

Approximate Inference: Sampling Methods (1)

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Probabilistic Machine Learning (CS772A)

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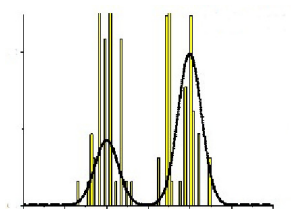
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- **Sampling methods** provide a general way to (approximately) solve these problems

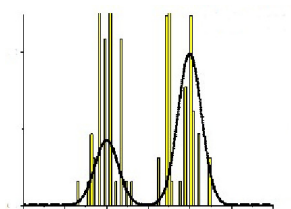
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- Can approximate a distribution using a set of **randomly drawn samples** from it



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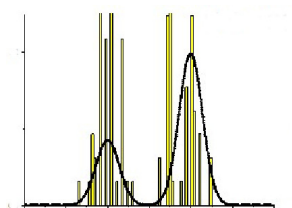
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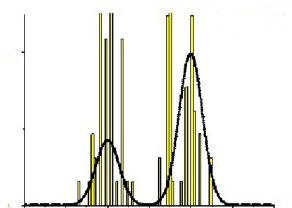
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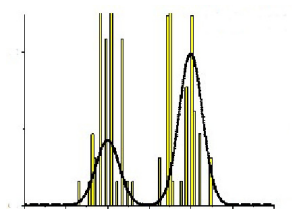
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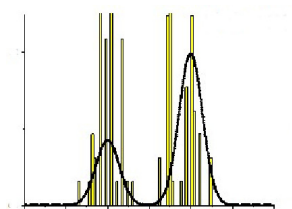
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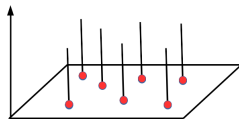
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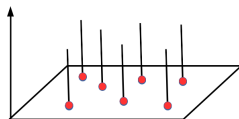
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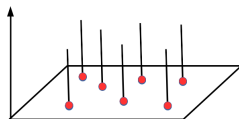


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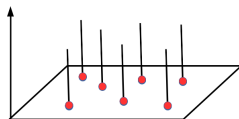
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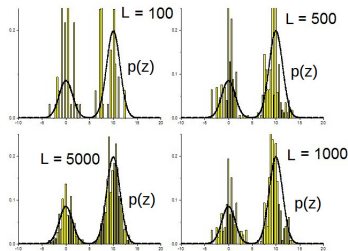
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- $p_L(A)$ is a discrete distribution with finite support $\mathbf{z}^{(1)}, \dots, \mathbf{z}^{(L)}$ (can think of it as a histogram)

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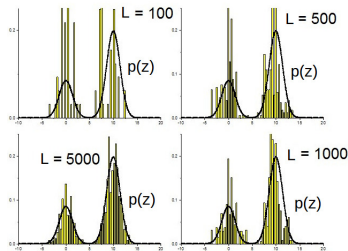
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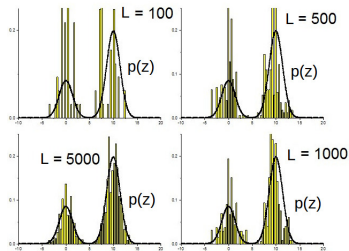


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Sampling from Distributions: Some Basic Methods

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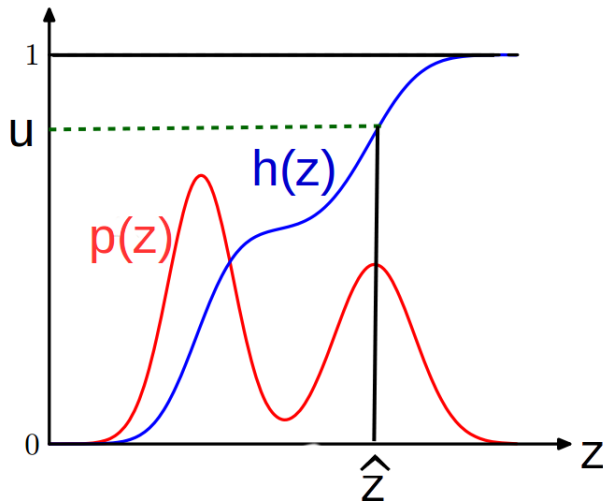
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$$\hat{z} = h^{-1}(u)$$

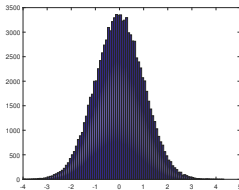
(Inverse CDF method)

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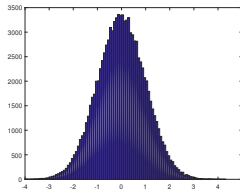
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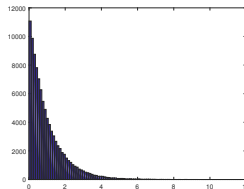


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- `z = icdf('exp',u,1); hist(z,100);`



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Transformation Methods: Box-Muller Method

- A method to generate samples from **two-dim spherical Gaussian**
- Assume x_1, x_2 drawn from $\text{Unif}(-1, +1)$ **and only consider those pairs for which $x_1^2 + x_2^2 \leq 1$**
 - Note that $p(x_1, x_2) = \frac{1}{\pi} \mathbb{I}[x_1^2 + x_2^2 \leq 1]$ (uniform distribution of the points in the unit radius circle)
- Let's define $r^2 = x_1^2 + x_2^2$, and define

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which is a two-dim Gaussian with with zero mean and identity covariance

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- Useful nevertheless..

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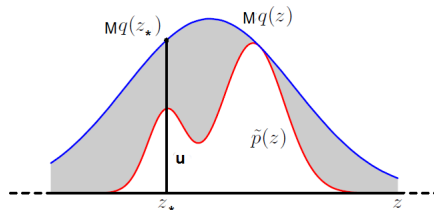
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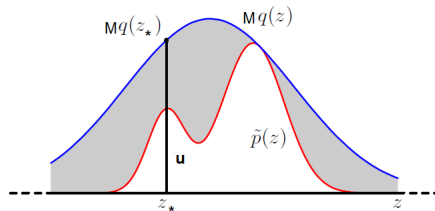


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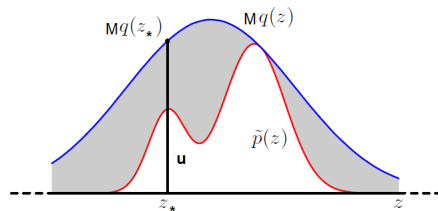
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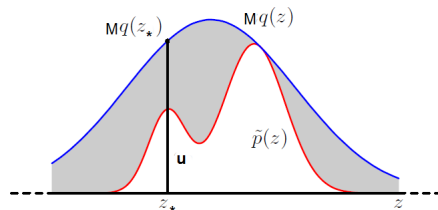
- If $u \leq \tilde{p}(\mathbf{z}_*)$ then accept \mathbf{z}_* else reject

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- Why $z \sim q(z) + \text{accept/reject rule}$ is equivalent to $z \sim p(z)$?

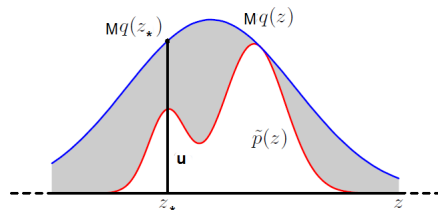
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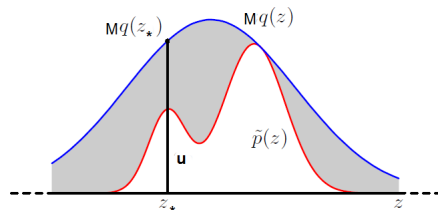
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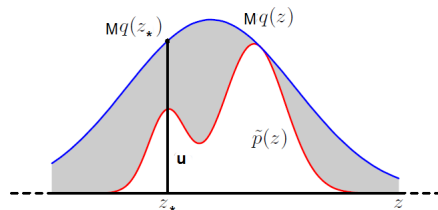
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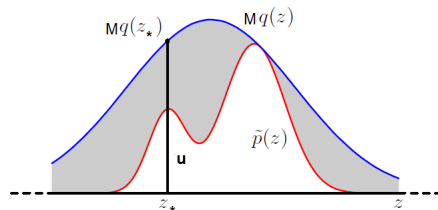
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Sampling Methods for Approximately Computing Expectations

Computing Expectations via Monte Carlo Sampling

- Often we are interested in computing expectations of the form

$$\mathbb{E}[f] = \int f(\mathbf{z})p(\mathbf{z})d\mathbf{z}$$

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- Note that the variance in the estimate of expectation gets better as L increases

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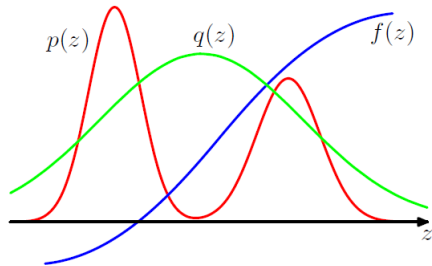
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