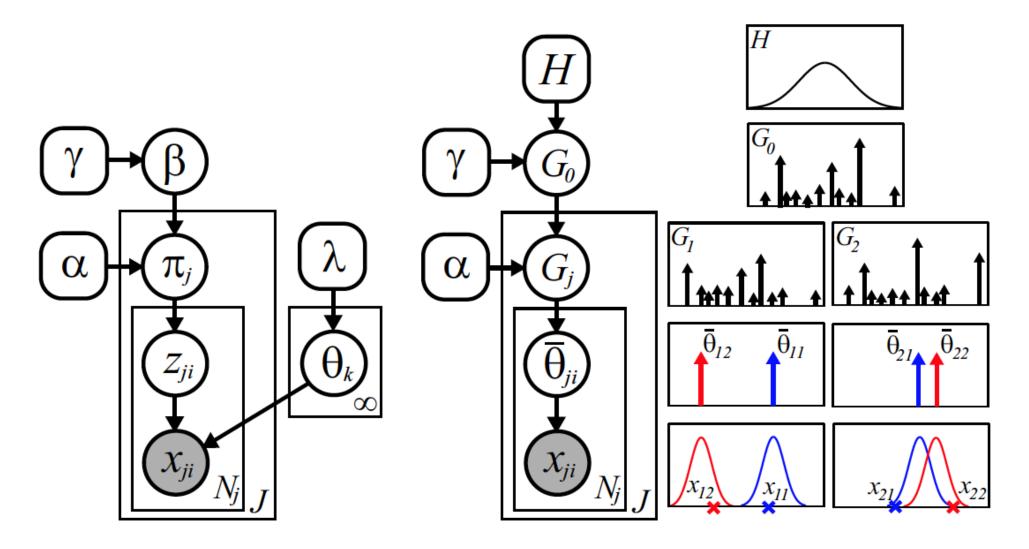
# **Applied Bayesian Nonparametrics**

Special Topics in Machine Learning Brown University CSCI 2950-P, Fall 2011

October 27: Pitman-Yor Processes, Infinite Markov Models

#### **Hierarchical Dirichlet Process**

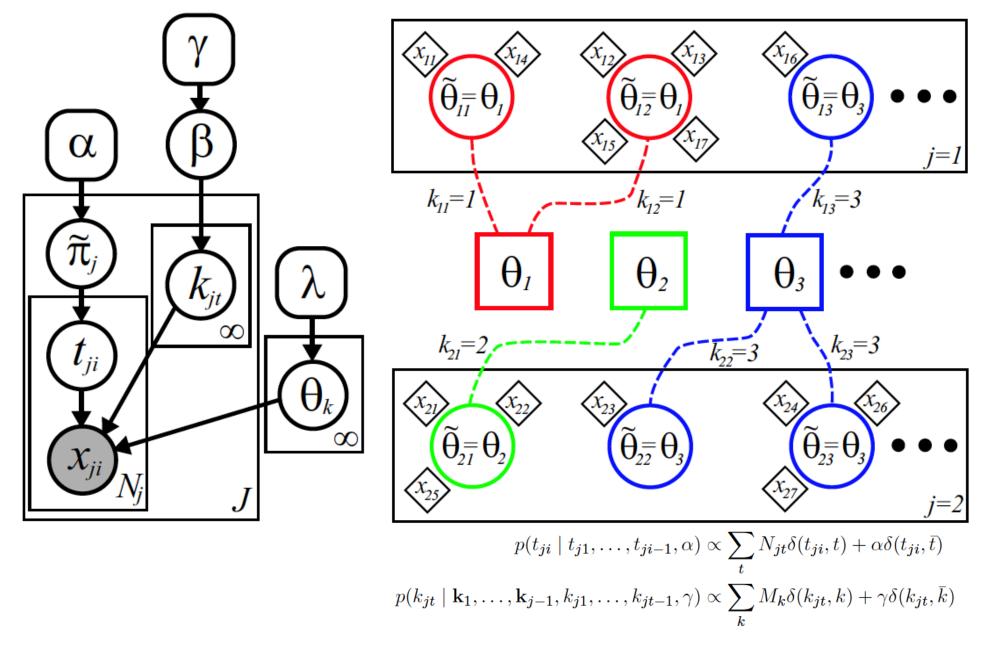


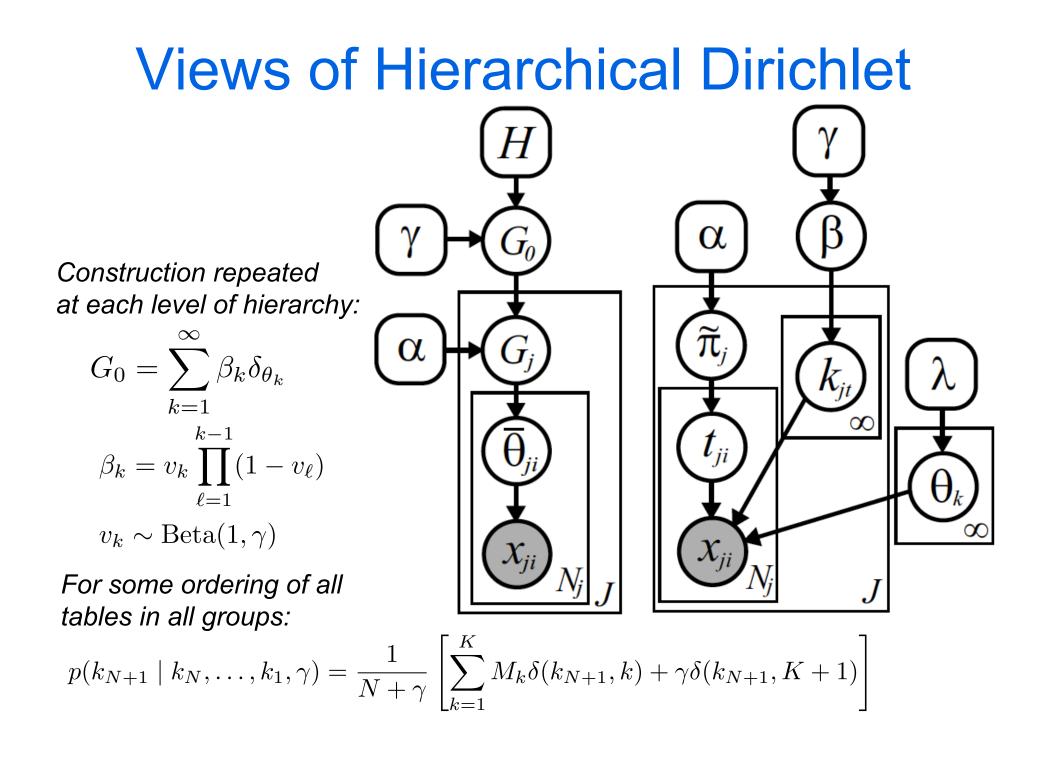
### **Hierarchical Dirichlet Process**

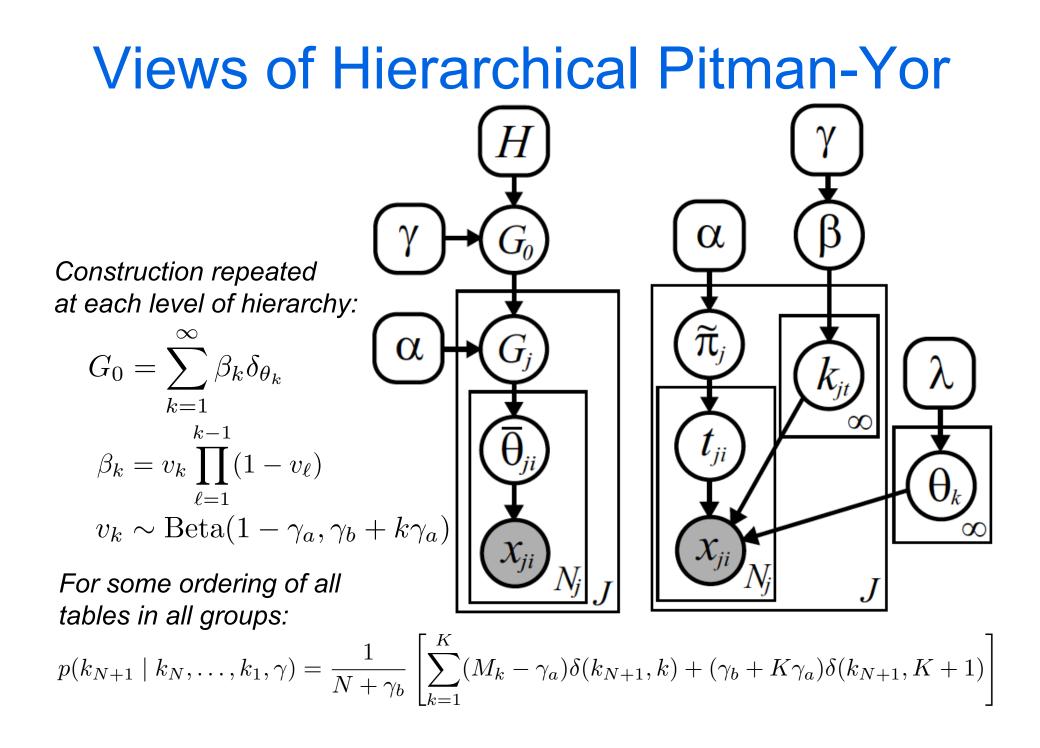
$$G_0(\theta) = \sum_{k=1}^{\infty} \beta_k \delta(\theta, \theta_k)$$
$$G_j(\theta) = \sum_{t=1}^{\infty} \widetilde{\pi}_{jt} \delta(\theta, \widetilde{\theta}_{jt})$$
$$G_j(\theta) = \sum_{k=1}^{\infty} \pi_{jk} \delta(\theta, \theta_k)$$

 $\beta \sim \operatorname{GEM}(\gamma)$   $\theta_k \sim H(\lambda) \qquad k = 1, 2, \dots$   $\widetilde{\pi}_j \sim \operatorname{GEM}(\alpha)$   $\widetilde{\theta}_{jt} \sim G_0 \qquad t = 1, 2, \dots$  $\pi_{jk} = \sum_{t \mid k_{jt} = k} \widetilde{\pi}_{jt}$ 

#### **Chinese Restaurant Franchise**







## Why Pitman-Yor?

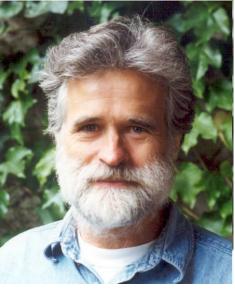
#### **Generalizing the Dirichlet Process**

- Distribution on partitions leads to a generalized Chinese restaurant process
- Special cases arise as excursion lengths for Markov chains, Brownian motions, ...

#### **Power Law Distributions**

	DP	PY
<i>Number of unique clusters in N observations</i>	$\mathcal{O}(b \log N)$	Heaps' Law: $\mathcal{O}(bN^a)$
Size of sorted cluster weight k	$\mathcal{O}\left(\alpha_b \left(\frac{1+b}{b}\right)^{-k}\right)$	Zipf's Law: $\mathcal{O}ig( lpha_{ab}k^{-rac{1}{a}}ig)$

Natural Language Statistics Goldwater, Griffiths, & Johnson, 2005 Teh, 2006

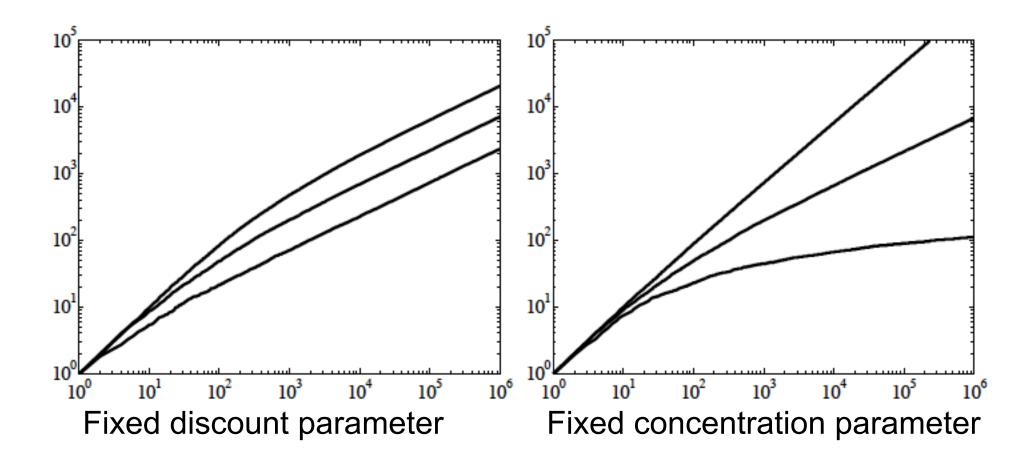


Jim Pitman

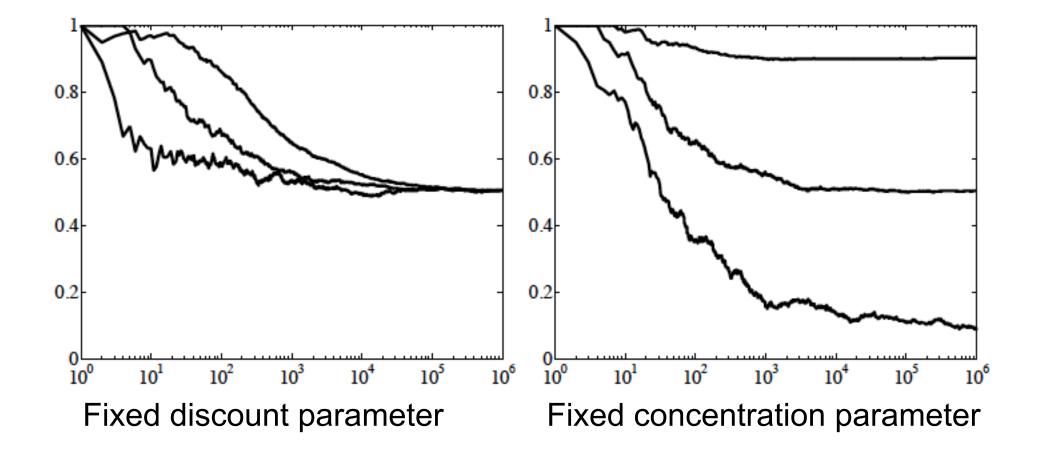


Marc Yor

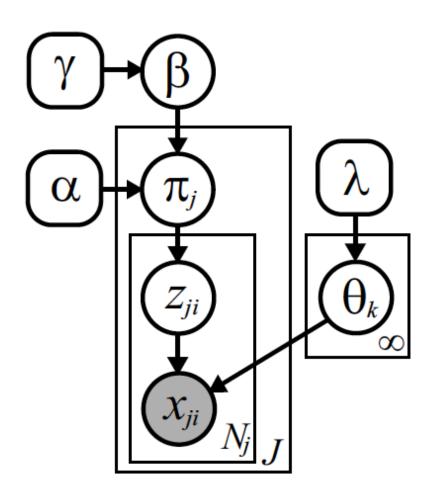
### Number of Unique Words

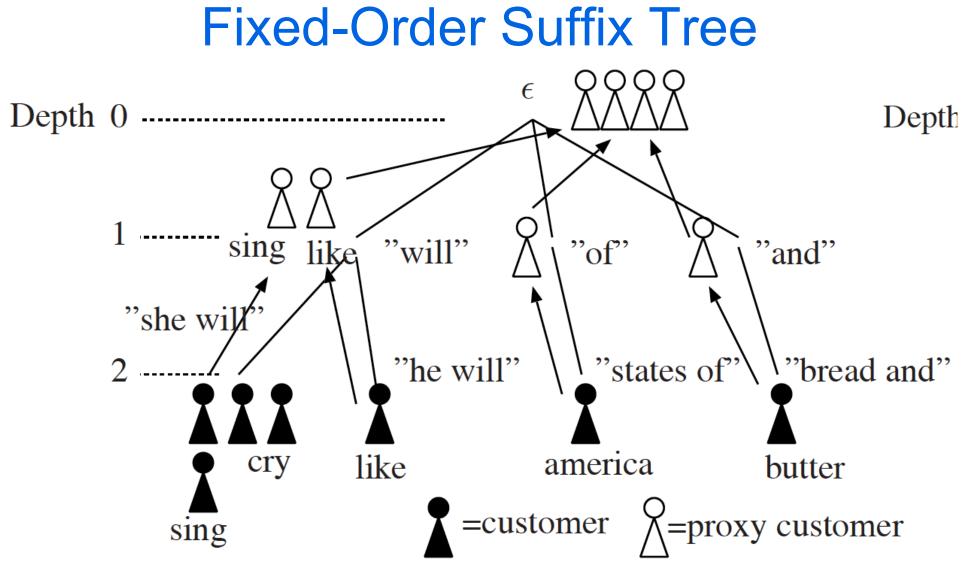


#### **Fraction of Words Appearing Once**

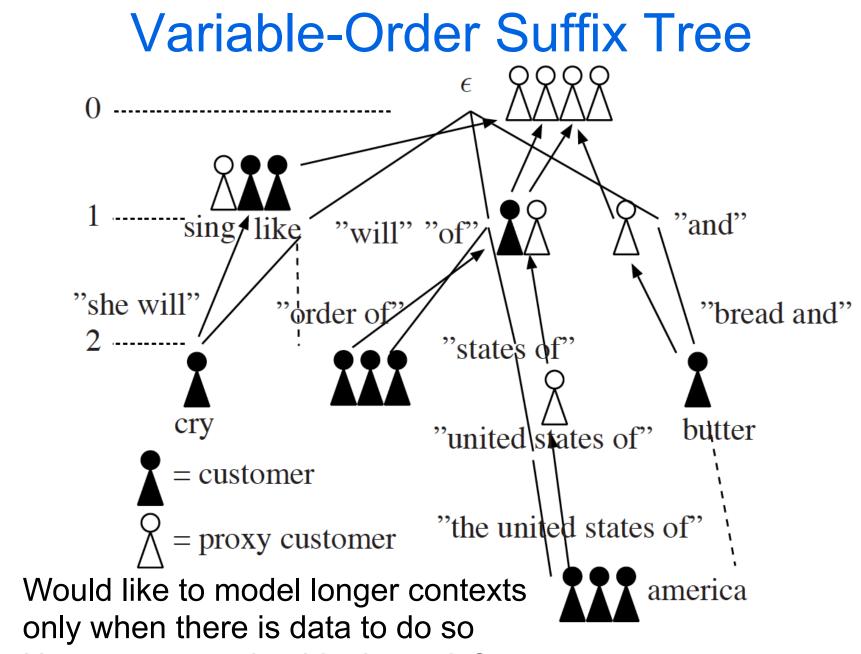


## A Third View: Tractable for PY?





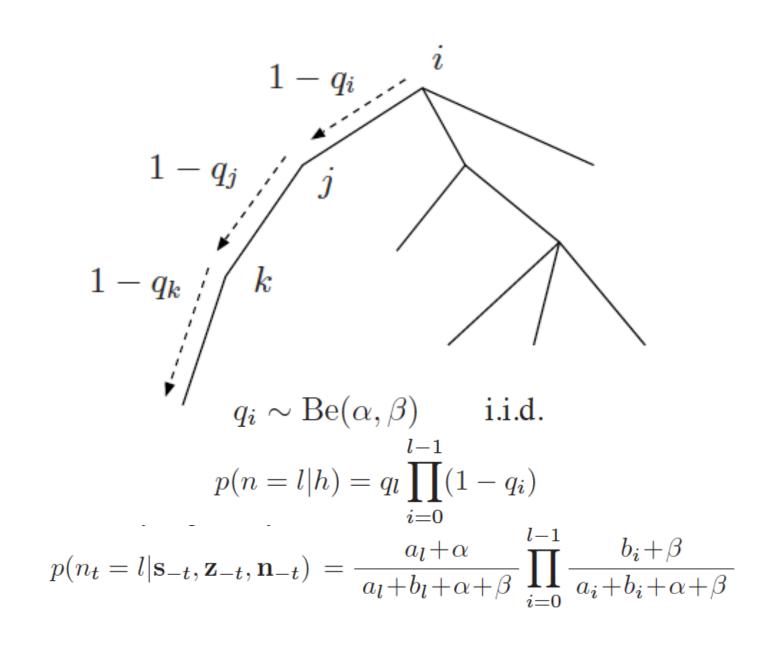
- Fixed branching structure determined by vocabulary
- Depth is a free parameter which has a major impact on computational cost, storage, accuracy, etc.



• How can we make this dynamic?

•

#### Making Order Random Under Prior



#### **Example: Character Model**

'how queershaped little children drawling-desks, which would get through that dormouse!' said alice; 'let us all for anything the secondly, but it to have and another question, but i shalled out, 'you are old,' said the you're trying to far out to sea.

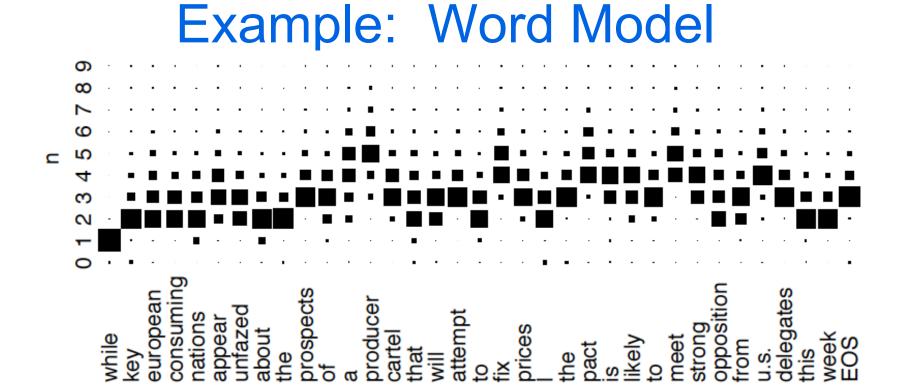
(a) Random walk generation from a character model.

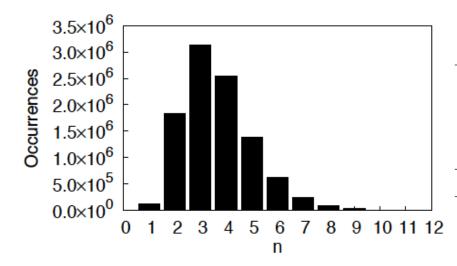
 $\frac{\text{Character}}{\text{Markov order}} \quad \begin{array}{c} \text{said} \_ a \ 1 \ \text{ice} ; \_`1 \ \text{et} \_ us \_ a \ 1 \ 1 \_ for \_ anything \_ the \_ second \ 1 \ y, \_ \cdots \\ \hline \text{Markov order} \quad \begin{array}{c} 56547106543714824465544556456777533459116489894447343 \cdots \\ \end{array}$ 

(b) Markov orders used to generate each character above.

Figure 5: Character-based infinite Markov model trained on "Alice in Wonderland."

Max. order	Perplexity
n = 3	6.048
n = 5	3.803
n = 10	3.519
$n = \infty$	3.502





n	HPYLM	VPYLM	Nodes(H)	Nodes(V)
3	113.60	113.74	1,417K	1,344K
5	101.08	101.69	12,699K	7,466K
7	N/A	100.68	27,193K	10,182K
8	N/A	100.58	34,459K	10,434K
$\infty$		100.36		10,629K

### Modeling versus Learning

- Mochihashi & Sumita would like to learn model orders of higher order where they have more data, lower order where they have less
- They do this by making the true order finite but random under the generative model
- The Sequence Memoizer's arguably cleaner approach: Make the order infinite for all samples, but find a way to make this well regularized and computationally tractable