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## Tutorial 8: MCMC - Real Examples

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# Overview



## Random Disks

- Problem formulation
- Sampling strategy
- Simulation results

## Ising Model

- Problem formulation
- Sampling strategy
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## Slice Sampler

- Problem formulation
- Sampling strategy

## References



# Random Disks

# Random Disks

Problem formulation - a visualization

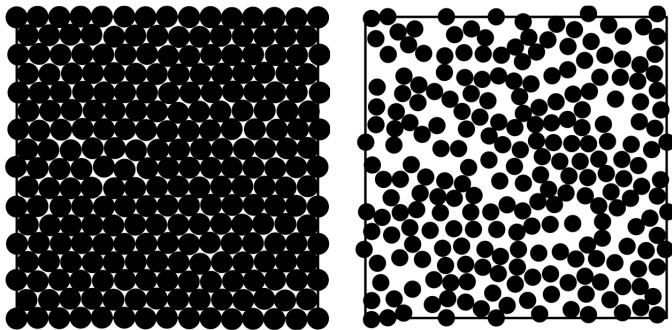


Figure 11.1: The left panel shows  $N = 224$  disks of diameter about 0.0692 closely packed into the unit square. The boundary of the square is visible in a few places. The boundary is periodic, and so a disk that intersects an edge is plotted twice, and a disk intersecting the corner is plotted four times. The right panel shows 224 disks of diameter about 0.0536.

- The problem that motivated Metropolis to invent MCMC.

# Random Disks

Problem formulation - assumptions and goals



Assumptions:

- ▶ **224 equally large circular disks** are packed into a **unit square**.
- ▶ **Wraparound boundary** (better approximation to an enormous system).
- ▶ **No overlap** (disks are not independent).

Goals:

- ▶ **Draw samples**, where each sample is the 224 disks randomly distributed on the square.
- ▶ Do inference based on samples, like the **distribution of distance** from each disk to its nearest neighbor.
- ▶ Consider **different sizes** of disks.

# Random Disks

Problem formulation - difficulties and solution



Difficulties:

- ▶ A **448 dimensional** sampling problem.
- ▶ Sampling sequentially (choosing centers one at a time and never placing one overlapping with a previous point), but we may have **no room to place the late points**.

Solution:

- ▶ Do random perturbations sequentially based on MCMC (a technique called the **Metropolis within Gibbs**).



# Random Disks

Sampling strategy - the target distribution



- ▶ Assume the diameter  $d_0 = d_{\max}(1 - 2^{v-8})$ ,  $0 \leq v \leq 7$ ,  $d_{\max} = 1/14$ . Each sample is a  $224 \times 2$  matrix  $\mathbf{x} = [x_{jk}]$ ,  $j = 1, \dots, 224$ ,  $k = 1, 2$ .
- ▶ Define the **distance in the unit square**:

$$d((x_{j1}, x_{j2}), (x_{j'1}, x_{j'2})) = \sqrt{d_W(x_{j1}, x_{j'1})^2 + d_W(x_{j2}, x_{j'2})^2},$$

where  $d_W$  is the **wraparound distance**

$$d_W(x_{jk}, x_{j'k}) = \frac{1}{2} - ||x_{jk} - x_{j'k}| - \frac{1}{2}|.$$

- ▶ The (unnormalized) **target distribution** is

$$\pi_u(\mathbf{x}) = \begin{cases} 1 & \text{if } \min_{j,j'} d((x_{j1}, x_{j2}), (x_{j'1}, x_{j'2})) \geq d_0, \\ 0 & \text{otherwise.} \end{cases}$$

# Random Disks

Sampling strategy - the Metropolis within Gibbs



- ▶ Initialize the simulation at  $\mathbf{x}_0$ , which has the disks centered on a **grid ensuring no overlap**.
- ▶ Given  $\mathbf{x}$ , for the disk  $j$ :

$$\mathbf{x}'_j = (x_{j1}, x_{j2}) + \mathcal{U}([- \alpha, \alpha]^2), \alpha = d_{\max} - d_0,$$

and denote  $\mathbf{x}'$  as the old  $\mathbf{x}$  with row  $j$  replaced by  $\mathbf{x}'_j$ .

- ▶ The **M-H acceptance probability** is

$$\min(1, \frac{\pi_u(\mathbf{x}')}{\pi_u(\mathbf{x})}) = \min(1, \pi_u(\mathbf{x}')) = \pi_u(\mathbf{x}').$$

So, we accept this move if there is no overlap in  $\mathbf{x}'$ .

- ▶ The 224 updates complete one iteration of this sampler, called the **Metropolis within Gibbs**.



# Random Disks

Simulation results - distance to nearest disk

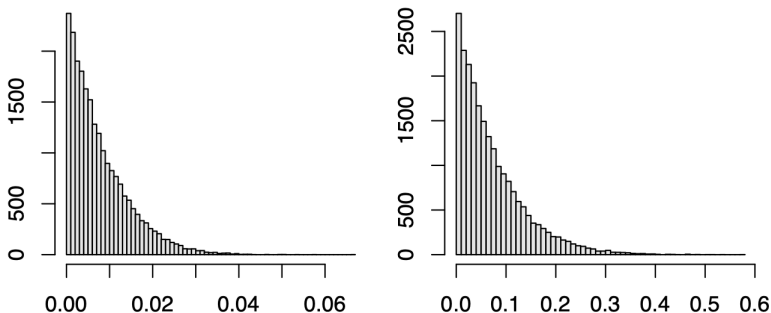


Figure 11.8: This figure shows histograms of the distance from each disk to its nearest neighbor, as a multiple of the disk diameter. On the left the diameters are given by (11.28) with  $\nu = 3$  and on the right  $\nu = 6$ .

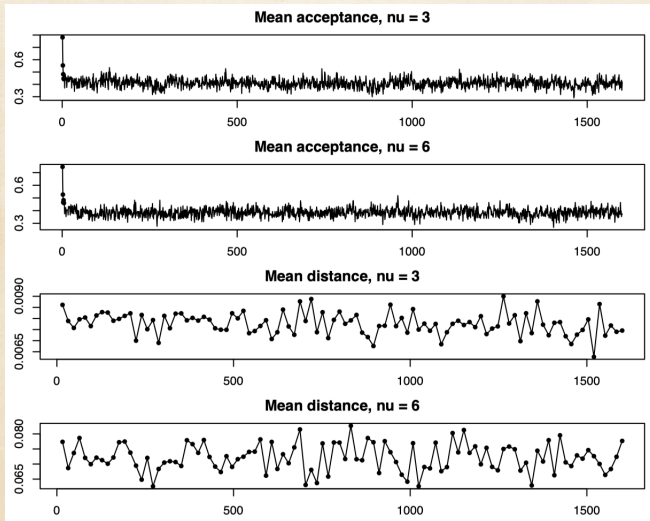
- ▶ 1600 iterations with thinning parameter 16.
- ▶ 22400 distances in each histogram.

# Random Disks

Simulation results - trajectories



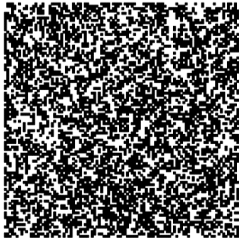
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# Ising Model

# Ising Model

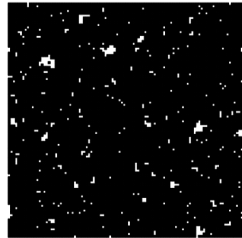
Problem formulation - a visualization



$T = 8.0$



$T = 2.269$



$T = 2.0$

Figure 11.2: The Ising model with  $J = 1$  and  $B = 0$ , sampled at 3 temperatures  $T$  on a  $100 \times 100$  grid, with periodic boundary conditions. The left panel is roughly half black but some renderings make it look like a higher fraction black.

- An example from physics.



- ▶ At each of  $N = 100^2$  **grid points** there is a dichotomous variable with charge **1 or -1**, or equivalently we have  $\mathbf{x} \in \{-1, 1\}^{100^2}$ .
- ▶ Define the **Hamiltonian energy** function

$$H(\mathbf{x}) = -J \sum_{j \sim k} x_j x_k - B \sum_{j=1}^N x_j,$$

where  $\sum_{j \sim k} x_j x_k$  is the number of neighbor pairs with matching signs minus the number that differ. Assume **wraparound**.

- ▶ Based on the **Boltzmann's law**:

$$\pi(\mathbf{x}) \propto \exp\left(-\frac{H(\mathbf{x})}{T}\right),$$

where  $T$  is the called the **temperature**.

# Ising Model

Problem formulation - parameters  $J$  and  $B$



The energy function:

$$H(\mathbf{x}) = -J \sum_{j \sim k} x_j x_k - B \sum_{j=1}^N x_j.$$

- ▶ When  $J > 0$ , matching neighbors result in lower energy  $H(\mathbf{x})$  thereby raising the probability  $\pi(\mathbf{x})$  and mismatched neighbors have the opposite effect. This is known as the **ferromagnetic case**.
- ▶ If  $J < 0$  then we have the **antiferromagnetic case** and the neighbors tend to differ from each other.
- ▶ If  $B \neq 0$  then the model is **biased** towards more charges of the same sign as  $B$ .



# Ising Model

Problem formulation - the temperature



The probability function:

$$\pi(\mathbf{x}) \propto \exp\left(-\frac{H(\mathbf{x})}{T}\right) = \exp(-H(\mathbf{x}))^{1/T}.$$

- ▶ About  $T$ , in a very **hot system**, the Ising model is nearly a uniform distribution.
- ▶ In a very **cold system**, the Ising model puts almost all of its probability on states that achieve the minimum value of  $H(\mathbf{x})$ , which are called the **ground states**. (annealing)
- ▶ Actually, the interesting temperatures are intermediate.

# Ising Model

Sampling strategy - the random scan Gibbs sampler



- ▶ In the **random scan Gibbs sampler**, the component to update is chosen at random.
- ▶ To draw samples from the Ising Model, given  $\mathbf{x}$ , we randomly picking a  $j$  and **change**  $x_j$  to  $-x_j$ , and denote  $\mathbf{x}'$  as the old  $\mathbf{x}$  with the  $j$ th element changed.
- ▶ The **M-H acceptance probability** is

$$\begin{aligned}\min\left(1, \frac{\pi(\mathbf{x}')}{\pi(\mathbf{x})}\right) &= \min\left(1, \exp\left(\frac{H(\mathbf{x}) - H(\mathbf{x}')}{T}\right)\right) \\ &= \min\left(1, \exp\left(-\frac{2x_j(J \sum_{k:k \sim j} x_k + B)}{T}\right)\right).\end{aligned}$$

- ▶ One **sweep** corresponds to  $N = 100^2$  updates.

# Ising Model

Sampling strategy - the Metropolized Gibbs sampler



- ▶ The strategy to use the **Metropolis within Gibbs** in the discrete setting in this way is called the **Metropolized Gibbs sampler**.
- ▶ If we directly use the Gibbs here. The probability to move would be smaller:

$$\frac{\pi(\mathbf{x}')}{\pi(\mathbf{x}') + \pi(\mathbf{x})} \leq \frac{\pi(\mathbf{x}')}{\max(\pi(\mathbf{x}'), \pi(\mathbf{x}))} = \min(1, \frac{\pi(\mathbf{x}')}{\pi(\mathbf{x})}).$$

# Ising Model

Simulation results - trajectories

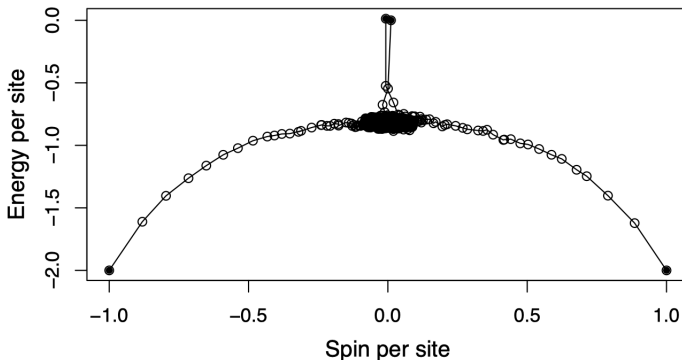


Figure 11.10: Mean energy versus mean spin for the Ising model with  $J = 1$  and  $B = 0$ , temperature  $T = 8.0$  on a  $100 \times 100$  grid. Four trajectories of 500 sweeps are shown as described in the text. The starting points are solid.

- ▶ The **mean spin** is  $\sum_{j=1}^N x_j / N$ .
- ▶ The **mean energy** is  $H(\mathbf{x}) / N$ .

# Ising Model

Simulation results - the critical temperature

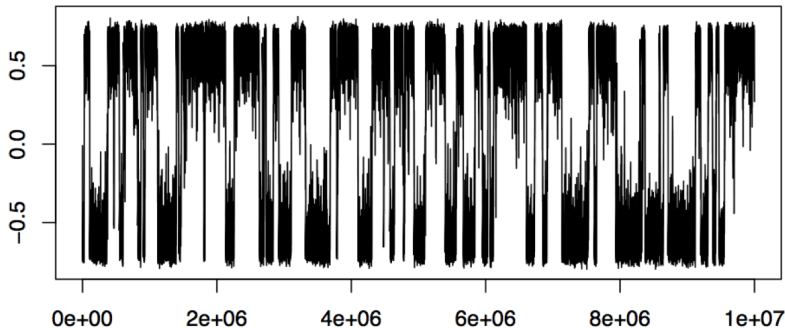


Figure 11.12: This figure shows the mean spin per site in  $x_i$ , versus the simulation index  $i$ , after every 200'th sweep, for the Ising simulation at the critical temperature  $T_c = 2.269$ .

- The **critical temperature** is  $T_c = 2.269$ .

# Ising Model

## Simulation results - autocorrelations

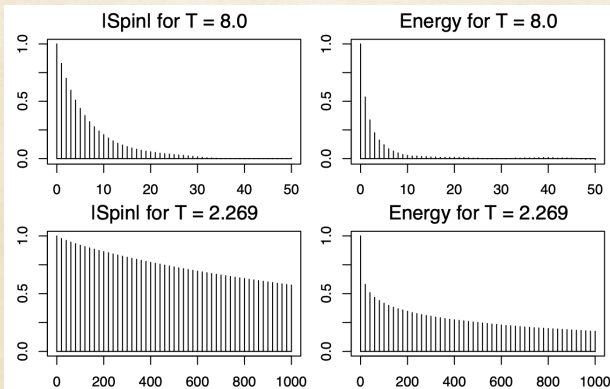


Figure 11.11: Autocorrelation functions for the Ising model at temperatures 8 and  $T_c = 2.269$ . The ACFs for mean absolute spin are on the left and the ACFs for mean energy are on the right. The lags for  $T = 8$  go up to 50 while those for  $T = T_c$  go up to 1000 in steps of 20.

- The **absolute mean spin** is  $|\sum_{j=1}^N x_j / N|$ .





# Slice Sampler

# Slice Sampler

Problem formulation - a visualization

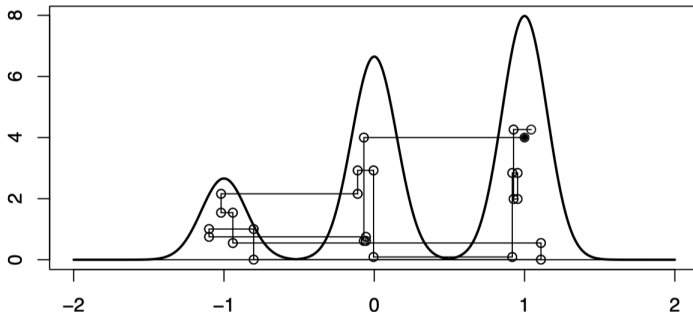


Figure 12.7: This figure illustrates the slice sampler. The unnormalized density  $\pi_u$  is given by the thick line. The slice sampler starts at the solid point  $(1, 4)$  and from there executes 25 steps of the Gibbs sampler for the uniform distribution under  $\pi_u$  over the interval  $[-2, 2]$ .

- An important variation of the Gibbs sampler.



## The full conditional distributions:

- ▶ To draw samples from  $\pi(\mathbf{x})$ ,  $\mathbf{x} \in \mathbb{R}^d$ , we define the region  $\mathcal{R} = \{(\mathbf{x}, z) : 0 \leq z \leq \pi(\mathbf{x})\}$ . If  $(\mathbf{X}, Z) \sim \mathcal{U}(\mathcal{R})$ ,  $\mathbf{X} \sim \pi(\mathbf{x})$ .
- ▶ Given  $\mathbf{x}$ , the full conditional distribution of  $Z$  is  $\mathcal{U}(\mathcal{R}(\mathbf{x}))$ , where  $\mathcal{R}(\mathbf{x}) = \{z : 0 \leq z \leq \pi(\mathbf{x})\}$  is an one dimensional set.
- ▶ Given  $\mathbf{x}_{-j}$  and  $z$ , the full conditional distribution of  $X_j$  is  $\mathcal{U}(\mathcal{R}(\mathbf{x}_{-j}, z))$ , where  $\mathcal{R}(\mathbf{x}_{-j}, z) = \{x_j : z \leq \pi(\mathbf{x})\}$ .

# Slice Sampler

Problem formulation - the algorithm



The algorithm:

- ▶ So, the **slice sampler** is simply to draw samples by the Gibbs sampler with these one dimensional uniform distributions.
- ▶ To draw one sample from  $\mathcal{U}(\mathcal{R}(\mathbf{x}_{-j}, z))$ , one naive method is to repeatedly draw  $\mathcal{U}([L, R])$  for small  $L$  and big  $R$  and accept the first one inside  $\mathcal{R}(\mathbf{x}_{-j}, z)$ , but it is **too wasteful**.
- ▶ Instead, we will consider a **two stage strategy**.



The **stepping out procedure** (for the  $j$ th substep):

- ▶ Given  $x_j$  and  $\mathcal{R}(\mathbf{x}_{-j}, z)$ .
- ▶ Set hyperparameters  $W$  (the **initial estimated slice size**) and  $M$  (the **limit on iterations**).
- ▶ Do initialization:  $L = x_j - \mathcal{U}([0, W])$ ,  $R = L + W$ ;  $J = \lfloor \mathcal{U}([0, M]) \rfloor$ ,  $K = M - 1 - J$ .
- ▶ While  $J > 0$  or  $L \in \mathcal{R}(\mathbf{x}_{-j}, z)$ :  $L = L - W$ ,  $J = J - 1$ .
- ▶ While  $K > 0$  or  $R \in \mathcal{R}(\mathbf{x}_{-j}, z)$ :  $R = R + W$ ,  $K = K - 1$ .
- ▶ Return  $[L, R]$ .

# Slice Sampler

Sampling strategy - the second stage



The **shrinkage sampling procedure** (for the  $j$ th substep):

- ▶ Given  $x_j$ ,  $\mathcal{R}(\mathbf{x}_{-j}, z)$  and  $[L, R]$ .
- ▶ Loop:
  - ▶  $x'_j = \mathcal{U}([L, R])$ .
  - ▶ If  $x'_j \in \mathcal{R}(\mathbf{x}_{-j}, z)$ : Return  $x'_j$ .
  - ▶ If  $x'_j < x_j$ :  $L = x'_j$ .
  - ▶ If  $x'_j > x_j$ :  $R = x'_j$ .

Some comments:

- ▶ If the hyperparameters are carefully tuned, combining these two stages will result in **detailed balance**.
- ▶ The biggest practical issue is to pick the **width  $W$  for different  $j$** .





- ▶ Owen, A. B. (2013). Monte Carlo theory, methods and examples.
- ▶ Neal, R. M. (2003). Slice sampling. The annals of statistics, 31(3), 705-767.

**Thanks!**