

Gibbs Sampling

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Outline

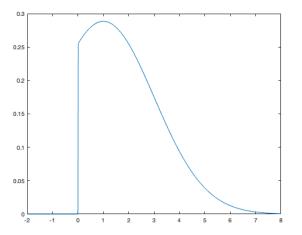
Aim: Introduce Markov chain Monte Carlo methods, in particular Gibbs sampling, for sampling from the posterior distribution.

Outline:

- 1. Summary of Gibbs and MCMC
- 2. Preparatory exercise
- 3. Gibbs sampling in graphical models

Motivation

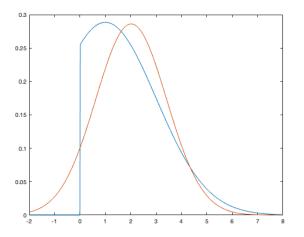
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Assume now that the distribution is a truncated Gaussian distribution.

Motivation

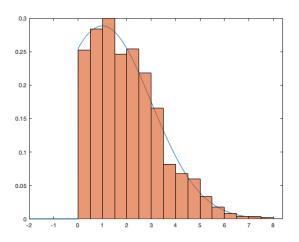
We are often tasked with sampling from some complicated distribution.



Lets approximate it using a Gaussian distribution.

Motivation

Imagine that we instead have access to some function producing random variables from the truncated Gaussian distribution and approximate the distribution using these samples.



Markov chain Monte Carlo

An MCMC sampler generates a Markov chain $\{x[m]\}_{m=0}^{M}$ in the following way:

- **Initialize** set x[0] arbitrarily.
- For $m=1,\ldots,M$: sample $x[m]\sim \kappa(x[m-1],\cdot)$

Here $\kappa(x, x^*)$ is a Markov kernel, i.e. a conditional distribution for the next state x^* given the current state x.

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Basic requirement 2: The kernel should be **ergodic** — the chain should reach the stationary distribution no matter the initial distribution.

Convergence of MCMC

Assume that the resulting Markov chain $\{x[m]\}_{m=1}^{M}$ is geometrically ergodic, then

$$\sqrt{M}\left(\frac{1}{M}\sum_{m=1}^M h(x[m]) - \mathbb{E}_\pi(h(X))\right) \overset{d}{\to} N(0,\sigma_\infty^2(h)), \quad \text{as } M \to \infty,$$

where

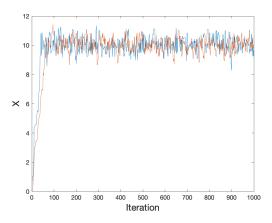
$$\sigma_{\infty}^{2}(h) = r_{0}(h) + 2\sum_{\ell=1}^{\infty} r_{\ell}(h),$$

$$r_{\ell}(h) = \text{Cov}(h(X_{\ell}), h(X_{0})), \quad \ell \geq 0.$$

Where the covariance is at **stationarity**, i.e. when initialized according to π .

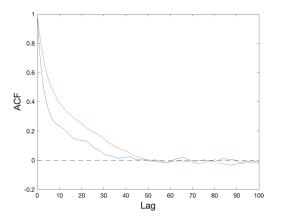
Evaluating an MCMC kernel

Assume that you have two different MCMC kernels targeting the same distribution. How do you decide which one is best?



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Looking at the autocorrelation functions can be a good help.

The Gibbs Markov kernel

We wish to sample from $\pi(\mathbf{x}) = \pi(x_1, x_2, \dots, x_d)$.

Given a sample $\mathbf{x} = (x_1, x_2, \dots, x_d)$ we generate a new sample \mathbf{x} in the following way:

For
$$j = 1, \ldots, d$$

Sample
$$x_j^* \sim \pi(x_j | x_1^*, \dots, x_{j-1}^*, x_{j+1}, \dots, x_d)$$

The Gibbs kernel defined above defines a Markov kernel with stationary distribution π .

So far we have discussed the Gibbs Markov kernel, there are many extensions and improvements compared with the standard algorithm.

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- Random scan Select the components/blocks to sample randomly (with or without replacement)
- Use other MCMC kernels within Gibbs.

Preparatory exercise

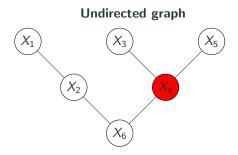
Given data $x_{1:n}$ from distribution

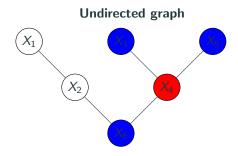
$$p(x_i|\pi, \mu) = \sum_{k=1}^K \pi_k \mathcal{N}(x_i|\mu_k, I),$$

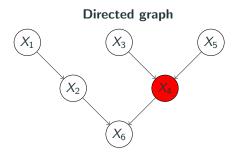
with prior distributions

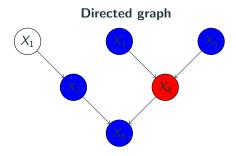
$$p(\pi) = Dir(\pi | \alpha_1, \dots, \alpha_K)$$
$$p(\mu_k) = \mathcal{N}(\mu_k | m, S).$$

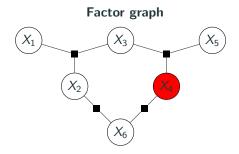
Construct a Gibbs sampler to sample from the posterior $p(\pi, \mu|x_{1:n})$.

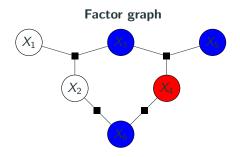












We are interested in sampling from the posterior

$$p(\mathbf{w},\mathbf{t} | \mathbf{y}) \propto \prod_{i=1}^{M} f_i(w_i) \prod_{k=1}^{N} g_k(t_k, w_{I_k}, w_{J_k}) h_k(t_k),$$

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- 2. For each iteration:
 - 1. Sample the performance for each game from

$$p(t_k \mid w_{I_k}, w_{J_k}, y_k) \propto g_k(t_k, w_{I_k}, w_{J_k}) h_k(t_k) = \delta_{sign(t_k)}(y_k) N(t_k \mid w_{I_k} - w_{J_k}, 1)$$

2. Jointly sample the skills

$$p(\mathbf{w} \mid \mathbf{t}, \mathbf{y}) = \underbrace{p(\mathbf{w} \mid \mathbf{t})}_{N(\mathbf{w} \mid \boldsymbol{\mu}, \boldsymbol{\Sigma})} \propto \prod_{i=1}^{M} \underbrace{f_{i}(w_{i})}_{N(w_{i} \mid 0, \sigma_{0}^{2})} \prod_{k=1}^{N} \underbrace{g_{k}(t_{k}, w_{I_{k}}, w_{J_{k}})}_{N(t_{k} \mid w_{I_{k}} - w_{J_{k}}, 1)}$$