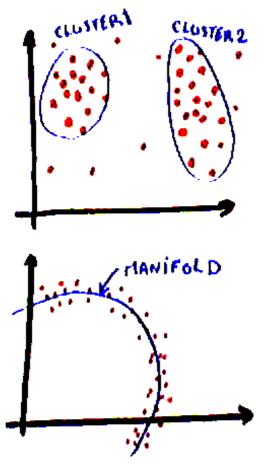
MACHINE LEARNING AND PATTERN RECOGNITION Spring 2005, Lecture 7a: **Unsupervised Learning: Density Estimation** Yann LeCun The Courant Institute, New York University

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The basics idea of unsupervised learning: Learn an energy function E(Y) such that E(Y) is small if Y is "similar" to the training samples, and E(Y) is large if Y is "different" from the training samples. What we mean by "similar" and "different" is somewhat arbitrary and must be defined for each problem.



- Probabilistic unsupervised learning: Density
 Estimation. Find a function f such f(Y)
 approximates the empirical probability density of Y,
 p(Y), as well as possible.
- Clustering: discover "clumps" of points
- Embedding: discover low-dimensional manifold or surface that is as close as possible to all the samples.
- Compression/Quantization: discover a function that for each input computes a compact "code" from which the input can be reconstructed.

Use Maximum Likelihood: Given a model P(Y|W), find the parameter W that best "explains" the training samples, i.e. the W that maximizes the likelihood of the training samples $Y^1, Y^2, ...Y^P$. Assuming that the total data likelihood factorizes into individual sample likelihoods:

$$P(Y^1, Y^2, ...Y^P | W) = \prod_i P(Y^i | W)$$

Equivalently, find the W that minimizes the negative log likelihood.

$$L(W) = -\log \prod_{i} P(Y^{i}|W) = \sum_{i} -\log P(Y^{i}|W)$$

This is called *parametric* estimation because we assume that the family of possible densities is parameterized by W.

Assuming P(Y|W) is the normalized exponential of an energy function:

$$P(Y|W) = \frac{\exp(-\beta E(Y,W))}{\int \exp(-\beta E(Y,W))dY}$$

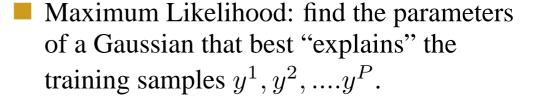
and after an irrelevant division by β , we get the loss function:

$$L(W) = \sum_{i} \left(E(Y^{i}, W) + \frac{1}{\beta} \log \int \exp(-\beta E(Y, W)) dY \right)$$

The Maximum A Posteriori Estimate is similar but includes a penalty on W:

$$L(W) = \sum_{i} \left(E(Y^{i}, W) + \frac{1}{\beta} \log \int \exp(-\beta E(Y, W)) dY \right) + H(W)$$

Example: Univariate Gaussian



negative log-likelihood of the data (one dimension): L(m, v) =

$$-\sum_{i} \log \frac{1}{\sqrt{2\pi v}} \exp\left(-\frac{1}{2v}(y^i - m)^2\right)$$

$$L(m,v) = \frac{1}{2} \sum_{i} \frac{1}{v} (y^{i} - m)^{2} + \log 2\pi v$$

Minimize L(m, v) with respect to m and v.

Example: Univariate Gaussian

Minimize L(m, v) with respect to m

$$\frac{\partial L(m,v)}{\partial m} = \frac{1}{2} \sum_{i} \frac{1}{v} (y^{i} - m) = 0$$

Hence, $m = \frac{1}{P} \sum_{i} y^{i}$

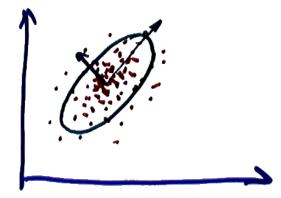
Now minimize L(m, v) with respect to v

$$\frac{\partial L(m,v)}{\partial v} = \frac{1}{2} \sum_{i} \left(-\frac{1}{v^2} (y^i - m)^2 + \frac{1}{v} \right) = 0$$

Hence $v = \frac{1}{P} \sum_{i} (y^i - m)^2$

surprise-surprise: The maximum likelihood estimates of the mean and variance of a Gaussian are the mean and variance of the samples.

Example: Multi-variate Gaussian



Maximum Likelihood: find the parameters of a Gaussian that best "explains" the training samples Y^1, Y^2, \dots, Y^P .

The negative log-likelihood of the data (M is a vector, V is a matrix):

$$L(M,V) = -\sum_{i} \log\left(|2\pi V|^{-1/2} \exp(-1/2(Y^{i} - M)'V^{-1}(Y^{i} - M))\right)$$

$$L(M,V) = \frac{1}{2} \sum_{i} (Y^{i} - M)' V^{-1} (Y^{i} - M) - \log |V^{-1}| + \log(2\pi)$$

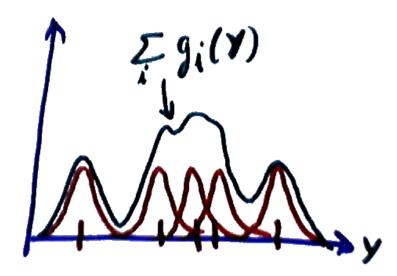
$$L(M,V) = \frac{1}{2} \sum_{i} (Y^{i} - M)' V^{-1} (Y^{i} - M) - \log |V^{-1}| + \log(2\pi)$$
$$\frac{\partial L(M,V)}{\partial M} = \frac{1}{2} \sum_{i} V^{-1} (Y^{i} - M) = 0$$

Hence, $M = \frac{1}{P} \sum_{i} Y^{i}$ Now minimize L(M, V) with respect to V^{-1}

$$\frac{\partial L(M,V)}{\partial V^{-1}} = \frac{1}{2} \sum_{i} \left((Y^i - M)(Y^i - M)' - V \right)$$

(using the fact $\frac{\partial \log |V^{-1}|}{\partial V^{-1}} = V'$). Hence $V = \frac{1}{P} \sum_{i} (Y^{i} - M)(Y^{i} - M)'$

Non-Parametric Methods: Parzen Windows



- The sample distribution can be seen as a bunch of delta functions. Idea: make it smooth.
- Place a "bump" around each training sample Y^i .
- example: Gaussian bump $g_i(Y) = \frac{1}{Z} \exp(-K||Y - Y^i||^2)$ where Z is the Gaussian normalization constant.
- The density is $P(Y) = \frac{1}{P} \sim_{i=1}^{P} g_i(Y)$
- It's simple, but it's expensive.