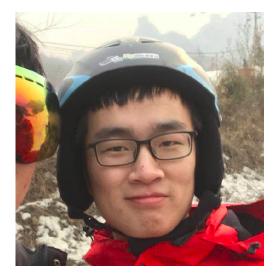
Imputing Missing Events in Continuous-Time Event Streams



Hongyuan Mei¹



Guanghui Qin²



Jason Eisner¹





¹Department of Computer Science, Johns Hopkins University, USA ²Department of Physics, Peking University, China

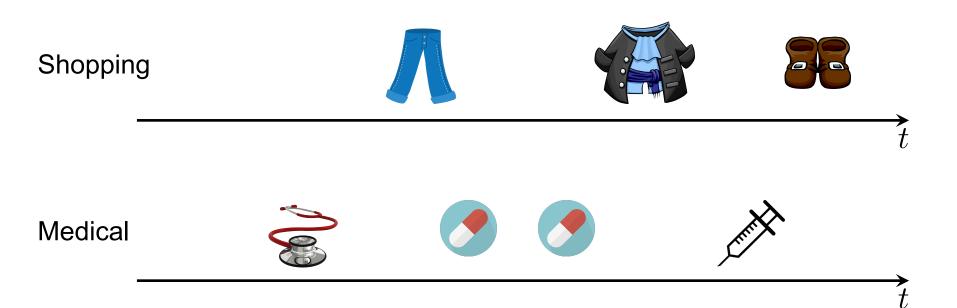
Event Streams

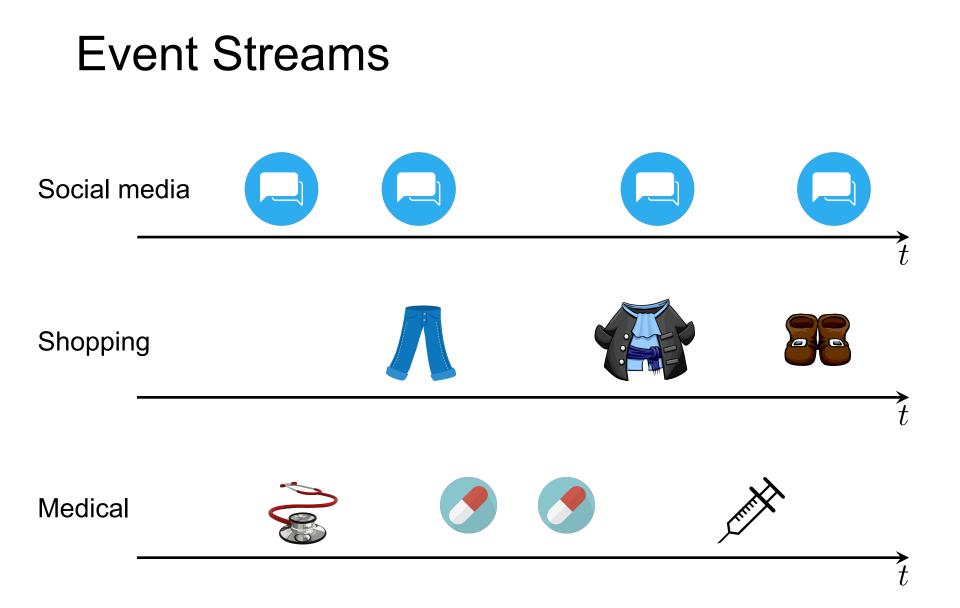
Medical

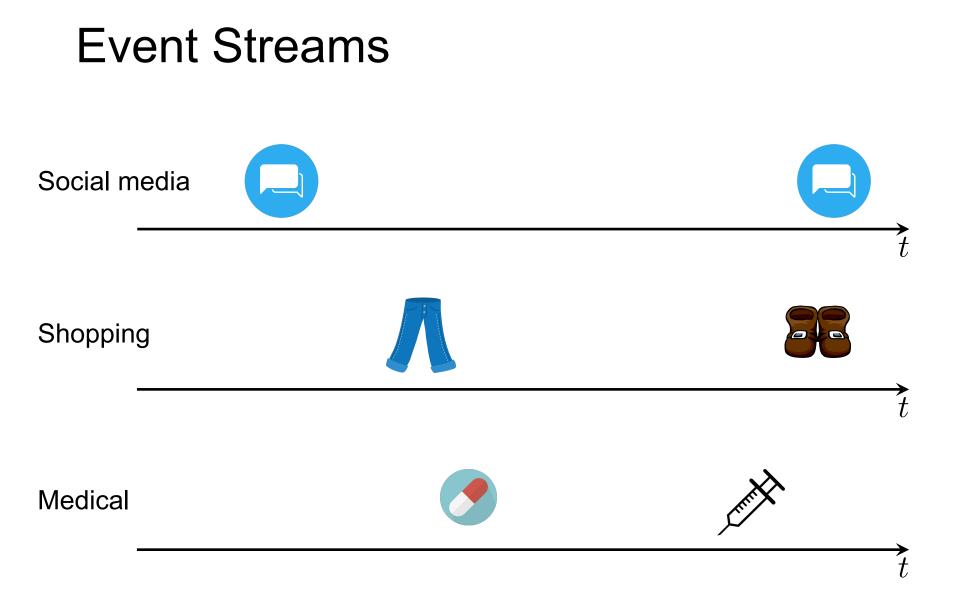


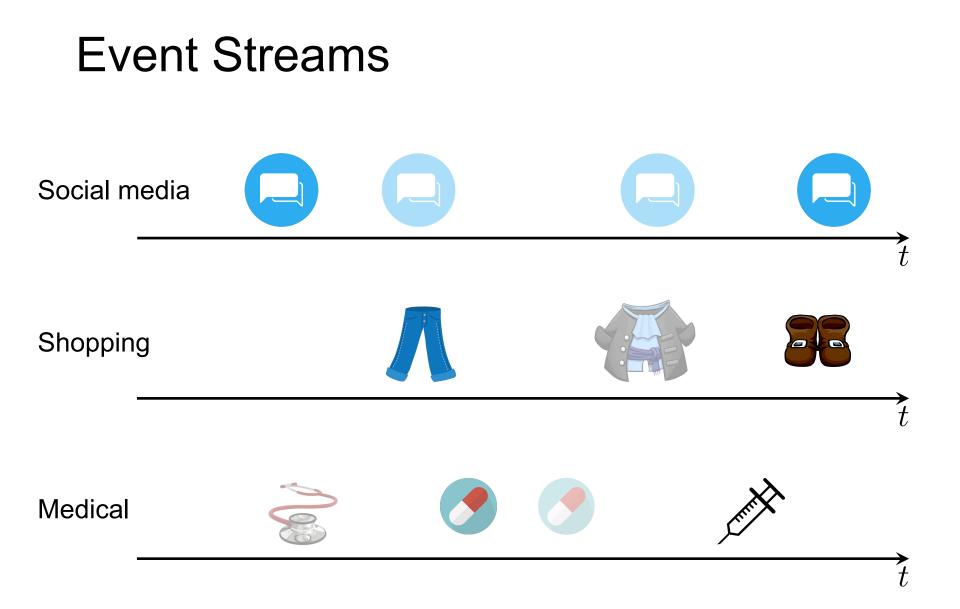
















• Incomplete data



- Incomplete data
- Opponent tanks come



- Incomplete data
- Opponent tanks come



 t_1



 $\overline{t_2}$



- Incomplete data
- Opponent tanks come
- Maybe a new factory was built to produce them?

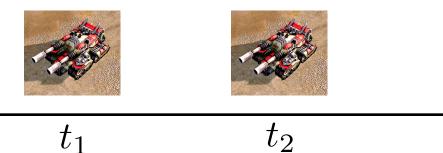


 t_1



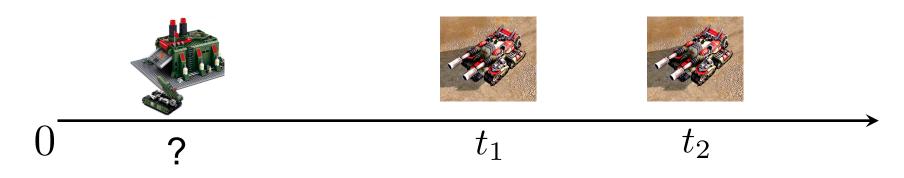


- Incomplete data
- Opponent tanks come
- Maybe a new factory was built to produce them?
- When was it built?



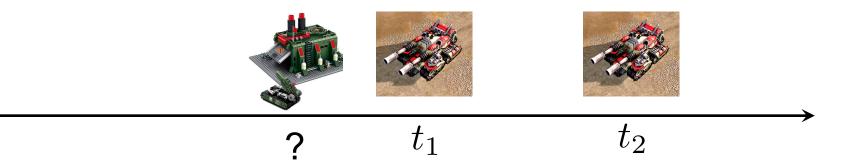


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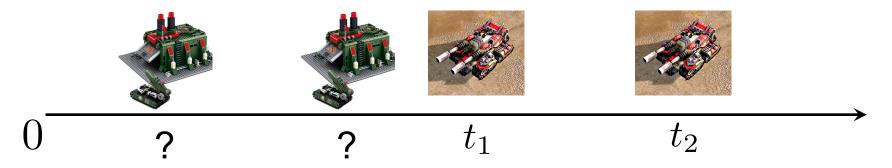


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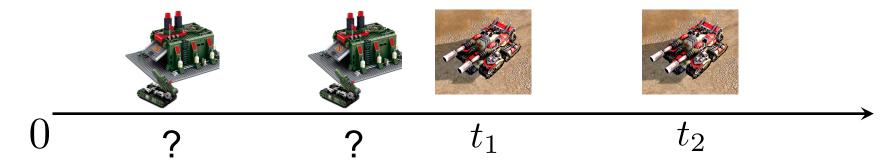


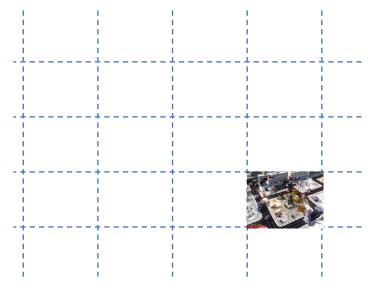
- Incomplete data
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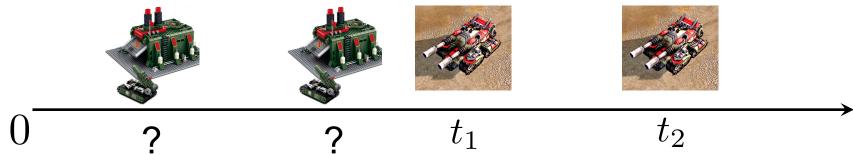


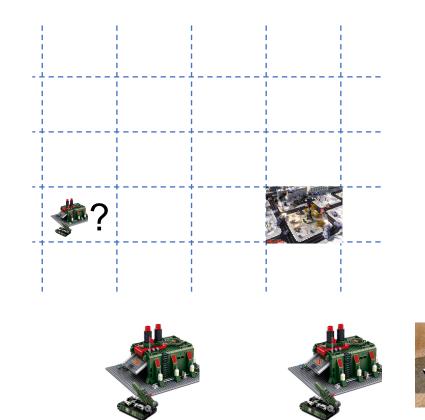
- Incomplete data
- Opponent tanks come
- Maybe a new factory was built to produce them?
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- Where was it built?





- Incomplete data
- Opponent tanks come
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- When was it built?
- Where was it built?





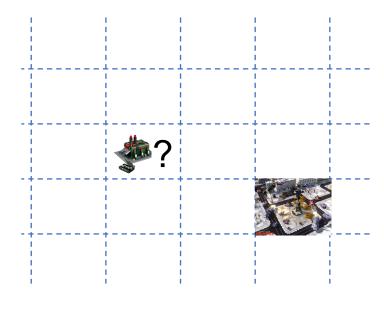
- Incomplete data
- Opponent tanks come
- Maybe a new factory was built to produce them?

 t_2

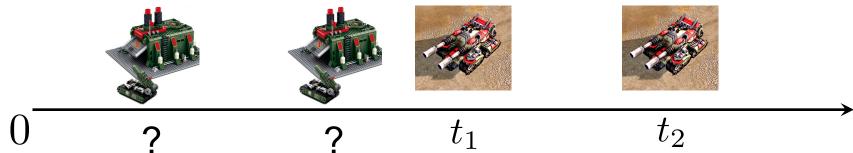
- When was it built?
- Where was it built?

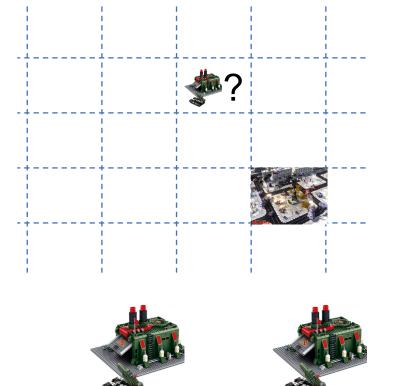
 t_1

18

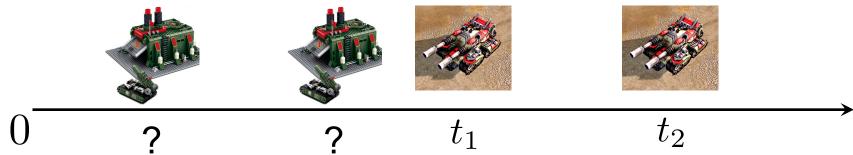


- Incomplete data
- Opponent tanks come
- Maybe a new factory was built to produce them?
- When was it built?
- Where was it built?

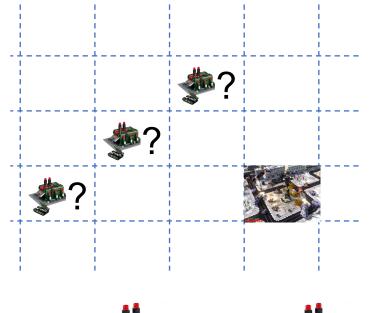


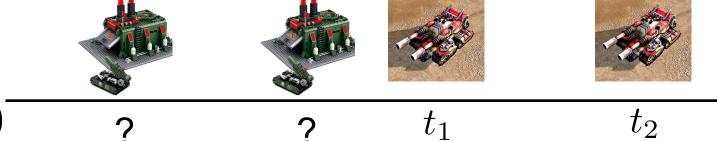


- Incomplete data
- Opponent tanks come
- Maybe a new factory was built to produce them?
- When was it built?
- Where was it built?

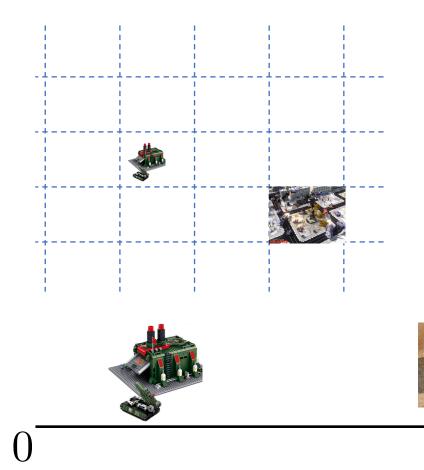


Why to Impute?





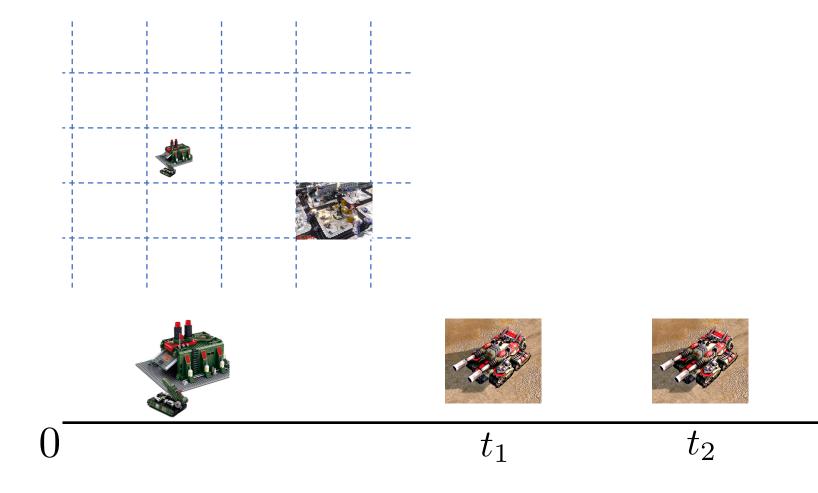
Why to Impute?

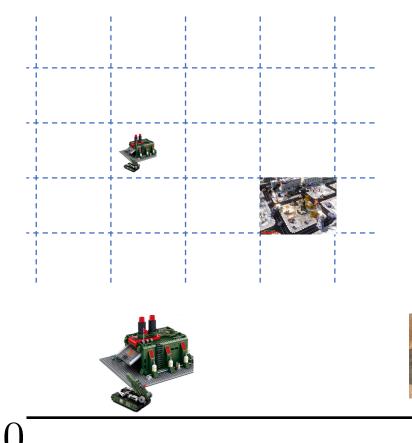


• If there is a factory over there

 t_2

• We should go after it!



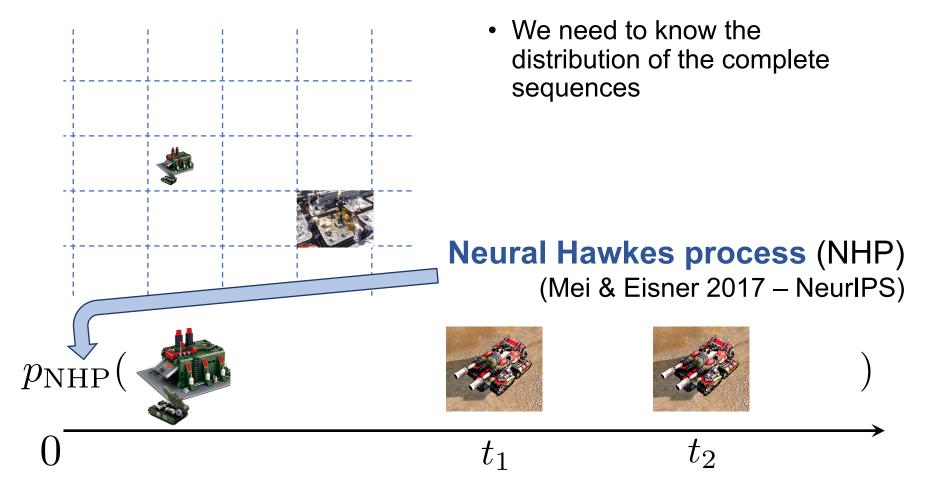


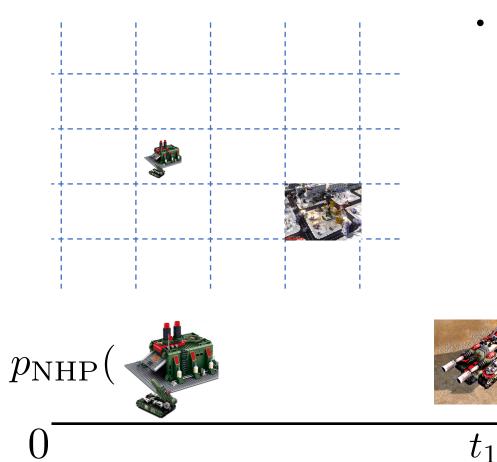
• We need to know the distribution of the complete sequences



 t_1

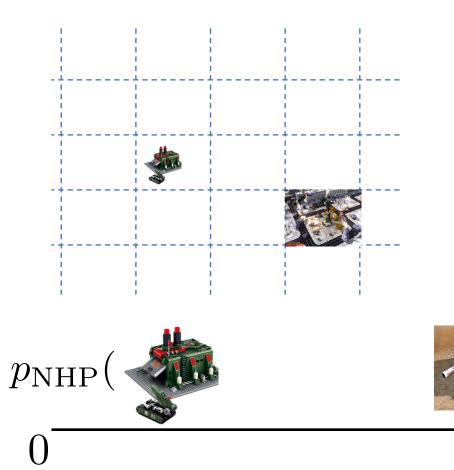






• Where do we get the complete data to train its parameters?

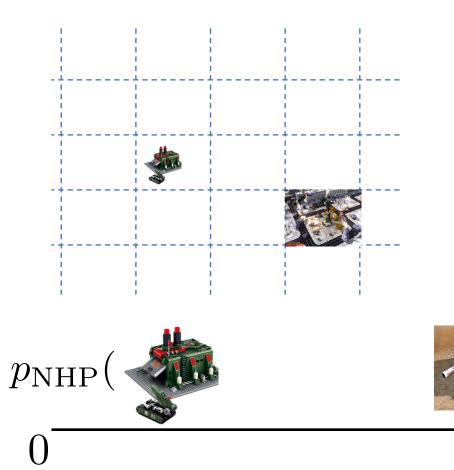
 t_1



- Where do we get the complete data to train its parameters?
- Game logs shown to us after the game (e.g. replay)



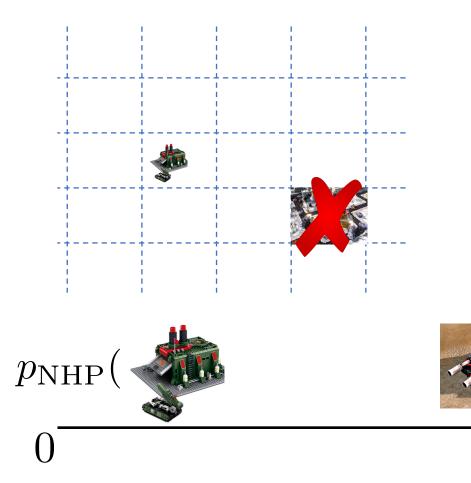
 t_1



- We also need to know the missingness mechanism
- Don't propose anything which we know won't be missing



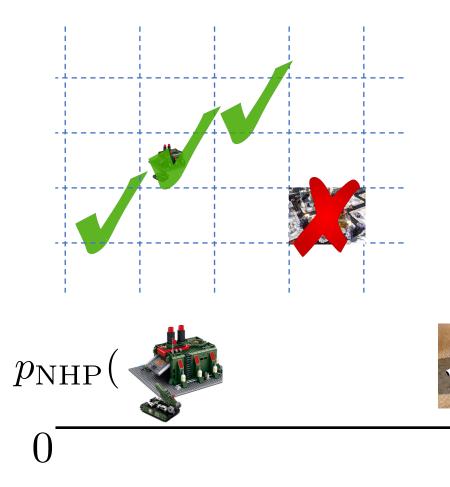
 t_1



- We also need to know the missingness mechanism
- Don't propose anything which we know won't be missing
- In-view events won't be missing



 t_1

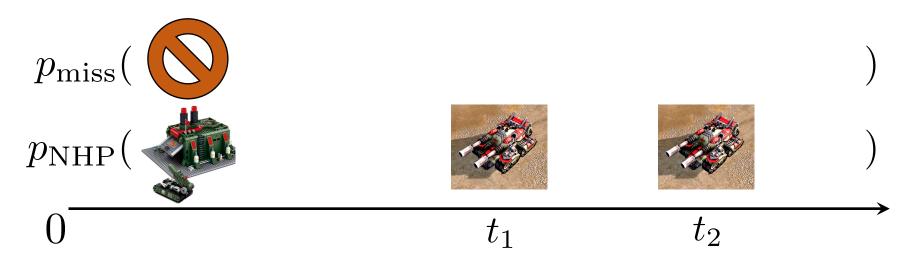


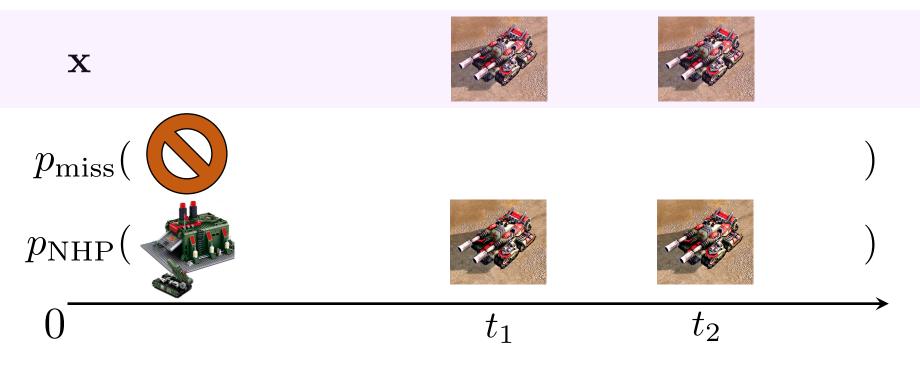
- We also need to know the missingness mechanism
- Don't propose anything which we know won't be missing
- In-view events won't be missing
- Out-of-view events must be missing

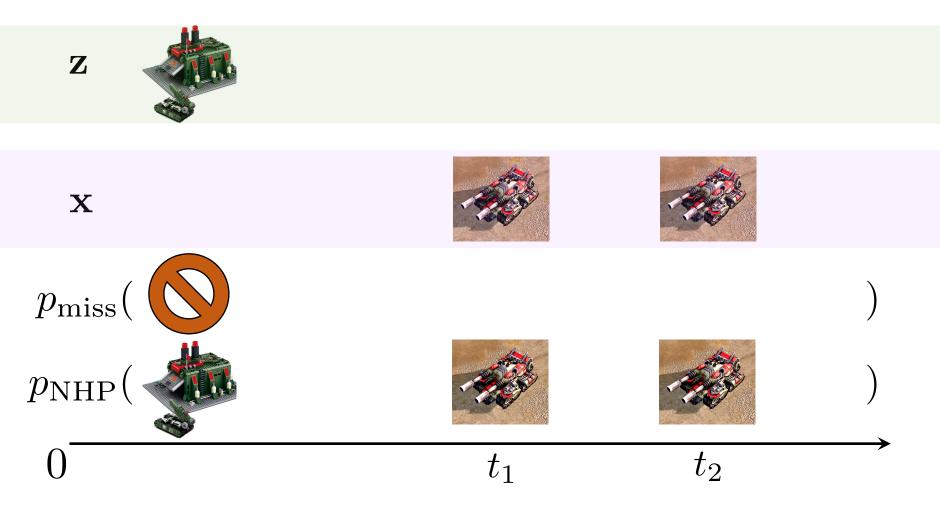
 t_2

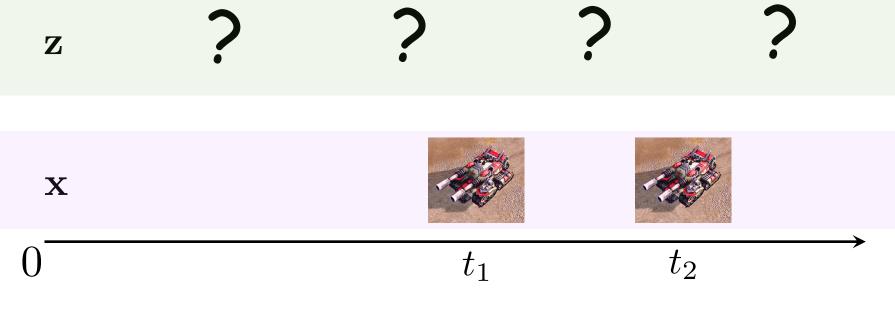


30









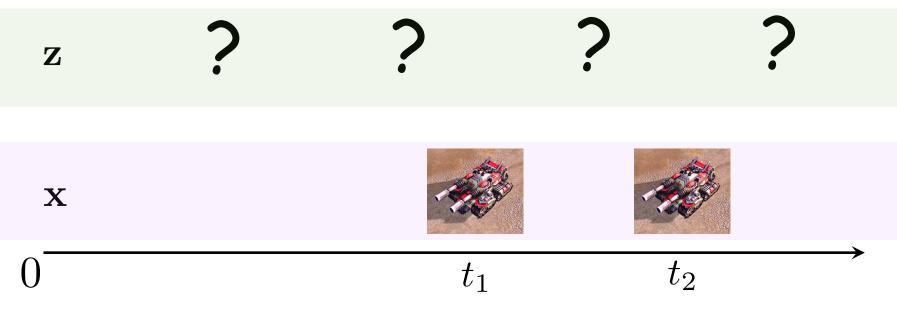
$p(\mathbf{z} \mid \mathbf{x}) \propto p_{\text{NHP}}(\mathbf{x} \sqcup \mathbf{z}) p_{\text{miss}}(\mathbf{z} \mid \mathbf{x} \sqcup \mathbf{z})$ \mathbf{Z} \mathbf{X} t_2 t_1

Challenge

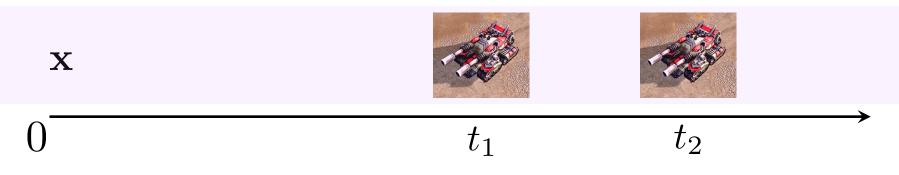
- Complicated $p_{\rm NHP}$
- Exact inference is intractable

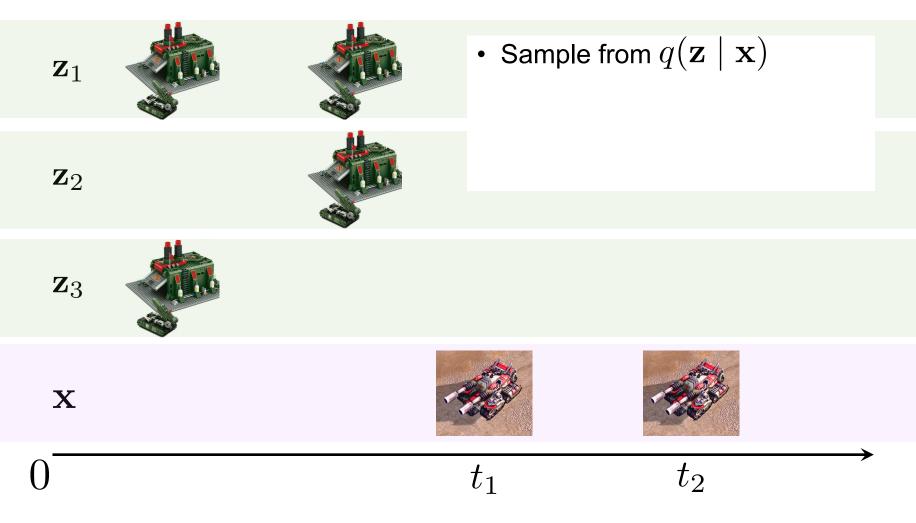
$$p(\mathbf{z} \mid \mathbf{x}) = ?$$

• How about Monte Carlo?



- Sample from $q(\mathbf{z} \mid \mathbf{x})$





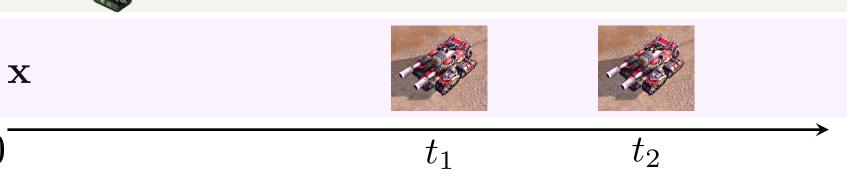


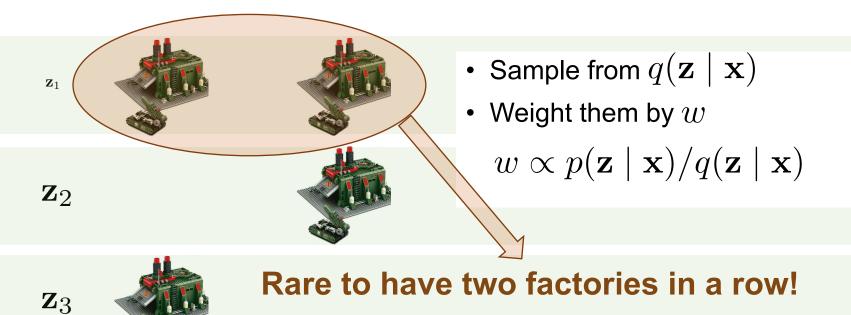
 \mathbf{Z}_3

- Sample from $q(\mathbf{z} \mid \mathbf{x})$

- Weight them by \boldsymbol{w}

 $w \propto p(\mathbf{z} \mid \mathbf{x})/q(\mathbf{z} \mid \mathbf{x})$





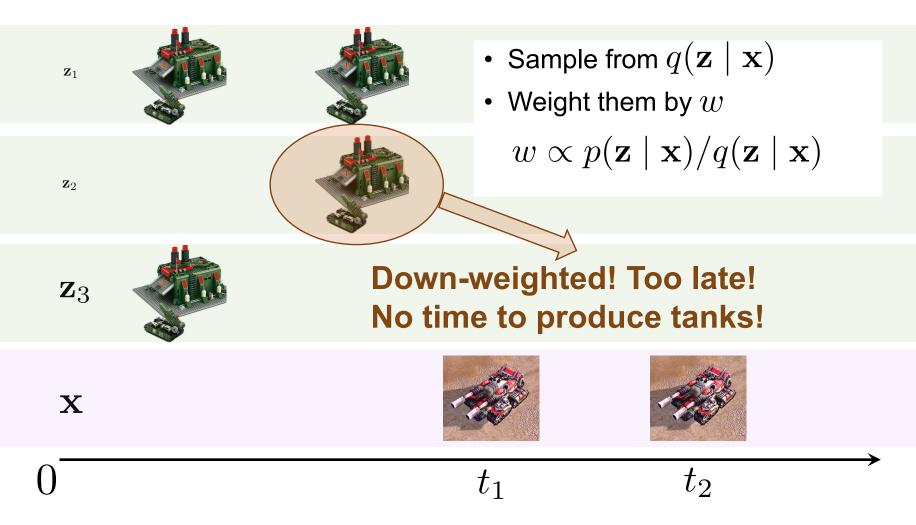


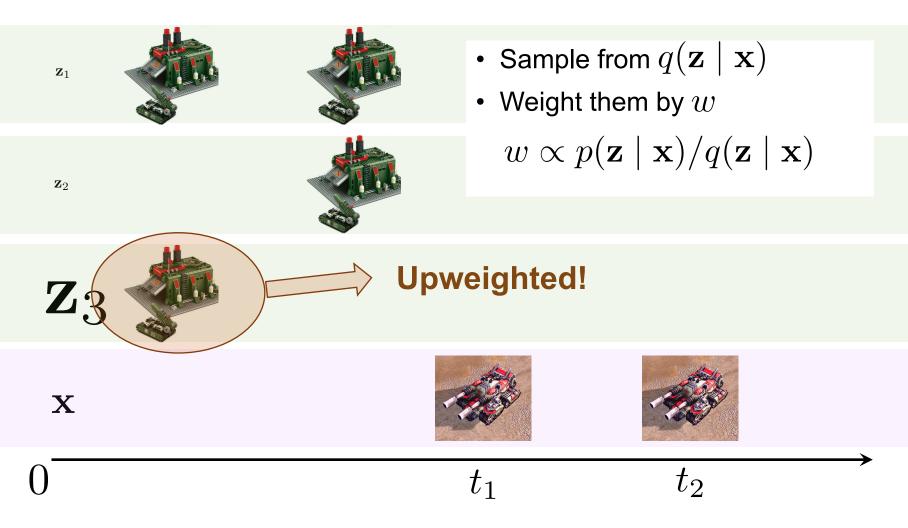


 t_1

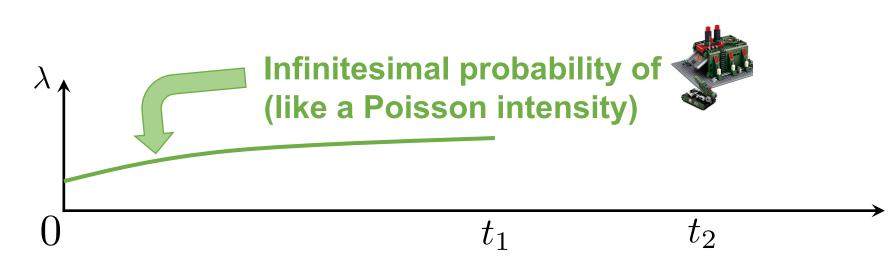


 t_2

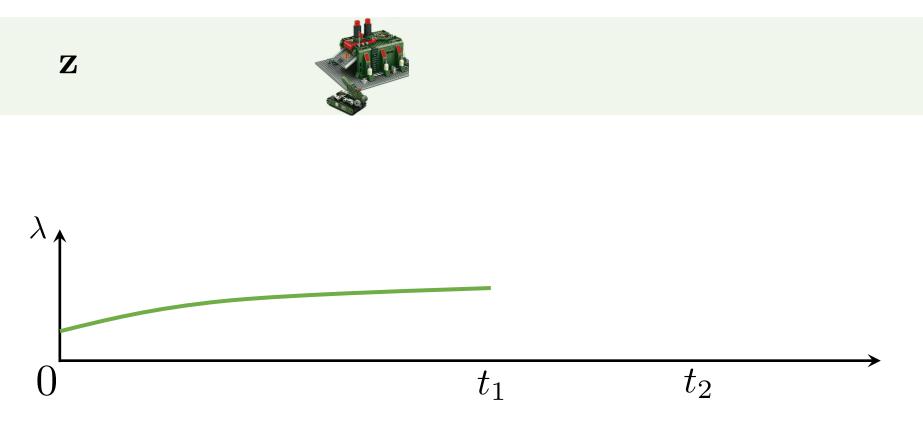




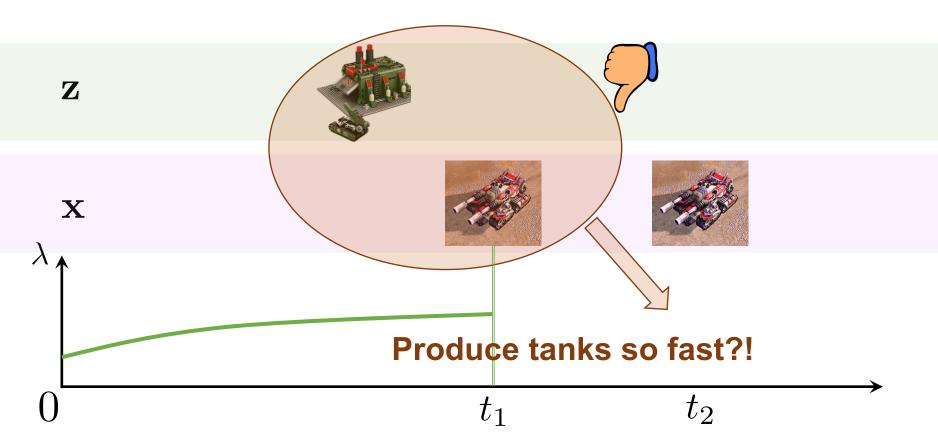
• Use the trained NHP



• Use the trained NHP

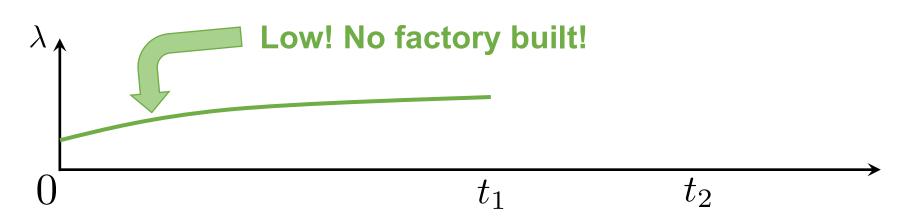


Use the trained NHP

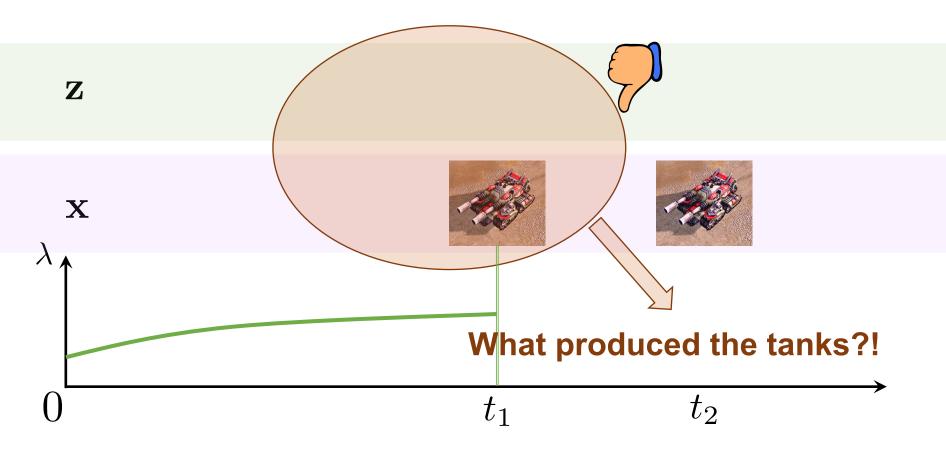


• Use the trained NHP

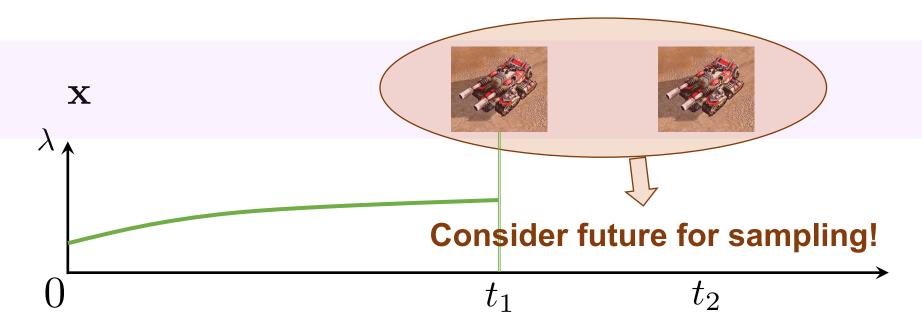
 \mathbf{Z}

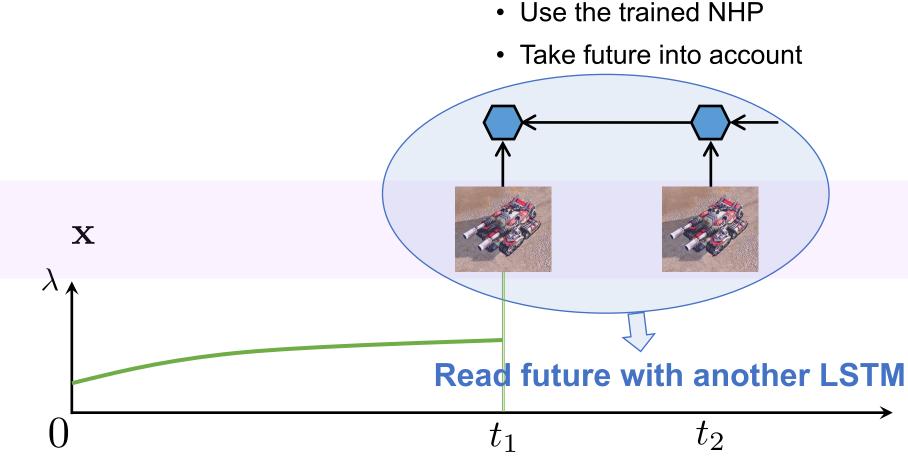


• Use the trained NHP

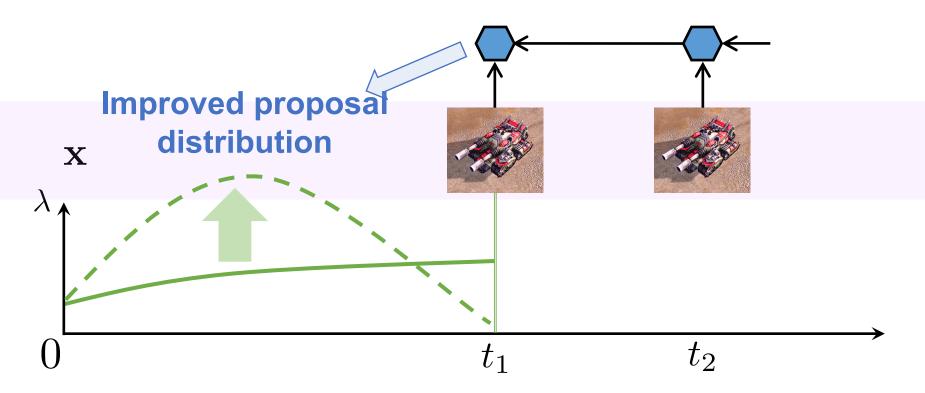


- Use the trained NHP
- Take future into account

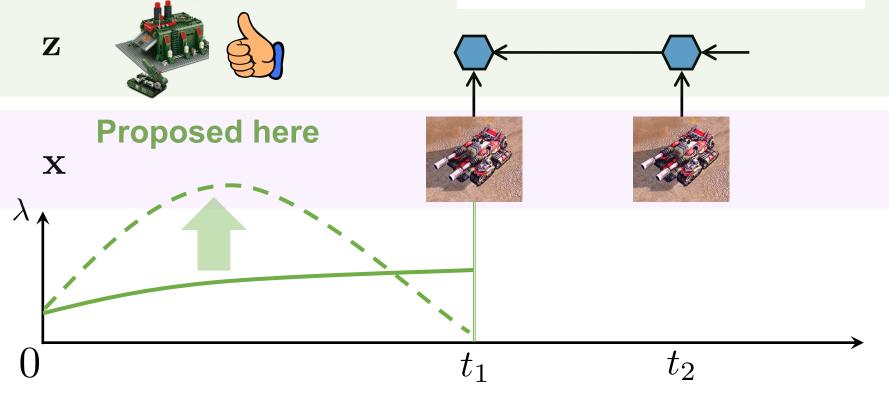


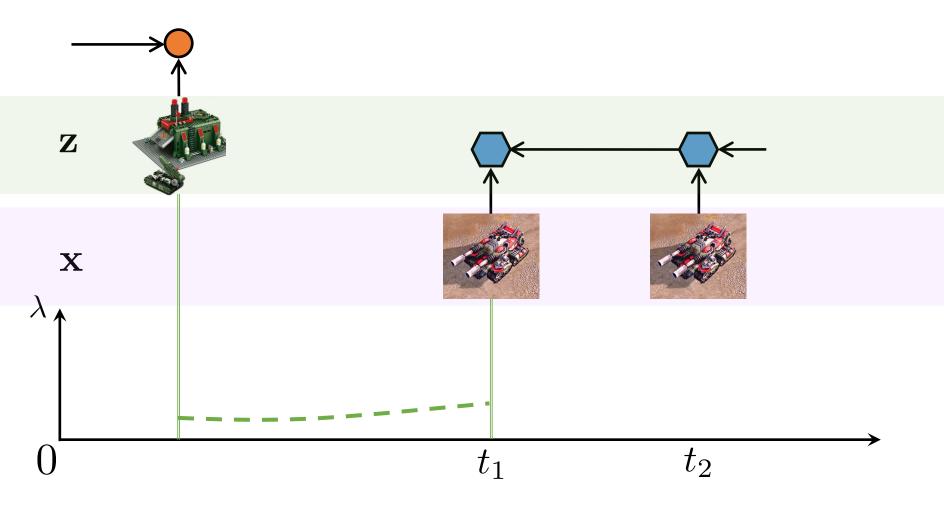


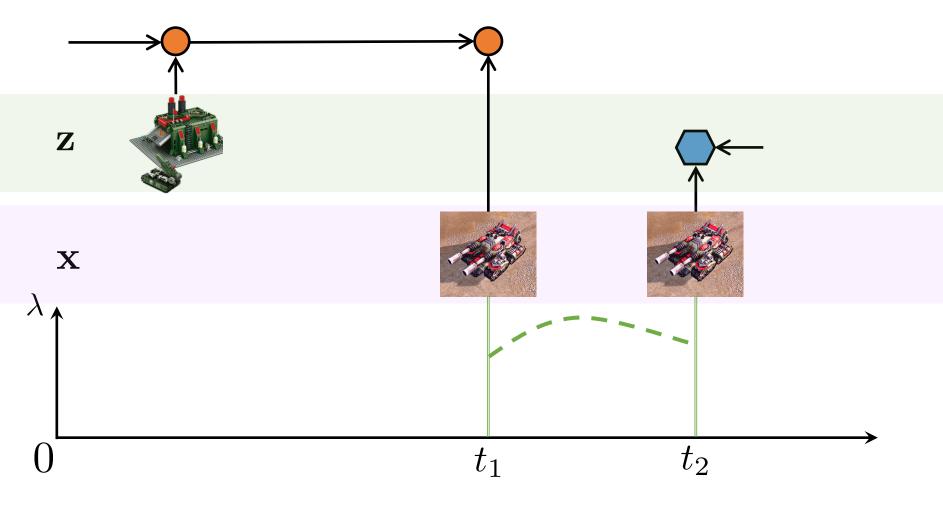
- Use the trained NHP
- Take future into account

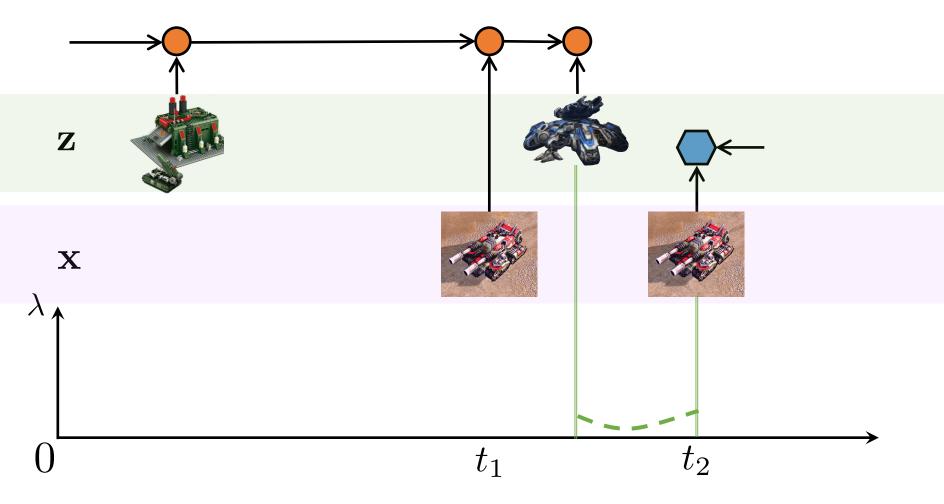


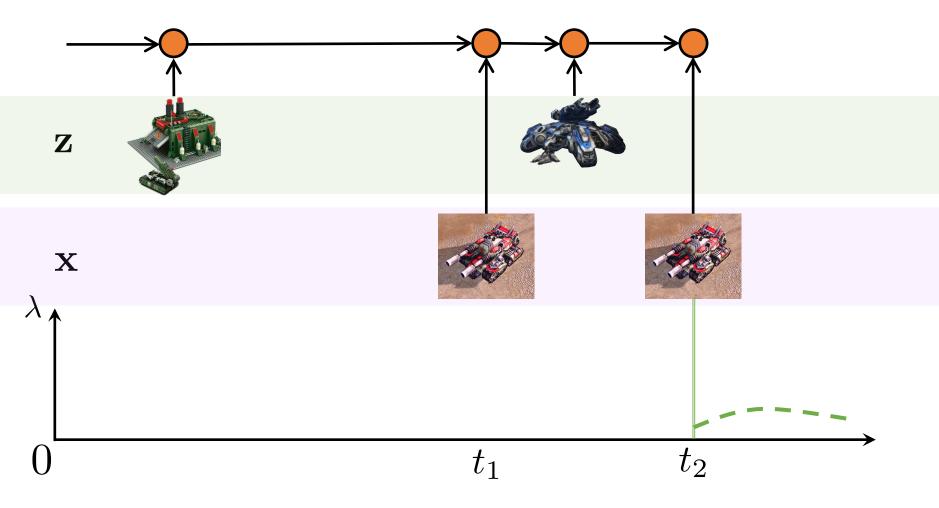
- Use the trained NHP
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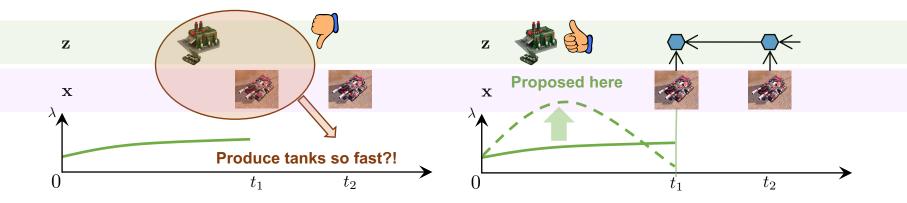




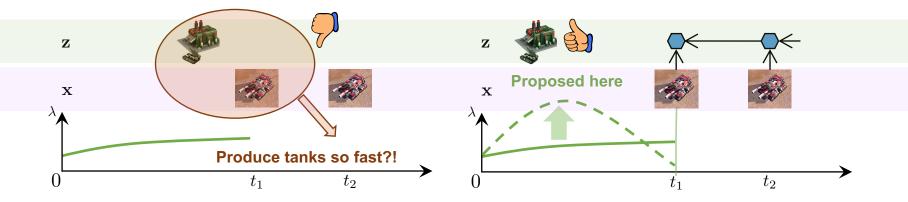


• Particle filtering

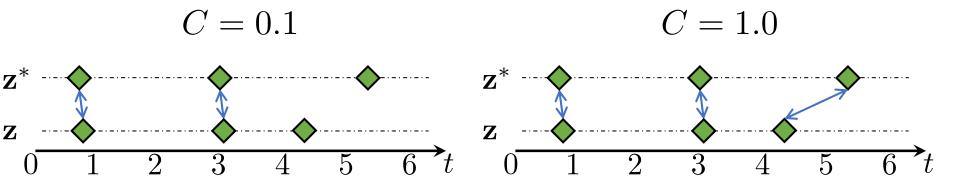
• Particle smoothing



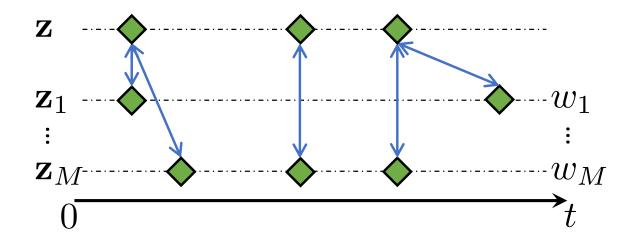
- How to train $q(\mathbf{z} \mid \mathbf{x})$ for particle smoothing



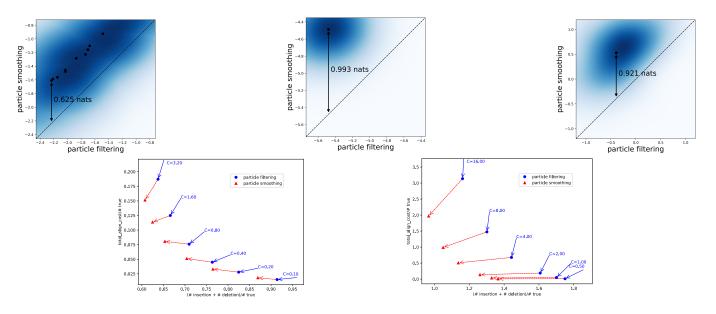
- How to train $q(\mathbf{z} \mid \mathbf{x})$ for particle smoothing
- Optimal transport distance



- How to train $q(\mathbf{z} \mid \mathbf{x})$ for particle smoothing
- Optimal transport distance
- Minimum Bayes risk decoding



- How to train $q(\mathbf{z} \mid \mathbf{x})$ for particle smoothing
- Optimal transport distance
- Minimum Bayes risk decoding
- Positive experimental results



Imputing Missing Events in Continuous-Time Event Streams

Tue Jun 11th 18:30 – 21:00 Pacific Ballroom #257





Hongyuan Mei¹, Guanghui Qin², Jason Eisner¹

¹Department of Computer Science, Johns Hopkins University, USA ²Department of Physics, Peking University, China