Three Concepts: Information Lecture 5: MDL Principle

Teemu Roos

Complex Systems Computation Group Department of Computer Science, University of Helsinki

Fall 2007



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Lecture 5: MDL Principle



Jorma Rissanen (left) receiving the IEEE Information Theory Society Best Paper Award from Claude Shannon in 1986.

IEEE Golden Jubilee Award for Technological Innovation (for the invention of arithmetic coding) 1998; IEEE Richard W. Hamming Medal (for fundamental contribution to information theory, statistical inference, control theory, and the theory of complexity) 1993; Kolmogorov Medal 2006; **IBM Corporate Award** (for the MDL/PMDL principles and stochastic complexity) 1991; IBM **Outstanding Innovation Award** (for work in statistical inference, information theory, and the theory of complexity) 1988; ...



Occam's Razor

- House
- Visual Recognition
- Astronomy
- Razor



Image: A matrix

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Occam's Razor

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- Visual Recognition
- Astronomy
- Razor

2 MDL Principle

- Idea
- Rules & Exceptions
- Probabilistic Models
- Old-Style MDL



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House Visual Recognition Astronomy Razor

House



Teemu Roos Three Concepts: Information

House Visual Recognition Astronomy Razor

House

Brandon has

- cough,
- 2 severe abdominal pain,
- Inausea,
- Iow blood pressure,
- 6 fever.

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House Visual Recognition Astronomy Razor

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No single disease causes all of these.

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House Visual Recognition Astronomy Razor

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- pneumonia,
- appendicitis,
- food poisoning,
- ø hemorrhage,

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House Visual Recognition Astronomy Razor

House

Brandon has

- cough,
- severe abdominal pain,
- Inausea,
- Iow blood pressure,
- 6 fever.

- pneumonia,
- appendicitis,
- food poisoning,
- hemorrhage,
- Immediate meningitis.

No single disease causes all of these.

Each symptom can be caused by some (possibly different) disease...

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House Visual Recognition Astronomy Razor

House

Brandon has

- cough,
- severe abdominal pain,
- Inausea,
- Iow blood pressure,
- 6 fever.

pneumonia,

- appendicitis,
- food poisoning,
- hemorrhage,
- Interpretended in the second secon

No single disease causes all of these.

Each symptom can be caused by some (possibly different) disease...

Dr. House explains the symptoms with two simple causes:

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House Visual Recognition Astronomy Razor

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No single disease causes all of these.

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Dr. House explains the symptoms with two simple causes:

common cold, causing the cough and fever,

- common cold,
 appendicitis,
- food poisoning,
- hemorrhage,
- common cold.

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House Visual Recognition Astronomy Razor

common cold.

gout medicine,gout medicine,

gout medicine,

6 common cold.

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House

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- 3 nausea,
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No single disease causes all of these.

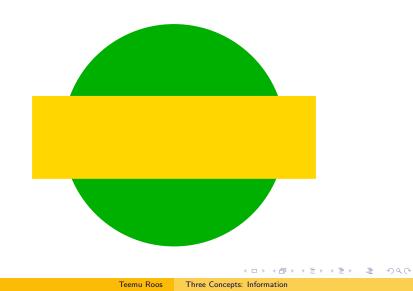
Each symptom can be caused by some (possibly different) disease...

Dr. House explains the symptoms with two simple causes:

- common cold, causing the cough and fever,
- pharmacy error: cough medicine replaced by gout medicine.

House Visual Recognition Astronomy Razor

Visual Recognition



House Visual Recognition Astronomy Razor

Visual Recognition





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House Visual Recognition Astronomy Razor

Visual Recognition



Teemu Roos Three Concepts: Information

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House Visual Recognition Astronomy Razor

Visual Recognition



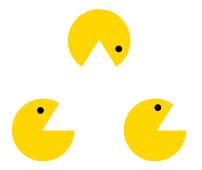
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House Visual Recognition Astronomy Razor

Visual Recognition



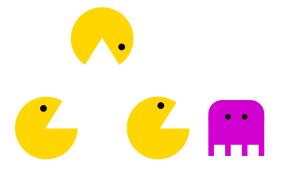
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House Visual Recognition Astronomy Razor

Visual Recognition

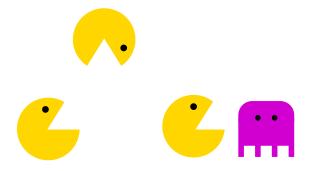


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House Visual Recognition Astronomy Razor

Visual Recognition

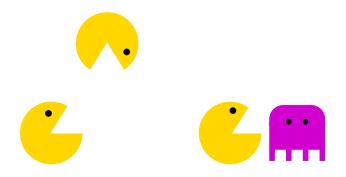


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House Visual Recognition Astronomy Razor

Visual Recognition



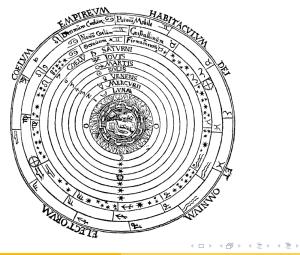
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House Visual Recognition Astronomy Razor

Astronomy

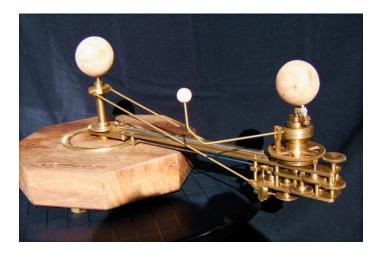
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House Visual Recognition Astronomy Razor

Astronomy



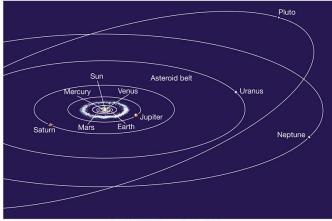
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House Visual Recognition Astronomy Razor

Astronomy



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House Visual Recognition Astronomy Razor

William of Ockham (c. 1288–1348)



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House Visual Recognition Astronomy Razor

Occam's Razor

Occam's Razor

Entities should not be multiplied beyond necessity.

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House Visual Recognition Astronomy Razor

Occam's Razor

Occam's Razor

Entities should not be multiplied beyond necessity.

Isaac Newton: "We are to admit no more causes of natural things than such as are both true and sufficient to explain their appearances."

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House Visual Recognition Astronomy Razor

Occam's Razor

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Diagnostic parsimony: Find the fewest possible causes that explain the symptoms.

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House Visual Recognition Astronomy Razor

Occam's Razor

Occam's Razor

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Isaac Newton: "We are to admit no more causes of natural things than such as are both true and sufficient to explain their appearances."

Diagnostic parsimony: Find the fewest possible causes that explain the symptoms.

(Hickam's dictum: "Patients can have as many diseases as they damn well please.")

House Visual Recognition Astronomy **Razor**

Visual Recognition

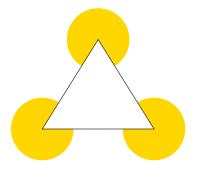


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House Visual Recognition Astronomy Razor

Visual Recognition

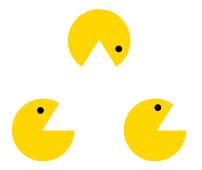


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House Visual Recognition Astronomy **Razor**

Visual Recognition



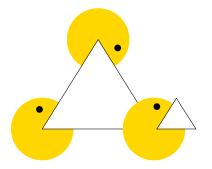
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House Visual Recognition Astronomy Razor

Visual Recognition



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Idea Rules & Exceptions Probabilistic Models Old-Style MDL

1 Occam's Razor

- House
- Visual Recognition
- Astronomy
- Razor

2 MDL Principle

- Idea
- Rules & Exceptions
- Probabilistic Models
- Old-Style MDL



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Idea Rules & Exceptions Probabilistic Models Old-Style MDL

MDL Principle

Minimum Description Length (MDL) Principle (2-part)

Choose the hypothesis which minimizes the sum of

- the codelength of the hypothesis, and
- the codelength of the data with the help of the hypothesis.

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Idea Rules & Exceptions Probabilistic Models Old-Style MDL

MDL Principle

Minimum Description Length (MDL) Principle (2-part)

Choose the hypothesis which minimizes the sum of

- the codelength of the hypothesis, and
- the codelength of the data with the help of the hypothesis.

How to encode data with the help of a hypothesis?

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Idea Rules & Exceptions Probabilistic Models Old-Style MDL

Encoding Data: Rules & Exceptions

Idea 1: Hypothesis = rule; encode exceptions.

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Idea Rules & Exceptions Probabilistic Models Old-Style MDL

Encoding Data: Rules & Exceptions

Idea 1: Hypothesis = rule; encode exceptions.



Black box of size $25 \times 25 = 625$, white dots at $(x_1, y_1), (x_2, y_2), (x_3, y_3)$.

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Idea Rules & Exceptions Probabilistic Models Old-Style MDL

Encoding Data: Rules & Exceptions

Idea 1: Hypothesis = rule; encode exceptions.



Black box of size $25 \times 25 = 625$, white dots at $(x_1, y_1), (x_2, y_2), (x_3, y_3)$.

For image of size n = 625, there are 2^n different images, and

$$\binom{n}{k} = \frac{n!}{k!(n-k)!}$$

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Idea Rules & Exceptions Probabilistic Models Old-Style MDL

Encoding Data: Rules & Exceptions

Idea 1: Hypothesis = rule; encode exceptions.



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For image of size n = 625, there are 2^n different images, and

$$\binom{n}{k} = \frac{n!}{k!(n-k)!}$$

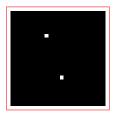
$$k = 1 : \binom{n}{1} = 625 \ll 2^{625}.$$

Codelength $\log_2(n+1) + \log_2\binom{n}{k} \approx 19$ vs. 625

Idea Rules & Exceptions Probabilistic Models Old-Style MDL

Encoding Data: Rules & Exceptions

Idea 1: Hypothesis = rule; encode exceptions.



Black box of size $25 \times 25 = 625$, white dots at $(x_1, y_1), (x_2, y_2), (x_3, y_3)$.

For image of size n = 625, there are 2^n different images, and

$$\binom{n}{k} = \frac{n!}{k!(n-k)!}$$

$$k = 2 : \binom{n}{2} = 195\,000 \ll 2^{625}.$$

Codelength $\log_2(n+1) + \log_2\binom{n}{k} \approx 27$ vs. 625

Idea Rules & Exceptions Probabilistic Models Old-Style MDL

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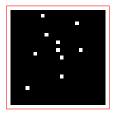
$$k = 3: \binom{n}{3} = 40\,495\,000 \ll 2^{625}.$$

Codelength $\log_2(n+1) + \log_2\binom{n}{k} \approx 35$ vs. 625

Idea Rules & Exceptions Probabilistic Models Old-Style MDL

Encoding Data: Rules & Exceptions

Idea 1: Hypothesis = rule; encode exceptions.



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For image of size n = 625, there are 2^n different images, and

$$\binom{n}{k} = \frac{n!}{k!(n-k)!}$$

different groups of k exceptions. $k = 10: \binom{n}{10} = 2\,331\,354\,000\,000\,000\,000\,000 \ll 2^{625}.$ Codelength log₂(n + 1) + log₂ $\binom{n}{k} \approx 80$ vs. 625

Idea Rules & Exceptions Probabilistic Models Old-Style MDL

Encoding Data: Rules & Exceptions

Idea 1: Hypothesis = rule; encode exceptions.



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For image of size n = 625, there are 2^n different images, and

$$\binom{n}{k} = \frac{n!}{k!(n-k)!}$$

different groups of k exceptions. $k = 100 : \binom{n}{100} \approx 9.5 \times 10^{117} \ll 2^{625}.$ Codelength $\log_2(n+1) + \log_2\binom{n}{k} \approx 401$ vs. 625

Idea Rules & Exceptions Probabilistic Models Old-Style MDL

Encoding Data: Rules & Exceptions

Idea 1: Hypothesis = rule; encode exceptions.



Black box of size $25 \times 25 = 625$, white dots at $(x_1, y_1), (x_2, y_2), (x_3, y_3)$.

For image of size n = 625, there are 2^n different images, and

$$\binom{n}{k} = \frac{n!}{k!(n-k)!}$$

$$k = 300: \binom{n}{300} \approx 2.7 \times 10^{186} < 2^{625}.$$

Codelength $\log_2(n+1) + \log_2\binom{n}{k} \approx 629$ vs. 625

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Encoding Data: Probabilistic Models

Idea 2: Hypothesis = probability distribution.

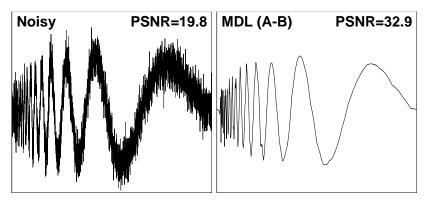
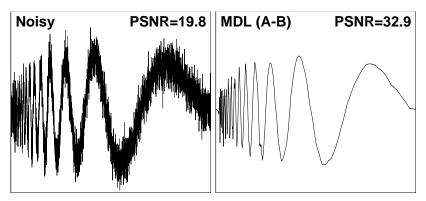


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Encoding Data: Probabilistic Models

Idea 2: Hypothesis = probability distribution.



How to encode a distribution?

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Idea Rules & Exceptions **Probabilistic Models** Old-Style MDL

Two-Part Codes

Let $\mathcal{M} = \{p_{\theta} : \theta \in \Theta\}$ be a parametric probabilistic model class, i.e., a set of distributions p_{θ} indexed by parameter θ .

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Idea Rules & Exceptions **Probabilistic Models** Old-Style MDL

Two-Part Codes

Let $\mathcal{M} = \{p_{\theta} : \theta \in \Theta\}$ be a parametric probabilistic model class, i.e., a set of distributions p_{θ} indexed by parameter θ .

If the parameter space Θ is discrete, we can construct a (prefix) code \mathcal{C}_1 : $\Theta \to \{0,1\}^*$ which maps each parameter value to a codeword.

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Idea Rules & Exceptions **Probabilistic Models** Old-Style MDL

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For each distribution p_{θ} there is a prefix code C_{θ} : $\mathcal{D} \to \{0, 1\}^*$ where $D \in \mathcal{D}$ is a data-set to be encoded, such that the codeword lengths satisty

$$\ell_{ heta}(D) pprox \log_2 rac{1}{p_{ heta}(D)}$$

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Idea Rules & Exceptions **Probabilistic Models** Old-Style MDL

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Using parameter value heta, the total codelength becomes (pprox)

$$\ell_1(heta) + \log_2 rac{1}{p_ heta(D)}$$

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Two-Part Codes

The parameter value minimizing the codelength is given by the **maximum likelihood** parameter $\hat{\theta}$:

$$\min_{\theta \in \Theta} \log_2 \frac{1}{p_{\theta}(D)} = \log_2 \frac{1}{\max_{\theta \in \Theta} p_{\theta}(D)} = \log_2 \frac{1}{p_{\hat{\theta}}(D)}$$

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It could of course be that $\ell_1(\hat{\theta})$ is so large that some other parameter value gives a shorter total codelength.

Idea Rules & Exceptions **Probabilistic Models** Old-Style MDL

Multi-Part Codes

If there are more than one model classes, $\mathcal{M}_1, \mathcal{M}_2, \ldots$ it is possible to construct **multi-part codes** where the parts are

• Encoding of the model class index: $C_0(i), i \in \mathbb{N}$.

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Idea Rules & Exceptions Probabilistic Models Old-Style MDL

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For instance, the models could be polynomials with different degrees, the parameters are the coefficients

$$\theta_0 + \theta_1 x + \theta_2 x^2 + \theta_3 x^3 + \ldots + \theta_k x^k$$

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For instance, the models could be polynomials with different degrees, the parameters are the coefficients

$$\theta_0 + \theta_1 x + \theta_2 x^2 + \theta_3 x^3 + \ldots + \theta_k x^k$$

The more complex the model class (the higher the degree), the better it fits the data but the longer the second part $C_i(\theta)$ becomes.

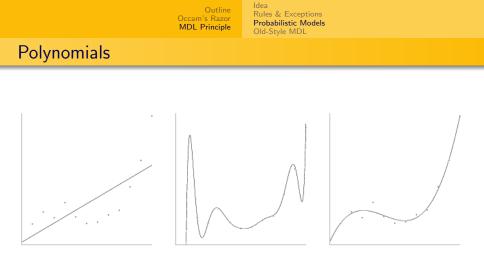


Figure 1: A simple (1.1), complex (1.2) and a trade-off (3rd degree) polynomial.

Idea Rules & Exceptions **Probabilistic Models** Old-Style MDL

Continuous Parameters

What if the parameters are continuous (like polynomial coefficients)? How to encode continuous values?

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Idea Rules & Exceptions **Probabilistic Models** Old-Style MDL

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What if the parameters are continuous (like polynomial coefficients)? How to encode continuous values?

Solution: Quantization. Choose a discrete subset of points, $\theta^{(1)}, \theta^{(2)}, \ldots$, and use only them.

Idea Rules & Exceptions **Probabilistic Models** Old-Style MDL

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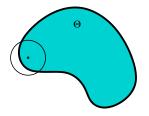


Idea Rules & Exceptions **Probabilistic Models** Old-Style MDL

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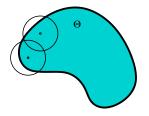


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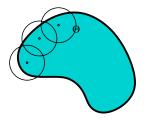


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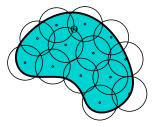


Idea Rules & Exceptions **Probabilistic Models** Old-Style MDL

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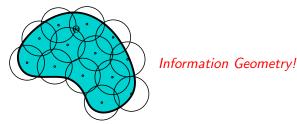
If the points are sufficiently *dense* (in a codelength sense) then the codelength for data is still almost as short as $\min_{\theta \in \Theta} \ell_{\theta}(D)$.

Idea Rules & Exceptions **Probabilistic Models** Old-Style MDL

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Idea Rules & Exceptions **Probabilistic Models** Old-Style MDL

About Quantization

How many points should there be in the subset $\theta^{(1)}, \theta^{(2)}, \ldots$?

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Idea Rules & Exceptions **Probabilistic Models** Old-Style MDL

About Quantization

How many points should there be in the subset $\theta^{(1)}, \theta^{(2)}, \ldots$?

Intuition: Estimation accuracy of order $\frac{1}{\sqrt{n}}$.

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Idea Rules & Exceptions **Probabilistic Models** Old-Style MDL

About Quantization

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Theorem

Optimal quantization accuracy is of order $\frac{1}{\sqrt{n}}$.

 \Rightarrow number of points $\approx \sqrt{n}^k = n^{k/2}$, where $k = \dim(\Theta)$.

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About Quantization

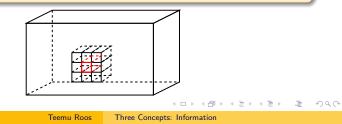
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Idea Rules & Exceptions **Probabilistic Models** Old-Style MDL

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$$\frac{1}{\sqrt{n}}$$
.
 \Rightarrow number of points $\approx \sqrt{n}^k = n^{k/2}$, where $k = \dim(\Theta)$.

The codelength for the quantized parameters becomes

$$\ell(\theta^q) \approx \log_2 n^{k/2} = \frac{k}{2} \log_2 n$$
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Occam's Razor MDL Principle Idea Rules & Exceptions Probabilistic Models **Old-Style MDL**

Old-Style MDL

With the precision $\frac{1}{\sqrt{n}}$ the codelength for data is almost optimal:

$$\min_{ heta^q \in \{ heta^{(1)}, heta^{(2)}, \ldots\}} \ell_{ heta^q}(D) \ pprox \ \min_{ heta \in \Theta} \ell_{ heta}(D) = \log_2 rac{1}{p_{\hat{ heta}}(D)} \ .$$

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Occam's Razor MDL Principle Idea Rules & Exceptions Probabilistic Models **Old-Style MDL**

Old-Style MDL

With the precision $\frac{1}{\sqrt{n}}$ the codelength for data is almost optimal:

$$\min_{\theta^q \in \{\theta^{(1)}, \theta^{(2)}, \ldots\}} \ell_{\theta^q}(D) ~\approx~ \min_{\theta \in \Theta} \ell_\theta(D) = \log_2 \frac{1}{p_{\hat{\theta}}(D)} ~.$$

This gives the total codelength formula:

"Steam MDL"

$$\ell_{ heta^q}(D) + \ell(heta^q) pprox \log_2 rac{1}{p_{\hat{ heta}}(D)} + rac{k}{2}\log_2 n \; .$$

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Idea Rules & Exceptions Probabilistic Models **Old-Style MDL**

Old-Style MDL



The $\frac{k}{2}\log_2 n$ formula is only a rough approximation, and works well only for very large samples.

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Idea Rules & Exceptions Probabilistic Models **Old-Style MDL**

Old-Style MDL



The $\frac{k}{2}\log_2 n$ formula is only a rough approximation, and works well only for very large samples.

Next week:

- More advanced codes: mixtures, normalized maximum likelihood, etc.
- Foundations of MDL.

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