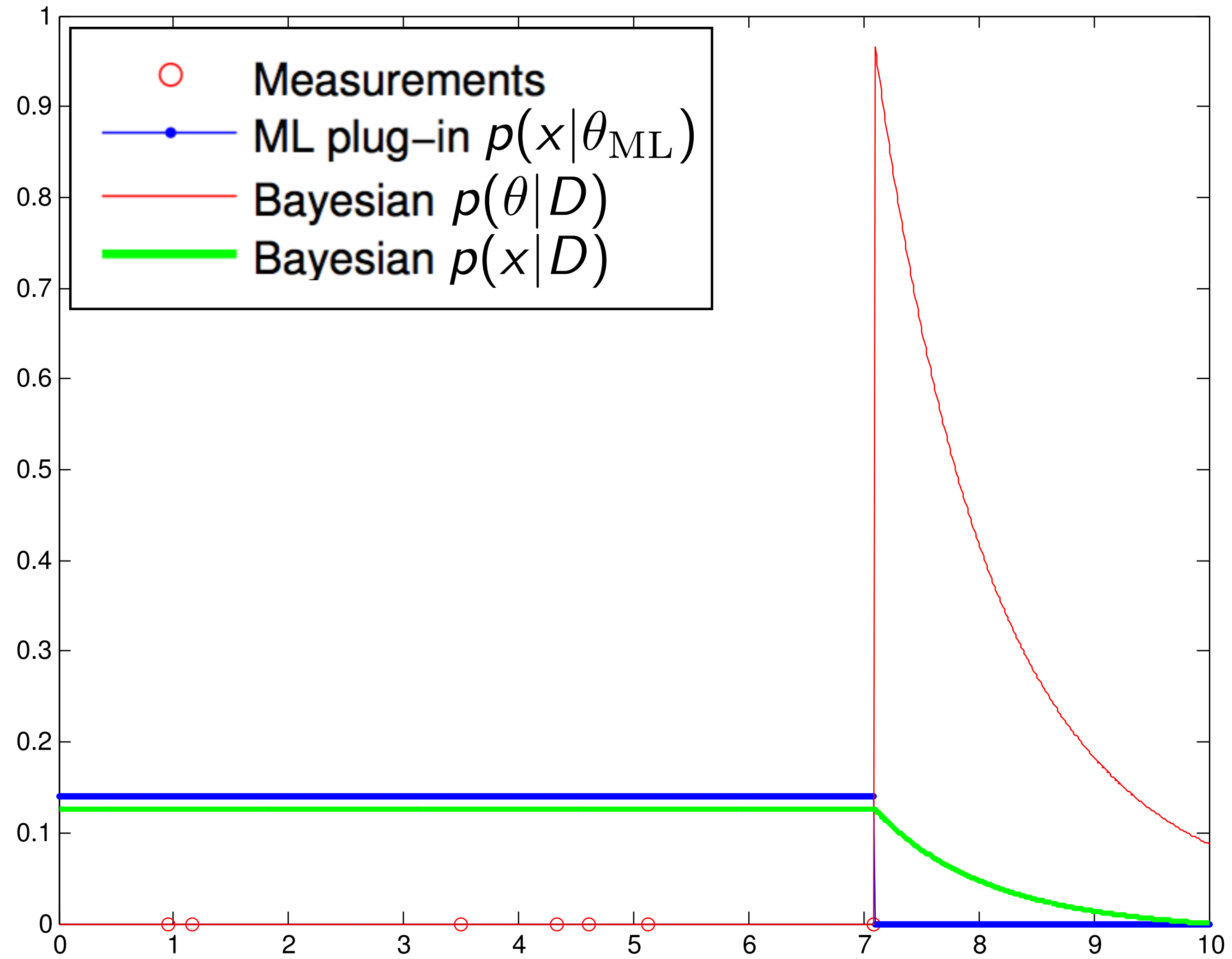
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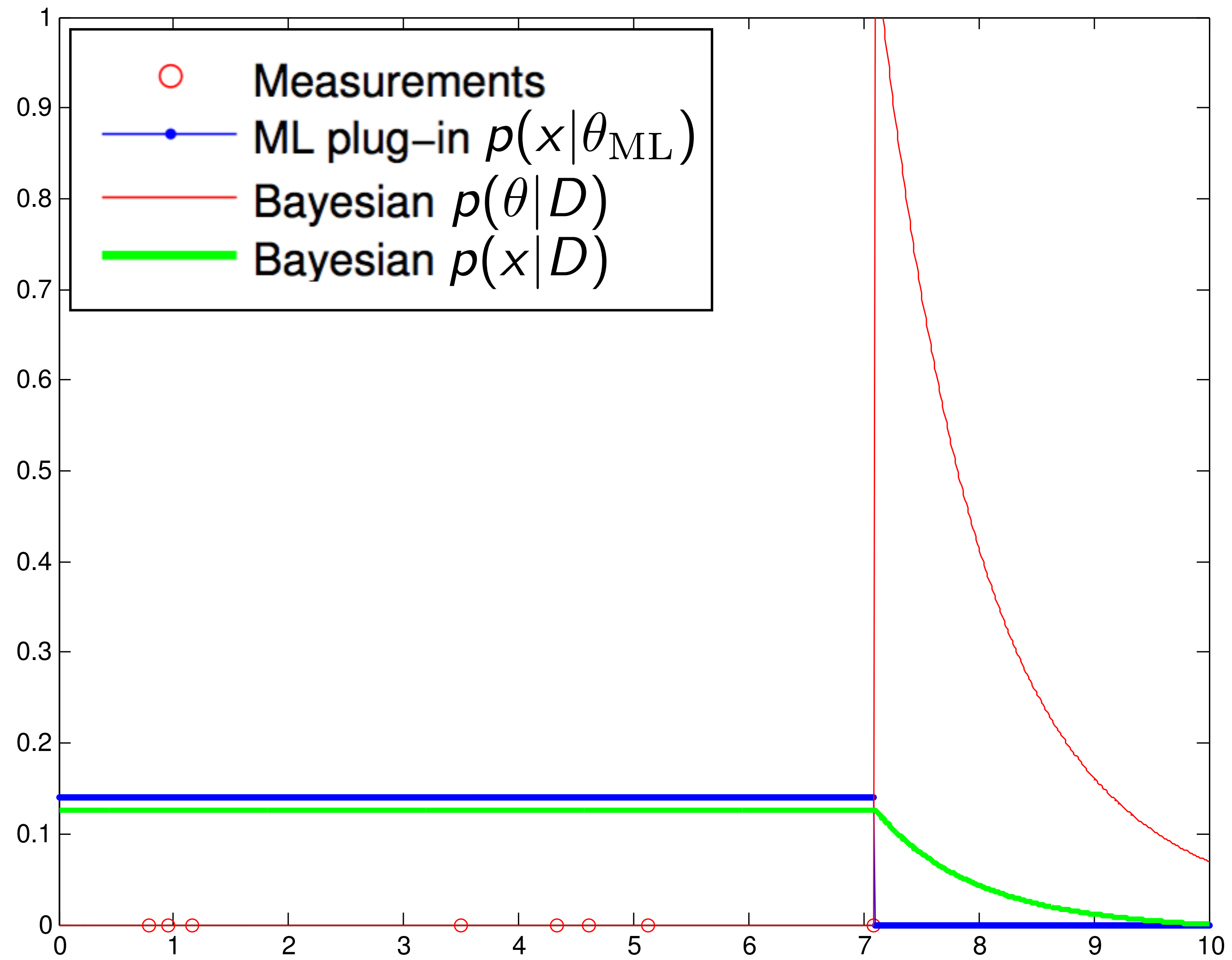
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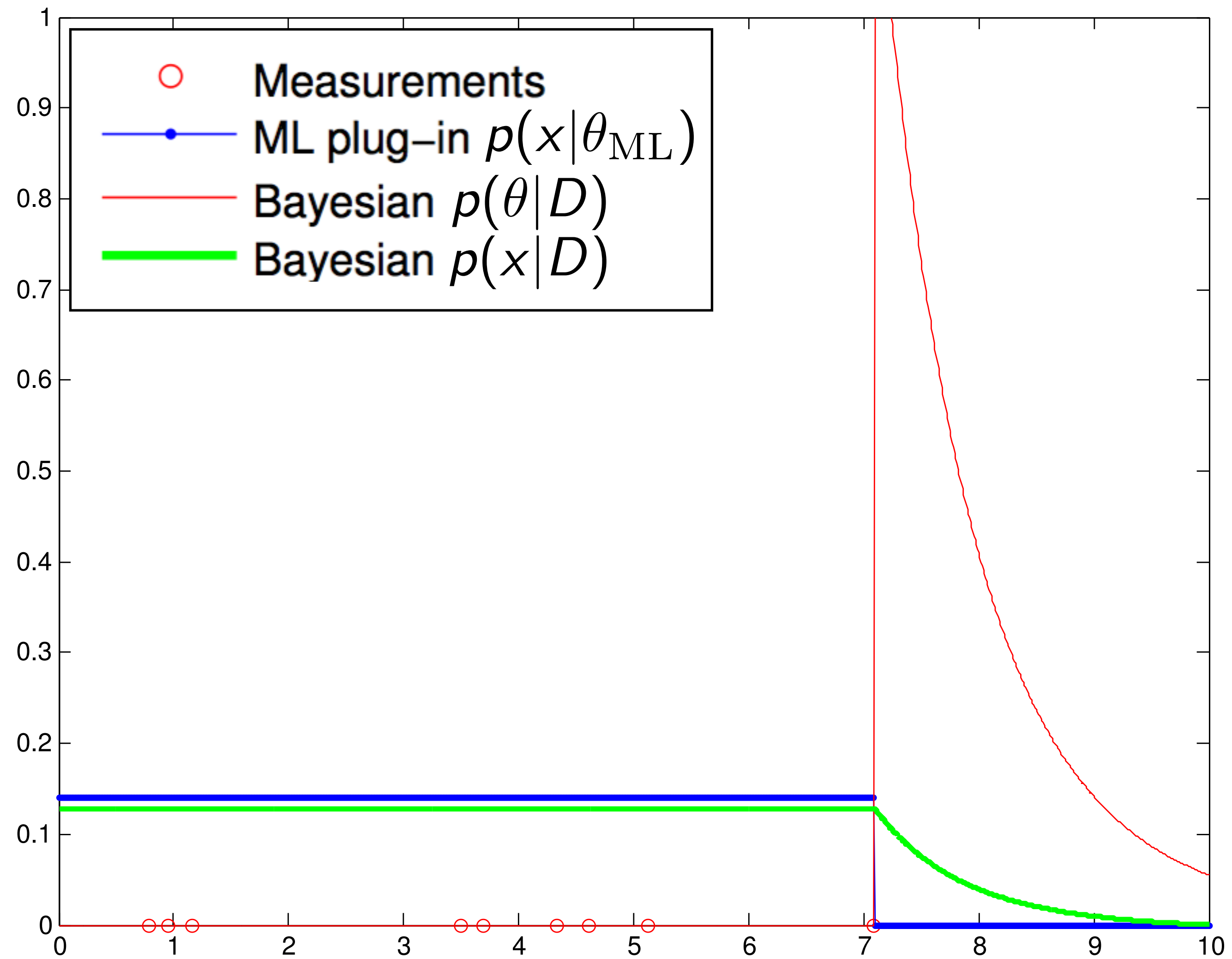
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