

REPORT

May 31, 2014

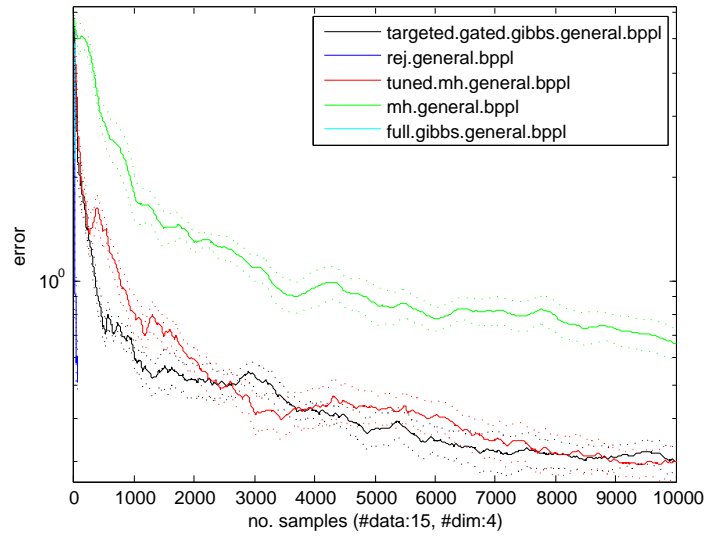


Figure 1: For simulating Ground truth, 1000,000 samples are generated by Rejection sampling.

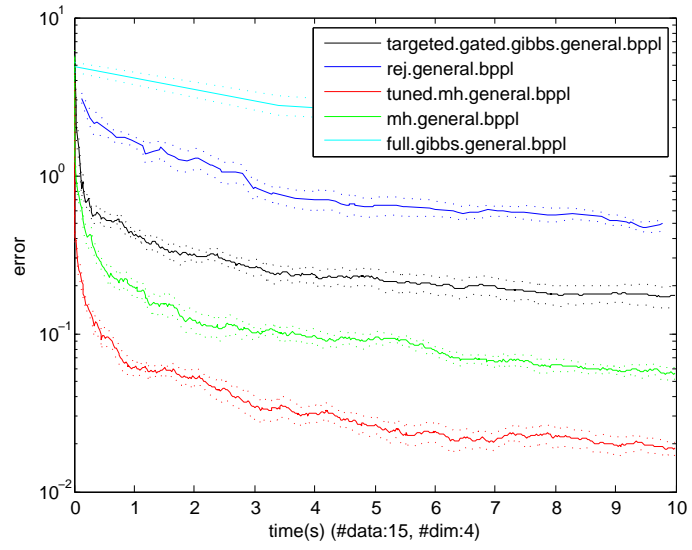


Figure 2: For simulating Ground truth, 1000,000 samples are generated by Rejection sampling.

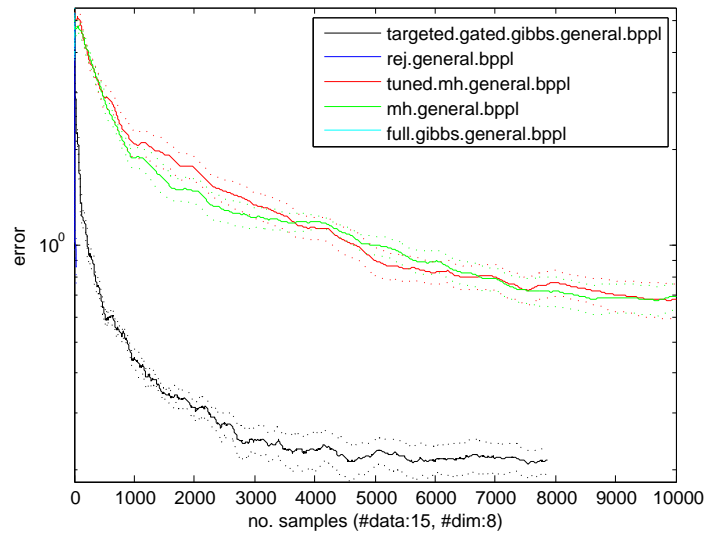


Figure 3: For simulating Ground truth, 1000,000 samples are generated by Rejection sampling.

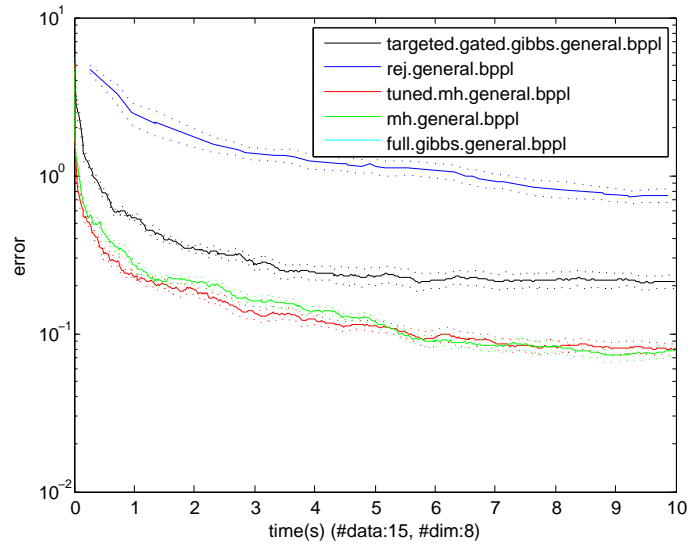


Figure 4: For simulating Ground truth, 1000,000 samples are generated by Rejection sampling.

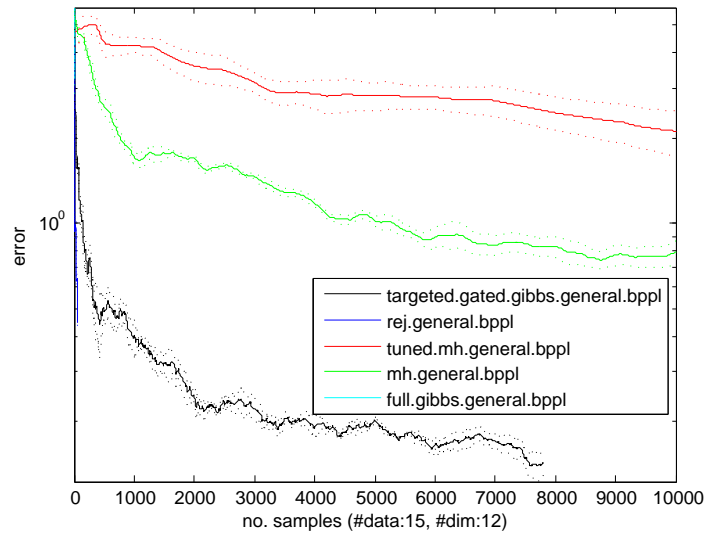


Figure 5: For simulating Ground truth, 1000,000 samples are generated by Rejection sampling.

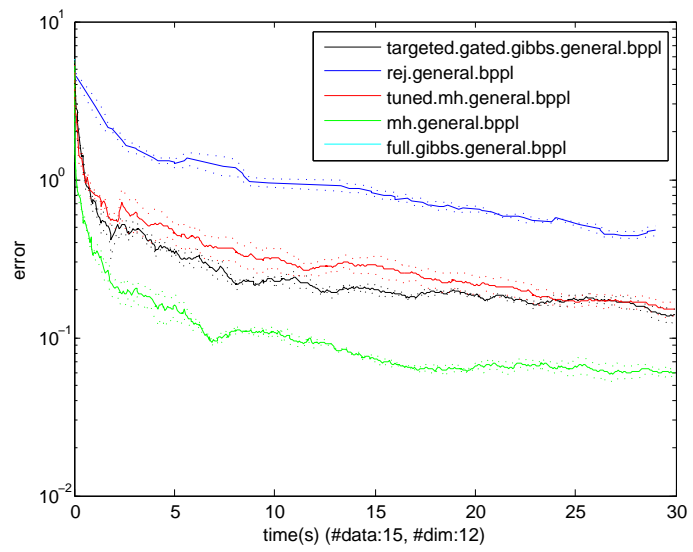
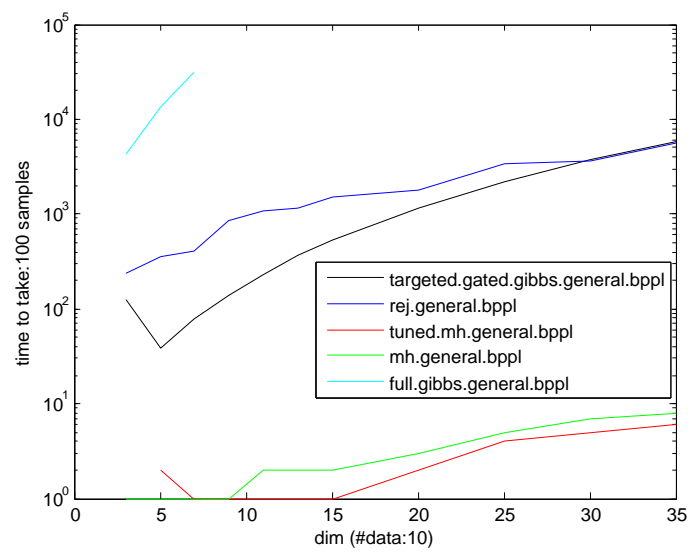
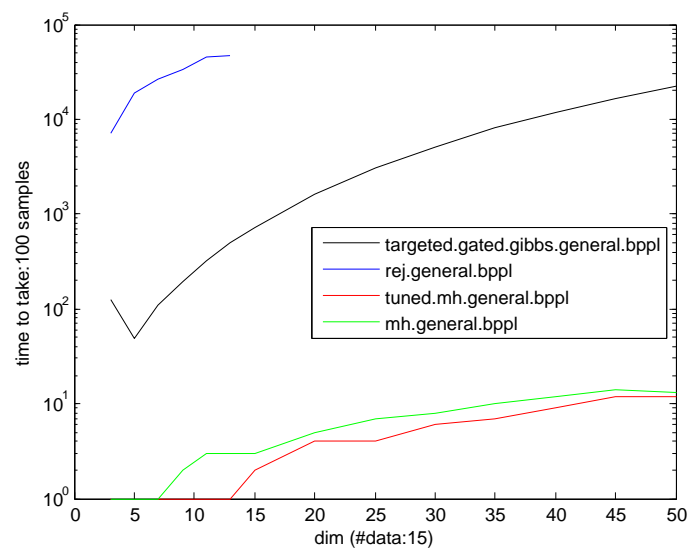
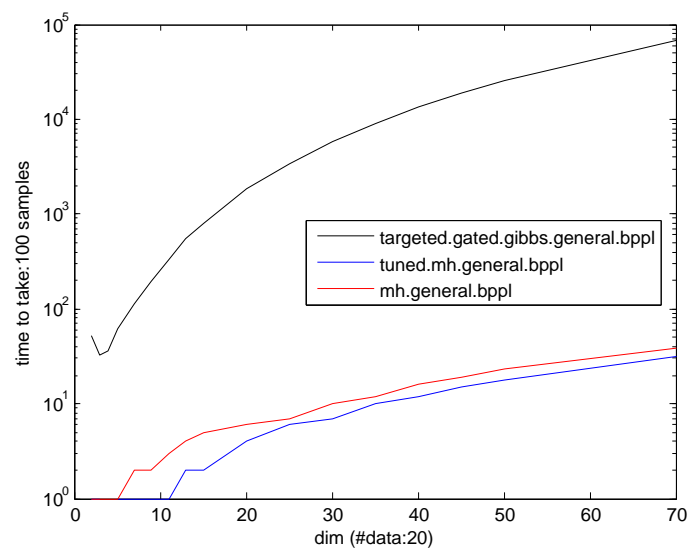
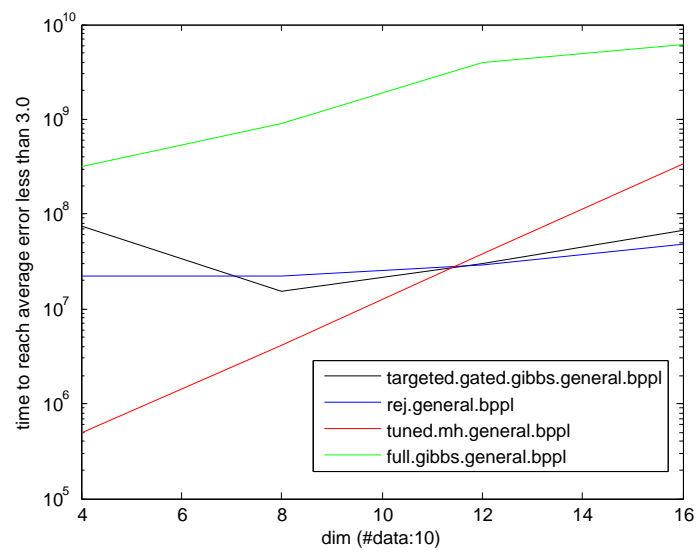


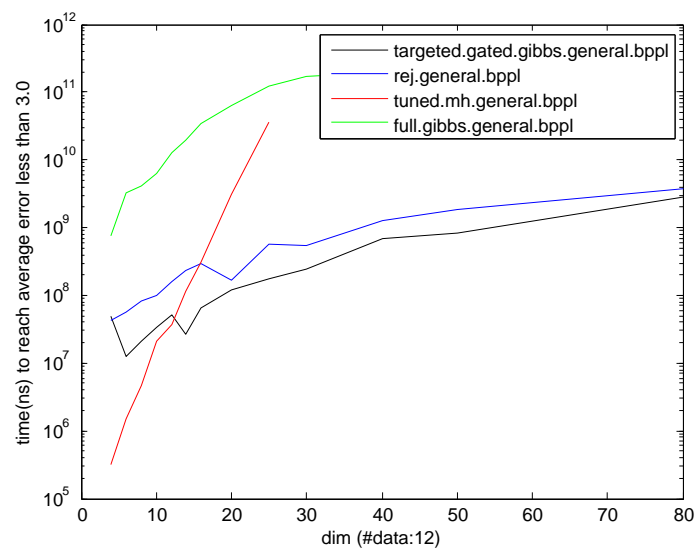
Figure 6: For simulating Ground truth, 1000,000 samples are generated by Rejection sampling.











12

Figure 11: itr 3; 1min; 2min...
Seems to good to be real!

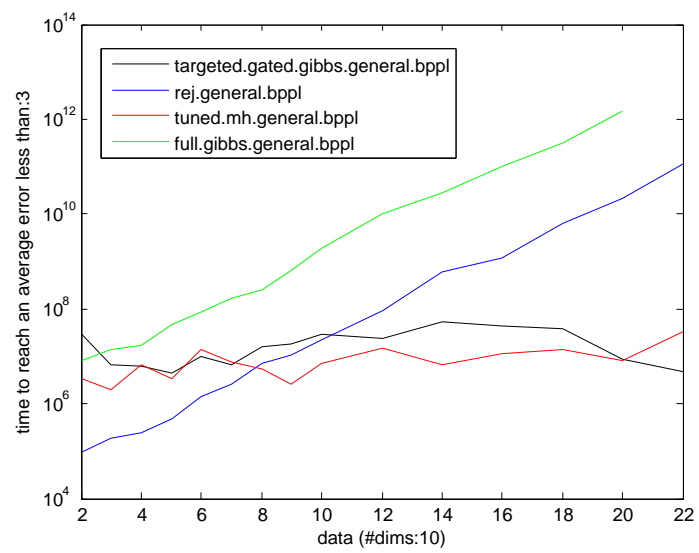


Figure 12: itr 3; 1min; 2min...

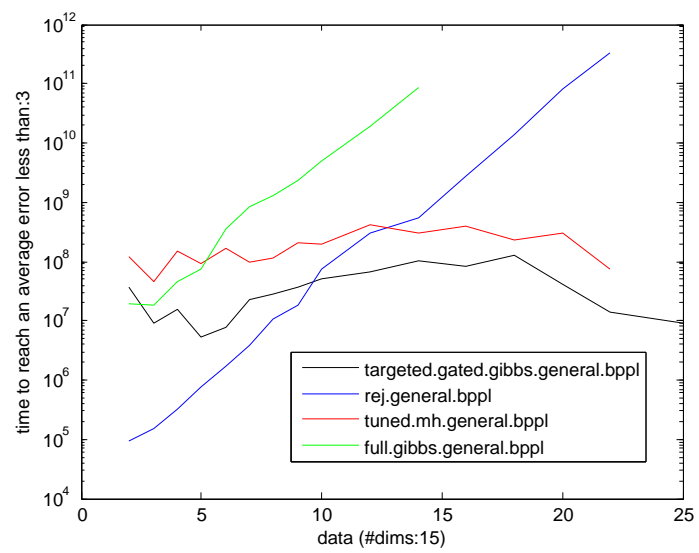


Figure 13: itr 3; 1min; 2min...

1 MMM

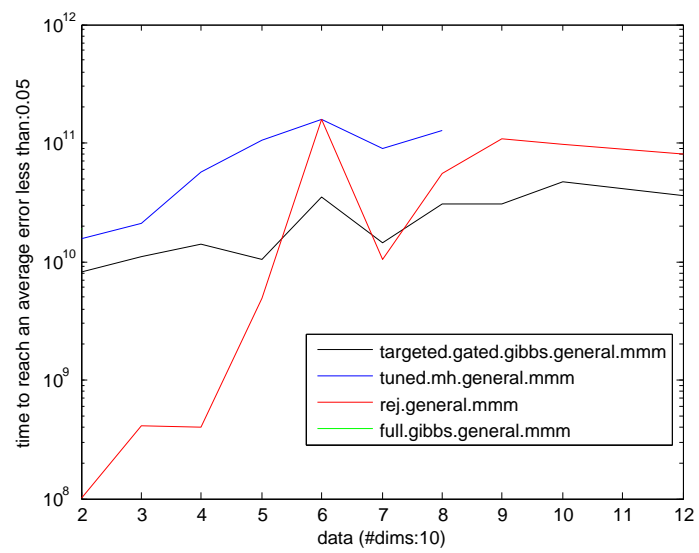


Figure 14: itr 3; 6min; 3min...

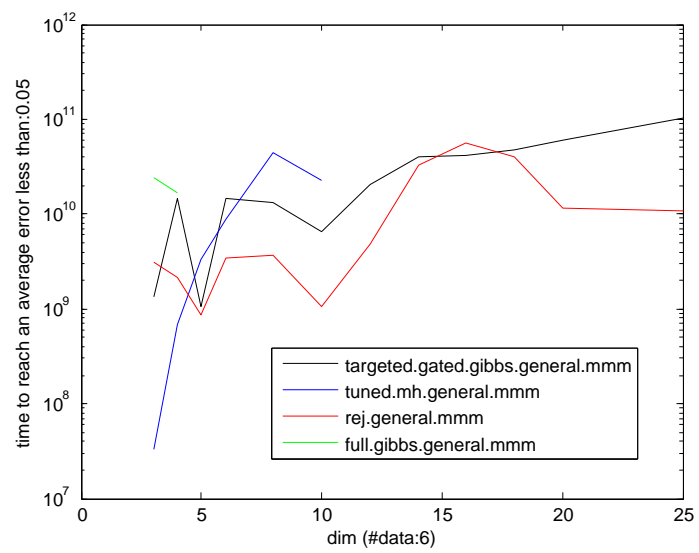


Figure 15: itr 3; 6min; 3min...

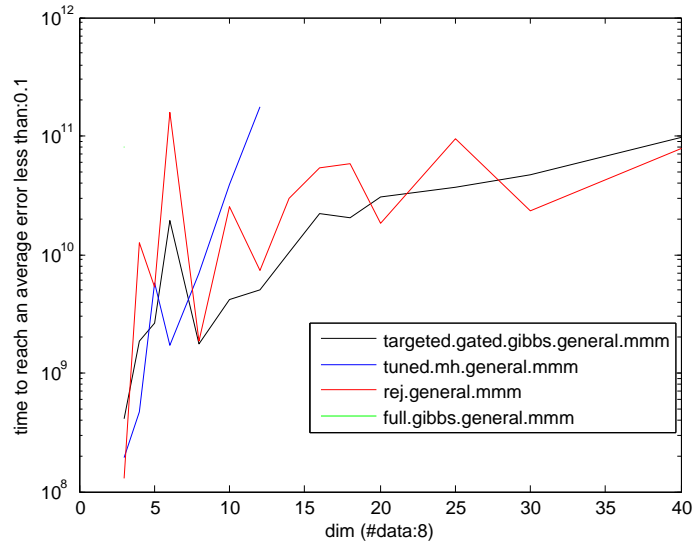


Figure 16: Ground-Truth is estimated by rejection sampling for 8 mins. In each dim/data setting, each algorithm is averaged over 5 runs. If in 4 mins has not reached the error threshold 0.1 it is discarded.