

MCMC

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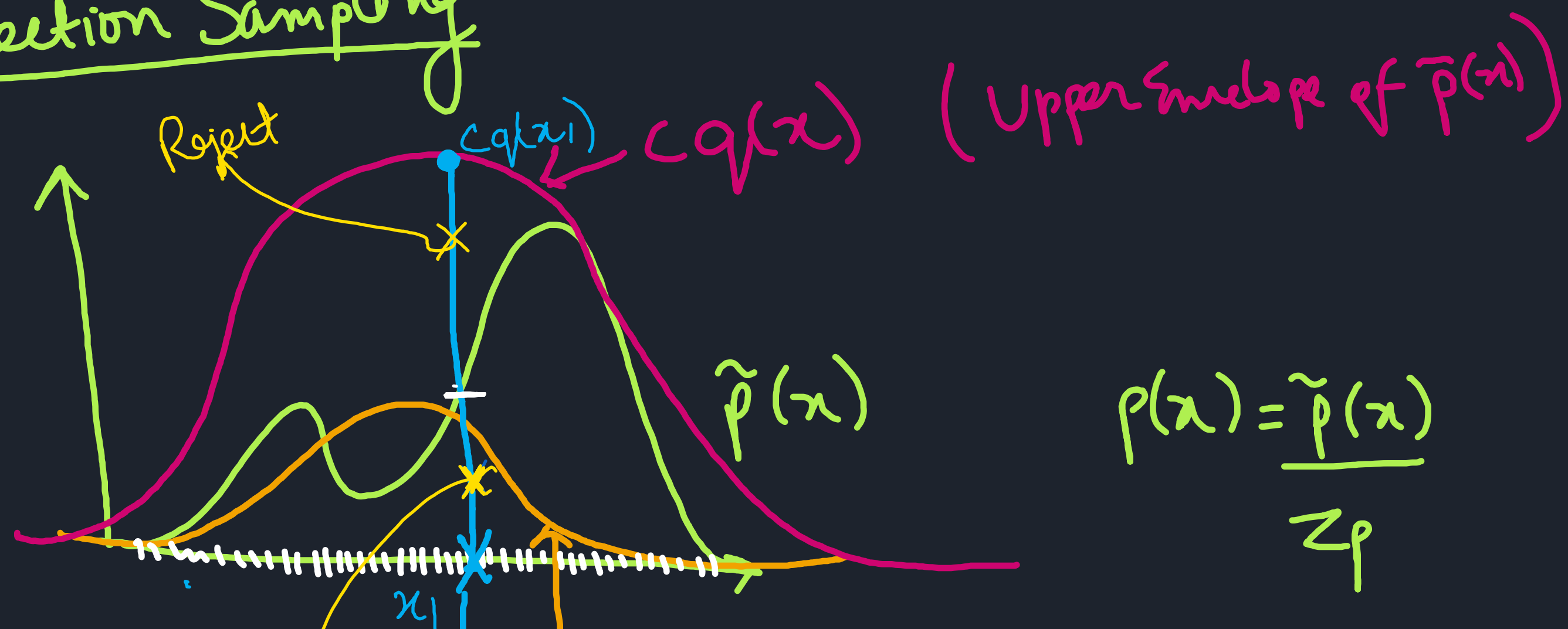
Sampling

$$P(\theta|D) = \frac{P(D|\theta) \cdot P(\theta)}{P(D)}$$

(Monte Carlo)

$$\text{Post. prediction} = P(y^* | x^*, D) = \int P(y^* | x^*, \theta) \cdot P(\theta|D) d\theta \approx \frac{1}{N} \sum_{i=1}^N P(y^* | x^*, \theta_i) ; \theta_i \sim \underset{i.i.d.}{P(\theta|D)}$$

Rejection Sampling



$$p(x) = \frac{\tilde{p}(x)}{Z_p}$$

$$Z_p = \int \tilde{p}(x) dx$$

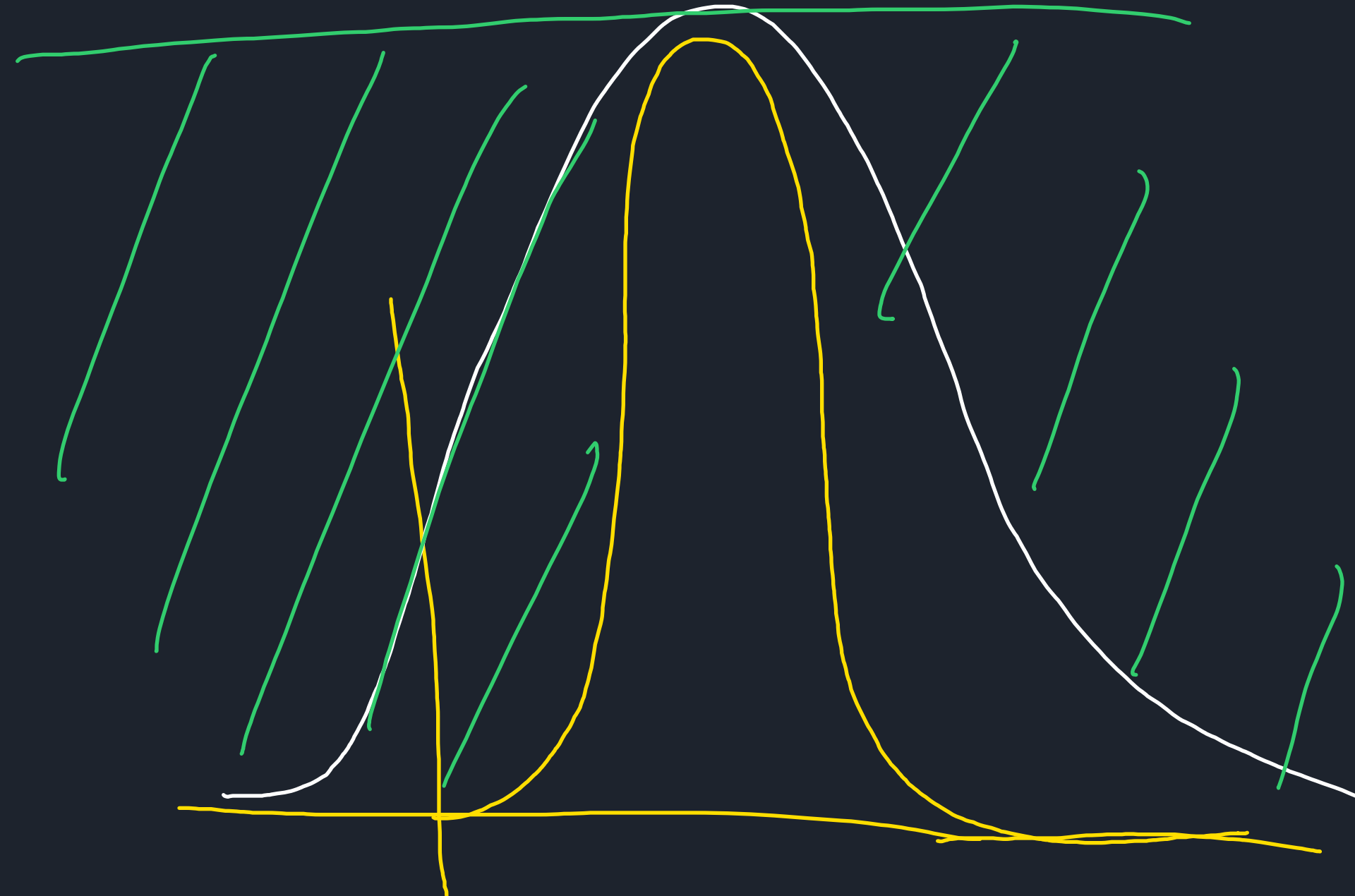
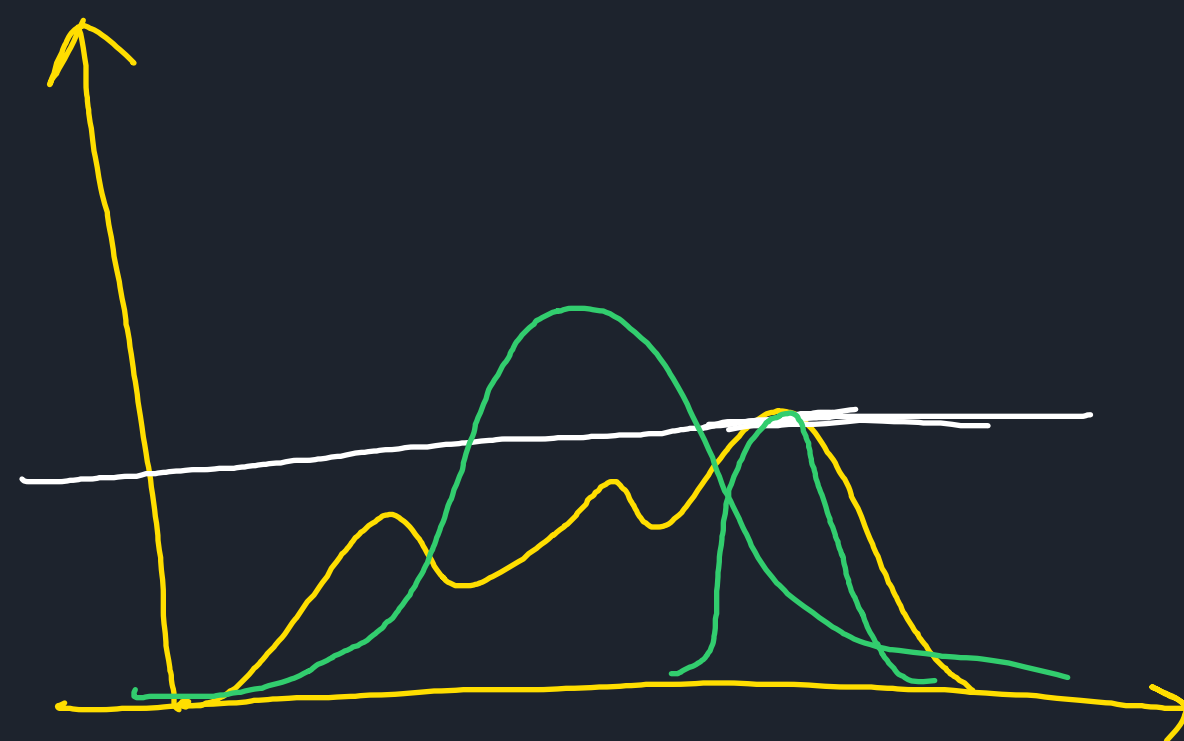
$c = 20$

$q \sim N(5, 100)$

$x_1 = 6.2$

$$U \sim \text{UNIF}(0, cq(x_1))$$

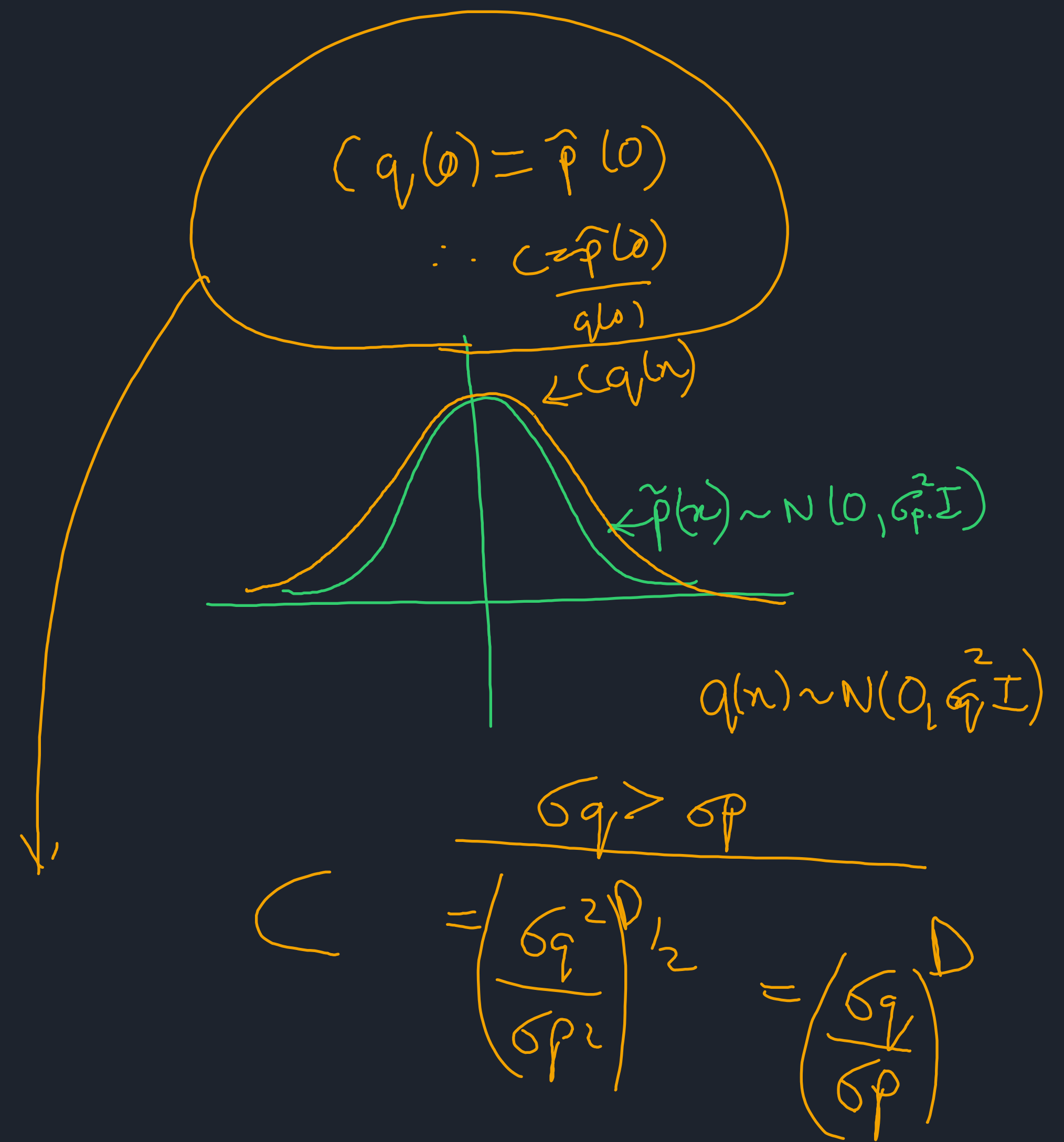
$x_1 \sim q$

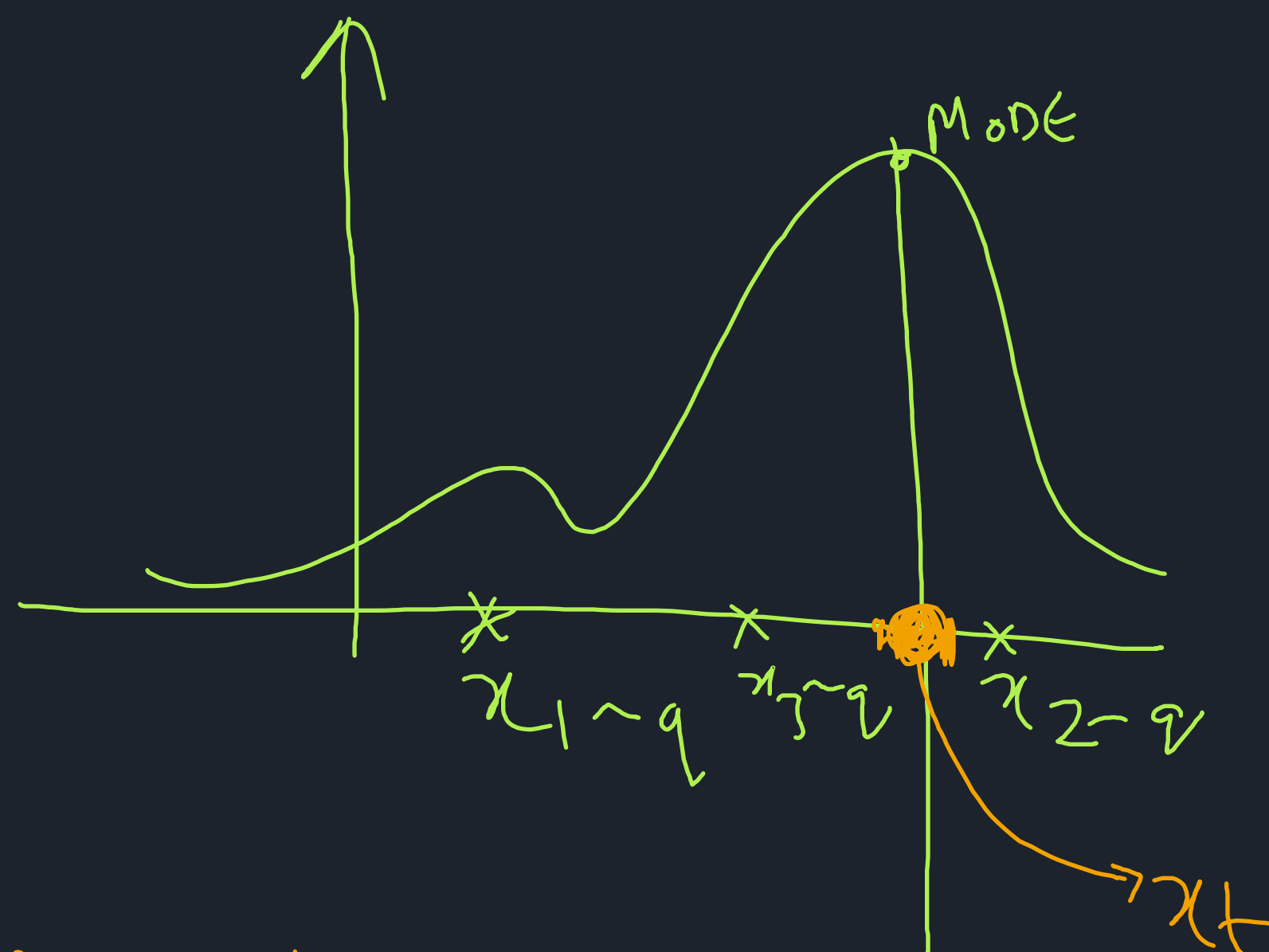


Limitations of Rejection Sampling

- 1) $P(\text{accept}) \propto \frac{1}{C}$; Very wasteful
- 2) Hard to choose 'q'
- 3) High dimensions ; $P(\text{Acceptance})$ very low

$$= \left(\frac{\sigma_p}{\sigma_q} \right)^D$$





leverage when you are near mode

$$x_{t+1} = x_t \pm 0.2$$

$$x_{t+1} \sim N(x_t, \sigma=1)$$

$\pi_0 = \begin{bmatrix} 0.8 & 0.2 \end{bmatrix}_{1 \times 2}$

Start in S Start in R

$A = \begin{bmatrix} 0.8 & 0.2 \\ 0.1 & 0.9 \end{bmatrix}_{2 \times 2}$

Next class S R

go from R \rightarrow S

$$\pi_1 = \pi_0 A$$

$$\pi_{t+1} = \pi_t A$$