

Boltzmann Machines

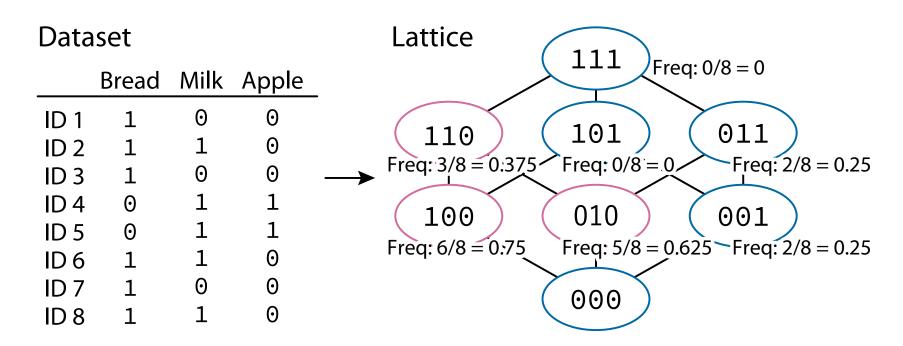
Data Mining 05 (データマイニング)

Mahito Sugiyama (杉山麿人)

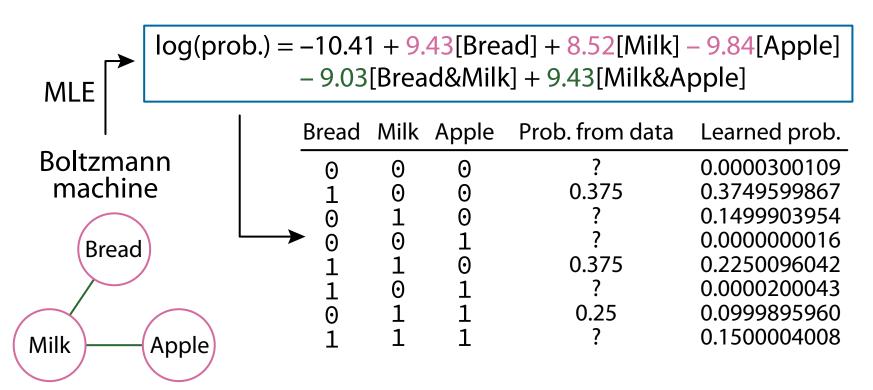
Today's Outline

- Boltzmann Machines (Ising models):
 A fundamental probabilistic model of deep learning
 - Gibbs distribution
 - The learning equation
 - Gibbs sampling
- Relationship to the deep architecture
 - DBM (Deep Boltzmann Machines)

Learning Hierarchical Distribution (1/2)



Learning Hierarchical Distribution (2/2)



Boltzmann Machines

- A Boltzmann machine (BM) is represented as an undirected graph G = (V, E) with $V = \{1, 2, ..., n\}$ and $E \subseteq \{\{i, j\} \mid i, j \in V\}$
- The energy function $\Phi: \{0,1\}^n \to \mathbb{R}$ of a BM G is defined as

$$\Phi(\mathbf{x}; \boldsymbol{\theta}) = -\sum_{i \in V} \theta_i x_i - \sum_{\{i,j\} \in E} \theta_{ij} x_i x_j$$

- $\mathbf{x} = (x_1, x_2, ..., x_n) \in \{0, 1\}^n$
- $\theta = (\theta_1, \theta_2, \dots, \theta_n, \theta_{12}, \theta_{13}, \dots, \theta_{n-1n})$ is a parameter vector for vertices (bias) $\theta_1, \dots, \theta_n$ and edges (weight) $\theta_{12}, \dots, \theta_{n-1n}$
- $\theta_{ij} = 0$ if $\{i, j\} \notin E$

Gibbs Distribution

• Probability $p(x; \theta)$ is obtained for each $x \in \{0, 1\}^n$ as

$$p(x; \theta) = \frac{\exp(-\Phi(x, \theta))}{Z(\theta)}$$

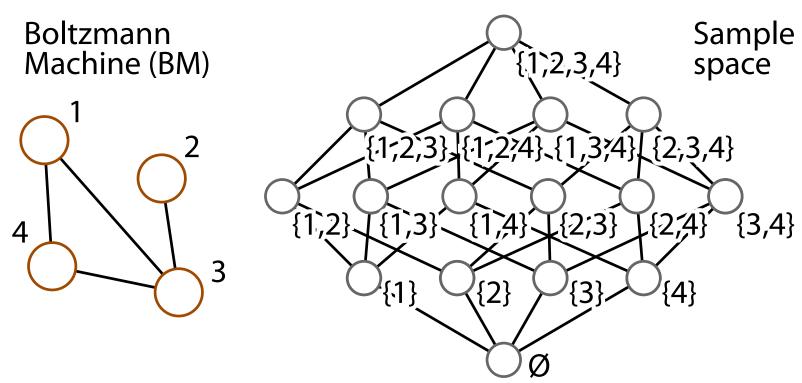
• $Z(\theta)$ is a partition function such that

$$Z(\theta) = \sum_{\mathbf{x} \in \{0,1\}^n} \exp(-\Phi(\mathbf{x}; \theta))$$

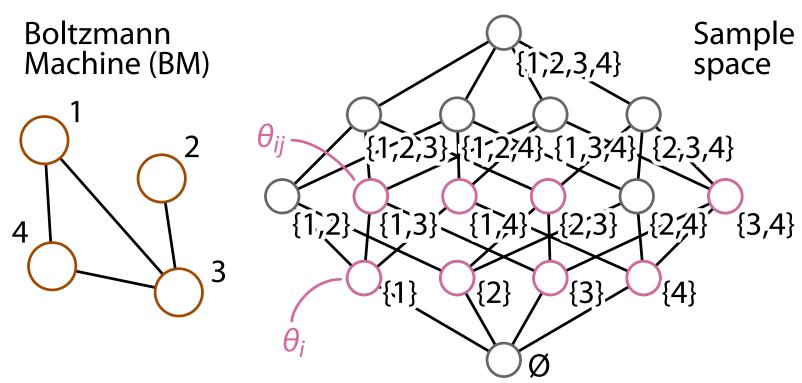
to ensure the condition $\sum_{x \in \{0,1\}^n} p(x) = 1$

• The distribution P composed of p(x) is called Gibbs distribution

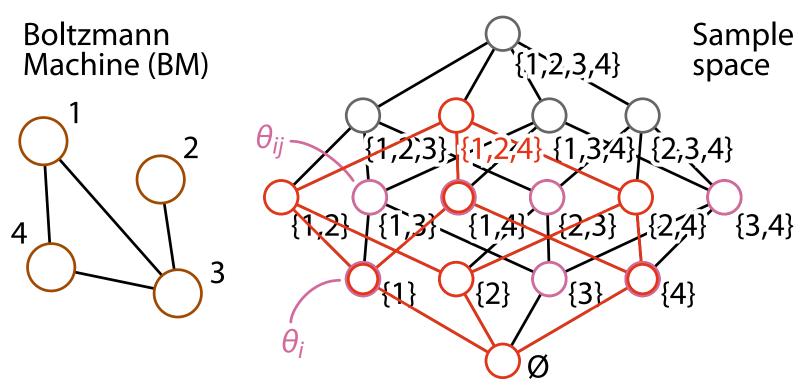
Sample Space of BM



Parameters θ



Probability Computation



Learning of BM by MLE

• Given a dataset $D = \{x_{(1)}, x_{(2)}, ..., x_{(N)}\}$, the objective of learning Boltzmann machines is to maximize the (log-)likelihood (Maximum Likelihood Estimation; MLE)

Find
$$\theta$$
 that maximizes $\prod_{k=1}^{N} p(\mathbf{x}_{(k)}; \theta) = p(\mathbf{x}_{(1)}; \theta) \cdot p(\mathbf{x}_{(2)}; \theta) \cdot \cdots \cdot p(\mathbf{x}_{(N)}; \theta)$

- The probability of generating the given dataset by a BM
- The log-likelihood is usually used:

$$L_D(\theta) = \log \prod_{k=1}^{N} p(\mathbf{x}_{(k)}; \theta) = \sum_{k=1}^{N} \log p(\mathbf{x}_{(k)}; \theta)$$

Gradient of θ

• The gradient of $L_D(\theta)$ w.r.t. θ_i and θ_{ij} is obtained as

$$\frac{\partial L_D(\theta)}{\partial \theta_i} = |\{ \boldsymbol{x}_{(k)} \in D \mid \boldsymbol{x}_{(k)i} = 1 \}| - N \eta_i,$$

$$\frac{\partial L_D(\theta)}{\partial \theta_{ij}} = |\{ \boldsymbol{x}_{(k)} \in D \mid \boldsymbol{x}_{(k)i} = \boldsymbol{x}_{(k)j} = 1 \}| - N \eta_{ij}$$
data
$$\frac{\partial L_D(\theta)}{\partial \theta_{ij}} = |\{ \boldsymbol{x}_{(k)} \in D \mid \boldsymbol{x}_{(k)i} = \boldsymbol{x}_{(k)j} = 1 \}| - N \eta_{ij}$$

where

where
$$\begin{cases}
\eta_i = \mathbf{E}_{\theta}[x_i] = \Pr(x_i = 1) = \sum_{\mathbf{x}} p(\mathbf{x}; \theta) \mathbf{1}[x_i = 1] \\
\eta_{ij} = \mathbf{E}_{\theta}[x_i x_j] = \Pr(x_i = x_j = 1) = \sum_{\mathbf{x}} p(\mathbf{x}; \theta) \mathbf{1}[x_i = x_j = 1]
\end{cases}$$

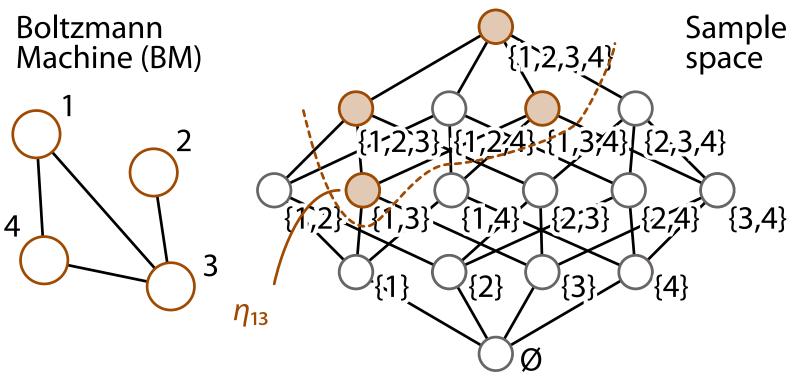
Learning Equation of BM

• $L_D(\theta)$ is maximized when the gradient is zero \iff For all θ_i, θ_{ij}

$$\begin{cases} \frac{1}{N} | \{ \mathbf{x}_{(k)} \in D \mid x_{(k)i} = 1 \} | = \eta_i \\ \frac{1}{N} | \{ \mathbf{x}_{(k)} \in D \mid x_{(k)i} = x_{(k)j} = 1 \} | = \eta_{ij} \end{cases}$$

- This is known as learning equation of BM
- η coincides with the frequency used in itemset mining

Frequency η



Empirical Frequency

• For the empirical distribution \hat{P} with

$$\hat{p}(\mathbf{x}) = \frac{1}{N} | \{ \mathbf{x}_{(k)} \in D \mid \mathbf{x}_{(k)} = \mathbf{x} \} |,$$
define
$$\hat{\eta}_i = \frac{1}{N} | \{ \mathbf{x}_{(k)} \in D \mid \mathbf{x}_{(k)i} = 1 \} |$$

$$\hat{\eta}_{ij} = \frac{1}{N} | \{ \mathbf{x}_{(k)} \in D \mid \mathbf{x}_{(k)i} = \mathbf{x}_{(k)j} = 1 \} |$$

The learning equation becomes

$$\hat{\eta}_i = \eta_i, \quad \hat{\eta}_{ij} = \eta_{ij}$$

KL Divergence Minimization

 Given two distributions P, Q, the Kullback–Leibler (KL) divergence from P to Q:

$$D_{\mathrm{KL}}(P,Q) = \sum_{x} p(x) \log \frac{p(x)}{q(x)}$$

- Maximizing the (log)likelihood is equivalent to minimizing the KL divergence: $\min_{P \in \mathcal{S}} D_{\mathrm{KL}}(\hat{P}, P)$
 - S: the set of Gibbs distributions

Optimization: Gradient Ascent

Algorithm 1: Learning of BM by gradient ascent

```
1 Initialize \theta with some values; t \leftarrow 0;
2 repeat
           foreach i \in V do
        \theta_i^{(t+1)} \leftarrow \theta_i^{(t)} + \varepsilon(\hat{\eta}_i - \eta_i);
        foreach \{i, j\} \in E do
      | \theta_{ij}^{(t+1)} \leftarrow \theta_{ij}^{(t)} + \varepsilon (\hat{\eta}_{ij} - \eta_{ij}); 
8 until \theta^{(t)} = \theta^{(t+1)};
```

Combinatorial Explosion

- The serious problem of learning BMs: combinatorial explosion!!
- The time complexity of computation of η_i :

$$\eta_i = \sum_{\mathbf{x} \in \{0,1\}^n} p(\mathbf{x}; \theta) \mathbf{1}[x_i = 1]$$

is $O(2^n)$ and it is impossible to evaluate

- This is required to get the gradient $\hat{\eta}(x) \eta(x)$
- Solution: approximate it by Gibbs sampling

Gibbs Sampling (1/2)

- A Markov chain Monte Carlo (MCMC) algorithm
- We can generate samples from the current Gibbs distribution
 - n variables are dependent with each other
 - The partition function is not needed
- After obtaining enough sample $S = \{s_1, s_2, ..., s_M\}$ by Gibbs sampling, η_i can be approximated as

$$\eta_i \approx \frac{1}{M} |\{ \mathbf{s} \in S \mid s_i = 1 \} |,$$

$$\eta_{ij} \approx \frac{1}{M} |\{ \mathbf{s} \in S \mid s_i = s_j = 1 \} |,$$

Gibbs Sampling (2/2)

• For $\mathbf{x} = (x_1, x_2, ..., x_n)$, the conditional probability of the *i*the variable being x_i with fixing others is

$$p_{i} = \frac{p(x_{1}, \dots, x_{i-1}, x_{i}, x_{i+1}, \dots, x_{n})}{p(x_{1}, \dots, x_{i-1}, 0, x_{i+1}, \dots, x_{n}) + p(x_{1}, \dots, x_{i-1}, 1, x_{i+1}, \dots, x_{n})}$$

$$= \frac{\exp(\lambda_{i}x_{i})}{1 + \exp(\lambda_{i})},$$

$$\lambda_{i} = \theta_{i} + \sum_{j \neq i} \theta_{ij}x_{j}$$

Algorithm 2: Gibbs Sampling

- 1 Initialize x with some values;
- 2 repeat

```
foreach i \in \{1, 2, ..., n\} do

if p_i \geq random \ value \ u \in [0, 1] then

x_i \leftarrow 1

else

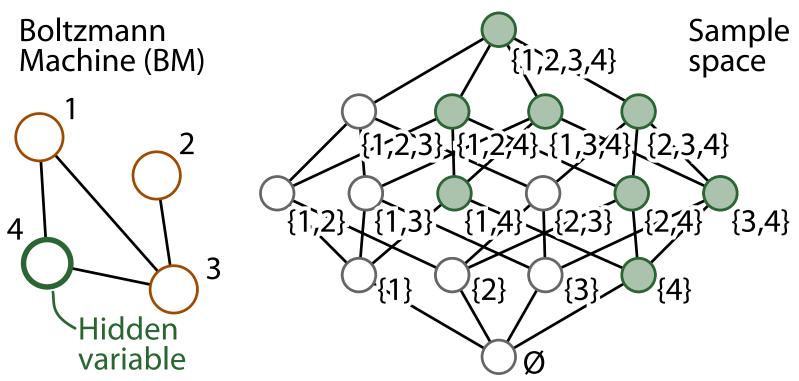
x_i \leftarrow 0
```

- Output x and use it for the next initial vector
- 9 until getting enough sample;

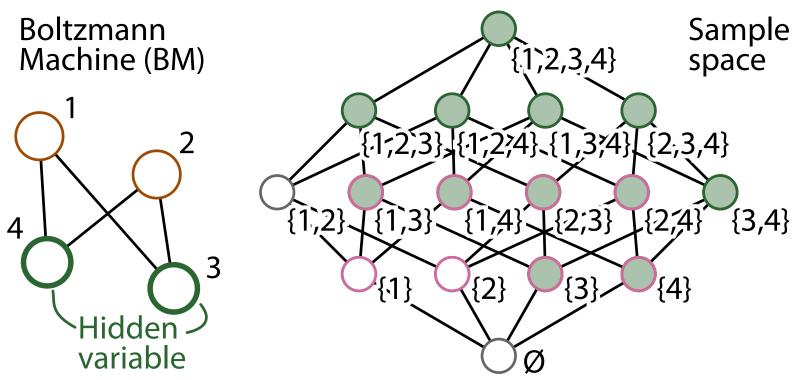
Introducing Hidden Variables

- To increase the representation power of BMs, we can introduce hidden variables
- When there are hidden nodes, the (log-)likelihood is maximized with respect to the distribution in which the hidden variables are marginalized out
- Let V and H be visible and hidden nodes

Outcome Space with Hidden Variable



Restricted Boltzmann Machines (RBMs)



Learning of RBMs

• Given a dataset $D = \{v_{(1)}, ..., v_{(N)}\}$, learning equations in RBMs are

$$\frac{1}{N} \sum_{k=1}^{N} v_{(k)i} = \eta_i \quad \text{(visible, } i \in V\text{)}$$

$$\frac{1}{N} \sum_{k=1}^{N} \operatorname{sig}(\lambda_{(k)j}) = \eta_j \quad \text{(hidden, } j \in H\text{)}$$

$$\frac{1}{N} \sum_{k=1}^{N} v_{(k)i} \operatorname{sig}(\lambda_{(k)j}) = \eta_{ij}, \quad \text{(visible-hidden)}$$

$$\operatorname{sig}(\lambda_{(k)j}) = \frac{\exp(\lambda_{(k)j})}{1 + \exp(\lambda_{(k)j})}, \quad \lambda_{(k)j} = \theta_j + \sum_i \theta_{ij} v_{(k)i}$$

Deep Boltzmann Machines (DBMs)

