

Likelihood-free inference

GAMBIT X

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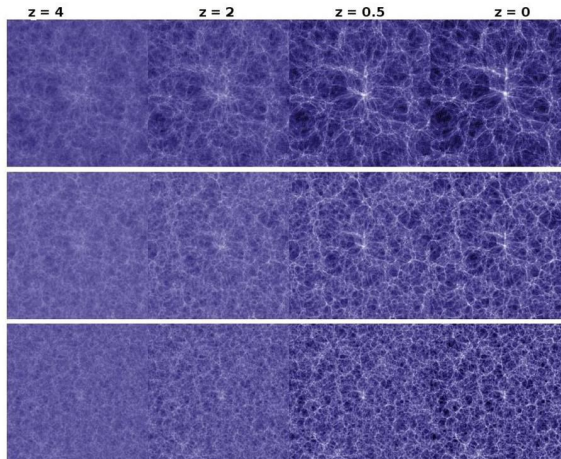
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June 6th 2019

Likelihood free inference: what's in a name?

- ▶ The term “Likelihood-free” is a misnomer – there is still very much a likelihood involved in the analysis
- ▶ LFI is a framework for situations where you don't know what the likelihood is, but can still simulate your system
 - ▶ i.e. you are freed from having to write down the likelihood explicitly
- ▶ Fundamental idea: construct a flexible proxy likelihood, and fit this to simulations.
- ▶ Fitted likelihood can then be used in both Frequentist and Bayesian analyses.
- ▶ Related to Approximate Bayesian Computation (ABC) but better.
- ▶ Key references from cosmology:
 - ▶ arXiv:1801.01497
 - ▶ arXiv:1903.00007
 - ▶ arXiv:1903.01473
 - ▶ arXiv:1904.05364
 - ▶ Another paper coming soon: “Compromise-free Likelihood-free inference”

Motivating example: Cosmological large-scale structure



- ▶ What is the likelihood $P(D|\theta)$ for large scale structure formation?
- ▶ Can simulate data \hat{D} given set of cosmological parameters θ .
- ▶ Image shows effect of varying the amount of dark matter in simulation
- ▶ Would like to compare simulation to actual data:
$$\chi^2(\theta) \sim |\hat{D}(\theta) - D|^2$$

Two key problems

$$\chi^2(\theta) \sim |\hat{D}(\theta) - D|^2$$

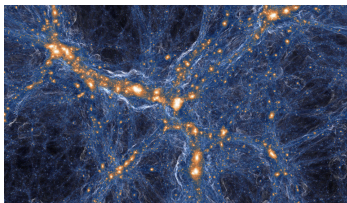
1. Datasets are in general exponentially large
 - ▶ The whole point of science is to compress data into models with a small number of parameters.
2. What is the correct metric to measure the difference between \hat{D} and D ?
 - ▶ ABC works by rejection sampling up to some ϵ difference above to select the correct θ .

The recent advance in LFI is a framework that solves both of these problems.

Solution 1: Massive compression

- ▶ All we are interested in is “What do the data D tell me about the n parameters of my model θ ?”
- ▶ In theory, the dataset D should be compressible into n numbers without losing information about θ .
- ▶ For example, when inferring the underlying mean μ and variance σ^2 of some numbers $\{x_1, \dots, x_d\}$, all you need is the sample mean \bar{x} and sample variance S^2 (c.f. sufficient statistics).

$$\theta = [\Omega_m, \Omega_b, \sigma_8]$$



$$\longrightarrow D = [0.3, 0.4, 0.9]$$

- ▶ The advance in cosmology which made the recent work possible (arXiv:1712.00012) was to generalise Karhunen-Loève and MOPED to *score compression*:
 - ▶ If you have an approximate likelihood $L(\theta)$, then $\nabla_{\theta} L$ is in some sense an optimal compression.
- ▶ More compression schemes are possible: watch this space.

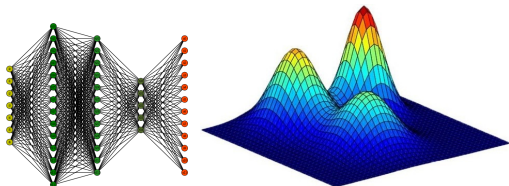
Solution 2: Density estimation

- ▶ One can generate a set of $K \sim 1000$ training simulations $\{(D_1, \theta_1), \dots, (D_K, \theta_K)\}$.
- ▶ Apply compression, and these are samples in a $2n$ -dimensional space.
- ▶ Build a proxy joint distribution $P(\theta, D) = f(\theta, D; \alpha)$ with some free parameters α :
- ▶ With this proxy joint, one has a likelihood of α defined by:

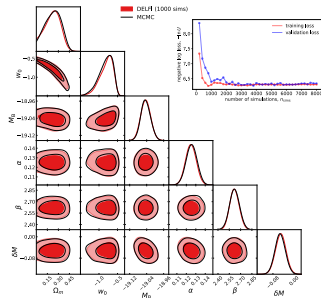
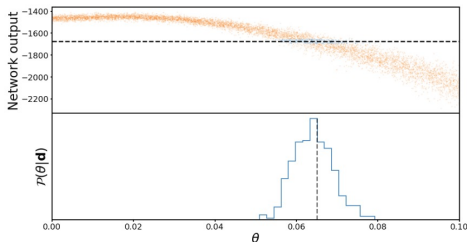
$$L(\alpha) = \prod_{i=1}^K f(\theta_i, D_i; \alpha)$$

- ▶ Use $L(\alpha)$ as a misfit function for maximising/marginalising α .

- ▶ Gaussian mixture models
- ▶ Neural density estimators
- ▶ ...



1. In lieu of a likelihood, write data simulator $\hat{D}(\theta)$
2. Generate training data $\{(D_1, \theta_1), \dots, (D_K, \theta_K)\}$
3. Choose massive compression scheme (e.g. score) and compress training data
4. Choose proxy distribution $f(D, \theta; \alpha)$ (e.g. neural density estimator) and fit to training data to give e.g. $P(D, \theta) = f(D, \theta; \alpha_{\max})$
5. Use trained joint for all your usual inference:
 - ▶ Can calculate likelihood by inputting the actual data (in compressed form)
 - ▶ For some proxy distributions (e.g. mixture models) you can get the evidence for free.



My research:

- ▶ Instead of maximising wrt α , in a Bayesian framework one should marginalise
- ▶ Can use Bayesian evidences to select the best proxy, and to pick/marginalise over the number of mixture components/neural network nodes.

- ▶ Recent advances have brought LFI into the realm of “possible” with current technology
- ▶ In ten years time, with advances in both theory and computing power everyone will be doing this (think MCMC twenty years ago).
- ▶ GAMBIT should be thinking about incorporating these techniques over the next few years.