Missing variable problems

- In many vision problems, if some variables were known the maximum likelihood inference problem would be easy
 - fitting; if we knew which line each token came from, it would be easy to determine line parameters
 - segmentation; if we knew the segment each pixel came from, it would be easy to determine the segment parameters
 - many, many, others!

Missing variable problems

Strategy

- estimate appropriate values for the missing variables
- plug these in and now estimate parameters
- re-estimate appropriate values for missing variables, continue

• Example with lines

- guess which line gets which point
- now fit the lines
- now reallocate points to lines, using our knowledge of the lines
- now refit, etc.
- We've seen this line of thought before (k means)

Missing variables - strategy

- In the Expectation-Maximization algorithm, we use the expected values of the missing values as the estimate.
- Thus iterate until convergence
 - replace missing variable with expected values, given fixed values of parameters
 - fix missing variables, choose parameters to maximize likelihood given fixed values of missing variables

- Line example
 - iterate till convergence
 - allocate each point to a line with a weight, which is the probability of the point given the line
 - refit lines to the weighted set of points
- Converges to local extremum
- Unlike K-means, we do not make a hard assignment; rather we the expected value (weight) which is a **soft** assignment.

Iterative Approach

- EM is basically gradient descent on the log likelihood.
- Gradient descent is working towards a local optimum by moving in the direction of maximum change (should know this).
- In the case of our least squares fit to a line, we end up with weights for each points which are indicative of how likely that point is on the line.
- We can easily fit this if the weights are constant.
- However, the weights are function of the line parameters---hence the iterative approach.

Lines and robustness

- We have one line, and n points
- Some come from the line, some from "noise"
- This is a mixture model
- We wish to determine
 - line parameters
 - P(comes from line)
 - Note that P(comes from noise)=(1-P(comes from line))

Lines and robustness

P(point | line and noise parameters)

- = P(point | line)P(comes from line)
 - + P(point | noise)P(comes from noise)
- = $P(pointline) \square + P(pointlnoise)(1-\square)$

Estimating the mixture model

- Introduce a set of hidden variables, [], one for each point. They are one when the point is on the line, and zero when off.
- If these are known, the negative log-likelihood becomes:

Here K is a normalizing constant, kn is the noise intensity (comments on choosing this later), and the parameters of the line are
 □ and c.

$$Q_{c}(x;\square) = \square_{i} \square (x_{i} \cos \square + y_{i} \sin \square + c)^{2} \square + \square_{i} + K$$

$$= \square_{i} \square (x_{i} \cos \square + y_{i} \sin \square + c)^{2} \square + \square_{i} + K$$

Details optional

Substituting for delta

Now substitute □ by its expected value (for given □=(□, c, □) for each point)

$$E(\square_{i}) = 1 * P(\square_{i} = 1 | \square, \mathbf{x}_{i}) + 0 * P(\square_{i} = 0 | \square, \mathbf{x}_{i})$$

$$= P(\square_{i} = 1 | \square, \mathbf{x}_{i})$$

$$P(\mathbf{x}_{i} | \square_{i} = 1, \square,)$$

Substituting for delta

$$P(\square_{i} = 1 | \square, \mathbf{x}_{i}) = \frac{P(\mathbf{x}_{i} | \square_{i} = 1, \square)P(\square_{i} = 1)}{P(\mathbf{x}_{i} | \square_{i} = 1, \square)P(\square_{i} = 1) + P(\mathbf{x}_{i} | \square_{i} = 0, \square)P(\square_{i} = 0)}$$

$$= \frac{\exp\left(\square_{1} / (\sum_{i} | \square_{i} = 1, \square)P(\square_{i} = 1) + P(\mathbf{x}_{i} | \square_{i} = 0, \square)P(\square_{i} = 0)\right)}{\exp\left(\square_{1} / (\sum_{i} | \square_{i} = 1, \square)P(\square_{i} = 1) + P(\mathbf{x}_{i} | \square_{i} = 0, \square)P(\square_{i} = 0)\right)}$$

$$= \frac{\exp\left(\square_{1} / (\sum_{i} | \square_{i} = 1, \square)P(\square_{i} = 1) + P(\mathbf{x}_{i} | \square_{i} = 0, \square)P(\square_{i} = 0)\right)}{\exp\left(\square_{1} / (\sum_{i} | \square_{i} = 1, \square)P(\square_{i} = 1) + P(\mathbf{x}_{i} | \square_{i} = 0, \square)P(\square_{i} = 0)\right)}$$