

Monte Carlo Markov Chain (MCMC)

STATS 303 Statistical Machine Learning

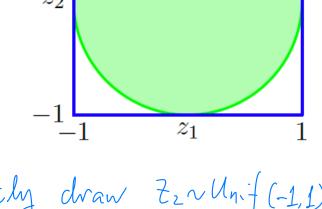
Spring 2022

Lecture 14

example: Box-Muller method for Gaussian

The Box-Muller method for generating Gaussian distributed random numbers starts by generating samples from a uniform distribution inside the unit circle.

• First, uniformly sample $(z_1, z_2)^T$ from a unit disk. How?



- 1. Sample $\tilde{z}_1 \sim \text{Unif}(0,1)$; take $\tilde{z}_1 = 2\tilde{z}_1 1$ Then Zin Unif (-1,1). Then similarly, independently draw ZznUnif (-1,1)
- 2. If $\overline{z_1} + \overline{z_2} \leq 1$, then accept $(\overline{z_1}, \overline{z_2})'$ as our sample. Otherwise, reject the sample and redo step 1.

example: Box-Muller method for Gaussian

• Next, apply the transform: $y_1 = z_1 \left(\frac{-2\ln r^2}{r^2}\right)^{1/2}$, $y_2 = z_2 \left(\frac{-2\ln r^2}{r^2}\right)^{1/2}$ where $r^2 = z_1^2 + z_2^2$.

Then it is easy to verify:

$$p(y_1, y_2) = p(z_1, z_2) \left| \frac{\partial(z_1, z_2)}{\partial(y_1, y_2)} \right| = \left[\frac{1}{\sqrt{2\pi}} \exp(-y_1^2/2) \right] \left[\frac{1}{\sqrt{2\pi}} \exp(-y_2^2/2) \right]$$

example: general Gaussian

- If $z \sim \mathcal{N}(0, I)$, then $y = \mu + Lz$ has $y \sim \mathcal{N}(\mu, \Sigma)$ where $\Sigma = LL^T$. Therefore, if we can sample from $\mathcal{N}(0, I)$, then we can sample from any Gaussian.
- To sample from $\mathcal{N}(0, \mathbf{I}_D)$, we only need to i.i.d. sample D one-dimensional Gaussians and combine them into a vector.

rejection sampling

• Suppose it is easy to evaluate p(z) up to a (possibly unknown) constant Z

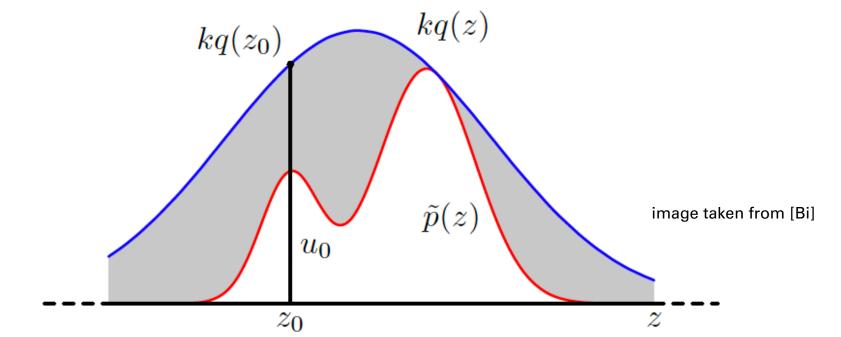
$$p(\mathbf{z}) = \frac{1}{Z} \tilde{p}(\mathbf{z})$$
easy to evaluate

- Let q(z), called a proposal distribution, be simpler (we can draw samples from q).
- Let k be a constant such that $kq(z) \ge \tilde{p}(z)$ for all z.

rejection sampling

- 1. Generate $\mathbf{z}_0 \sim q(\mathbf{z})$
- 2. Generate $u_0 \sim \text{Unif}[0, kq(\mathbf{z}_0)]$
- 3. If $u_0 > \tilde{p}(\mathbf{z}_0)$, reject! Otherwise accept.

In the rejection sampling method, samples are drawn from a simple distribution q(z) and rejected if they fall in the grey area between the unnormalized distribution $\widetilde{p}(z)$ and the scaled distribution kq(z). The resulting samples are distributed according to p(z), which is the normalized version of $\widetilde{p}(z)$.



importance sampling

• In $s = \int f(x)p(x)dx$, the specific way of decomposing p(x)f(x) should not matter

$$p(x)f(x) = q(x)\frac{p(x)f(x)}{q(x)}$$

- We can sample $\frac{pf}{q}$ from q instead of sampling f from p.
- Instead of calculating

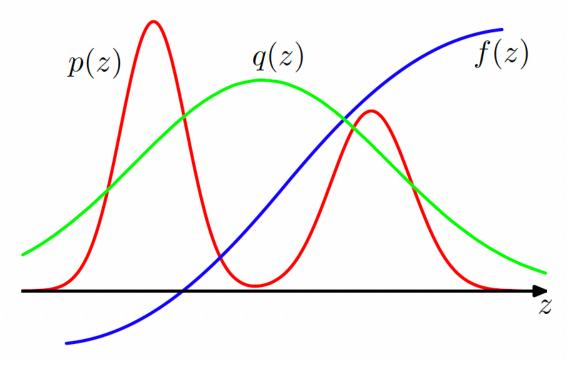
$$\hat{s}[p] = \frac{1}{N} \sum_{n=1,x_n \sim p}^{N} f(x_n) ,$$

calculate

$$\hat{s}[q] = \frac{1}{N} \sum_{n=1,x_n \sim q}^{N} \frac{p(\mathbf{x}_n) f(\mathbf{x}_n)}{q(\mathbf{x}_n)}$$

importance sampling

Importance sampling addresses the problem of evaluating the expectation of a function f(z) with respect to a distribution p(z) from which it is difficult to draw samples directly. Instead, samples $\{z^{(l)}\}$ are drawn from a simpler distribution q(z), and the corresponding terms in the summation are weighted by the ratios $p(z^{(l)})/q(z^{(l)})$.



• In $s = \int f(x)p(x)dx$, we can sample $\frac{pf}{q}$ from q instead of sampling f from p.

• In practice, it is often infeasible to sample directly from p or any good q, due to curse of dimensionality.

Idea: build a markov chain whose stationary distribution is p

• Assume that x has countably many states, say $x \in \mathbb{N}$.

• We initialize some distribution $q^{(0)}$.

• Hope: construct a markov chain $\{q^{(s)}\}_{s\geq 0}$ so that $\{q^{(s)}(x)\}$ converges to p(x)

• For each probability distribution q, we describe it as a vector \boldsymbol{v} whose i-th entry is given by

$$v_i = q(x = i)$$

By the Markov property

$$q^{(s+1)}(x') = \sum_{x} q^{(s)}(x) T(x'|x)$$

We assume homogeneity: the transition probability does not change with *s*

• For the countable case, using the transition matrix A

$$A_{i,j} = T(x' = i | x = j)$$

Then

$$\boldsymbol{v}^{(s)} = A\boldsymbol{v}^{(s-1)}$$

- Recursively, $\boldsymbol{v}^{(s)} = \boldsymbol{A}^s \boldsymbol{v}^{(0)}$
- Under some mild conditions (e.g. ergodicity), this process converges to a stationary distribution p represented by a vector v:

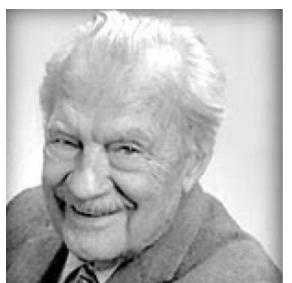
$$Av = v$$

• Then almost surely, suppose x_1, \dots, x_N are drawn from such a markov chain,

$$\lim_{N \to \infty} \frac{1}{N} \sum_{n=1}^{N} f(x_n) = \mathbb{E}_{x \sim p(x)} f(x) = s$$

Metropolis-Hastings (MH)

- A classical MCMC method
 - first proposed by Metropolis in 1953 (for symmetric proposal distributions);
 - then generalized by Hastings in 1970.

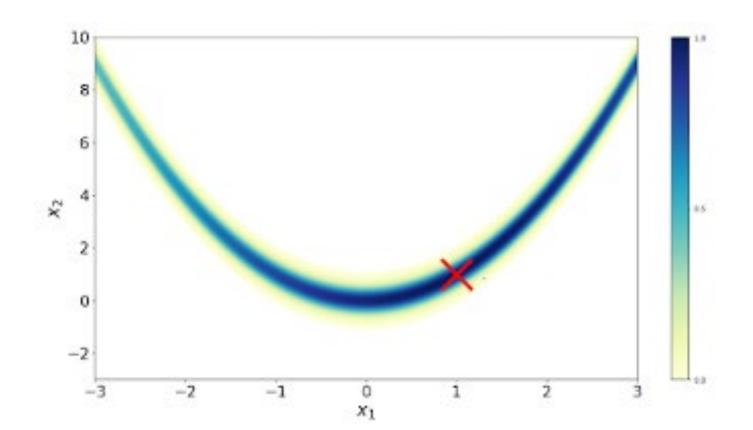




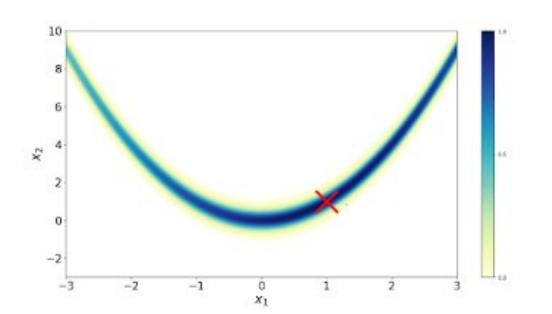
Metropolis-Hastings (MH)

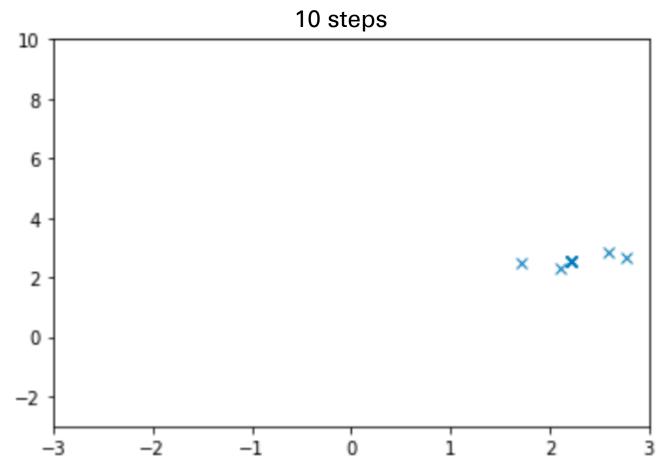
- Assume we can evaluate $\tilde{p}(x) = p(x)/Z$ for some (possibly unknown) Z.
- At the beginning, choose a conditional density function, the proposal kernel q.
- 1. Initialize $x^{(0)}$.
- 2. Iteration: at step s,
 - 1) generate $y^{(s+1)} \sim q(y \mid x^{(s)})$
 - 2) take $\mathbf{x}^{(s+1)} = \begin{cases} \mathbf{y}^{(s+1)} & \text{with probability } \rho(\mathbf{x}^{(s)}, \mathbf{y}^{(s+1)}) \\ \mathbf{x}^{(s)} & \text{with probability } 1 \rho(\mathbf{x}^{(s)}, \mathbf{y}^{(s+1)}) \end{cases}$ where $\rho(x, y) = \min \begin{cases} \frac{\tilde{p}(\mathbf{y})}{\tilde{p}(\mathbf{x})} \frac{q(\mathbf{x}|\mathbf{y})}{q(\mathbf{y}|\mathbf{x})}, 1 \end{cases}$

$$p(x_1, x_2) \propto \tilde{p}(x_1, x_2) = \exp\left(-\frac{(1-x_1)^2 + 100(x_2 - x_1^2)^2}{20}\right)$$

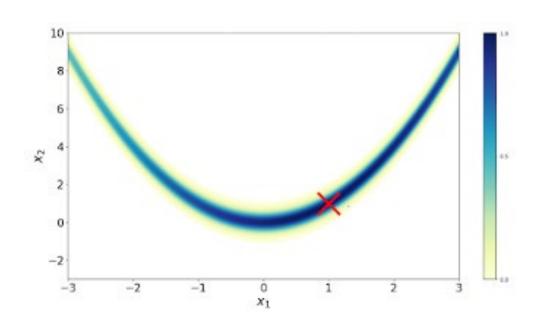


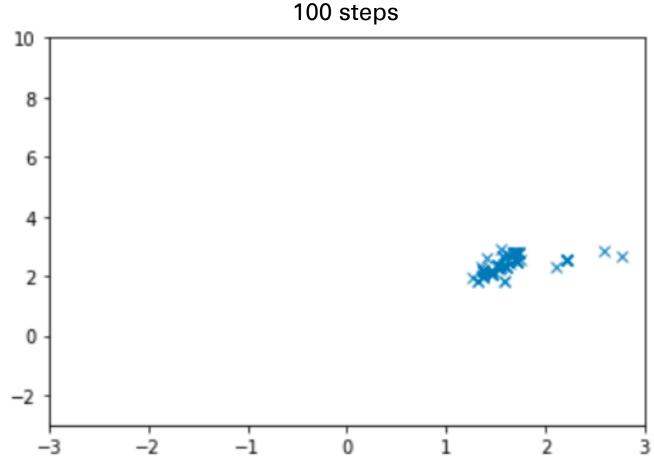
- Initialize $x^{(0)} \sim \text{Unif}[-5, 5]^2$.
- Take the proposal kernel to be $q(y|x) = \mathcal{N}(y(x)\sigma^2I)$, where $\sigma^2 = 0.1$.



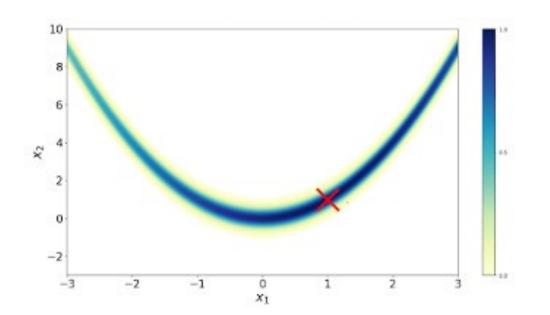


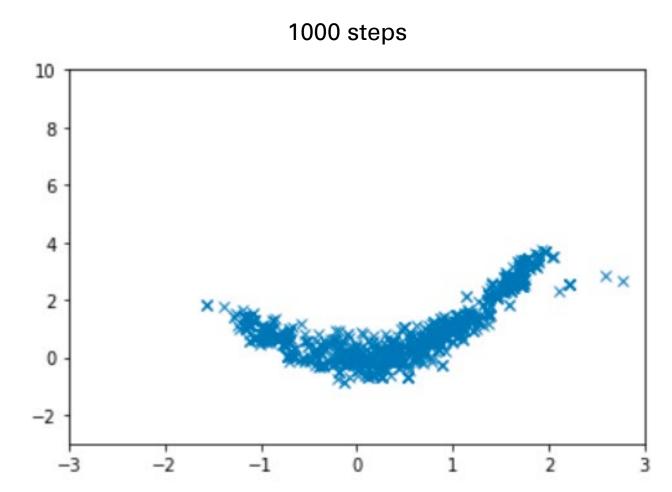
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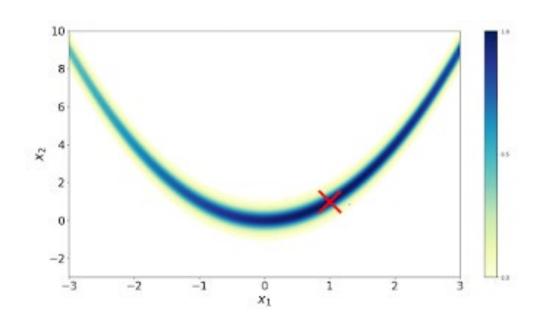
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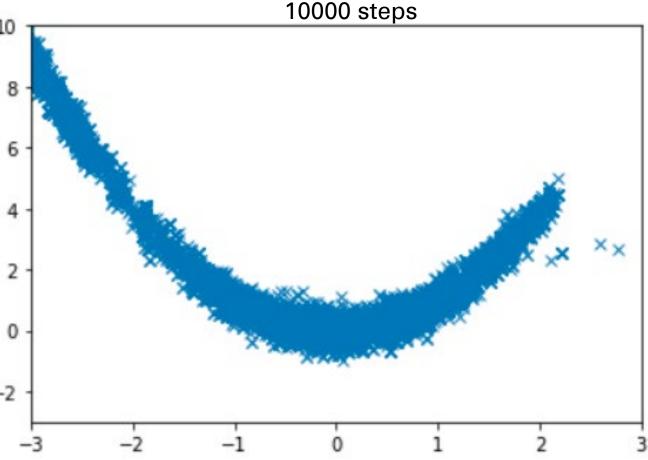




• Initialize $x^{(0)} \sim \text{Unif}[-5, 5]^2$.

• Take the proposal kernel to 10 be $q(y|x) = \mathcal{N}(y \mid x, \sigma^2 I)$, where $\sigma^2 = 0.1$.





- A sufficient condition for a markov chain to have a stationary distribution is that it is "reversible":
 - Discrete case: there exists v such that

$$A_{i,j}v_j = A_{j,i}v_i$$

• Continuous case: there exists a distribution π over the state space such that

$$\pi(\mathbf{y})T(\mathbf{x}|\mathbf{y}) = \pi(\mathbf{x})T(\mathbf{y}|\mathbf{x})$$

- Since our proposed q is arbitrary, in general we don't have equality $\pi(y)q(x|y) = \pi(x)q(y|x)$.
- Nevertheless, say for certain x and y, without loss of generality, $q(y|x)\pi(x) \ge q(x|y)\pi(y)$
- We need to revise it

$$q(\mathbf{y}|\mathbf{x})\pi(\mathbf{x})\rho'(\mathbf{x},\mathbf{y}) = q(\mathbf{x}|\mathbf{y})\pi(\mathbf{y})$$

That is,
$$\rho'(x, y) = \frac{q(x|y)\pi(y)}{q(y|x)\pi(x)}$$
.

• Now, we have $q(y|x)\pi(x)\rho'(x,y) = q(x|y)\pi(y)$ with $\rho'(x,y)$ $= \frac{q(x|y)\pi(y)}{q(y|x)\pi(x)} \le 1$ $\rho'(y,x) = \frac{\chi(y|x)\pi(x)}{\chi(x|y)\pi(y)} \ge 1$

• Let $\rho(x,y) = min\{1, \rho'(x,y)\}$. The above is equivalent to

$$q(\mathbf{y}|\mathbf{x})\pi(\mathbf{x})\rho(\mathbf{x},\mathbf{y}) = q(\mathbf{x}|\mathbf{y})\pi(\mathbf{y})\rho(\mathbf{y},\mathbf{x}).$$

Looking at the equation

$$q(\mathbf{y}|\mathbf{x})\pi(\mathbf{x})\rho(\mathbf{x},\mathbf{y}) = q(\mathbf{x}|\mathbf{y})\pi(\mathbf{y})\rho(\mathbf{y},\mathbf{x}),$$

we realize that the essential transition kernel is

$$q(\mathbf{y}|\mathbf{x})\rho(\mathbf{x},\mathbf{y}).$$

Gibbs sampling

- The Metropolis-Hastings algorithm does not leverage any structure of p(x).
- Consider $p(x) = p(x_1, \dots, x_M)$.
- Suppose it is easy to sample from $p(x_i|x_{-i})$.

$$x_1, \cdots, x_{i-1}, x_{i+1}, \cdots, x_M$$

Gibbs sampling

- At each step s with $\mathbf{x}^{(s)} = \left(x_1^{(s)}, \dots, x_M^{(s)}\right)$.
 - 1. Uniformly sample an index from $1, \dots, M$
 - 2. Draw a sample $z \sim p\left(x_i \mid \boldsymbol{x}_{-i}^{(s)}\right)$
 - 3. Set $x^{(s+1)} = (x_1^{(s)}, \dots, x_{i-1}^{(s)}, z, x_{i-1}^{(s)}, \dots, x_M^{(s)})$

Gibbs sampling as a special MH

- Proposal kernel $q(y|x) = p(y_i|x_{-i})$
- We can calculate

$$\rho(x, y) = \frac{\pi(y)q(x|y)}{\pi(x)q(y|x)} = \frac{p(y_i|y_{-i})\pi(y_{-i})p(x_i|y_{-i})}{p(x_i|x_{-i})\pi(x_{-i})p(y_i|x_{-i})} = 1$$

$$\pi(x) = \pi(x_i, x_{-i})$$

where the last equality follows the fact that $x_{-i} = y_{-i}$, which is obvious from the algorithm.

Questions?

Reference

- *Sampling-simple methods:*
 - [Bi] Ch.11.1
- *MCMC*:
 - [Bi] Ch.11.2

