Probability as a measure of belief

Personal probability: MOST OF LIFE'S EVENTS ARE NOT REPEATABLE, PERSONAL PROBABILITY 15 AN INDIVIDUAL'S PERSONAL ASSESSMENT OF AN OUTCOME'S LIKELIHOOD. IF A GAMBLER BELIEVES THAT A HORSE HAS MORE THAN A 50% CHANCE OF WINNING, HE'LL TAKE AN EVEN BET ON THAT HORSE.

HOW DO YOU KNOW?

DA TRACK ...

AN OBJECTIVIST USES EITHER THE CLASSICAL OR FREQUENCY DEFINITION OF PROBABILITY. A SUBJECTIVIST OR BAYESIAN APPLIES FORMAL LAWS OF CHANCE TO HIS OWN, OR YOUR. PERSONAL PROBABILITIES.



Probabilities are to be interpreted



Dictionary definition: probability = chance = likelihood = probability

Three Concepts: Probability

Numerical measures of belief

- Belief in a proposition, f, can be measured in terms of a number between 0 (definitely false) and 1 (definitely true) this is the probability of f
- f has a probability between 0 and 1, doesn't mean f is true to some degree, but means that you are ignorant of its truth value. Probability is a measure of your ignorance

Random Variables

- A random variable is a term in a language that can take one of a number of different values
- *dom(x)*, the domain of a variable, is the set of values x can take
- a tuple of random variables <x₁,..., x_n> is a complex random variable with domain dom(x₁) ×... × dom(x_n)
- a proposition is a Boolean formula made from assignments of values to variables

Possible world semantics

A possible world specifies an assignment of one value to each random variable

$$w \models x = v$$

means variable x is assigned value v in world w

► logical connectives have their standard meaning $w \models \alpha \land \beta$ if $w \models \alpha$ and $w \models \beta$ $w \models \alpha \lor \beta$ if $w \models \alpha$ or $w \models \beta$ $w \models \neg \alpha$ if $w \models \alpha$

Three Concepts: Probability

Semantics of probability

For a finite number of variables with finite domains:

- define a nonnegative measure µ(w) to each world w so that the measures of the possible worlds sum to 1. The measure specifies how much you think the world w is like the real world.
- The probability of a proposition f is defined by

$$P(f) = \sum_{w \models f} \mu(\omega)$$

Axioms of probability

Axiom 1. P(f) = P(g) if f ↔ g is a tautology. That is, logically equivalent formulae have the same probability.
Axiom 2. 0 ≤ P(f) for any formula f.
Axiom 3. P(τ) = 1 if τ is a tautology.
Axiom 4. P(f ∨ g) = P(f) + P(g) if ¬(f ∧ g) is a tautology.

These axioms are sound and complete with respect to the semantics

Conditioning

- Specifies how to revise beliefs based on new information
- Building a probabilistic model starts by taking all background information into account. This gives the prior probability.
- > All other information must be conditioned on.
- If evidence e is all the info obtained subsequently, the conditional probability P(h/e) of h given e is the posterior probability of h

Semantics of conditional probability

Evidence *e* rules out possible worlds incompatible with *e*.
 Evidence e induces a new measure, μ_e, over possible worlds

$$\mu_{e} = \begin{cases} \frac{1}{P(e)} \times \mu(\omega) \text{ if } \omega \models e \\ 0 & \text{ if } \omega \not\models e \end{cases}$$

The conditional probability of formula h given evidence e is

$$P(h \mid e) = \sum_{\omega \mid = h} \mu_e(w) = \frac{P(h \land e)}{P(e)}$$

Three Concepts: Probability

Properties of conditional probabilities



 $P(f_1 \wedge f_2 \wedge ... \wedge f_n)$ $= P(f_1) \times P(f_2 \mid f_1) \times P(f_3 \mid f_1 \land f_2)$ $\times ... \times P(f_n \mid f_1 \land ... \land f_{n-1})$ $= \prod P(f_i \mid f_1 \land \dots \land f_{i-1})$ i = 1

Three Concepts: Probability

Law of total probability

> use a weighted average of conditional probabilities to calculate a probability Propositions W,J $W = (W \cap J) \cup (W \cap (\sim J))$ (disjointness) $P(W) = P(W \cap J) + P(W \cap (\sim J))$ $P(W \cap J) = P(W \mid J)P(J)$ $P(W \cap (\sim J)) = P(W \mid \sim J)P(\sim J)$ $P(W) = P(W \mid J)P(J) + P(W \mid \sim J)P(\sim J)$

Beating classifiers

- in LEE-97 Cup your favorite classifier program YFC is tested against decision tree classifier (DTC) and Naïve Bayes classifier (NBC).
- from experience probability of YFC performing better than DTC is 7/10 but against NBC only 2/10
- you assess the probability of YFC facing DTC to be 1/4 (and thus P(NBC) to be 3/4)
- How likely is it that your YFC is better than your next competitor?

Beating classifiers

Propositions $J = against DTC, \sim J = against NBC,$ B = beating $P(B \mid J) = 7/10, P(B \mid J) = 2/10$ $P(J) = 1/4, P(\sim J) = 3/4$ By the law of total probability $P(B) = \frac{1}{4} \cdot \frac{7}{10} + \frac{3}{4} \cdot \frac{2}{10} = \frac{13}{40} = .325$

Bayes Rule

Iet us reverse the previous situation: assuming same probability assignments, you tell me that YFC outperformed the competitor. Which classifier (DTC or NBC) did you compete with?



Bayes Rule

 $P(J | W) = \frac{P(W \cap J)}{P(W)}$ from chain rule we have $P(J | W) = \frac{P(W | J)P(J)}{P(W)}$

using the law of total probability we have

 $P(J \mid W) = \frac{P(W \mid J)P(J)}{P(W \mid J)P(J) + P(W \mid \sim J)P(\sim J)}$

Three Concepts: Probability

In the example ...

Propositions $J = against DTC, \sim J = against NBC,$ B = beating $P(B \mid J) = 7/10, P(B \mid \sim J) = 2/10$ $P(J) = 1/4, P(\sim J) = 3/4$ By Bayes Rule $P(J | B) = \frac{(7/10)(1/4)}{(7/10)(1/4) + (2/10)(3/4)} = \frac{7}{13}$

Side note

- Note that P(B | J) + P(B | ~J) is not necessarily 1, but P(B | J) + P(~B | J) is!
- > Why?
 - Intuitive argument

✓ If you now that you will surely beat DTC (P(B | J) = 1), this does NOT mean that you will surely loose against NBC, right?

Semantic argument:

✓ if you condition on two different things, you obtain two different measures on the possible worlds ⇒ two different distributions

Mnemonic rule of thumb:

Given P(A | B):

 \sqrt{If} you sum over the *left* hand side (A), the result is 1

 \sqrt{If} you sum over the *right* hand side (B), the result can be anything

 \sqrt{If} you sum over the values of B weighted by P(B), the result is P(A)

Three Concepts: Probability

Marginalization

A	В	С	P(A,B,C)	P(A=1)?	P(A=1,B=1)?	P(B=1 A=1)?
1	1	1	0,10	Х	X	A DESCRIPTION OF THE OWNER OF THE
1	0	0	0,20	Х		
1	1	0	0,05	X	X	
1	0	1	0,15	X		
0	1	1	0,30			
0	0	0	0,05			
0	1	0	0,10			
0	0	1	0,05			and the second
			1,0	0,50	0,15	0,15/0,50 = 0,30

Probabilistic inference = marginalization

H: something you do not know and want to know
 U: everything you do not know and do not need to know ("nuisance")

- I: background knowledge
- D: observed data

$P(H|D,I) = \sum_{U} P(H|D,I,U)P(U|D,I)$

Another version of BR

 $P(J \mid W) = \frac{P(W \mid J)P(J)}{P(W \mid J)P(J) + P(W \mid \sim J)P(\sim J)}$

divide by the numerator

$$P(J | W) = \frac{1}{1 + \frac{P(W | \sim J) P(\sim J)}{P(W | J)} \frac{P(\sim J)}{P(J)}}$$

If we express $P(\sim J | W)$ with this expression,

we get

$$\frac{P(\sim J|W)}{P(J|W)} = \frac{P(W|\sim J)}{P(W|J)} \frac{P(\sim J)}{P(J)}$$

Three Concepts: Probability

Bayes Rule in Terms of Odds

Bayes factor in favor of J (likelihood)

 $\frac{P(J \mid W)}{P(\sim J \mid W)} = \frac{P(W \mid J)}{P(W \mid \sim J)} \frac{P(J)}{P(\sim J)}$

Prior odds in favor of J

Posterior odds in favor of J

Three Concepts: Probability

Example: Which die?

two dice: 4-sider and 20-sider
each side equally likely (for each die)
F = "pick 4-sider", T=~F="pick 20-sider"
for you P(F)=P(~F)=1/2
I roll the die picked. The result is 3. Which die did I pick?

Example: Which die?

likelihoods are P(3|F) = 1/4 and P(3|T) = 1/20Bayes's rule says

 $P(F \mid 3) = \frac{P(3 \mid F)P(F)}{P(3 \mid F)P(F) + P(3 \mid T)P(T)}$

 $=\frac{(1/4)(1/2)}{(1/4)(1/2) + (1/20)(1/2)} = \frac{5}{6}$ The Bayes factor in favor of F

$$\frac{P(3|F)}{P(3|T)} = \frac{1/4}{1/20} = 5$$

Three Concepts: Probability