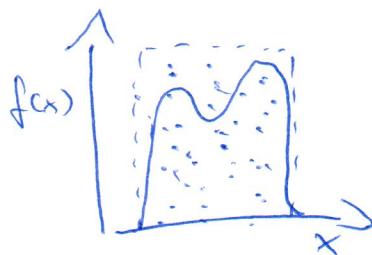


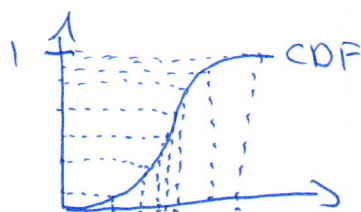
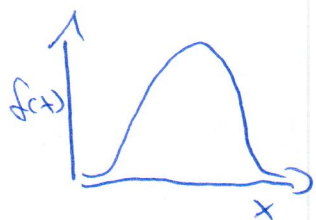
Lecture 23 - Data Augmentation and slice sampling

First a recap of our sampling methods:

- rejection sampling



- inverse sampling \Rightarrow needs CDF and the inverse



- Metropolis's Hastings

- current state $x^{(i)}$
- proposed new state $x^{(i+1)} = x^*$
- acceptance probability $\frac{p(x^*)}{p(x^{(i)})}$
- draw $u \sim \text{Uniform}[0, 1]$
- if $u < \text{acceptance prob} \Rightarrow x^{(i+1)} = x^*$
otherwise $\Rightarrow x^{(i+1)} = x^{(i)}$

Remember:

- step size of proposal distribution needs to be tuned

Gibbs Sampling:

- Need to know and be able to sample from the conditionals

$$p(x_1 | x_2 = x_2^{(i)})$$

$$p(x_2 | x_1 = x_1^{(i)})$$

$$\Rightarrow \text{Sample } x_1^{(i+1)} \sim p(x_1 | x_2 = x_2^{(i)})$$

$$\text{Sample } x_2^{(i+1)} \sim p(x_2 | x_1 = x_1^{(i+1)})$$

Remember: • Gibbs sampling is a form of MH where we always accept the proposal

- If we can sample from some conditionals we can use MH to sample from the other conditionals to still use Gibbs sampling

Data Augmentation

- Sometimes a problem can be solved more easily when we actually increase the number of dimensions.
- You have seen this in the context of EM where we introduced latent variables to make the optimization easier.
- Remember the point matching problem. Estimating A when knowing M is easy, updating M when knowing A is easy. Estimating A without knowledge of M is hard.
- For sampling with data augmentation we need:

$$p(x) = \int p(x, y) dy$$

↳ augmenting variable

- We win if sampling from $p(x|y)$ and $p(y|x)$ is easier than sampling from $p(x)$.

Slice Sampling:

Is essentially Gibbs Sampling using data augmentation.

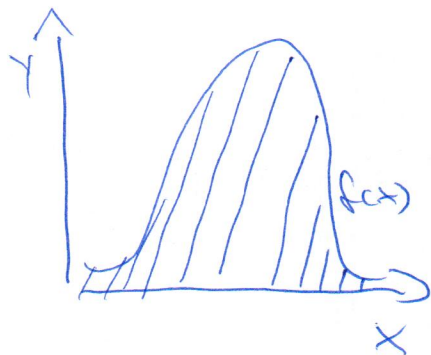
\Rightarrow want to sample from $f(x)$

\Rightarrow sample from $p(x, y) = \begin{cases} \frac{1}{z} & \text{for } 0 < y < f(x) \\ 0 & \text{otherwise} \end{cases}$

z : normalization: $\int f(x) dx$

$$\Rightarrow p(x) = \int_0^{f(x)} \frac{1}{z} dy = \frac{f(x)}{z}$$

- Our augmented problem makes e.g. a one dimensional function a two dimensional one which is greater than 0 and the curve.



- start with some $x^{(i)}$

→ Sample $y \sim \text{Uniform}[0, f(x^{(i)})]$

- Sample $x^{(i+1)}$ from the slice part that is under the curve.

→ repeat

⇒ In the end discard all y and only keep the x samples, effectively marginalizing the joint distribution $p(x, y)$ to get $p(x)$

⇒ Again no free lunch! Finding the valid area of the slice to sample x from is not that easy (but easy enough).

⇒ Can use rejection sampling

⇒ Can shrink the borders at rejected samples to make it more efficient.

⇒ can use stepping out

⇒ or doubling (see p-pts or notebook for details, Neil, "Slice Sampling", 2003)

Stepping out:

- choose width parameter w
- place w interval randomly around x_0
- expand left and right borders by w until both lie outside of $f(x)$
- sample from this region. If sample is outside (not under the curve), shrink the valid region accordingly.

Important:

- random positioning of w around x_0
- random restriction of maximal slice size.

pseudo code:

$u \sim \text{Uniform}(0, 1)$

$L \leftarrow x_0 - w \cdot u$

$R \leftarrow L + w$

$v \sim \text{Uniform}(0, 1)$

$J \leftarrow \lfloor L \cdot m \cdot v \rfloor$

$K \leftarrow (m-1) - J$

while $J > 0$ and $y < f(L)$:

$L \leftarrow L - w$

$J \leftarrow J - 1$

while $K > 0$ and $y < f(R)$:

$R \leftarrow R + w$

$K \leftarrow K - 1$