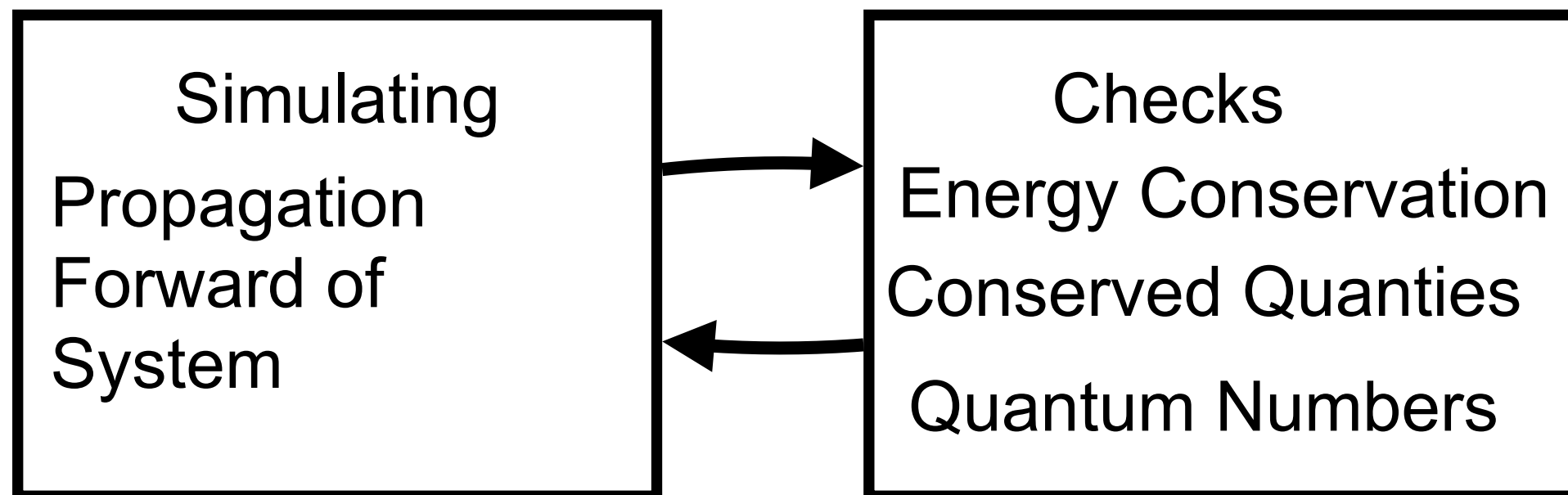


# Lecture 22: Markov Chain Monte Carlo + More

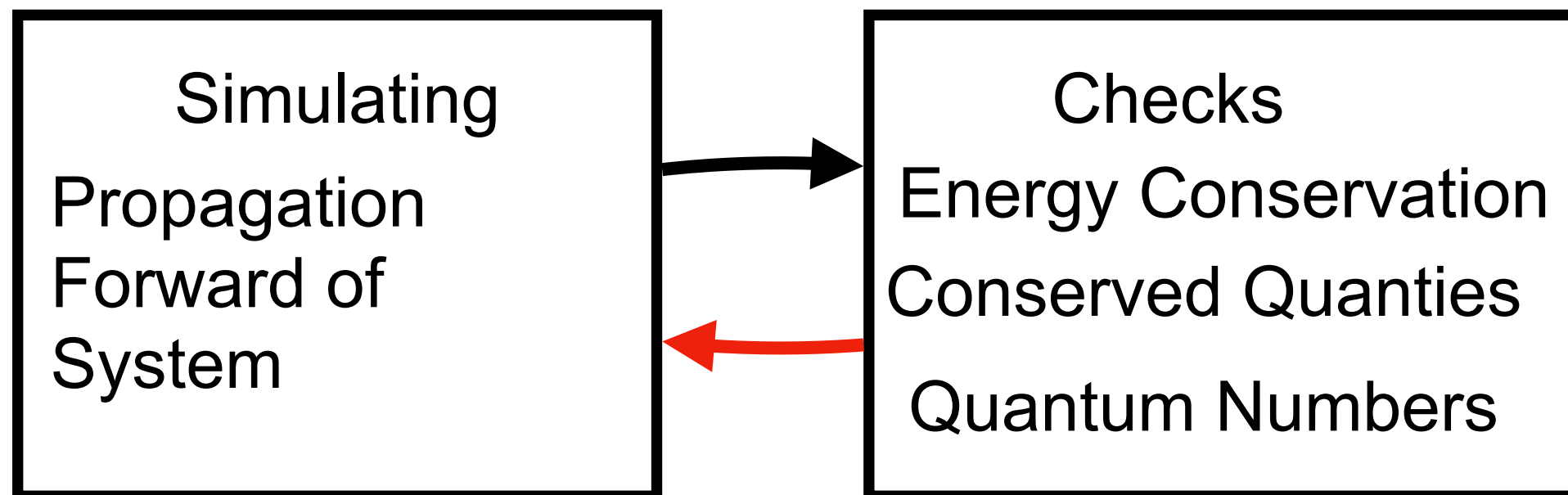
# Making MC Better

- In this simulation part of this class
  - We have learned that simulations are not accurate
  - There are a few things we can do to make it better
    - Key is to have a notion of when we are going wrong



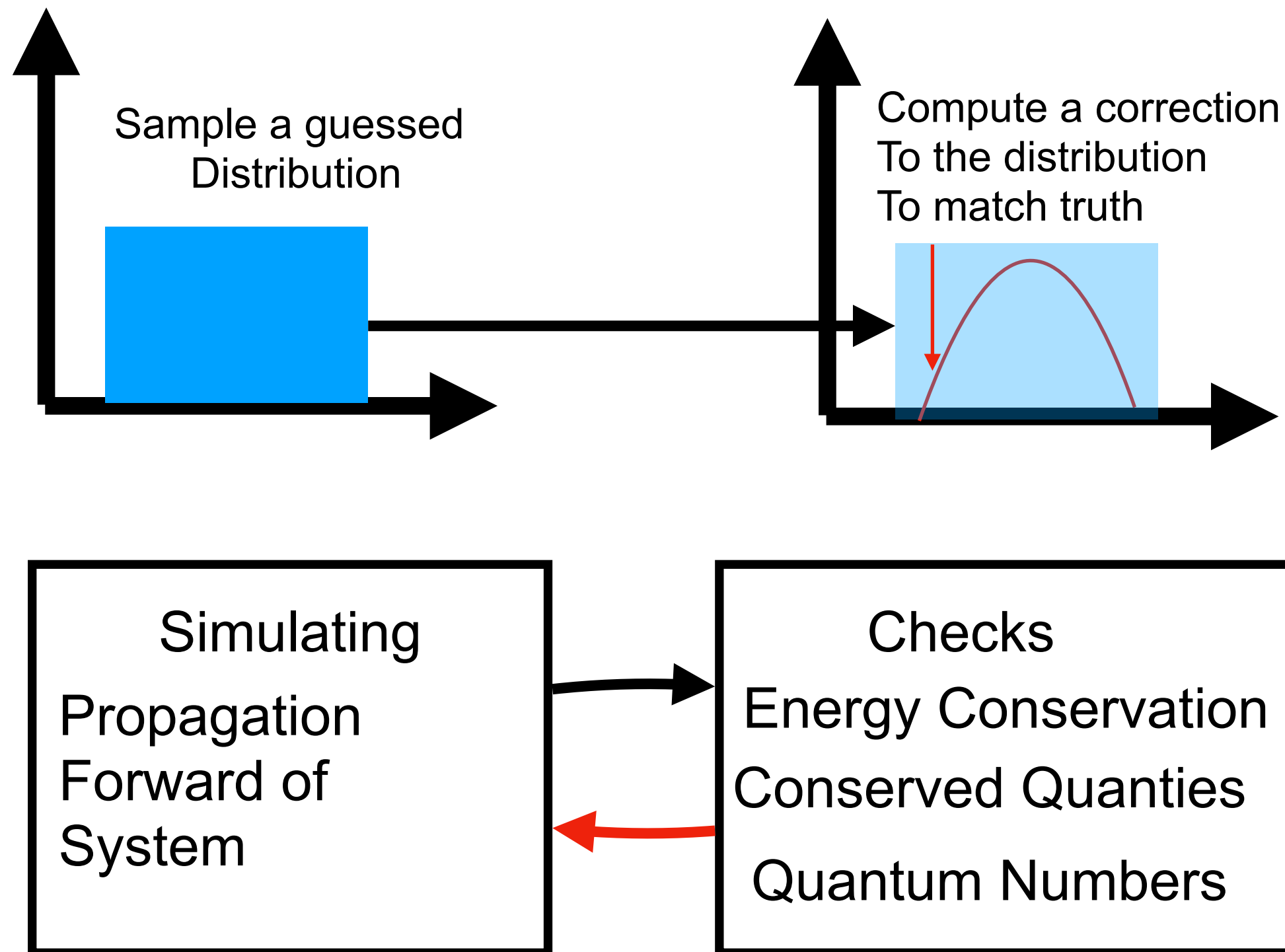
# Correcting

- In this simulation part of this class
  - We have learned that simulations are not accurate
  - There are a few things we can do to make it better
    - Key is to have a notion of when we are going wrong



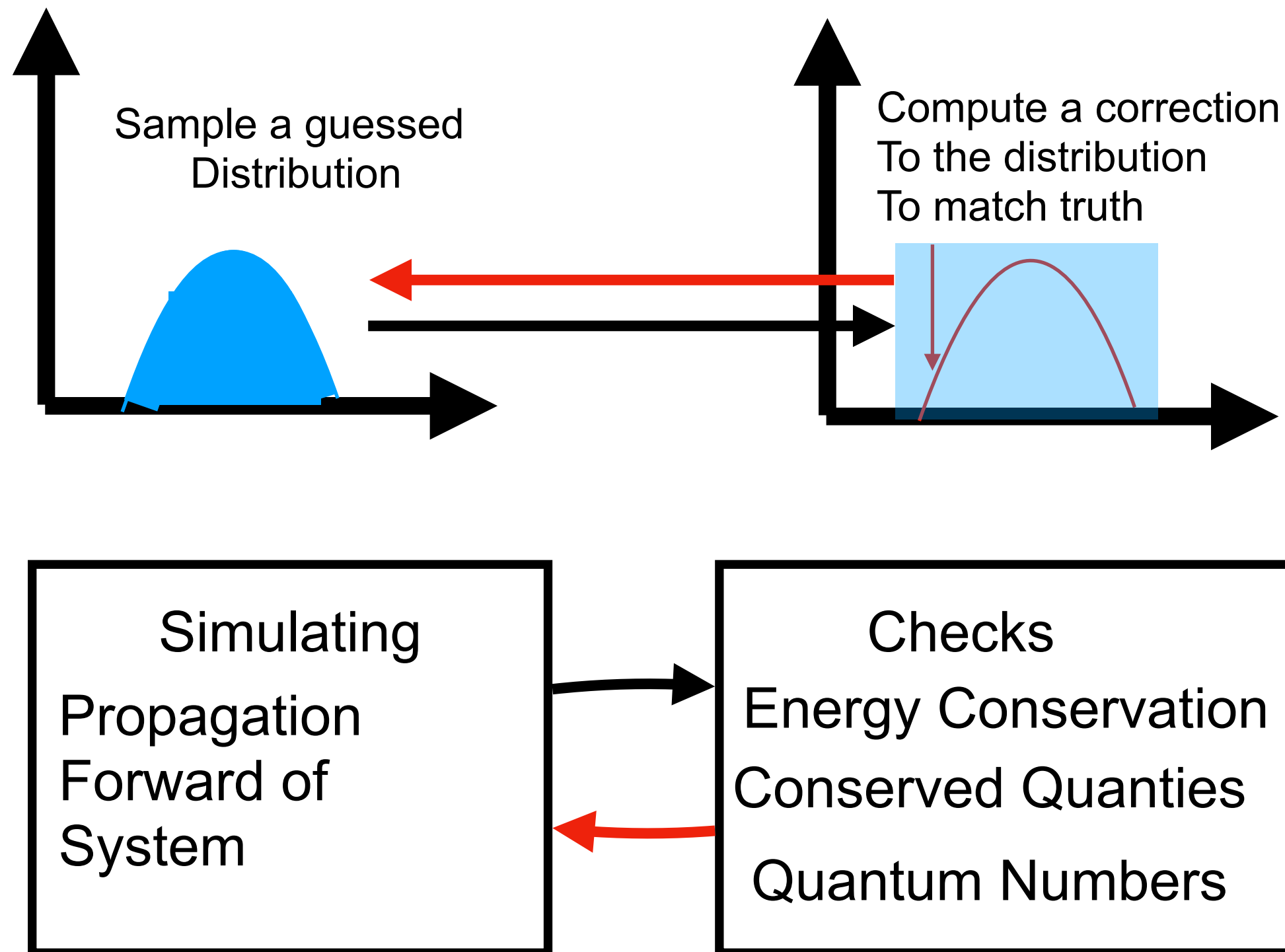
Correct Our Simulation Through a Probabilistic Rescaling

# Markov Chain MC



Correct Our Simulation Through a Probabilistic Rescaling

# Markov Chain MC



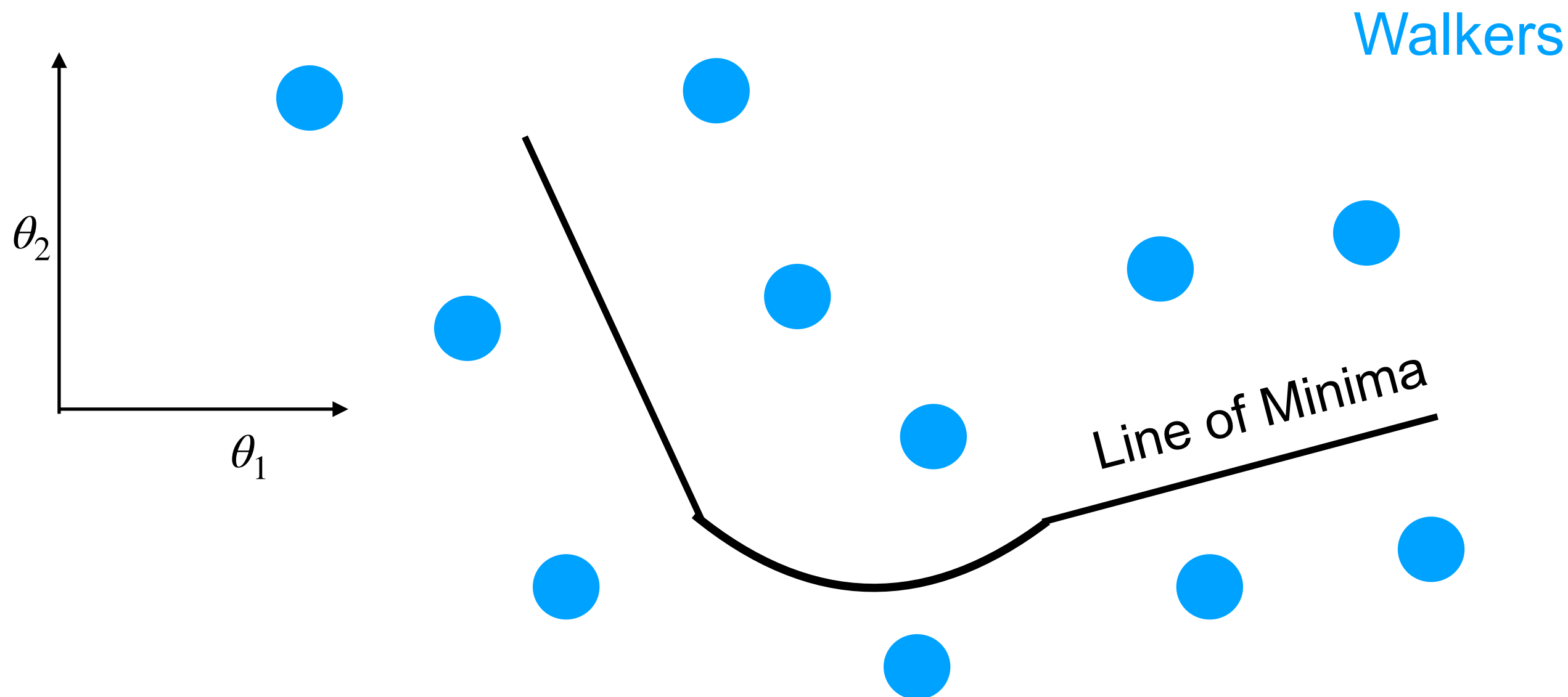
Correct Our Simulation Through a Probabilistic Rescaling

# Metropolis-Hastings

- Step 0: Randomly sample a parameter  $\mathbf{x}_1$
- Step 1: Sample a new parameter  $\mathbf{x}_2$ 
  - Use a chosen “Proposal Function” for sampling
  - Compute the probability of stepping  $\mathbf{x}_2$  to stepping  $\mathbf{x}_1$
- Step 2: Sample a flat distribution from 0 to 1 ( $s_2$ )
  - Accept  $\mathbf{x}_2$  if  $s_2 < \frac{p(x_2)}{p(x_1)}$
- Step 3 : Go back to step 1

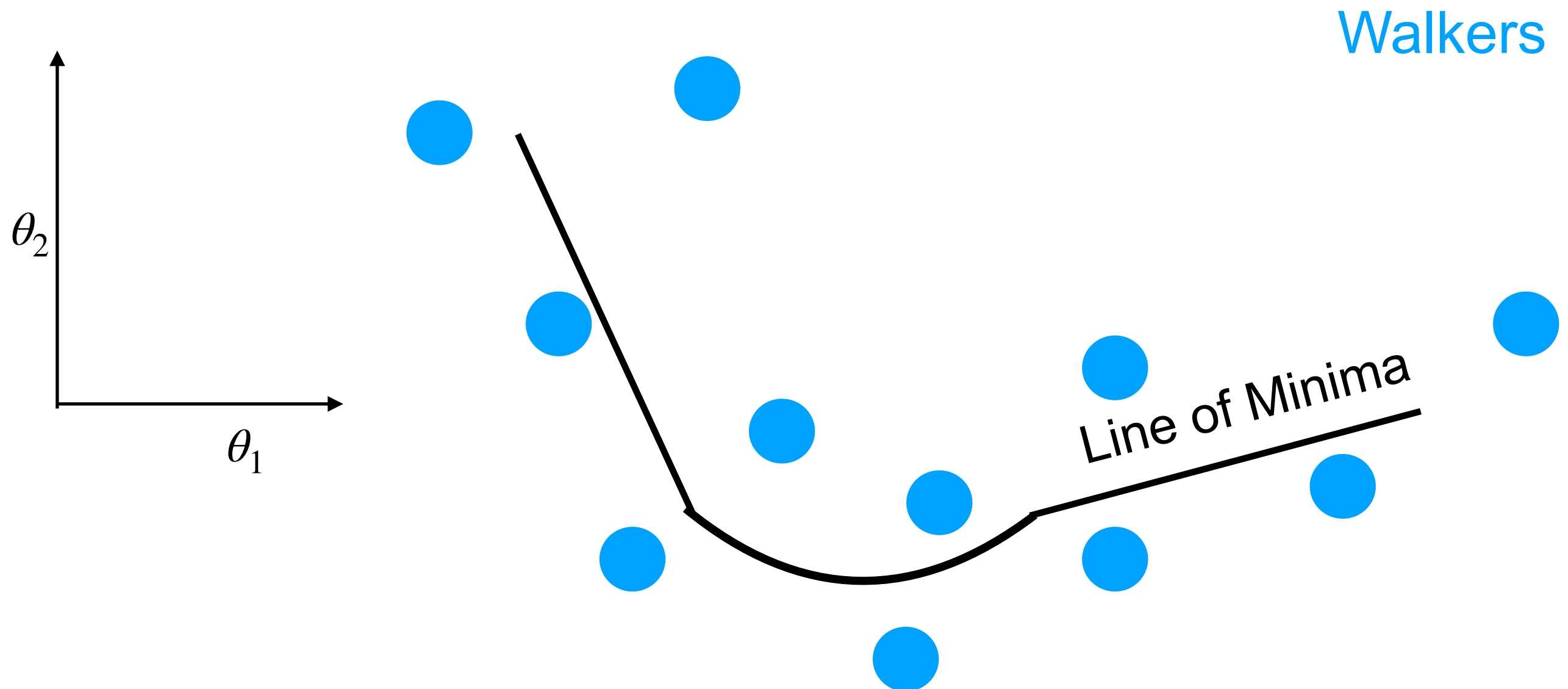
# Speeding up MCMC

- We can consider having many walkers probe our space
- Many walkers at the same time speed up convergence



# Speeding up MCMC

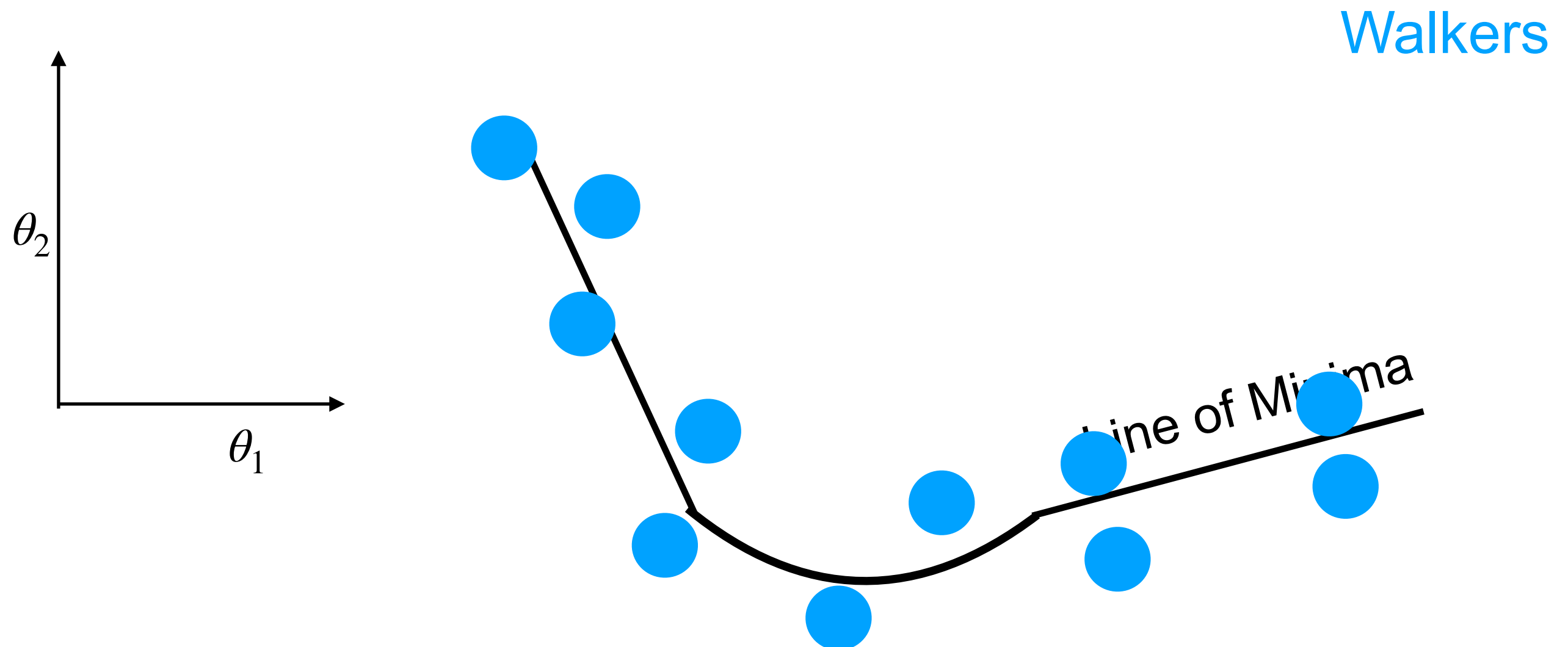
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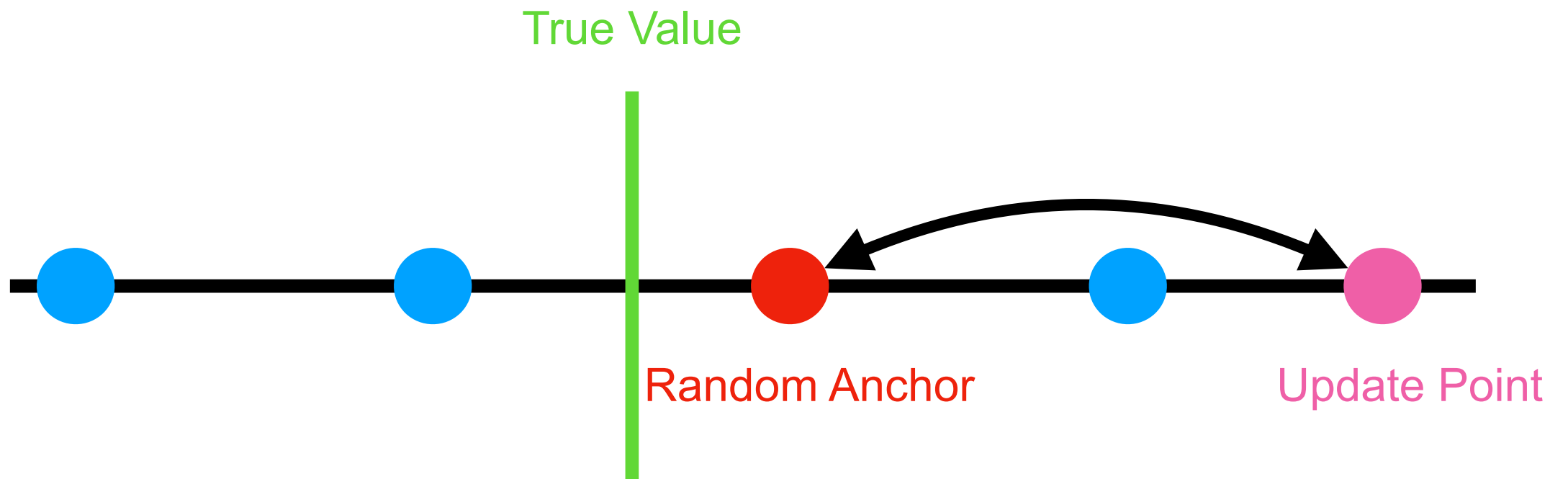


# Speeding up MCMC

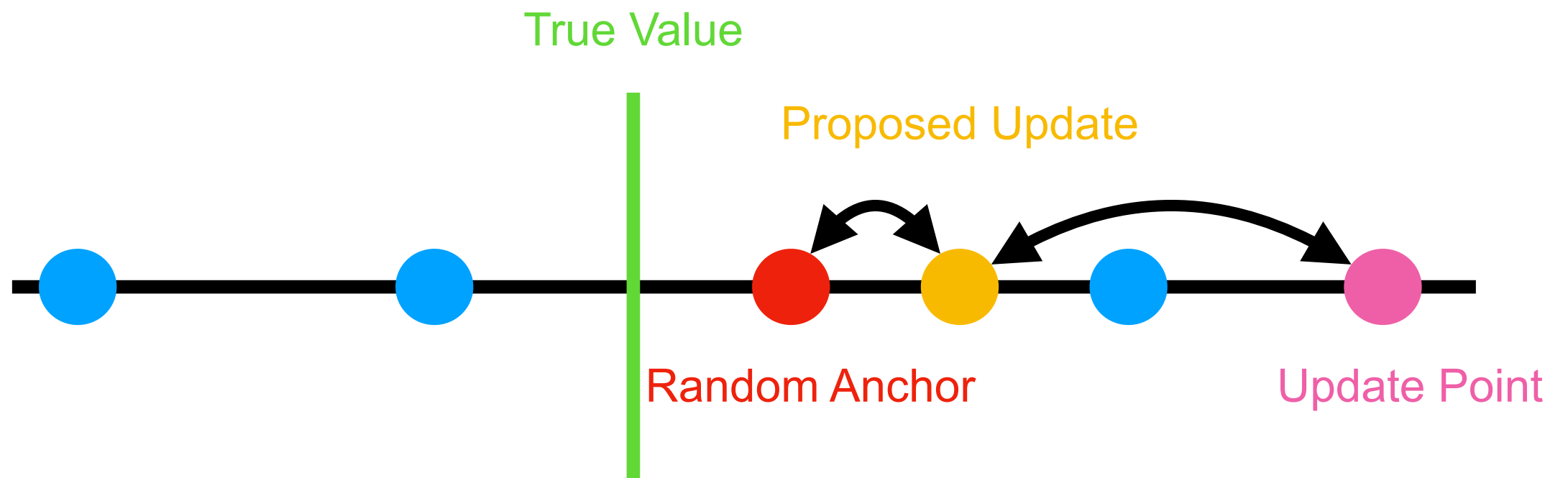
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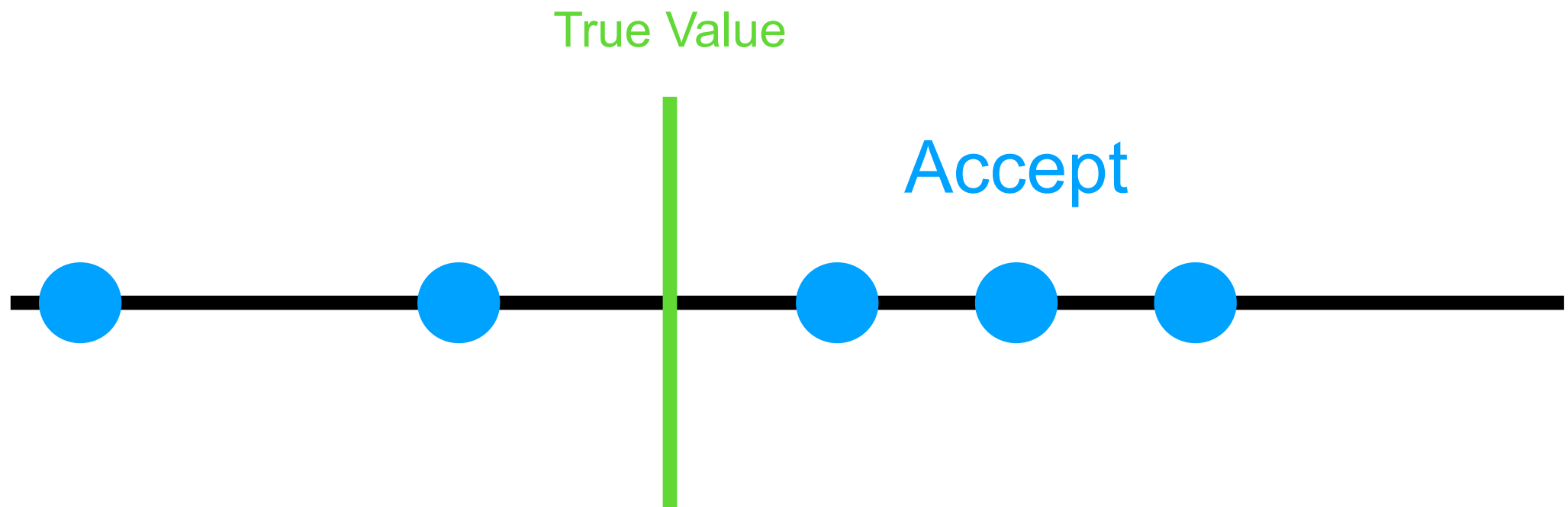
# Example Fit



# Example Fit

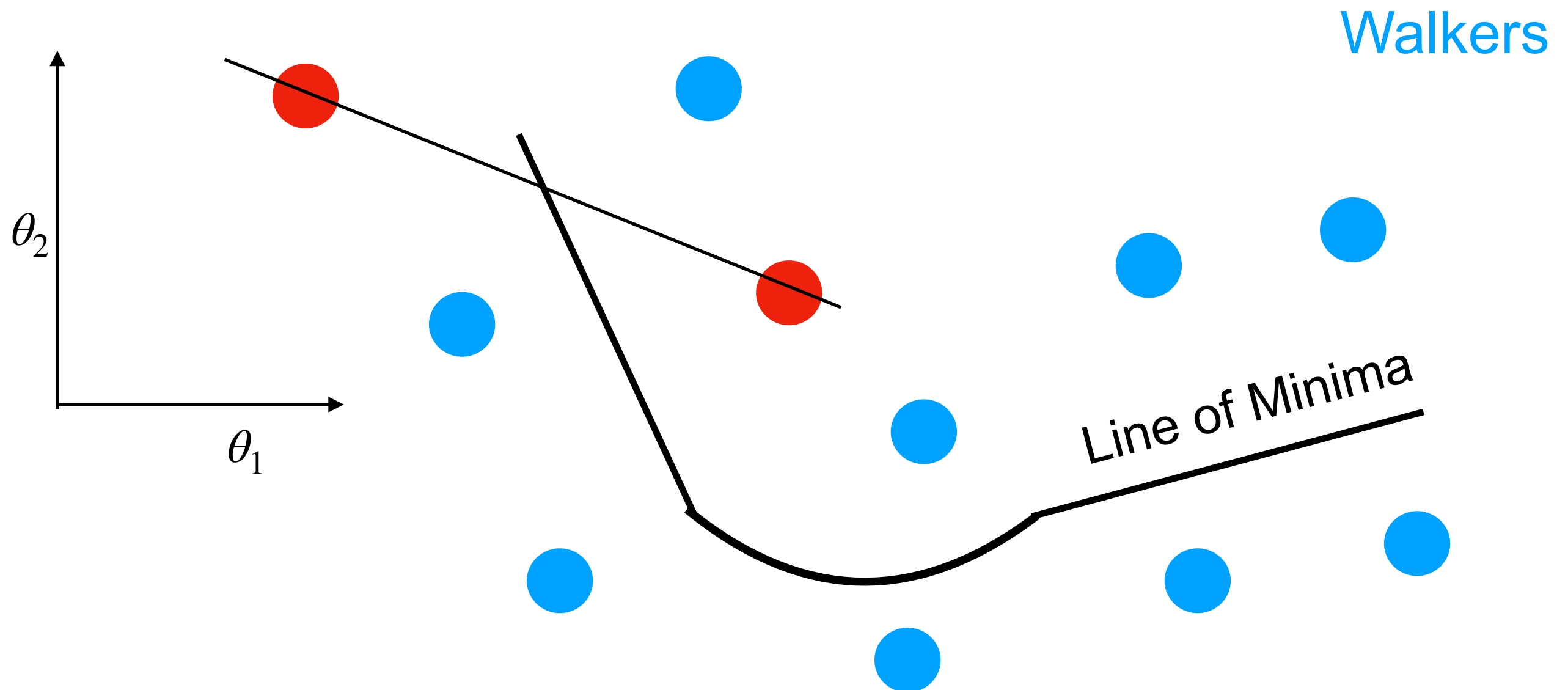


# Example Fit



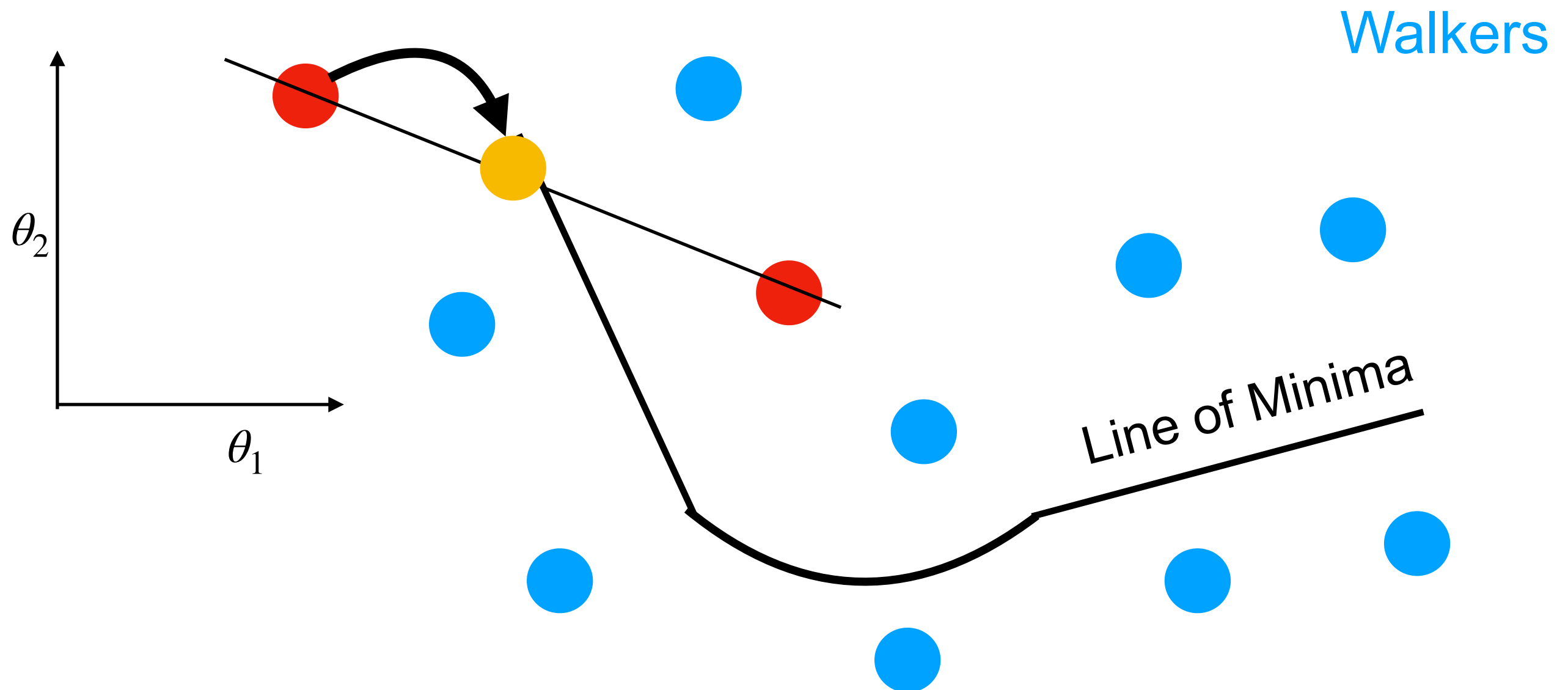
# Updating w/Random Points

- We randomly choose a pair of points
  - Move one of the points along the line between them



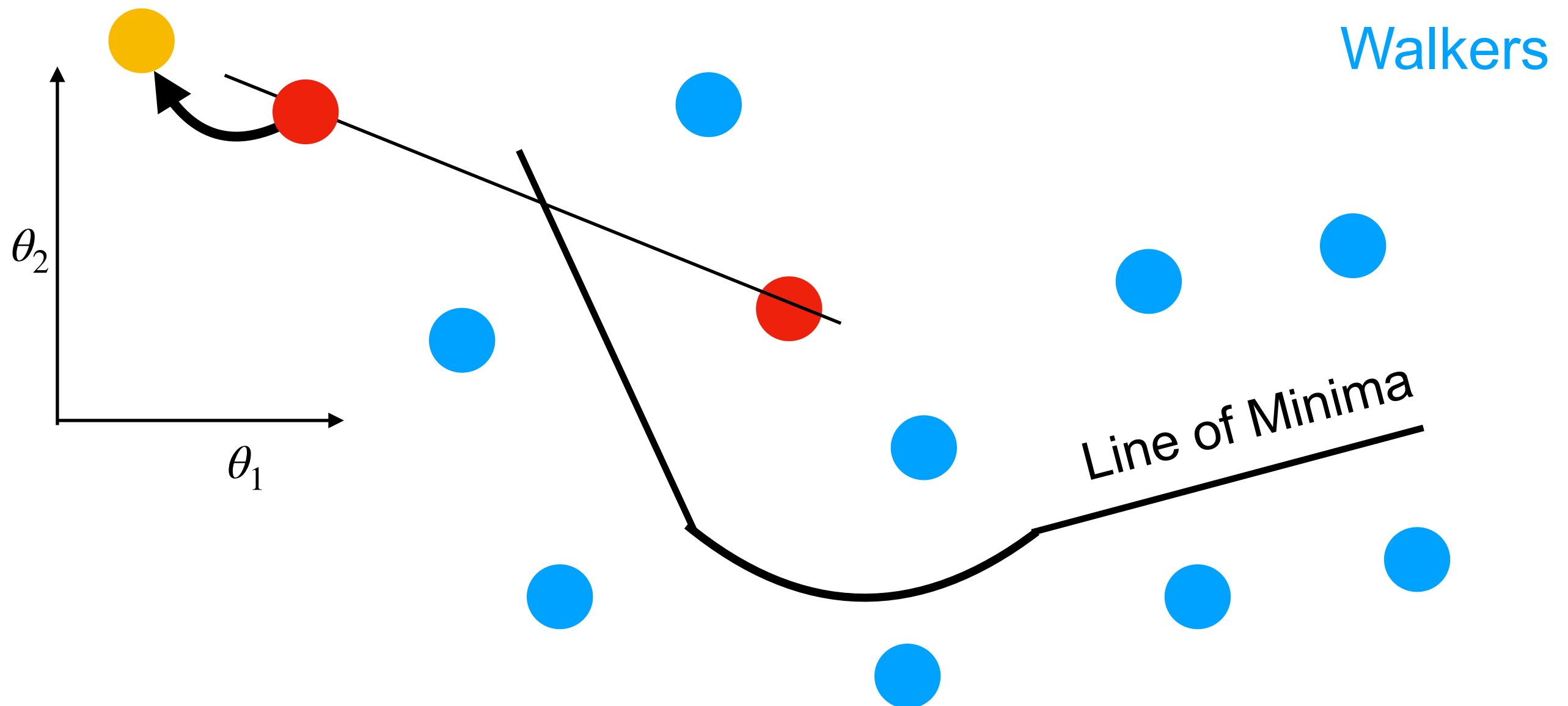
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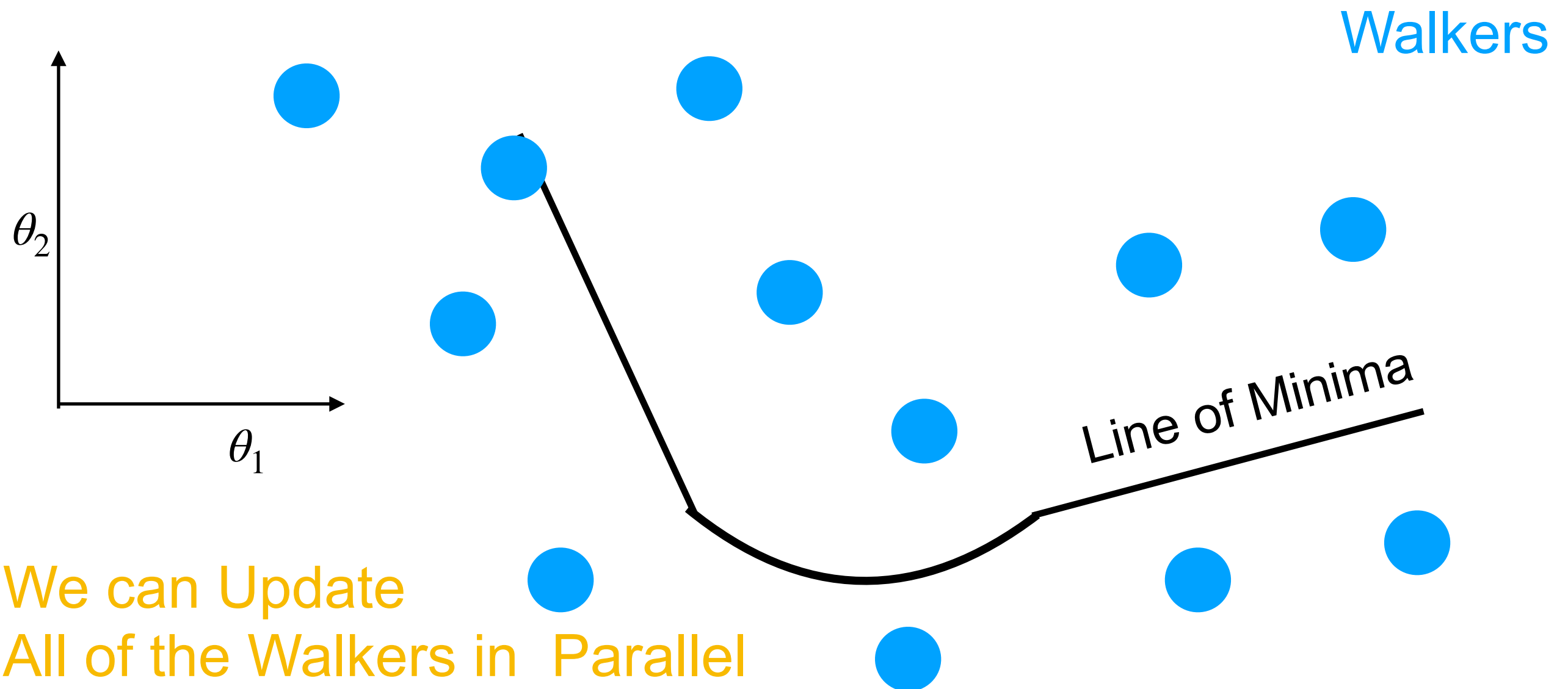
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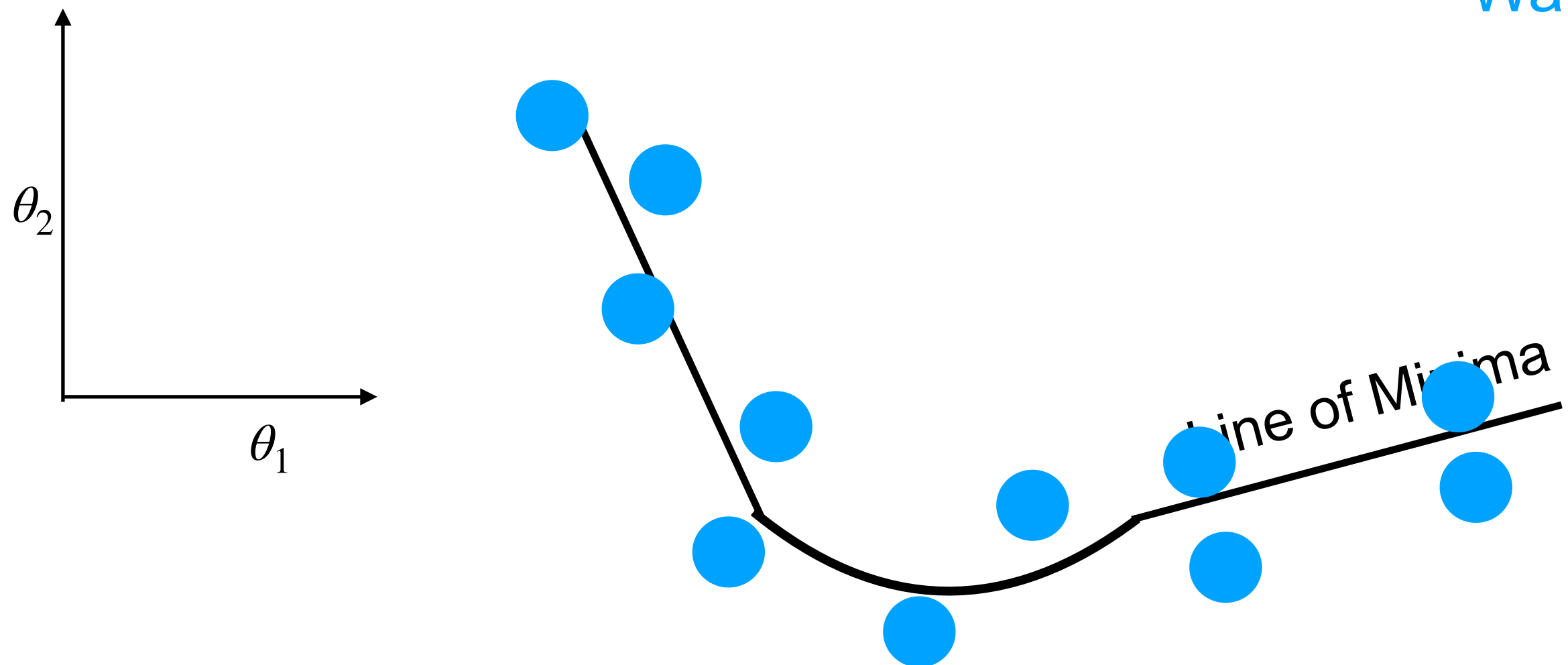




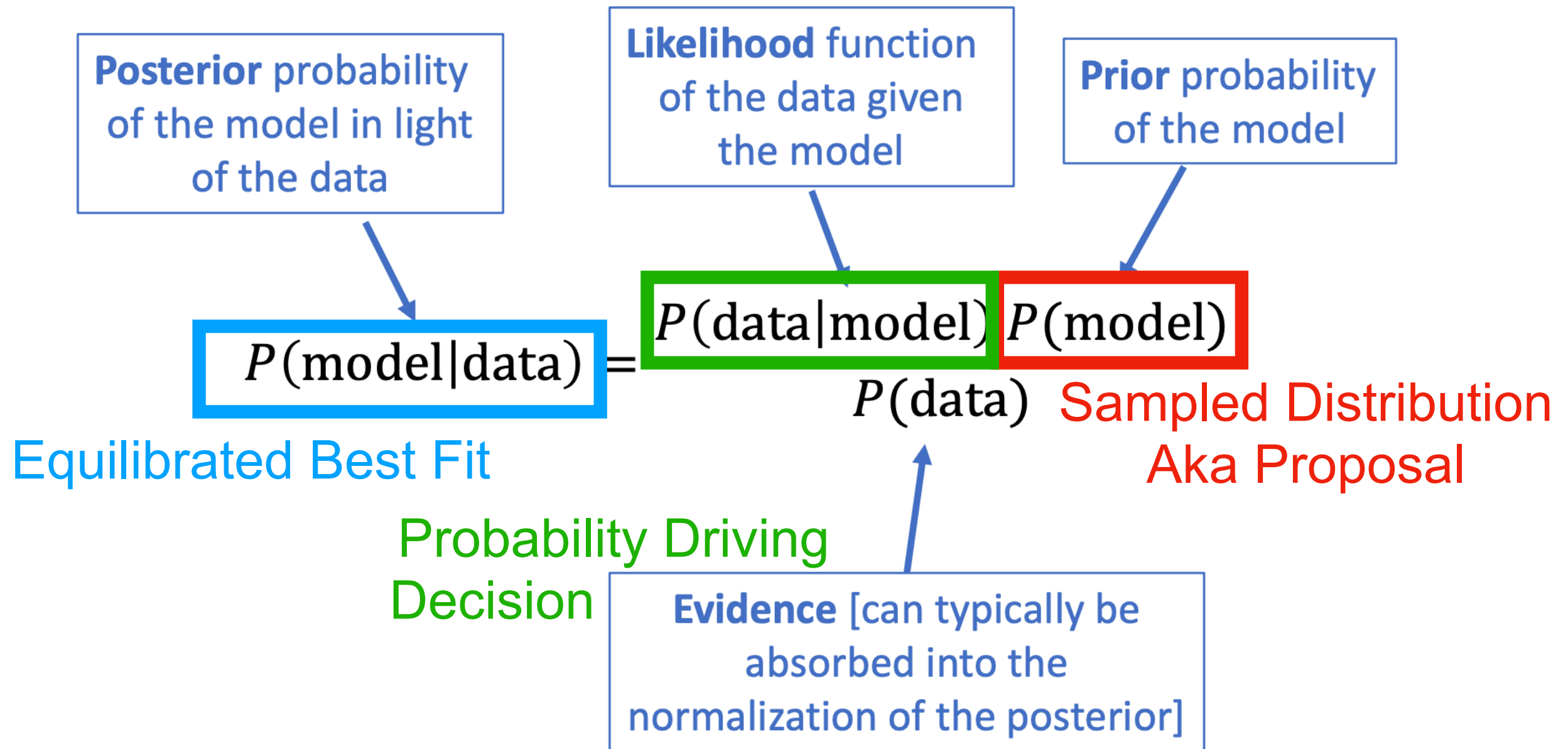
# Speeding up MCMC

- We randomly choose a pair of points
- Move one of the points along the line between them

Walkers



# Visualizing in Bayes



# Quantum Monte Carlo

- Can use the same MCMC to populate a wave function
  - We can then scan parameters to solve Shroedinger's Eq

$$\psi(\vec{r} | \vec{\theta}) = A e^{-r/\theta_0}$$

Guess a Form for  
the wavefunction

$$p(\vec{r} | \vec{\theta}) = \frac{\psi^*(\vec{r} | \vec{\theta}) \psi(\vec{r} | \vec{\theta})}{\langle \psi | \psi \rangle}$$

We can define  
probability from  
wavefunction

$$w_{i+1} = \frac{p(\vec{r}_{i+1} | \vec{\theta})}{p(\vec{r}_i | \vec{\theta})} = \frac{\psi^*(\vec{r}_{i+1}) \psi(\vec{r}_{i+1})}{\psi^*(\vec{r}_i) \psi(\vec{r}_i)}$$

Our proposal  
Doesn't need integral  
Aka  $\langle \psi | \psi \rangle$

# Multiple Walkers Populate

- The key is to MCMC evolve the wave function many times
- We can use the aggregate Particles solve QM stuff

$$\sum_j \psi_j(\vec{r} | \vec{\theta}) = A e^{-r/\theta_0}$$

Guess a Form for  
the wavefunction

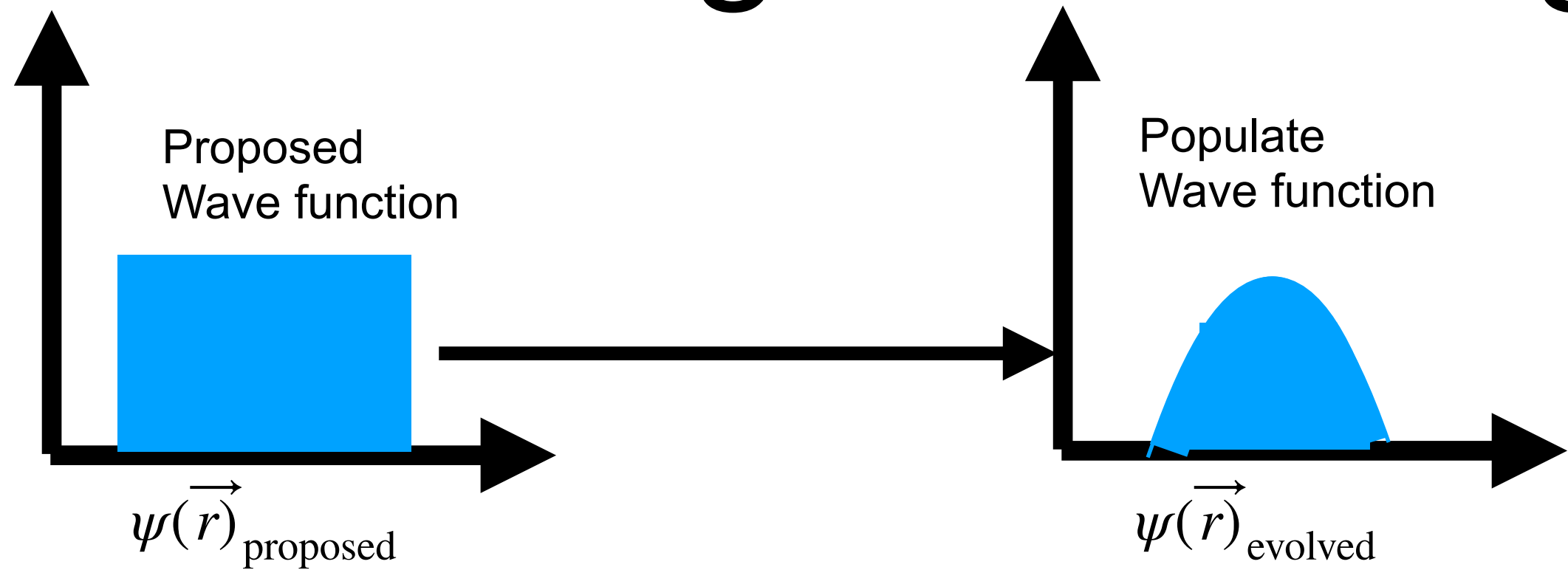
$$\sum_j p_j(\vec{r} | \vec{\theta}) = \frac{\psi_j^*(\vec{r} | \vec{\theta}) \psi_j(\vec{r} | \vec{\theta})}{\langle \psi | \psi \rangle}$$

We can define  
probability from  
wavefunction

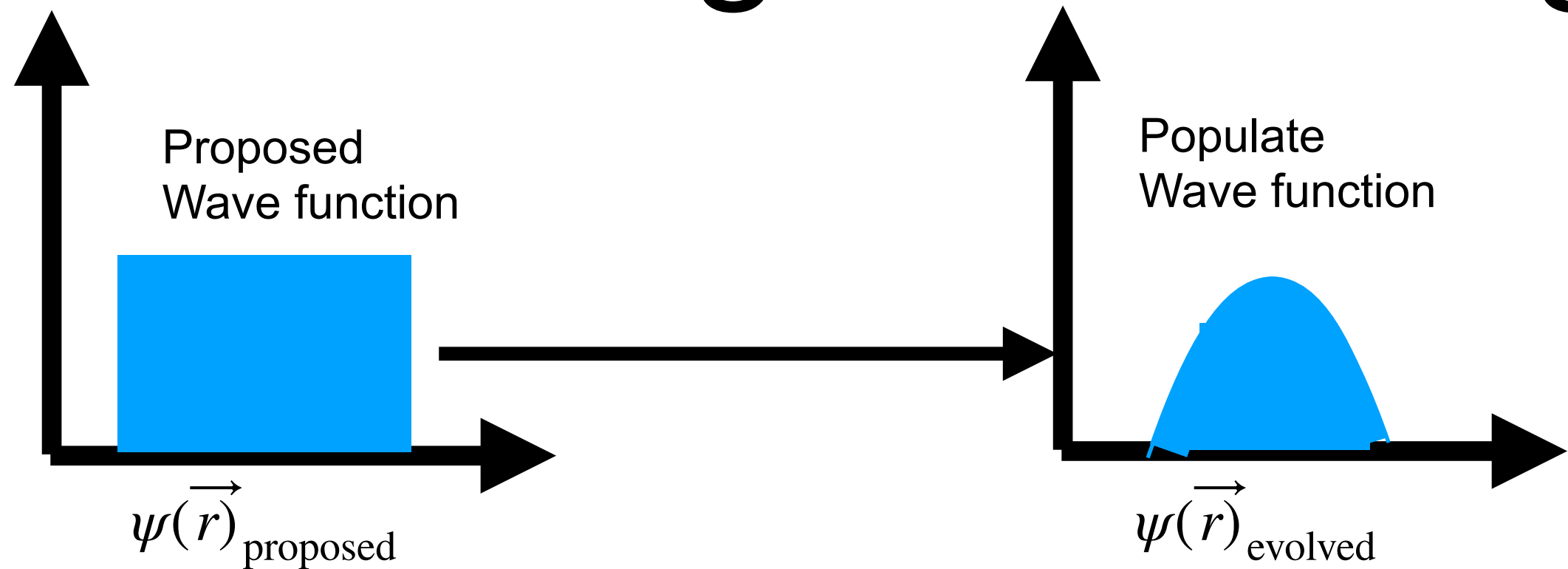
$$\sum_j w_{i+1}^j = \frac{p_j(\vec{r}_{i+1} | \vec{\theta})}{p_j(\vec{r}_i | \vec{\theta})}$$

Our proposal  
Doesn't need  
 $\langle \psi | \psi \rangle$

# Solving Schroedinger



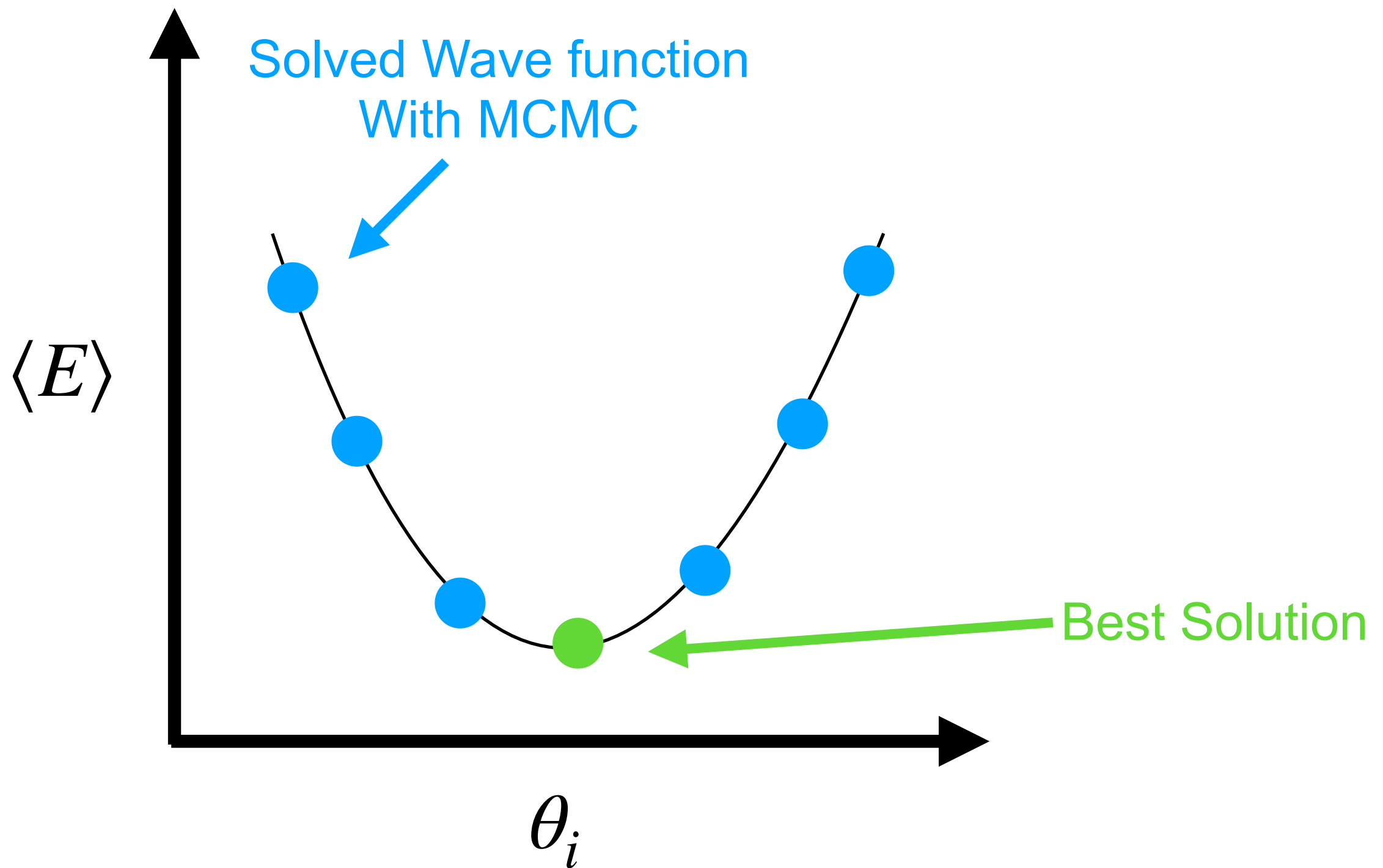
# Solving Schroedinger



- Once we have the evolved wave function
- We can compute expectations
- No need to integrate (Really this is MC integration)

$$\langle E \rangle = \sum_j p_j(\vec{r} | \vec{\theta}) E_j(\vec{r} | \vec{\theta}) = \sum_j \psi_j^*(\vec{r} | \vec{\theta}) \psi_j(\vec{r} | \vec{\theta}) E_j(\vec{r} | \vec{\theta})$$

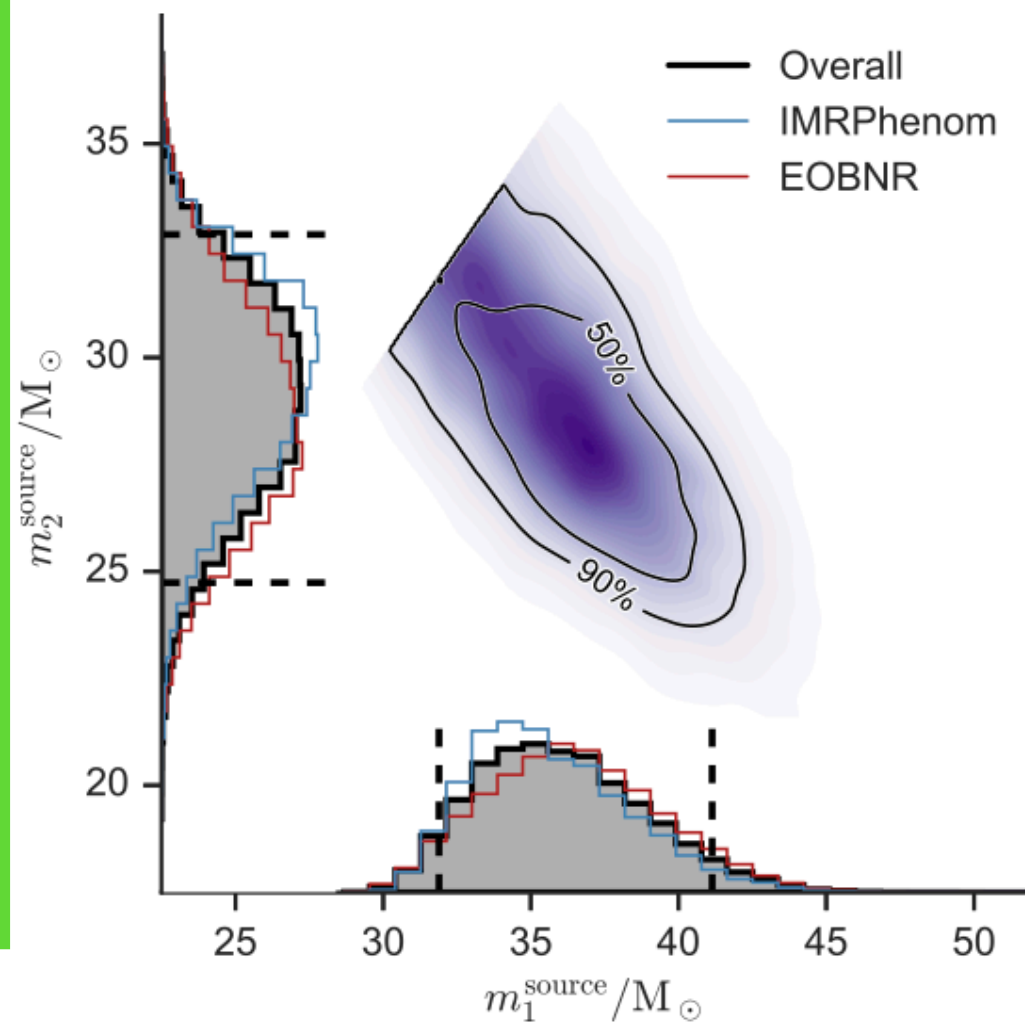
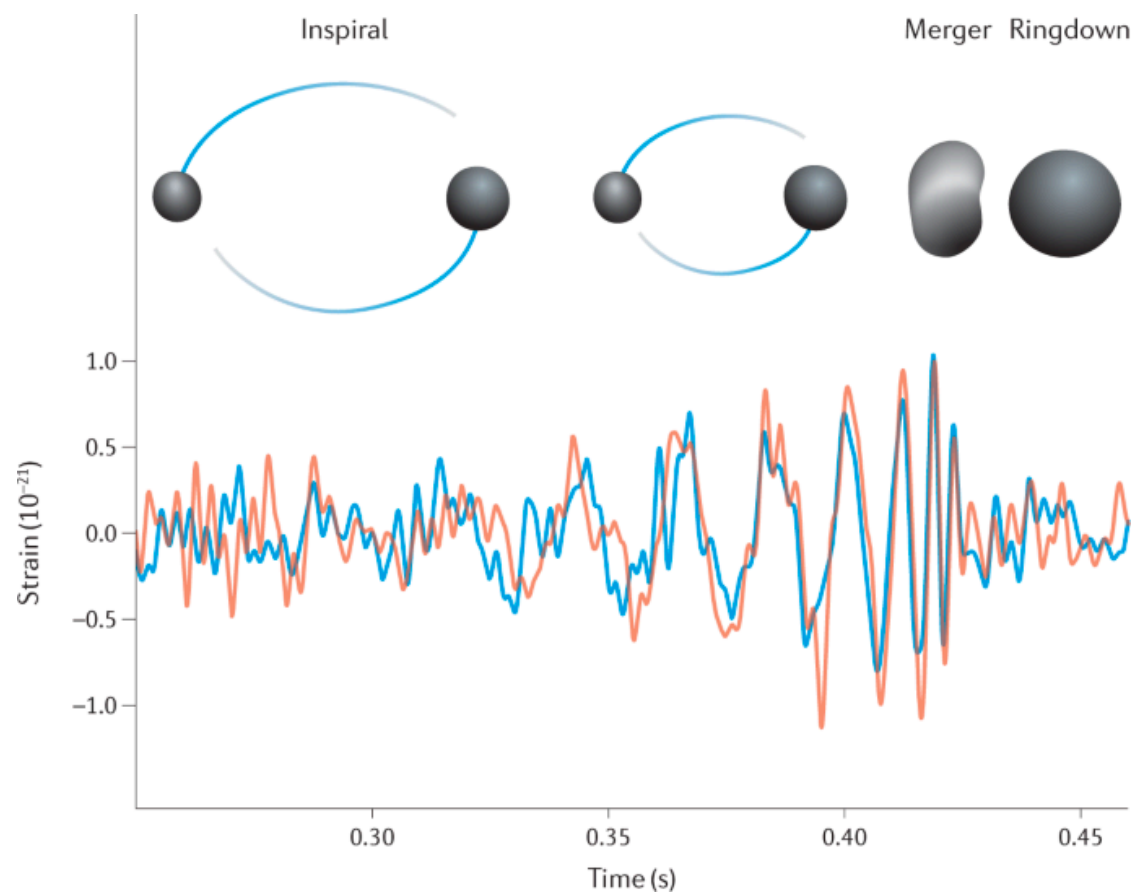
# Solving Schroedinger



Our goal is to minimize the Energy given a wave functional form

# Full Blow MCMC

- Ultimately the big gain from this are complex fits
- Cases where normal gradient descent breaks down
- What better case than to go back to LIGO

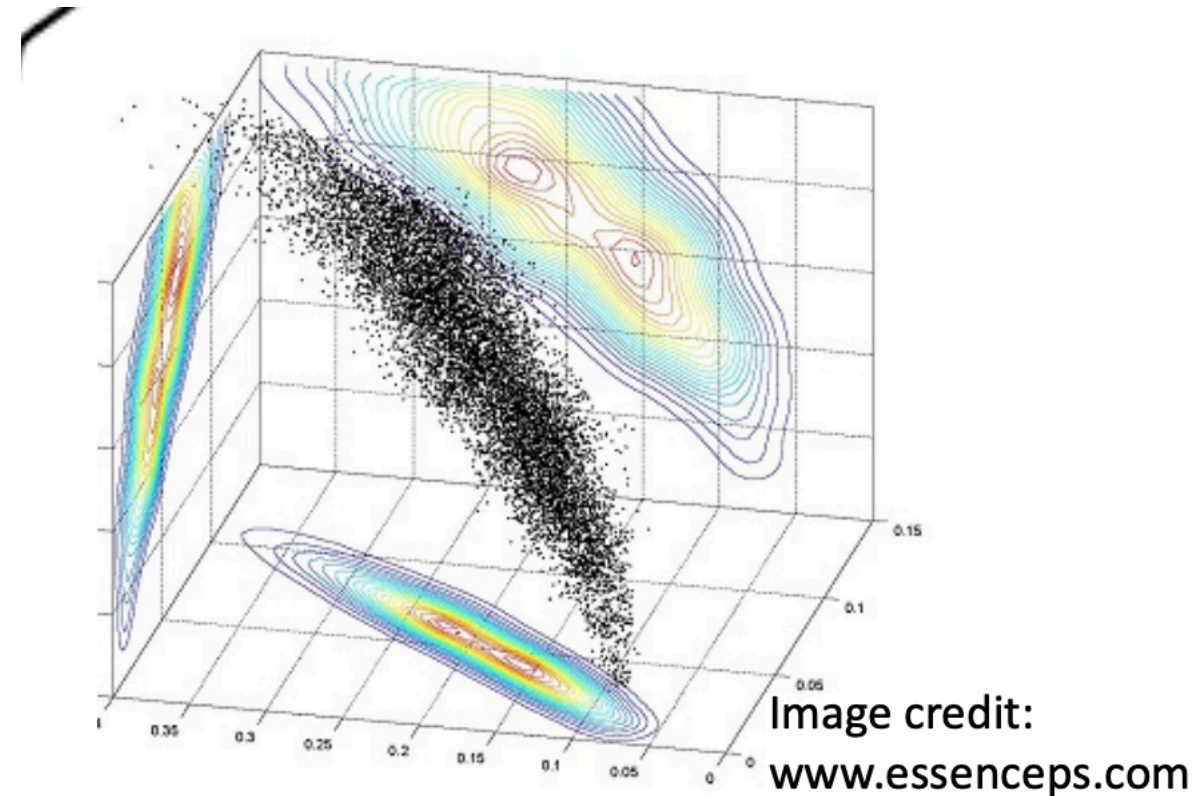


Full Waveform not differentiable (cannot fit it)

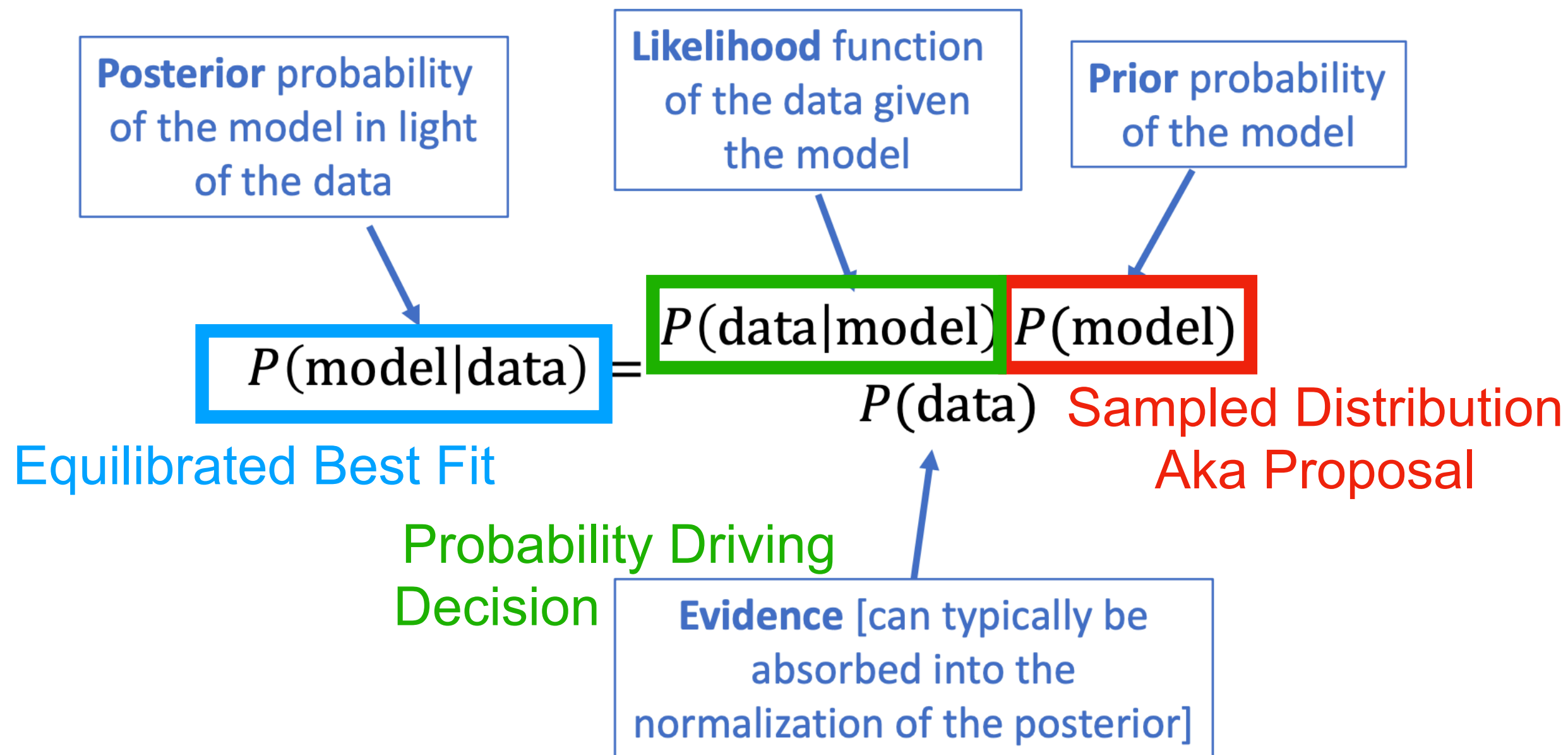


# Observations

- There is some elegance to the MCMC approach
- Builds directly to Bayesian fitting
- MC allows us to explore parameters and correlations
- **However, it is really slow**
  - Migration towards differentiable loss is becoming popular
  - Training an NN to replace part of sampling helps with this
  - Project 3 starts to illustrate modern approach to this all

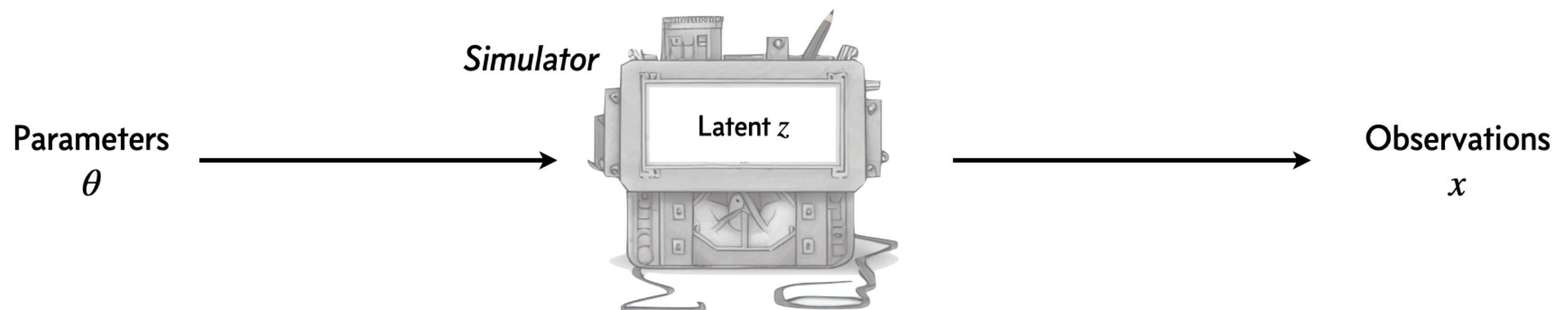


# Visualizing in Bayes



# Simulation Based<sup>2</sup> Inference

## Simulation-based inference (SBI)



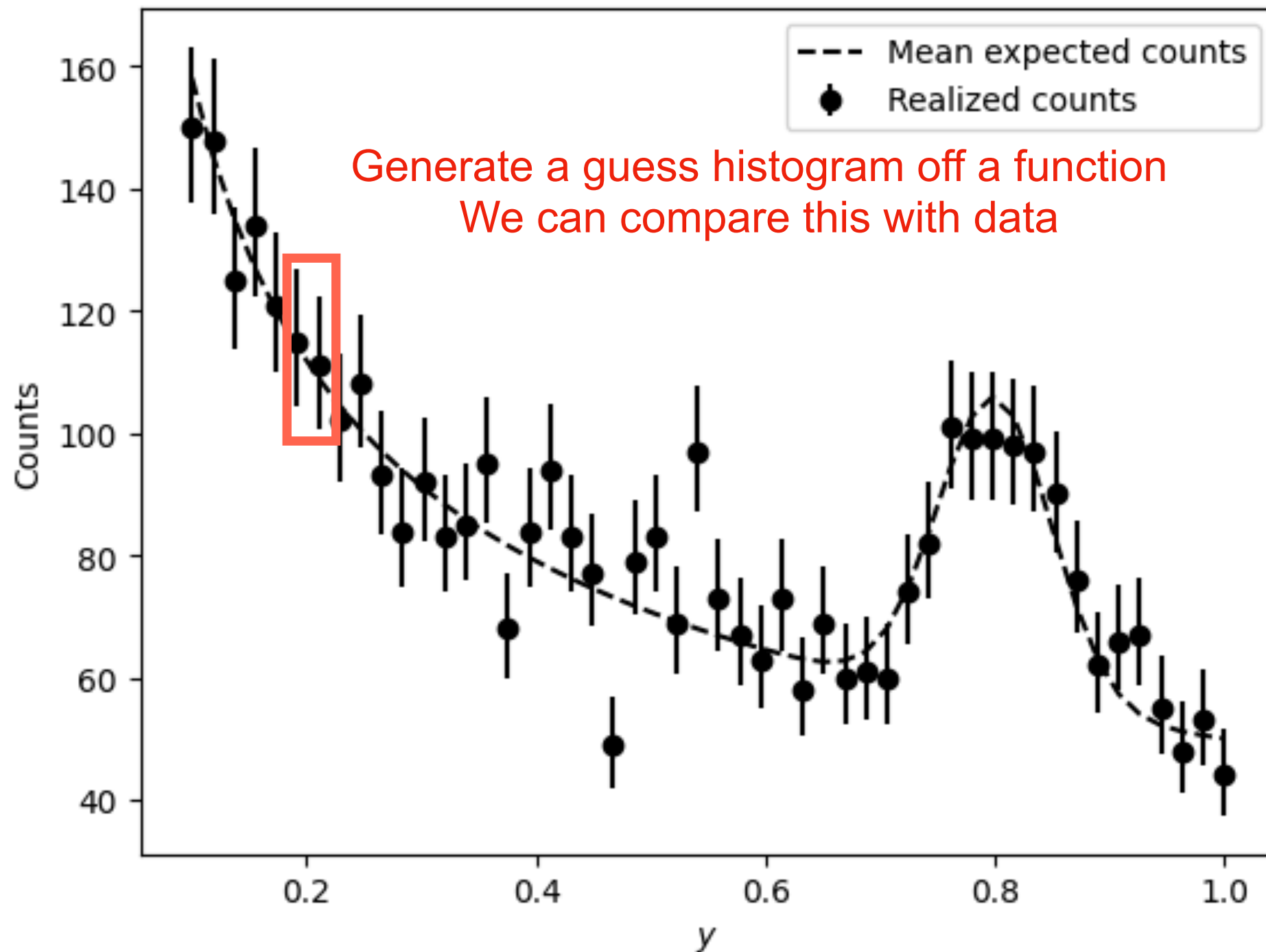
Prediction:

- Mechanistic forward model
- We can generate samples from a simulator  $x \sim p(x | \theta)$

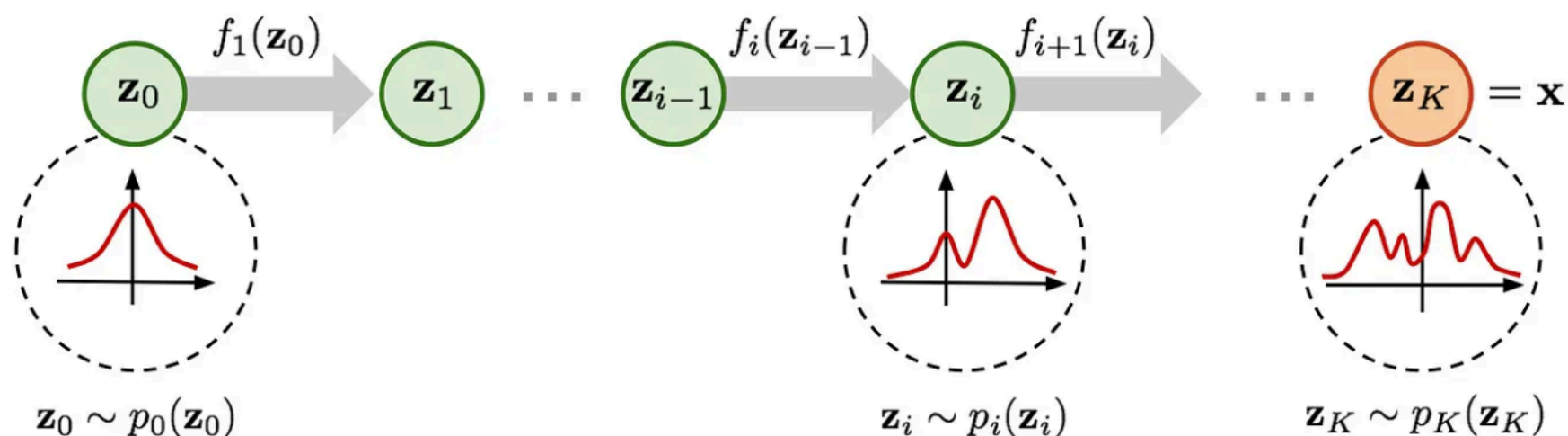
Inference:

- Likelihood  $p(x | \theta) = \int dz p(x, z | \theta)$  is intractable
- *Inference is challenging*

# Poisson Fluctuation



# Normalizing Flow



$$z \sim p_\theta(z) = N(z; 0, 1)$$

$$x = f_\theta(z) = f_K \circ \dots \circ f_2 \circ f_1(z)$$

*each  $f_i$  is invertible*

# How Does it Work?

$f : Z \rightarrow X$ ,  $f$  is invertible

$p_\theta(z)$  defined over  $z \in Z$

$p_\theta(x) \neq p_\theta(f_\theta^{-1}(x))$

**Change of variable formula:**

$$p_\theta(x) = p_\theta(f_\theta^{-1}(x)) \left| \det\left(\frac{\partial f^{-1}(x)}{\partial x}\right) \right|$$

$$p_\theta(x) = p_\theta(z) \left| \det\left(\frac{\partial z}{\partial x}\right) \right|$$

$$\log(p_\theta(x)) = \log(p_\theta(z)) + \sum_{i=1}^K \log \left| \det\left(\frac{\partial f_i^{-1}}{\partial z_i}\right) \right|$$

exact likelihood evaluation

# Poisson fluctuate a func

[Rubin 1984]

“Traditional” SBI: *Approximate Bayesian Computation*

