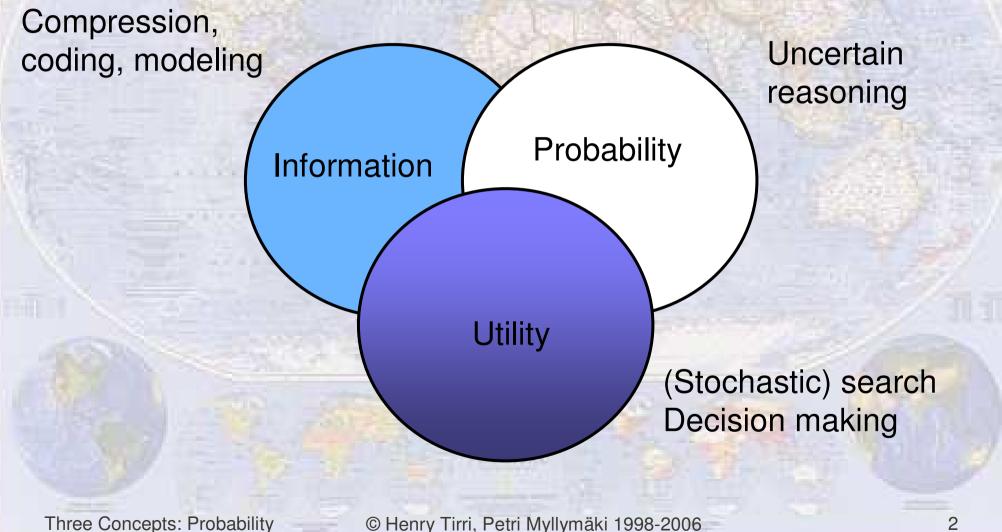
581287 **Three concepts: Probability** Spring 2006 Petri Myllymäki **Complex Systems Computation Group** Department of Computer Science University of Helsinki, Finland

http://www.cs.helsinki.fi/group/cosco/Teaching/Probability/



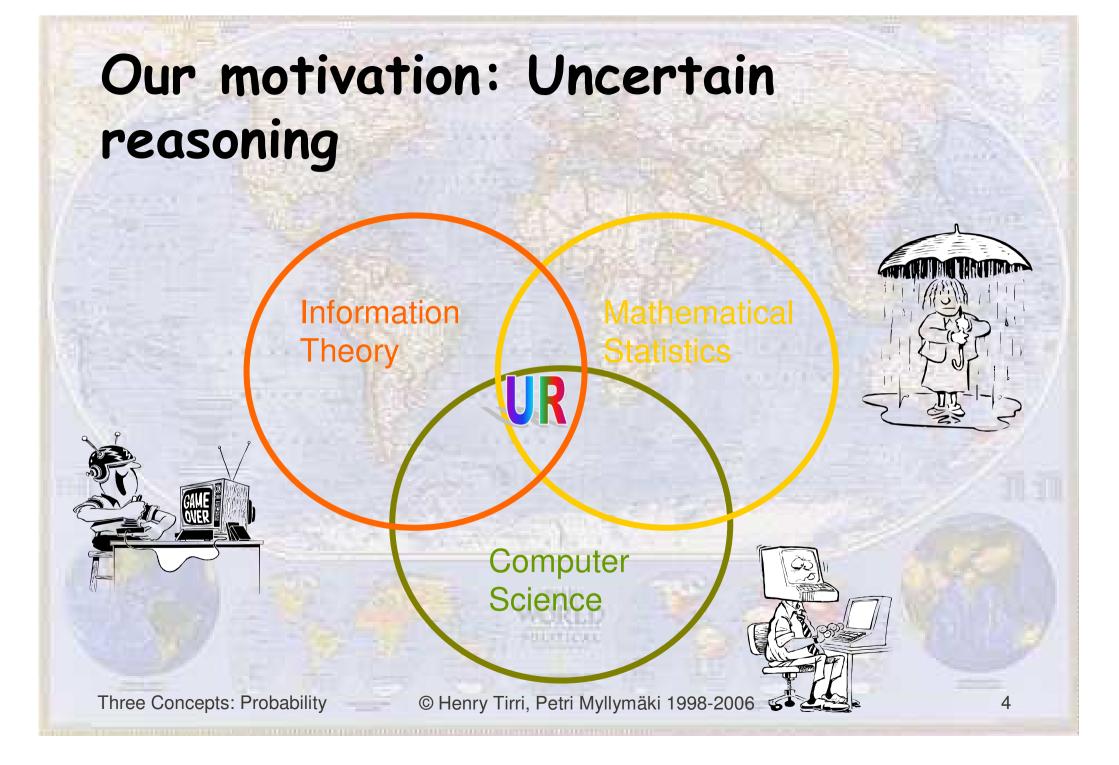


On modeling

In building intelligent systems, statistics and in the rest of the world ...



Three Concepts: Probability



Do I really need this stuff?

"Machine learning"
"Data mining"
"Intelligent Systems"
"Neural networks"
"Pattern recognition"
"Computational Intelligence"



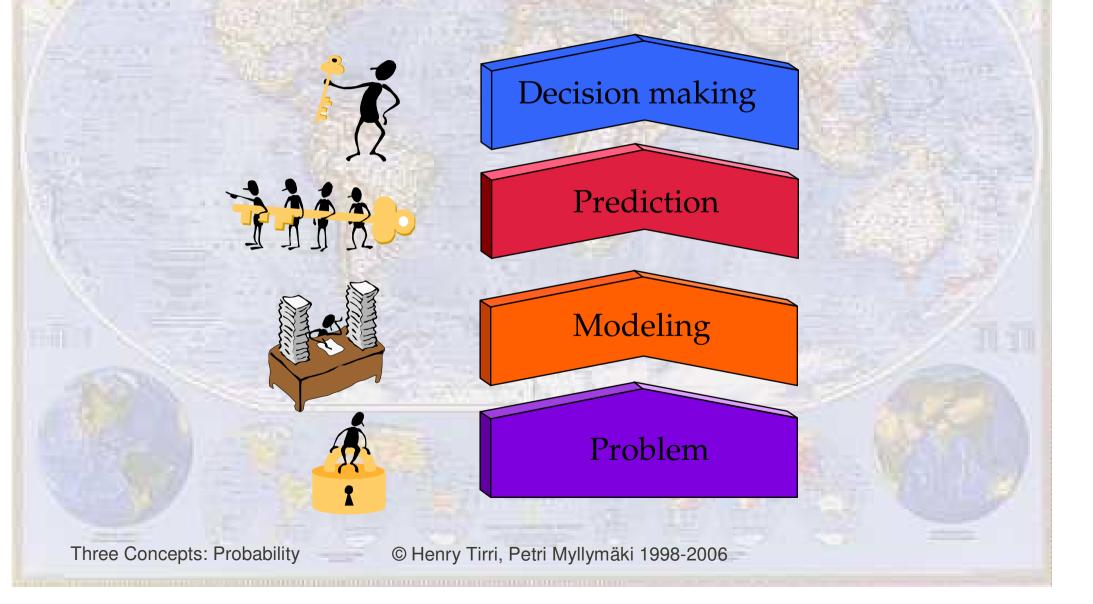
or

...and more?

- "Statistics"
- "Robotics"
- "Expert system design"
- Medical informatics"
- "User interface design"
- "Artificial life" (Evolutionary computation)

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Modeling framework



What does this mean?

- Problem: there is a need to model some part of the universe and make decisions based on the model
- Modeling: build the best model possible from a priori knowledge and data available
- Prediction: use the model to predict properties of interest
- Decision making: decide actions based on the predictions

For example

- Problem: online troubleshooting of software/hardware
- Modeling: build a latent variable (Bayes) model of the problems user encounters based on knowledge about the software and symptom data
- Prediction: use the model to predict the underlying problem given symptoms
- Decision making: propose actions to remove the problem (or to find more symptoms)

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Microsoft Technical support

| | Netscape - [Microsoft Technical Support Troubleshooting Wizards] Image: Comparison of the second |
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| | Help Files, Service Packs, & More Image: Service state of the |
| e Concepts | : Probability © Henry Tirri, Petri Myllymäki 1998-2006 |

10

Bayesian email spam filters

- SpamBayes, OPFile, Outclass, bayespam, bogofilter, ifile, PASP, spamoracle, Spam Assassin Annoyance Filter, BSpam, Spam Bully, Death2Spam, InBoxer, ...
- Software:
 - > http://spambayes.sourceforge.net/related.html
- Background:
 - > http://spambayes.sourceforge.net/background.html

Real questions are

- Infinite number of models what models do we consider?
 - Model is always chosen from a set of possible models!
- How do we compare models (i.e., measure that one model is better than another one) given some data?
- How do we find good models?

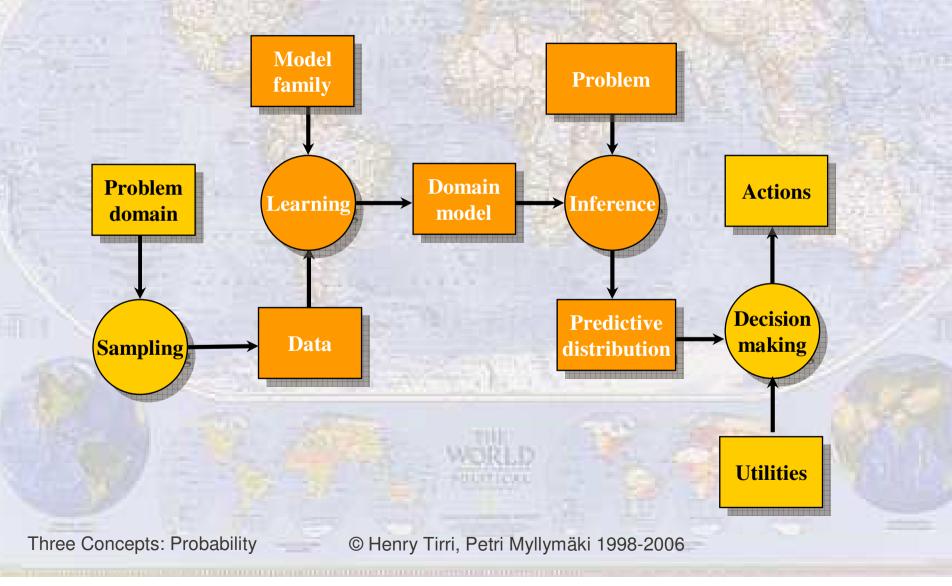
...and more

How do we use the models to predict unobserved quantities of interest?

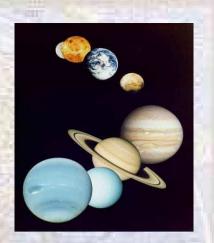
What actions do we choose given the predictions?



General "rational agent" framework



Choice of models



- Simple models vs. complex models
- Linear models vs. non-linear models
- Parametric models vs. non-parametric models
- Flat models vs. structural models

Paradise lost

- What is simple and what is complex?*
 - > The Catastrophic
 - Intuition: small, gradual changes in causes give rise to small, gradual changes in effects
 - > The Chaotic
 - Intuition: Deterministic rules of behavior give rise to completely predictable events
 - > The Lawless
 - Intuition: All real-world truths are logical outcome of following a set of rules
 - The Irreducible
 - Intuition: Complicated systems can always be understood by breaking them down into simpler parts
 - > The Emergent
 - Intuition: Surprising behavior results only from complicated, hard-tounderstand interactions among a system's component parts
 - * John. L. Casti, Complexification

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What is complex?

what is complex is a totally nontrivial question

one intuition: a complex model has more effective parameters

example: 100 factor model of IQ is more complex than 10 factor model!

 $P(D|M) = \frac{(l-1)!}{(N+l-1)!} \prod_{k=1}^{l} |c_k|! \prod_{j=1}^{m} \prod_{k=1}^{l} \left(\frac{n_j - 1!}{(c_k|+n_j - 1)!} \prod_{i=1}^{n_i} F_k(a_{ji})! \right)$

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The Occam's razor principle

The problem:

- > You are given the following sequence: -1, 3, 7, 11
- > Question: What are the two next numbers?

Solution 1:

- > Answer: 15 and 19
- > Explanation: add 4 to the previous number

Solution 2:

- > Answer: -19.9 and 1043.8
- > Explanation: if the previous number is x, the next one is $-x^3/11 + 9/11x^2 + 23/11$
- Of two competing hypotheses both conforming to our observations, choose the simpler one."

Occam's Razor in Modeling

there is a trade-off between the model complexity and fit to the data

of car accidents

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too complex

too simple

Occam

Simpler models are better than complex models

- interpretation: they are easier to understand
- computation: predictions are typically easier to compute (not necessarily!)
- universality: they can be applied in more domains (more accurate predictions)

Three Concepts: Probability

- "models should be only as complex as the data justifies"
- Bayesian model selection: automatic Occam's razor for model complexity regularization

The source of great confusion

Descriptive models ("Statistical modeling")
 > describe objects (e.g., data) as they are
 > typically exploratory structures
 Predictive models ("Predictive inference")
 > models that are able to predict unknown objects (e.g., future data)
 > models of the underlying process

Some viewpoints

- "prediction is our business"
- why the best fit to data is not the best predictor
 - In the erroneous perfect fit is too "specialized" and models the errors also!
 - a sample can only "identify" up to a certain level of complexity
- intuitive goal: minimize model complexity + prediction error - it keeps you honest!

Alternatives

Probabilistic inference
Statistical inference
Bayesian inference
Fuzzy inference
Dempster-Shafer inference
Non-monotonic logic



All models have probabilistic counterparts

