



UPPSALA
UNIVERSITET

Bayesian Statistics and Data Analysis

Lecture 4

Måns Magnusson

Department of Statistics, Uppsala University
Thanks to Aki Vehtari, Aalto University

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling



UPPSALA
UNIVERSITET

Assignment 3

- Introduction
 - Bayesian Computation
 - Monte Carlo Methods
 - Direct sampling
 - Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling
- Be more clear in the evaluation - where is the problem.
 - Example: "Some questions could be more clear"



- Introduction

- Bayesian Computation

- Monte Carlo Methods

- Direct sampling

- Indirect sampling

- Rejection sampling
- Importance sampling
- Pareto-Smoothed
Importance Sampling

- In this chapter, generic $p(\theta)$ is used instead of $p(\theta|y)$
- Unnormalized distribution is denoted by $q(\cdot)$
 - $\int q(\theta)d\theta \neq 1$, but finite (i.e. $\int q(\theta)d\theta \leq \infty$)
 - $q(\cdot) \propto p(\cdot)$
- Proposal distribution is denoted by $g(\cdot)$



- Introduction

- Bayesian Computation

- Monte Carlo Methods

- Direct sampling

- Indirect sampling

- Rejection sampling
- Importance sampling
- Pareto-Smoothed
Importance Sampling

- Floating point presentation of numbers. e.g. with 64bits
 - closest value to zero is $\approx 2.2 \cdot 10^{-308}$
 - generate sample of 600 from normal distribution:
`qr=rnorm(600)`
 - calculate joint density given normal:
`prod(dnorm(qr))` → 0 (underflow)



- Introduction

- Bayesian Computation

- Monte Carlo Methods

- Direct sampling

- Indirect sampling

- Rejection sampling
- Importance sampling
- Pareto-Smoothed
Importance Sampling

- Floating point presentation of numbers. e.g. with 64bits
 - closest value to zero is $\approx 2.2 \cdot 10^{-308}$
 - generate sample of 600 from normal distribution:
`qr=rnorm(600)`
 - calculate joint density given normal:
`prod(dnorm(qr))` $\rightarrow 0$ (underflow)
 - see log densities in the next slide



- Introduction

- Bayesian Computation

- Monte Carlo Methods

- Direct sampling

- Indirect sampling

- Rejection sampling
- Importance sampling
- Pareto-Smoothed Importance Sampling

- Floating point presentation of numbers. e.g. with 64bits
 - closest value to zero is $\approx 2.2 \cdot 10^{-308}$
 - generate sample of 600 from normal distribution:
`qr=rnorm(600)`
 - calculate joint density given normal:
`prod(dnorm(qr))` $\rightarrow 0$ (underflow)
 - see log densities in the next slide
 - closest value to 1 is $\approx 1 \pm 2.2 \cdot 10^{-16}$
 - Laplace and ratio of girl and boy babies
 - `pbeta(0.5, 241945, 251527)` $\rightarrow 1$ (rounding)



- Introduction

- Bayesian Computation

- Monte Carlo Methods

- Direct sampling

- Indirect sampling

- Rejection sampling
- Importance sampling
- Pareto-Smoothed
Importance Sampling

- Floating point presentation of numbers. e.g. with 64bits
 - closest value to zero is $\approx 2.2 \cdot 10^{-308}$
 - generate sample of 600 from normal distribution:
`qr=rnorm(600)`
 - calculate joint density given normal:
`prod(dnorm(qr))` → 0 (underflow)
 - see log densities in the next slide
 - closest value to 1 is $\approx 1 \pm 2.2 \cdot 10^{-16}$
 - Laplace and ratio of girl and boy babies
 - `pbeta(0.5, 241945, 251527)` → 1 (rounding)
 - `pbeta(0.5, 241945, 251527, lower.tail=FALSE)`
 $\approx -1.2 \cdot 10^{-42}$
there is more accuracy near 0



- Introduction

- Bayesian Computation

- Monte Carlo Methods

- Direct sampling

- Indirect sampling

- Rejection sampling
- Importance sampling
- Pareto-Smoothed
Importance Sampling

- Log densities

- use log densities to avoid over- and underflows in floating point presentation
 - `prod(dnorm(qr))` $\rightarrow 0$ (underflow)
 - `sum(dnorm(qr, log=TRUE))` $\rightarrow -847.3$



- Log densities
 - use log densities to avoid over- and underflows in floating point presentation
 - `prod(dnorm(qr))` $\rightarrow 0$ (underflow)
 - `sum(dnorm(qr, log=TRUE))` $\rightarrow -847.3$
 - how many observations we can now handle?

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

- Log densities
 - use log densities to avoid over- and underflows in floating point presentation
 - `prod(dnorm(qr))` $\rightarrow 0$ (underflow)
 - `sum(dnorm(qr, log=TRUE))` $\rightarrow -847.3$
 - how many observations we can now handle?
 - compute exp as late as possible



- Introduction

- Bayesian Computation

- Monte Carlo Methods

- Direct sampling

- Indirect sampling

- Rejection sampling
- Importance sampling
- Pareto-Smoothed Importance Sampling

- Log densities

- use log densities to avoid over- and underflows in floating point presentation
 - `prod(dnorm(qr))` $\rightarrow 0$ (underflow)
 - `sum(dnorm(qr, log=TRUE))` $\rightarrow -847.3$
 - how many observations we can now handle?
- compute exp as late as possible
 - e.g. for $a > b$, compute
$$\log(\exp(a) + \exp(b)) = a + \log(1 + \exp(b - a))$$



- Introduction

- Bayesian Computation

- Monte Carlo Methods

- Direct sampling

- Indirect sampling

- Rejection sampling
- Importance sampling
- Pareto-Smoothed Importance Sampling

- Log densities

- use log densities to avoid over- and underflows in floating point presentation

- $\text{prod}(\text{dnorm}(\text{qr})) \rightarrow 0$ (underflow)
- $\text{sum}(\text{dnorm}(\text{qr}, \text{log}=\text{TRUE})) \rightarrow -847.3$
- how many observations we can now handle?

- compute exp as late as possible

- e.g. for $a > b$, compute
$$\log(\exp(a) + \exp(b)) = a + \log(1 + \exp(b - a))$$
e.g. $\log(\exp(800) + \exp(800)) \rightarrow \text{Inf}$



- Introduction

- Bayesian Computation

- Monte Carlo Methods

- Direct sampling

- Indirect sampling

- Rejection sampling
- Importance sampling
- Pareto-Smoothed
Importance Sampling

- Log densities

- use log densities to avoid over- and underflows in floating point presentation

- $\text{prod}(\text{dnorm}(\text{qr})) \rightarrow 0$ (underflow)
- $\text{sum}(\text{dnorm}(\text{qr}, \text{log}=\text{TRUE})) \rightarrow -847.3$
- how many observations we can now handle?

- compute exp as late as possible

- e.g. for $a > b$, compute
$$\log(\exp(a) + \exp(b)) = a + \log(1 + \exp(b - a))$$
e.g. $\log(\exp(800) + \exp(800)) \rightarrow \text{Inf}$ but $800 + \log(1 + \exp(800 - 800)) \approx 800.69$



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

- Log densities
 - use log densities to avoid over- and underflows in floating point presentation
 - $\text{prod}(\text{dnorm}(\text{qr})) \rightarrow 0$ (underflow)
 - $\text{sum}(\text{dnorm}(\text{qr}, \text{log}=\text{TRUE})) \rightarrow -847.3$
 - how many observations we can now handle?
 - compute exp as late as possible
 - e.g. for $a > b$, compute
$$\log(\exp(a) + \exp(b)) = a + \log(1 + \exp(b - a))$$
e.g. $\log(\exp(800) + \exp(800)) \rightarrow \text{Inf}$ but $800 + \log(1 + \exp(800 - 800)) \approx 800.69$
 - e.g. in Metropolis-algorithm (ex5) compute the log of ratio of densities using the identity
$$\log(a/b) = \log(a) - \log(b)$$



It's all about expectations

$$E_{p(\theta|y)}[f(\theta)] = \int f(\theta) p(\theta|y) d\theta,$$

$$\text{where } p(\theta|y) = \frac{p(y|\theta)p(\theta)}{\int p(y|\theta)p(\theta)d\theta}$$

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

It's all about expectations

$$E_{p(\theta|y)}[f(\theta)] = \int f(\theta)p(\theta|y)d\theta,$$

$$\text{where } p(\theta|y) = \frac{p(y|\theta)p(\theta)}{\int p(y|\theta)p(\theta)d\theta}$$

We can easily evaluate $p(y|\theta)p(\theta)$ for any θ , but the integral $\int p(y|\theta)p(\theta)d\theta$ is usually difficult.



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

It's all about expectations

$$E_{p(\theta|y)}[f(\theta)] = \int f(\theta)p(\theta|y)d\theta,$$

$$\text{where } p(\theta|y) = \frac{p(y|\theta)p(\theta)}{\int p(y|\theta)p(\theta)d\theta}$$

We can easily evaluate $p(y|\theta)p(\theta)$ for any θ , but the integral $\int p(y|\theta)p(\theta)d\theta$ is usually difficult.

We can use the unnormalized posterior $q(\theta|y) = p(y|\theta)p(\theta)$, for example, in



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

It's all about expectations

$$E_{p(\theta|y)}[f(\theta)] = \int f(\theta)p(\theta|y)d\theta,$$

$$\text{where } p(\theta|y) = \frac{p(y|\theta)p(\theta)}{\int p(y|\theta)p(\theta)d\theta}$$

We can easily evaluate $p(y|\theta)p(\theta)$ for any θ , but the integral $\int p(y|\theta)p(\theta)d\theta$ is usually difficult.

We can use the unnormalized posterior $q(\theta|y) = p(y|\theta)p(\theta)$, for example, in

- Grid (equal spacing) evaluation with self-normalization

$$E_{p(\theta|y)}[f(\theta)] \approx \frac{\sum_{s=1}^S [f(\theta^{(s)})q(\theta^{(s)}|y)]}{\sum_{s=1}^S q(\theta^{(s)}|y)}$$



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

It's all about expectations

$$E_{p(\theta|y)}[f(\theta)] = \int f(\theta)p(\theta|y)d\theta,$$

$$\text{where } p(\theta|y) = \frac{p(y|\theta)p(\theta)}{\int p(y|\theta)p(\theta)d\theta}$$

We can easily evaluate $p(y|\theta)p(\theta)$ for any θ , but the integral $\int p(y|\theta)p(\theta)d\theta$ is usually difficult.

We can use the unnormalized posterior $q(\theta|y) = p(y|\theta)p(\theta)$, for example, in

- Grid (equal spacing) evaluation with self-normalization

$$E_{p(\theta|y)}[f(\theta)] \approx \frac{\sum_{s=1}^S [f(\theta^{(s)})q(\theta^{(s)}|y)]}{\sum_{s=1}^S q(\theta^{(s)}|y)}$$

- Monte Carlo methods which can sample from $p(\theta^{(s)}|y)$ using only $q(\theta^{(s)}|y)$

$$E_{p(\theta|y)}[f(\theta)] \approx \frac{1}{S} \sum_{s=1}^S f(\theta^{(s)})$$



$$E_{\theta}[f(\theta)] = \int f(\theta)p(\theta|y)d\theta$$

- Introduction
- **Bayesian Computation**
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

- Conjugate priors and analytic solutions (Ch 1-5)
- Grid integration and other quadrature rules (Ch 3, 10)
- Independent Monte Carlo, rejection and importance sampling (Ch 10)
- Markov Chain Monte Carlo (Ch 11-12)
- Distributional approximations (Laplace, VB, EP) (Ch 4, 13)

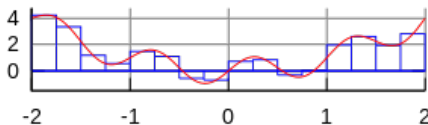


- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Quadrature integration

- The simplest quadrature integration is grid integration
 - Evaluate function in a grid and compute

$$E[-\alpha/\beta] \approx \sum_{t=1}^T w_{\text{cell}}^{(t)} \frac{\alpha^{(t)}}{\beta^{(t)}},$$



where $w_{\text{cell}}^{(t)}$ is the normalized probability of a grid cell t , and $\alpha^{(t)}$ and $\beta^{(t)}$ are center locations of grid cells

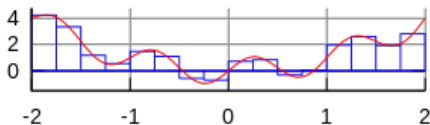


- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Quadrature integration

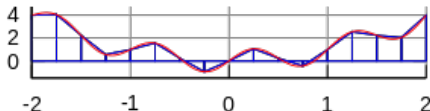
- The simplest quadrature integration is grid integration
 - Evaluate function in a grid and compute

$$E[-\alpha/\beta] \approx \sum_{t=1}^T w_{\text{cell}}^{(t)} \frac{\alpha^{(t)}}{\beta^{(t)}},$$



where $w_{\text{cell}}^{(t)}$ is the normalized probability of a grid cell t , and $\alpha^{(t)}$ and $\beta^{(t)}$ are center locations of grid cells

- In 1D further variations with smaller error, e.g. trapezoid



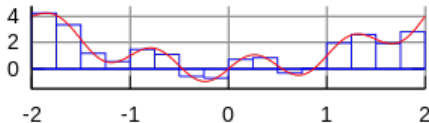


- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Quadrature integration

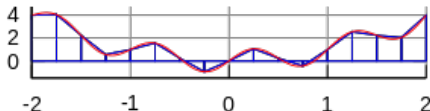
- The simplest quadrature integration is grid integration
 - Evaluate function in a grid and compute

$$E[-\alpha/\beta] \approx \sum_{t=1}^T w_{\text{cell}}^{(t)} \frac{\alpha^{(t)}}{\beta^{(t)}},$$



where $w_{\text{cell}}^{(t)}$ is the normalized probability of a grid cell t , and $\alpha^{(t)}$ and $\beta^{(t)}$ are center locations of grid cells

- In 1D further variations with smaller error, e.g. trapezoid



- In 2D and higher
 - nested quadrature, product rules
 - but theres a curse of dimensionality...



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Monte Carlo integration/method

- Numerically (deterministic) compute an integral (midpoint) using S sample points

$$I_b^a(h) = \int_b^a h(\theta) d\theta = \sum_s^S f(\theta_s) \frac{w_s}{S}$$

where

$$w_s = b - a$$

and

$$\theta_i = a - (s + 0.5)\delta\theta$$



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Monte Carlo integration/method

- Numerically (deterministic) compute an integral (midpoint) using S sample points

$$I_b^a(h) = \int_b^a h(\theta) d\theta = \sum_s^S f(\theta_s) \frac{w_s}{S}$$

where

$$w_s = b - a$$

and

$$\theta_i = a - (s + 0.5)\delta\theta$$

- In Gelman et al (2013) notation and for a posteriors $p(\theta|y)$

$$E_{p(\theta|y)}(h(\theta)) = \int h(\theta) p(\theta|y) d\theta = \sum_s^S h(\theta_s) p(\theta_s|y) \frac{w_s}{S}$$



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Monte Carlo integration/method

- Numerically (deterministic) compute an integral (midpoint) using S sample points

$$I_b^a(h) = \int_b^a h(\theta) d\theta = \sum_s^S f(\theta_s) \frac{w_s}{S}$$

where

$$w_s = b - a$$

and

$$\theta_i = a - (s + 0.5)\delta\theta$$

- In Gelman et al (2013) notation and for a posteriors $p(\theta|y)$

$$E_{p(\theta|y)}(h(\theta)) = \int h(\theta) p(\theta|y) d\theta = \sum_s^S h(\theta_s) p(\theta_s|y) \frac{w_s}{S}$$

- If we have samples $\theta_s \sim p(\theta|y)$ we can approximate

$$E_{p(\theta|y)}(h(\theta)) \approx \int f(\theta) p(\theta|y) d\theta = \frac{1}{S} \sum_s^S f(\theta_s)$$



UPPSALA
UNIVERSITET

- Introduction
- Bayesian Computation
- **Monte Carlo Methods**
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Monte Carlo - history

- Used already before computers
 - Buffon (18th century; needles)
 - De Forest, Darwin, Galton (19th century)
 - Pearson (19th century; roulette)
 - Gosset (Student, 1908; hat)



- Introduction
- Bayesian Computation
- **Monte Carlo Methods**
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

- Used already before computers
 - Buffon (18th century; needles)
 - De Forest, Darwin, Galton (19th century)
 - Pearson (19th century; roulette)
 - Gosset (Student, 1908; hat)
- "Monte Carlo method" term was proposed by Metropolis, von Neumann or Ulam in the end of 1940s
 - they worked together in atomic bomb project
 - Metropolis and Ulam, "The Monte Carlo Method", 1949



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Monte Carlo - history

- Used already before computers
 - Buffon (18th century; needles)
 - De Forest, Darwin, Galton (19th century)
 - Pearson (19th century; roulette)
 - Gosset (Student, 1908; hat)
- "Monte Carlo method" term was proposed by Metropolis, von Neumann or Ulam in the end of 1940s
 - they worked together in atomic bomb project
 - Metropolis and Ulam, "The Monte Carlo Method", 1949
- Bayesians started to have enough cheap computation time in 1990s
 - BUGS project started 1989 (last OpenBUGS release 2014)
 - Gelfand & Smith, 1990
 - Stan initial release 2012



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

- Simulate draws from the target distribution $p(\theta|y)$
 - these draws can be treated as any observations
 - a collection of draws is a sample of size S
- Use these draws, for example,
 - to compute means, deviations, quantiles
 - to draw histograms
 - to marginalize
 - etc.



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Monte Carlo vs. Deterministic Methods

- Monte Carlo (approximation) error is $\propto S^{-1/2}$
- Midpoint rule error is $\propto S^{-2}$
- Trapezoidal rule error is $\propto S^{-2}$
- Simpson rule error is $\propto S^{-4}$
- Monte Carlo is bad (even worse than midpoint approximation) **Why use Monte Carlo integration?**



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Monte Carlo vs. Deterministic Methods

- Monte Carlo (approximation) error is $\propto S^{-1/2}$
- Midpoint rule error is $\propto S^{-2}$
- Trapezoidal rule error is $\propto S^{-2}$
- Simpson rule error is $\propto S^{-4}$
- Monte Carlo is bad (even worse than midpoint approximation)
- Monte Carlo has the same error irrespective of dimension D , i.e. $S_D = S$
- Numerical methods create a grid with $S_D = S^D$ When is Monte Carlo a better approach than Simpsons?



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Monte Carlo vs. Deterministic Methods

- Monte Carlo (approximation) error is $\propto S^{-1/2}$
- Midpoint rule error is $\propto S^{-2}$
- Trapezoidal rule error is $\propto S^{-2}$
- Simpson rule error is $\propto S^{-4}$
- Monte Carlo is bad (even worse than midpoint approximation)
- Monte Carlo has the same error irrespective of dimension D , i.e. $S_D = S$
- Numerical methods create a grid with $S_D = S^D$

$$(S_D^{\frac{1}{D}})^{-4} = S_D^{-\frac{1}{2}},$$

i.e. for $d > 8$ Monte Carlo is better.



How many simulation draws are needed?

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

- How many draws or how big sample size S ?
- If draws are independent
 - usual methods to estimate the uncertainty due to a finite number of observations (finite sample size)
- Markov chain Monte Carlo produces dependent draws (next week)
 - requires additional work to estimate the *effective sample size*



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

How many simulation draws are needed?

- Expectation of unknown quantity

$$E(\theta) \approx \frac{1}{S} \sum_{s=1}^S \theta^{(s)}$$

if S is big and $\theta^{(s)}$ are independent, way may assume that the distribution of the expectation approaches normal distribution (see Ch 4) with variance σ_{θ}^2/S (asymptotic normality)

- this variance is independent on dimensionality of θ (!)



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

How many simulation draws are needed?

- Expectation of unknown quantity

$$E(\theta) \approx \frac{1}{S} \sum_{s=1}^S \theta^{(s)}$$

if S is big and $\theta^{(s)}$ are independent, way may assume that the distribution of the expectation approaches normal distribution (see Ch 4) with variance σ_{θ}^2/S (asymptotic normality)

- this variance is independent on dimensionality of θ (!)
- total variance is sum of the epistemic uncertainty in the posterior and the uncertainty due to using finite number of Monte Carlo draws

$$\sigma_{\theta}^2 + \sigma_{\theta}^2/S$$



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

How many simulation draws are needed?

- Expectation of unknown quantity

$$E(\theta) \approx \frac{1}{S} \sum_{s=1}^S \theta^{(s)}$$

if S is big and $\theta^{(s)}$ are independent, way may assume that the distribution of the expectation approaches normal distribution (see Ch 4) with variance σ_{θ}^2/S (asymptotic normality)

- this variance is independent on dimensionality of θ (!)
- total variance is sum of the epistemic uncertainty in the posterior and the uncertainty due to using finite number of Monte Carlo draws

$$\sigma_{\theta}^2 + \sigma_{\theta}^2/S = \sigma_{\theta}^2(1 + 1/S)$$



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

How many simulation draws are needed?

- Expectation of unknown quantity

$$E(\theta) \approx \frac{1}{S} \sum_{s=1}^S \theta^{(s)}$$

if S is big and $\theta^{(s)}$ are independent, way may assume that the distribution of the expectation approaches normal distribution (see Ch 4) with variance σ_{θ}^2/S (asymptotic normality)

- this variance is independent on dimensionality of θ (!)
- total variance is sum of the epistemic uncertainty in the posterior and the uncertainty due to using finite number of Monte Carlo draws

$$\sigma_{\theta}^2 + \sigma_{\theta}^2/S = \sigma_{\theta}^2(1 + 1/S)$$

- e.g. if $S = 100$, deviation increases by $\sqrt{1 + 1/S} = 1.005$
i.e. Monte Carlo error is very small (for the expectation)



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

How many simulation draws are needed?

- Expectation of unknown quantity

$$E(\theta) \approx \frac{1}{S} \sum_{s=1}^S \theta^{(s)}$$

if S is big and $\theta^{(s)}$ are independent, way may assume that the distribution of the expectation approaches normal distribution (see Ch 4) with variance σ_{θ}^2/S (asymptotic normality)

- this variance is independent on dimensionality of θ (!)
- total variance is sum of the epistemic uncertainty in the posterior and the uncertainty due to using finite number of Monte Carlo draws

$$\sigma_{\theta}^2 + \sigma_{\theta}^2/S = \sigma_{\theta}^2(1 + 1/S)$$

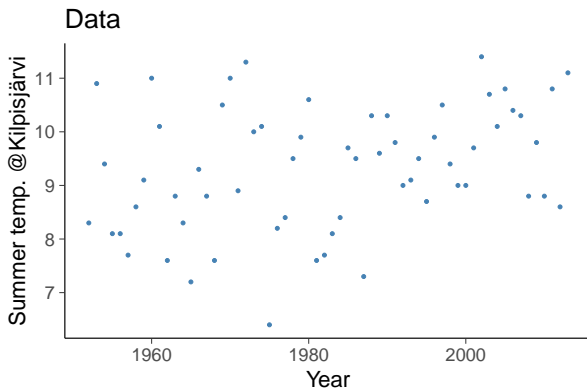
- e.g. if $S = 100$, deviation increases by $\sqrt{1 + 1/S} = 1.005$ i.e. Monte Carlo error is very small (for the expectation)
- See Ch 4 for counter-examples for asymptotic normality



Example: Kilpisjärvi summer temperature

Average temperature in June, July, and August at Kilpisjärvi, Finland

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

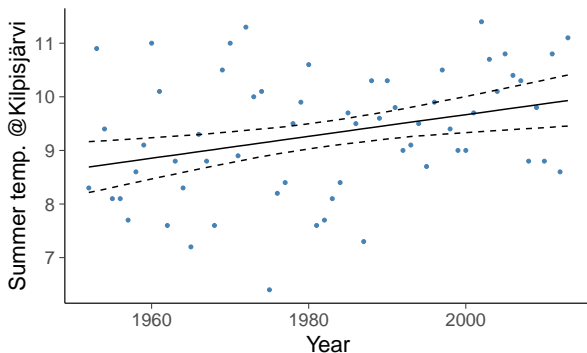




Example: Kilpisjärvi summer temperature

Average temperature in June, July, and August at Kilpisjärvi, Finland

Posterior fit with 90% interval

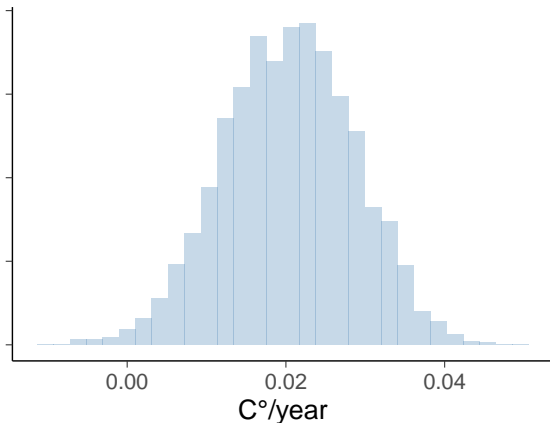




- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Example: Kilpisjärvi summer temperature

Posterior of temperature change

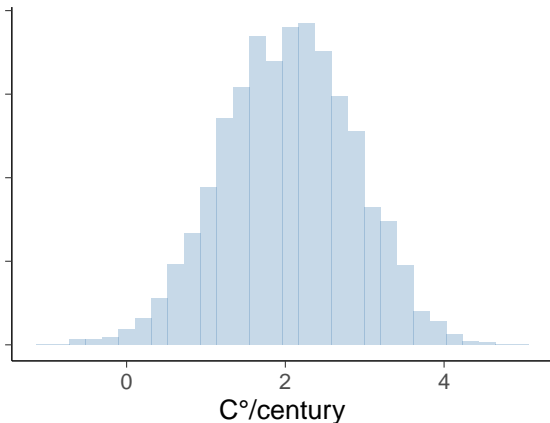




- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Example: Kilpisjärvi summer temperature

Posterior of temperature change

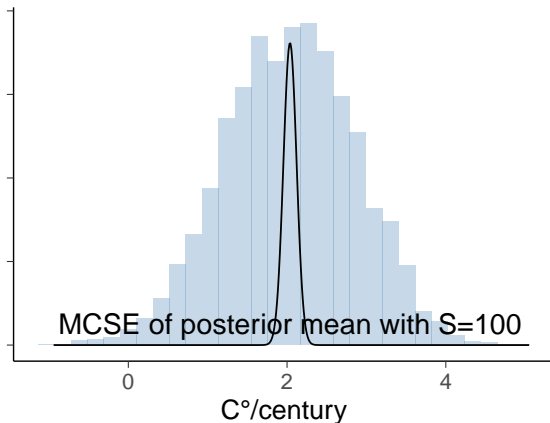




- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Example: Kilpisjärvi summer temperature

Posterior of temperature change



$\sigma_\theta \approx 0.827$, $\text{MCSE} \approx 0.0827$, total deviation ≈ 0.831

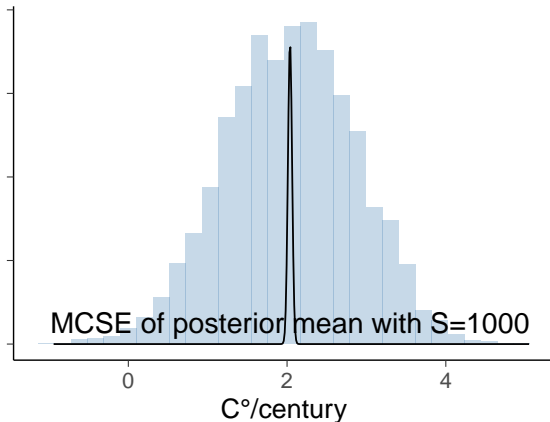
$$\text{total deviation}^2 = \sigma_\theta^2 + \text{MCSE}^2$$



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Example: Kilpisjärvi summer temperature

Posterior of temperature change



$\sigma_{\theta} \approx 0.827$, $\text{MCSE} \approx 0.0261$, total deviation ≈ 0.827

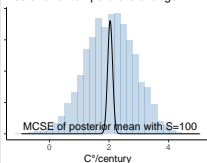
$$\text{total deviation}^2 = \sigma_{\theta}^2 + \text{MCSE}^2$$



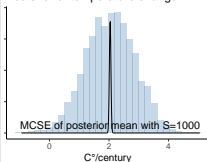
Example: Kilpisjärvi summer temperature

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Posterior of temperature change



Posterior of temperature change

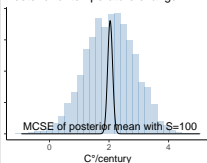




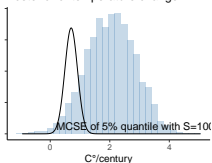
Example: Kilpisjärvi summer temperature

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

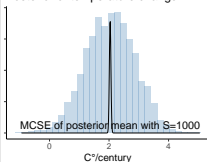
Posterior of temperature change



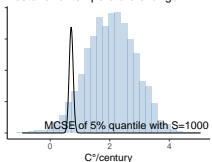
Posterior of temperature change



Posterior of temperature change



Posterior of temperature change

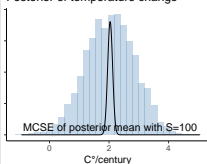




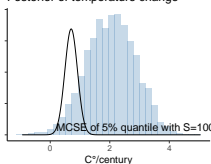
Example: Kilpisjärvi summer temperature

- Introduction
- Bayesian Computation
 - Monte Carlo Methods
 - Direct sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling
 - Indirect sampling

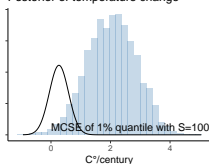
Posterior of temperature change



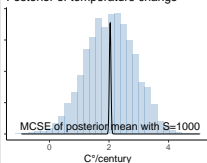
Posterior of temperature change



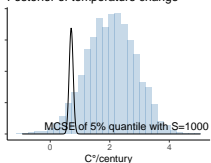
Posterior of temperature change



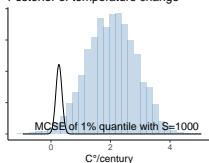
Posterior of temperature change



Posterior of temperature change



Posterior of temperature change

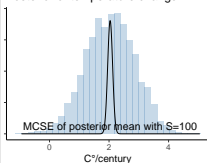




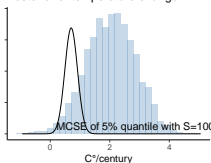
Example: Kilpisjärvi summer temperature

- Introduction
- Bayesian Computation
 - Monte Carlo Methods
 - Direct sampling
 - Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

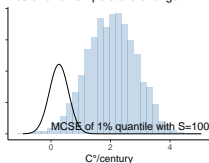
Posterior of temperature change



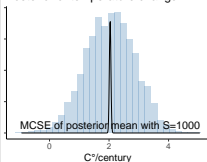
Posterior of temperature change



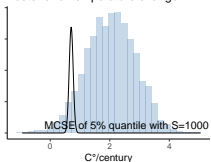
Posterior of temperature change



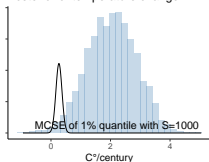
Posterior of temperature change



Posterior of temperature change



Posterior of temperature change



Tail quantiles are more difficult to estimate



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

How many simulation draws are needed?

- Posterior probability

$$p(\theta \in A) \approx \frac{1}{S} \sum_l I(\theta^{(s)} \in A)$$

where $I(\theta^{(s)} \in A) = 1$ if $\theta^{(s)} \in A$



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

How many simulation draws are needed?

- Posterior probability

$$p(\theta \in A) \approx \frac{1}{S} \sum_l I(\theta^{(s)} \in A)$$

where $I(\theta^{(s)} \in A) = 1$ if $\theta^{(s)} \in A$

- $I(\cdot)$ is binomially distributed as $p(\theta \in A)$
 - $\text{var}(I(\cdot)) = p(1 - p)$ (Appendix A, p. 579)
 - standard deviation of p is $\approx \sqrt{p(1 - p)/S}$



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

How many simulation draws are needed?

- Posterior probability

$$p(\theta \in A) \approx \frac{1}{S} \sum_l I(\theta^{(s)} \in A)$$

where $I(\theta^{(s)} \in A) = 1$ if $\theta^{(s)} \in A$

- $I(\cdot)$ is binomially distributed as $p(\theta \in A)$
 - $\text{var}(I(\cdot)) = p(1 - p)$ (Appendix A, p. 579)
 - standard deviation of p is $\approx \sqrt{p(1 - p)/S}$
- if $S = 100$ and $p \approx 0.5$, $\sqrt{p(1 - p)/S} = 0.05$
i.e. accuracy is about 5% units



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

How many simulation draws are needed?

- Posterior probability

$$p(\theta \in A) \approx \frac{1}{S} \sum_l I(\theta^{(s)} \in A)$$

where $I(\theta^{(s)} \in A) = 1$ if $\theta^{(s)} \in A$

- $I(\cdot)$ is binomially distributed as $p(\theta \in A)$
 - $\text{var}(I(\cdot)) = p(1-p)$ (Appendix A, p. 579)
 - standard deviation of p is $\approx \sqrt{p(1-p)/S}$
- if $S = 100$ and $p \approx 0.5$, $\sqrt{p(1-p)/S} = 0.05$
i.e. accuracy is about 5% units
- $S = 2500$ draws needed for 1% unit accuracy



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

How many simulation draws are needed?

- Posterior probability

$$p(\theta \in A) \approx \frac{1}{S} \sum_l I(\theta^{(s)} \in A)$$

where $I(\theta^{(s)} \in A) = 1$ if $\theta^{(s)} \in A$

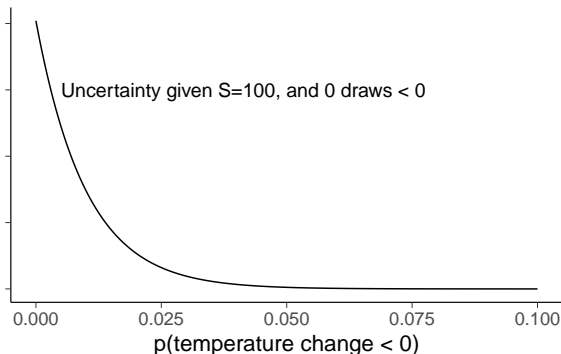
- $I(\cdot)$ is binomially distributed as $p(\theta \in A)$
 - $\text{var}(I(\cdot)) = p(1-p)$ (Appendix A, p. 579)
 - standard deviation of p is $\approx \sqrt{p(1-p)/S}$
- if $S = 100$ and $p \approx 0.5$, $\sqrt{p(1-p)/S} = 0.05$
i.e. accuracy is about 5% units
- $S = 2500$ draws needed for 1% unit accuracy
- To estimate small probabilities, a large number of draws is needed
 - to be able to estimate p , need to get draws with $\theta^{(l)} \in A$, which in expectation requires $S \gg 1/p$



Example: Kilpisjärvi summer temperature

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Posterior uncertainty $p(\text{temperature change} < 0)$

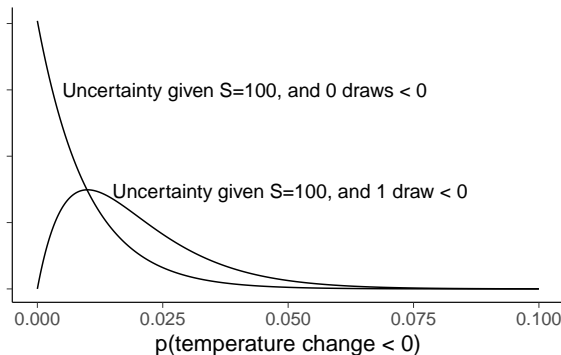




Example: Kilpisjärvi summer temperature

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Posterior uncertainty $p(\text{temperature change} < 0)$

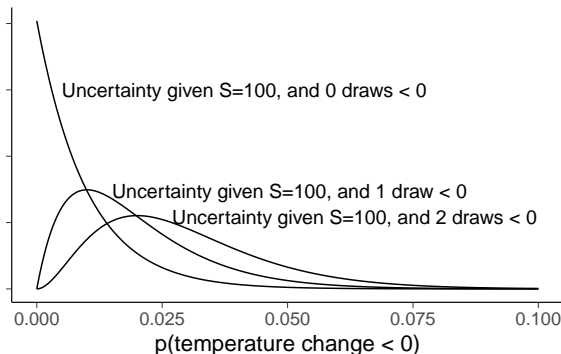




Example: Kilpisjärvi summer temperature

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Posterior uncertainty $p(\text{temperature change} < 0)$

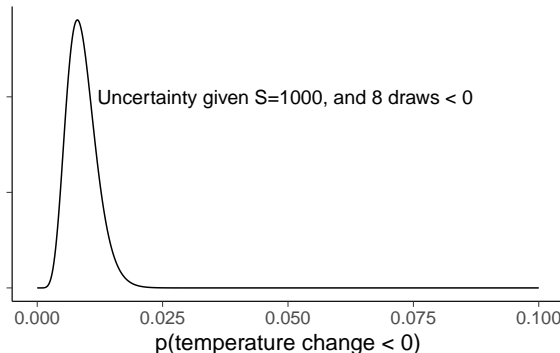




Example: Kilpisjärvi summer temperature

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

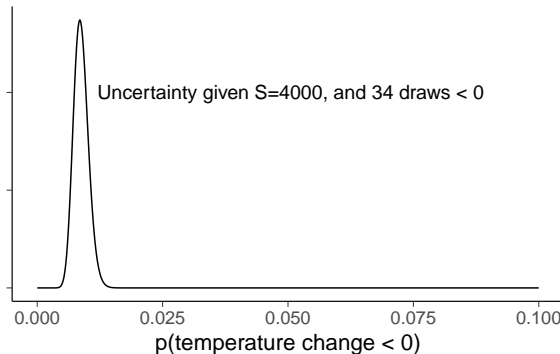
Posterior uncertainty $p(\text{temperature change} < 0)$





Example: Kilpisjärvi summer temperature

Posterior uncertainty $p(\text{temperature change} < 0)$



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling



UPPSALA
UNIVERSITET

How many digits to show in reports?

- Too many digits make reading of the results slower and give false impression of the accuracy

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling



How many digits to show in reports?

- Too many digits make reading of the results slower and give false impression of the accuracy
- Don't show digits which are just random noise
 - check what is the Monte Carlo standard error

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

How many digits to show in reports?

- Too many digits make reading of the results slower and give false impression of the accuracy
- Don't show digits which are just random noise
 - check what is the Monte Carlo standard error
- Show meaningful digits given the posterior uncertainty



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

How many digits to show in reports?

- Too many digits make reading of the results slower and give false impression of the accuracy
- Don't show digits which are just random noise
 - check what is the Monte Carlo standard error
- Show meaningful digits given the posterior uncertainty
- Example: The mean and 90% central posterior interval for temperature increase $^{\circ}\text{C}/\text{century}$ based on posterior draws



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

How many digits to show in reports?

- Too many digits make reading of the results slower and give false impression of the accuracy
- Don't show digits which are just random noise
 - check what is the Monte Carlo standard error
- Show meaningful digits given the posterior uncertainty
- Example: The mean and 90% central posterior interval for temperature increase $^{\circ}\text{C}/\text{century}$ based on posterior draws
 - 2.050774 and [0.7472868 3.3017524] (NO!)



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

How many digits to show in reports?

- Too many digits make reading of the results slower and give false impression of the accuracy
- Don't show digits which are just random noise
 - check what is the Monte Carlo standard error
- Show meaningful digits given the posterior uncertainty
- Example: The mean and 90% central posterior interval for temperature increase $^{\circ}\text{C}/\text{century}$ based on posterior draws
 - 2.050774 and [0.7472868 3.3017524] (NO!)
 - 2.1 and [0.7 3.3]



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

How many digits to show in reports?

- Too many digits make reading of the results slower and give false impression of the accuracy
- Don't show digits which are just random noise
 - check what is the Monte Carlo standard error
- Show meaningful digits given the posterior uncertainty
- Example: The mean and 90% central posterior interval for temperature increase $^{\circ}\text{C}/\text{century}$ based on posterior draws
 - 2.050774 and [0.7472868 3.3017524] (NO!)
 - 2.1 and [0.7 3.3]
 - 2 and [1 3] (depends on the context)



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

How many digits to show in reports?

- Too many digits make reading of the results slower and give false impression of the accuracy
- Don't show digits which are just random noise
 - check what is the Monte Carlo standard error
- Show meaningful digits given the posterior uncertainty
- Example: The mean and 90% central posterior interval for temperature increase $^{\circ}\text{C}/\text{century}$ based on posterior draws
 - 2.050774 and [0.7472868 3.3017524] (NO!)
 - 2.1 and [0.7 3.3]
 - 2 and [1 3] (depends on the context)
- Example: The probability that temp increase is positive



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

How many digits to show in reports?

- Too many digits make reading of the results slower and give false impression of the accuracy
- Don't show digits which are just random noise
 - check what is the Monte Carlo standard error
- Show meaningful digits given the posterior uncertainty
- Example: The mean and 90% central posterior interval for temperature increase $^{\circ}\text{C}/\text{century}$ based on posterior draws
 - 2.050774 and [0.7472868 3.3017524] (NO!)
 - 2.1 and [0.7 3.3]
 - 2 and [1 3] (depends on the context)
- Example: The probability that temp increase is positive
 - 0.9960000 (NO!)



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

How many digits to show in reports?

- Too many digits make reading of the results slower and give false impression of the accuracy
- Don't show digits which are just random noise
 - check what is the Monte Carlo standard error
- Show meaningful digits given the posterior uncertainty
- Example: The mean and 90% central posterior interval for temperature increase $^{\circ}\text{C}/\text{century}$ based on posterior draws
 - 2.050774 and [0.7472868 3.3017524] (NO!)
 - 2.1 and [0.7 3.3]
 - 2 and [1 3] (depends on the context)
- Example: The probability that temp increase is positive
 - 0.9960000 (NO!)
 - 1.00 (depends on the context)



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

How many digits to show in reports?

- Too many digits make reading of the results slower and give false impression of the accuracy
- Don't show digits which are just random noise
 - check what is the Monte Carlo standard error
- Show meaningful digits given the posterior uncertainty
- Example: The mean and 90% central posterior interval for temperature increase $^{\circ}\text{C}/\text{century}$ based on posterior draws
 - 2.050774 and [0.7472868 3.3017524] (NO!)
 - 2.1 and [0.7 3.3]
 - 2 and [1 3] (depends on the context)
- Example: The probability that temp increase is positive
 - 0.9960000 (NO!)
 - 1.00 (depends on the context)
 - With 4000 draws $\text{MCSE} \approx 0.002$. We could report that probability is **very likely larger than 0.99**, or sample more to justify reporting three digits



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

How many digits to show in reports?

- Too many digits make reading of the results slower and give false impression of the accuracy
- Don't show digits which are just random noise
 - check what is the Monte Carlo standard error
- Show meaningful digits given the posterior uncertainty
- Example: The mean and 90% central posterior interval for temperature increase $^{\circ}\text{C}/\text{century}$ based on posterior draws
 - 2.050774 and [0.7472868 3.3017524] (NO!)
 - 2.1 and [0.7 3.3]
 - 2 and [1 3] (depends on the context)
- Example: The probability that temp increase is positive
 - 0.9960000 (NO!)
 - 1.00 (depends on the context)
 - With 4000 draws $\text{MCSE} \approx 0.002$. We could report that probability is **very likely larger than 0.99**, or sample more to justify reporting three digits
 - For probabilities close to 0 or 1, consider also when the model assumption justify certain accuracy
- For your project: Think for each reported value how many digits is sensible.



How many simulation draws are needed?

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling
- Less draws needed with
 - deterministic methods
 - marginalization (Rao-Blackwellization)
 - variance reduction methods, such, control variates



How many simulation draws are needed?

- Introduction
 - Bayesian Computation
 - Monte Carlo Methods
 - Direct sampling
 - Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling
- Number of independent draws needed doesn't depend on the number of dimensions
 - but it may be difficult to obtain independent draws in high dimensional case



- Introduction
 - Bayesian Computation
 - Monte Carlo Methods
 - **Direct sampling**
 - Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling
- Direct simulation from known pdf/pmf, e.g. $p(\theta|y)$ in conjugate case
 - Produces independent draws
 - Using analytic transformations of uniform random numbers (e.g. appendix A)
 - factorization
 - numerical inverse-CDF
 - **Problem:** restricted to limited set of models



UPPSALA
UNIVERSITET

Random number generators

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- **Direct sampling**
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

- How to sample from a pdf?



- Introduction
 - Bayesian Computation
 - Monte Carlo Methods
 - **Direct sampling**
 - Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling
- **How to sample from a pdf?**
 - Good **pseudo** random number generators are sufficient for Bayesian inference
 - pseudo random generator uses deterministic algorithm to produce a sequence which is difficult to make difference from truly random sequence
 - modern software used for statistical analysis have good pseudo RNGs



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- **Direct sampling**
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Direct simulation: Example

- Box-Muller -method:

If U_1 and U_2 are independent draws from distribution $\mathcal{U}(0, 1)$, and

$$X_1 = \sqrt{-2 \log(U_1)} \cos(2\pi U_2)$$

$$X_2 = \sqrt{-2 \log(U_1)} \sin(2\pi U_2)$$

then X_1 and X_2 are independent draws from the distribution $\mathcal{N}(0, 1)$



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- **Direct sampling**
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Direct simulation: Example

- Box-Muller -method:

If U_1 and U_2 are independent draws from distribution $\mathcal{U}(0, 1)$, and

$$X_1 = \sqrt{-2 \log(U_1)} \cos(2\pi U_2)$$

$$X_2 = \sqrt{-2 \log(U_1)} \sin(2\pi U_2)$$

then X_1 and X_2 are independent draws from the distribution $\mathcal{N}(0, 1)$

- not the fastest method due to trigonometric computations
- for normal distribution more than ten different methods
- e.g. R uses inverse-CDF



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- **Direct sampling**
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Grid sampling and curse of dimensionality

- 10 parameters
- if we don't know beforehand where the posterior mass is
 - need to choose wide box for the grid
 - need to have enough grid points to get some of them where essential mass is

Can we do this?

- e.g. 50 or 1000 grid points per dimension
 - $50^{10} \approx 1e17$ grid points
 - $1000^{10} \approx 1e30$ grid points



Grid sampling and curse of dimensionality

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- **Direct sampling**
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

- 10 parameters
- if we don't know beforehand where the posterior mass is
 - need to choose wide box for the grid
 - need to have enough grid points to get some of them where essential mass is
- e.g. 50 or 1000 grid points per dimension
 - $50^{10} \approx 1e17$ grid points
 - $1000^{10} \approx 1e30$ grid points
- R and my current laptop can compute density of normal distribution about 20 million times per second
 - evaluation in $1e17$ grid points would take 150 years
 - evaluation in $1e30$ grid points would take 1 500 billion years



UPPSALA
UNIVERSITET

Indirect sampling

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

- Rejection sampling
- Importance sampling
- Markov chain Monte Carlo (next week)



Effective sampling size

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling
- Efficient sampling size S_{eff} the number of samples using direct methods
- Common with **weighted** or **correlated** samples



Effective sampling size

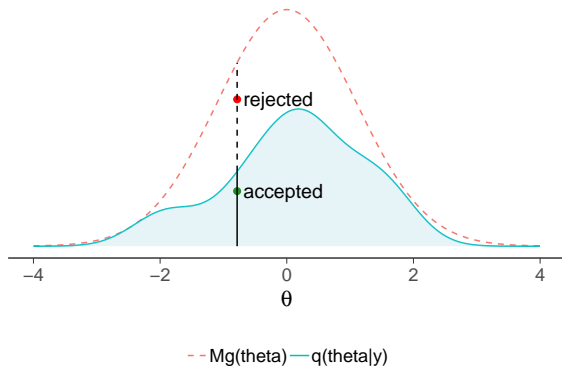
- Introduction
 - Bayesian Computation
 - Monte Carlo Methods
 - Direct sampling
 - Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling
- Efficient sampling size S_{eff} the number of samples using direct methods
 - Common with **weighted** or **correlated** samples
 - Indirect methods usually have an $S_{\text{eff}} < S$
 - Informally an indication of performance of method



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Rejection sampling

- Proposal ($g(\theta)$) forms envelope over the target distribution $q(\theta|y)/Mg(\theta) \leq 1$
- Draw from the proposal and accept with probability $q(\theta|y)/Mg(\theta)$

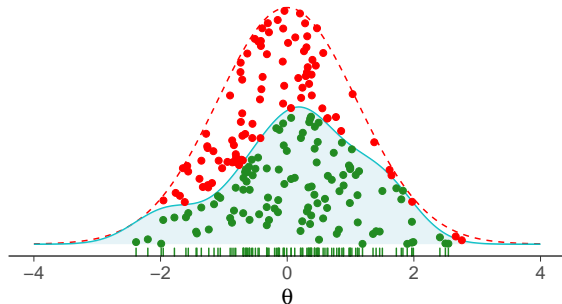




- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Rejection sampling

- Proposal ($g(\theta)$) forms envelope over the target distribution $q(\theta|y)/Mg(\theta) \leq 1$
- Draw from the proposal and accept with probability $q(\theta|y)/Mg(\theta)$



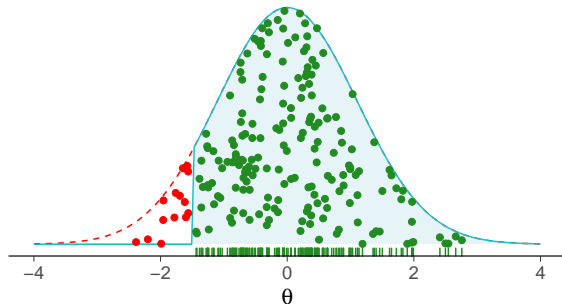
• Accepted • Rejected - - $Mg(\theta)$ — $q(\theta|y)$



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Rejection sampling

- Proposal ($g(\theta)$) forms envelope over the target distribution $q(\theta|y)/Mg(\theta) \leq 1$
- Draw from the proposal and accept with probability $q(\theta|y)/Mg(\theta)$
- Common for truncated distributions



• Accepted • Rejected - - Mg(theta) — q(theta|y)



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

- The number of accepted draws is the effective sample size S_{eff}
When will this be work/not work (i.e. give high/low S_{eff})



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

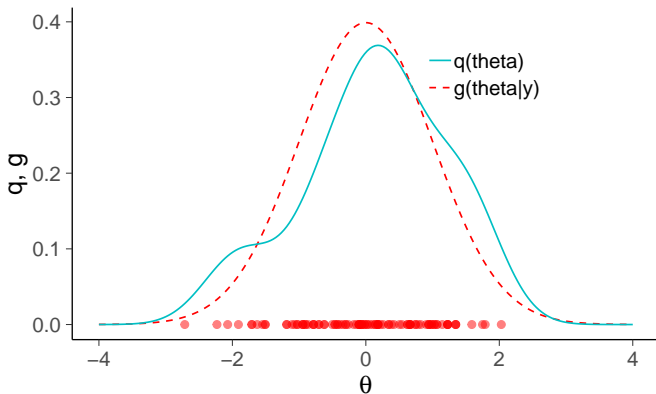
- The number of accepted draws is the effective sample size S_{eff}
 - with bad proposal distribution may require a lot of trials
 - selection of good proposal gets very difficult when the number of dimensions increase



Importance sampling

- Proposal does not need to have a higher value everywhere

Target, proposal, and draws



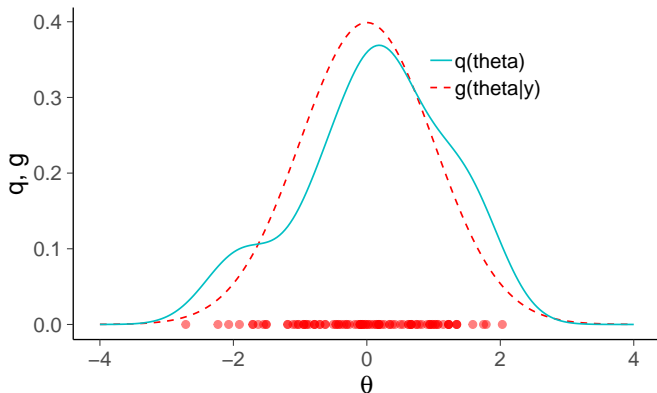


- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Importance sampling

- Proposal does not need to have a higher value everywhere

Target, proposal, and draws



$$E[f(\theta)] \approx \frac{\sum_s w_s f(\theta^{(s)})}{\sum_s w_s}, \quad \text{where} \quad w_s = \frac{q(\theta^{(s)})}{g(\theta^{(s)})}$$

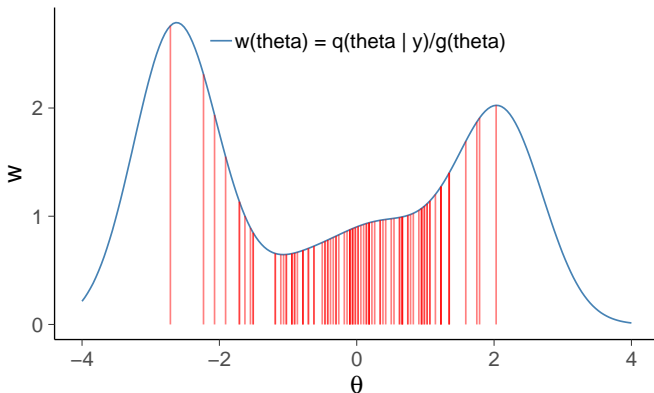


- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Importance sampling

- Proposal does not need to have a higher value everywhere

Draws and importance weights



$$E[f(\theta)] \approx \frac{\sum_s w_s f(\theta^{(s)})}{\sum_s w_s}, \quad \text{where} \quad w_s = \frac{q(\theta^{(s)})}{g(\theta^{(s)})}$$



UPPSALA
UNIVERSITET

Importance sampling

- Introduction
 - Bayesian Computation
 - Monte Carlo Methods
 - Direct sampling
 - Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling
- Resampling using normalized importance weights can be used to pick a smaller number of draws with uniform weights



- Introduction
 - Bayesian Computation
 - Monte Carlo Methods
 - Direct sampling
 - Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling
- Resampling using normalized importance weights can be used to pick a smaller number of draws with uniform weights
 - Selection of good proposal gets more difficult when the number of dimensions increase



- Introduction
 - Bayesian Computation
 - Monte Carlo Methods
 - Direct sampling
 - Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling
- Resampling using normalized importance weights can be used to pick a smaller number of draws with uniform weights
 - Selection of good proposal gets more difficult when the number of dimensions increase
 - Often used to correct distributional approximations and leave-one-out cross-validation



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

- Variation of the weights affect the **effective sample size**
 - if single weight dominates, we have effectively one sample
 - if all weights are equal, we have effectively S draws

What does this mean? What is a good proposal $g(\theta)$?



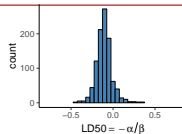
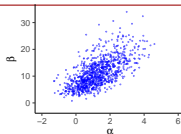
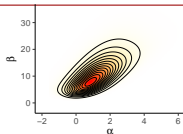
- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

- Variation of the weights affect the **effective sample size**
 - if single weight dominates, we have effectively one sample
 - if all weights are equal, we have effectively S draws
- Central limit theorem holds only if variance of the weight distribution is finite



Example: Importance sampling in Bioassay

Grid



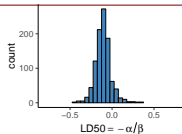
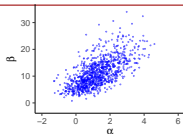
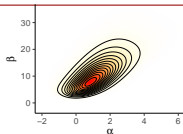
- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling



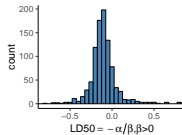
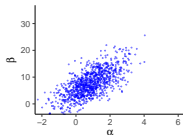
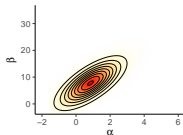
- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Example: Importance sampling in Bioassay

Grid



Normal

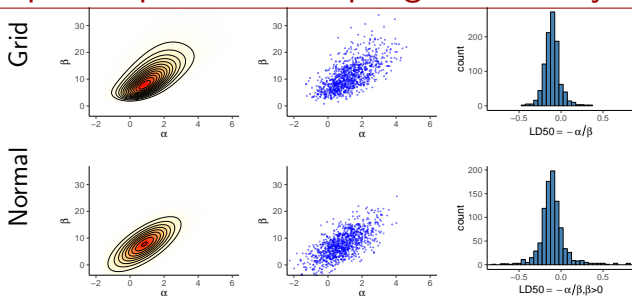


Normal approximation is discussed more in BDA3 Ch 4



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Example: Importance sampling in Bioassay



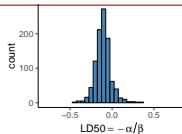
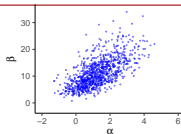
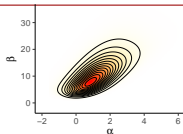
Normal approximation is discussed more in BDA3 Ch 4
But the normal approximation is not that good here:
Grid $\text{sd}(\text{LD50}) \approx 0.1$, Normal $\text{sd}(\text{LD50}) \approx .75!$



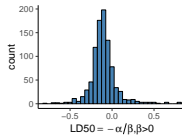
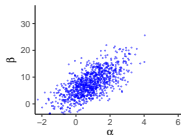
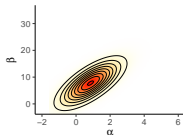
- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Example: Importance sampling in Bioassay

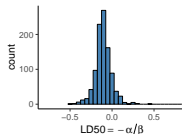
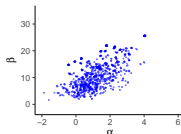
Grid



Normal



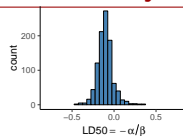
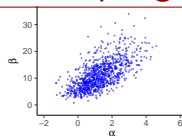
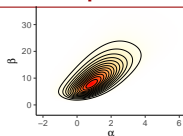
IR



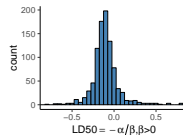
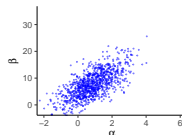
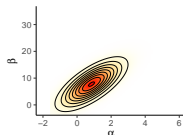


Example: Importance sampling in Bioassay

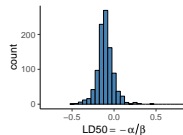
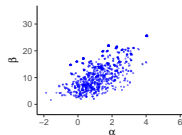
Grid



Normal



IR



Grid $sd(LD50) \approx 0.1$, IR $sd(LD50) \approx 0.1$

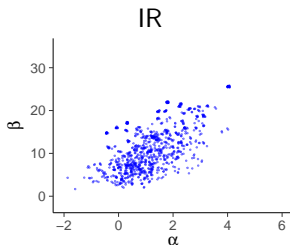
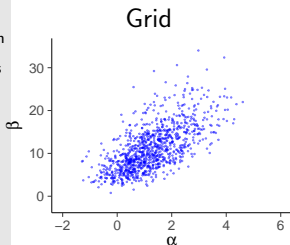
- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling



UPPSALA
UNIVERSITET

Example: Importance sampling in Bioassay

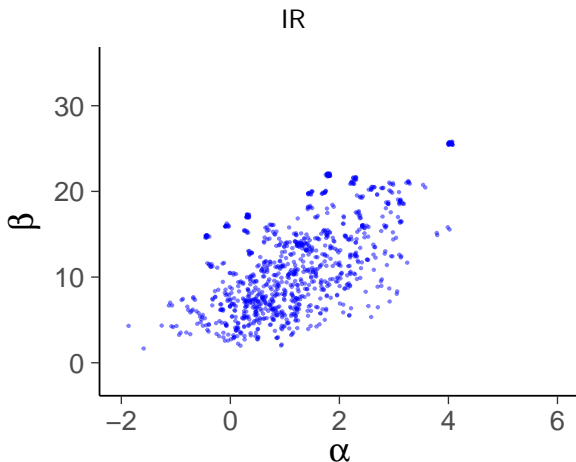
- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - **Importance sampling**
 - Pareto-Smoothed Importance Sampling





Example: Importance sampling in Bioassay

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

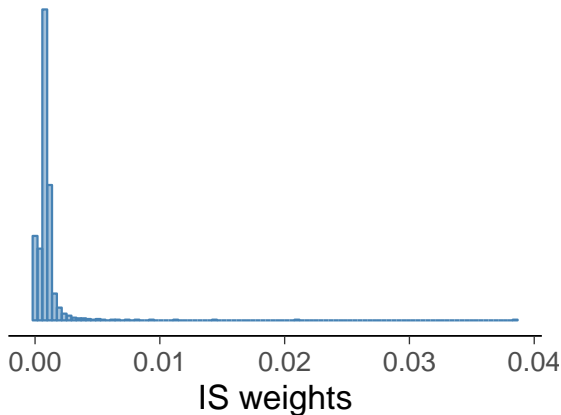




UPPSALA
UNIVERSITET

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Example: Importance sampling in Bioassay

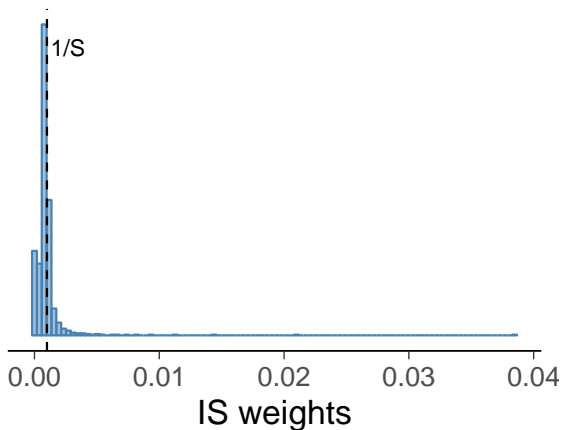




UPPSALA
UNIVERSITET

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

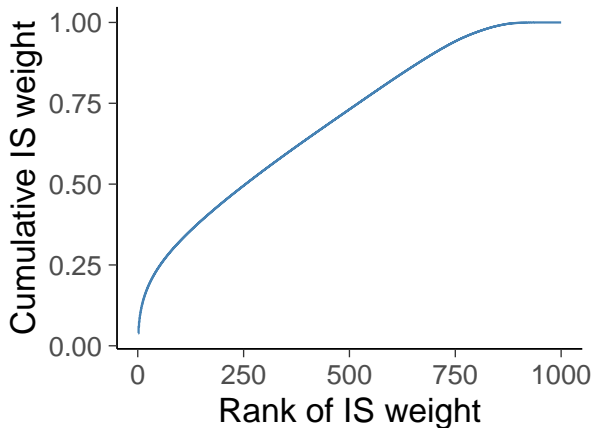
Example: Importance sampling in Bioassay





- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

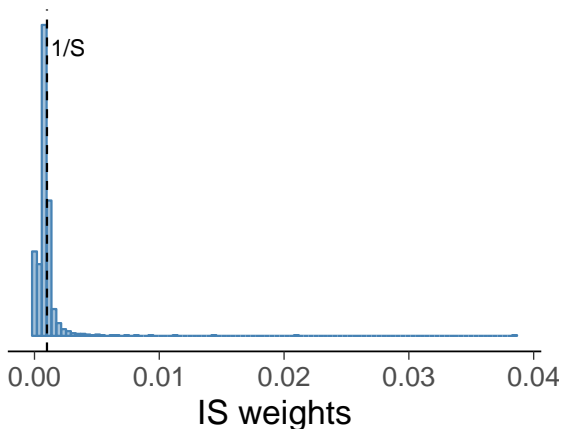
Example: Importance sampling in Bioassay





- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Example: Importance sampling in Bioassay

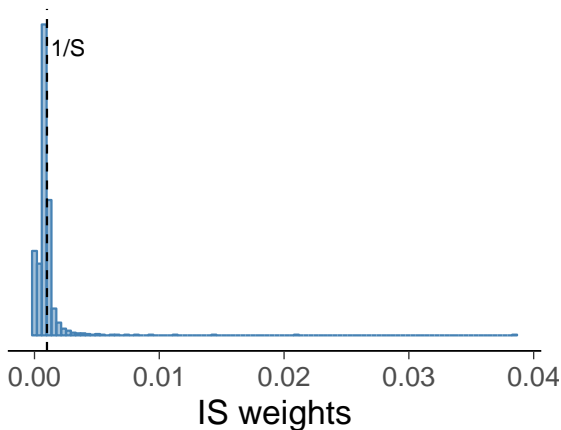


$$S_{\text{eff}} = \frac{1}{\sum_{s=1}^S (\tilde{w}(\theta^s))^2}, \quad \text{where } \tilde{w}(\theta^s) = w(\theta^s) / \sum_{s'=1}^S w(\theta^{s'})$$



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

Example: Importance sampling in Bioassay



$$S_{\text{eff}} = \frac{1}{\sum_{s=1}^S (\tilde{w}(\theta^s))^2}, \quad \text{where } \tilde{w}(\theta^s) = w(\theta^s) / \sum_{s'=1}^S w(\theta^{s'})$$

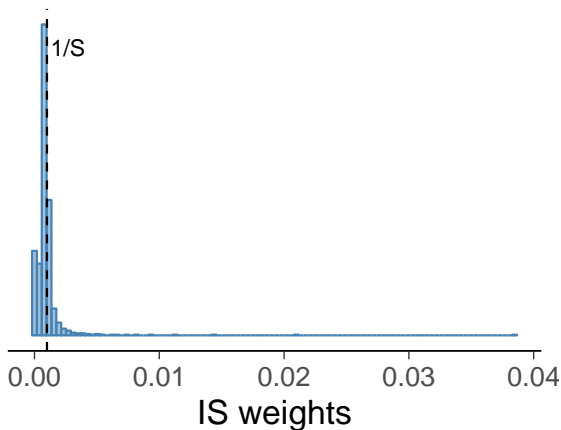
BDA3 1st (2013) and 2nd (2014) printing have an error for $\tilde{w}(\theta^s)$. The normalized weights equation should not have the multiplier S (the normalized weights should sum to one). Errata for the book

http://www.stat.columbia.edu/~gelman/book/errata_bda3.txt



- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - **Importance sampling**
 - Pareto-Smoothed Importance Sampling

Example: Importance sampling in Bioassay



$$S_{\text{eff}} = \frac{1}{\sum_{s=1}^S (\tilde{w}(\theta^s))^2}, \quad \text{where } \tilde{w}(\theta^s) = w(\theta^s) / \sum_{s'=1}^S w(\theta^{s'})$$
$$S_{\text{eff}} \approx 270$$



UPPSALA
UNIVERSITET

Pareto smoothed importance sampling

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling
- Pareto- k diagnostic estimate the number of existing moments ($\lfloor 1/k \rfloor$)



UPPSALA
UNIVERSITET

Pareto smoothed importance sampling

- Introduction
 - Bayesian Computation
 - Monte Carlo Methods
 - Direct sampling
 - Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling
- Pareto- k diagnostic estimate the number of existing moments ($\lfloor 1/k \rfloor$)
 - Finite variance and central limit theorem for $k < 1/2$



- Introduction
 - Bayesian Computation
 - Monte Carlo Methods
 - Direct sampling
 - Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling
- Pareto- k diagnostic estimate the number of existing moments ($\lfloor 1/k \rfloor$)
 - Finite variance and central limit theorem for $k < 1/2$
 - Finite mean and generalized central limit theorem for $k < 1$, but pre-asymptotic constant grows impractically large for $k > 0.7$



Importance sampling leave-one-out cross-validation

- Introduction
- Bayesian Computation
- Monte Carlo Methods
- Direct sampling
- Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling

- Later in the course you will learn how $p(\theta|y)$ can be used as a proposal distribution for $p(\theta|y_{-i})$
 - which allows fast computation of leave-one-out cross-validation

$$p(y_i|y_{-i}) = \int p(y_i|\theta)p(\theta|y_{-i})d\theta$$



Next week: Markov chain Monte Carlo (MCMC)

- Introduction
 - Bayesian Computation
 - Monte Carlo Methods
 - Direct sampling
 - Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling
- Pros
 - Markov chain goes where most of the posterior mass is
 - Certain MCMC methods scale well to high dimensions
 - Cons
 - Draws are dependent (affects how many draws are needed)
 - Convergence in practical time is not guaranteed



Next week: Markov chain Monte Carlo (MCMC)

- Introduction
 - Bayesian Computation
 - Monte Carlo Methods
 - Direct sampling
 - Indirect sampling
 - Rejection sampling
 - Importance sampling
 - Pareto-Smoothed Importance Sampling
- Pros
 - Markov chain goes where most of the posterior mass is
 - Certain MCMC methods scale well to high dimensions
 - Cons
 - Draws are dependent (affects how many draws are needed)
 - Convergence in practical time is not guaranteed
 - MCMC methods in this course
 - Gibbs sampling: “iterative conditional sampling”
 - Metropolis: “random walk in joint distribution”
 - Dynamic Hamiltonian Monte Carlo: “state-of-the-art” used in Stan