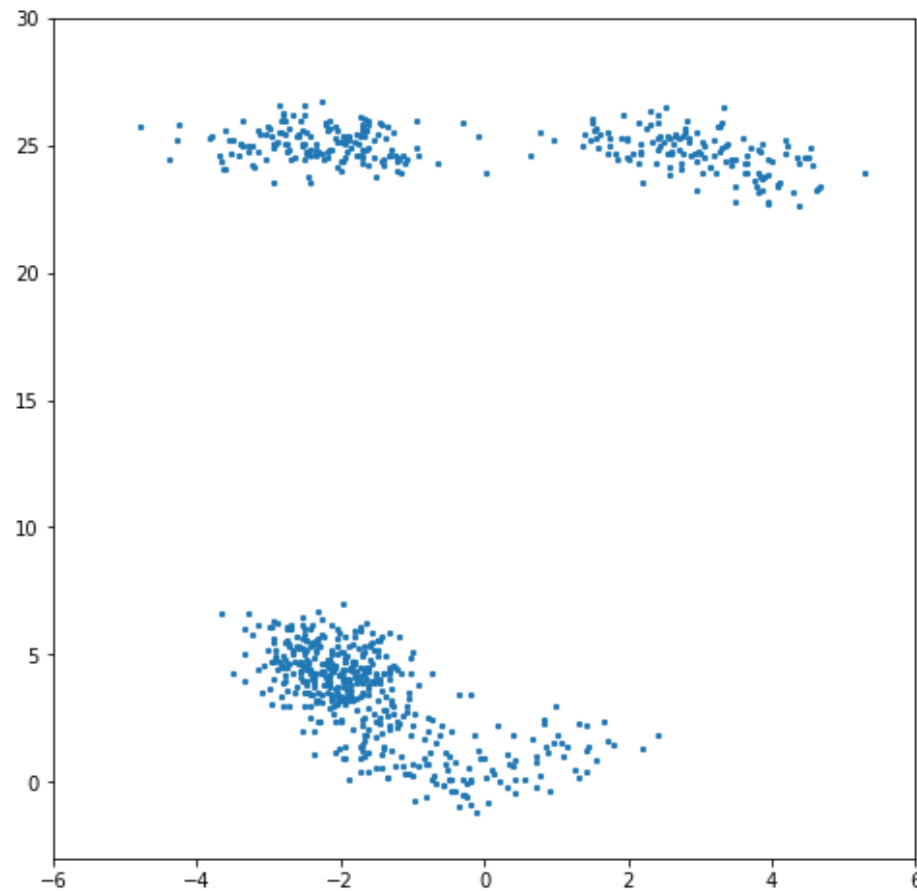


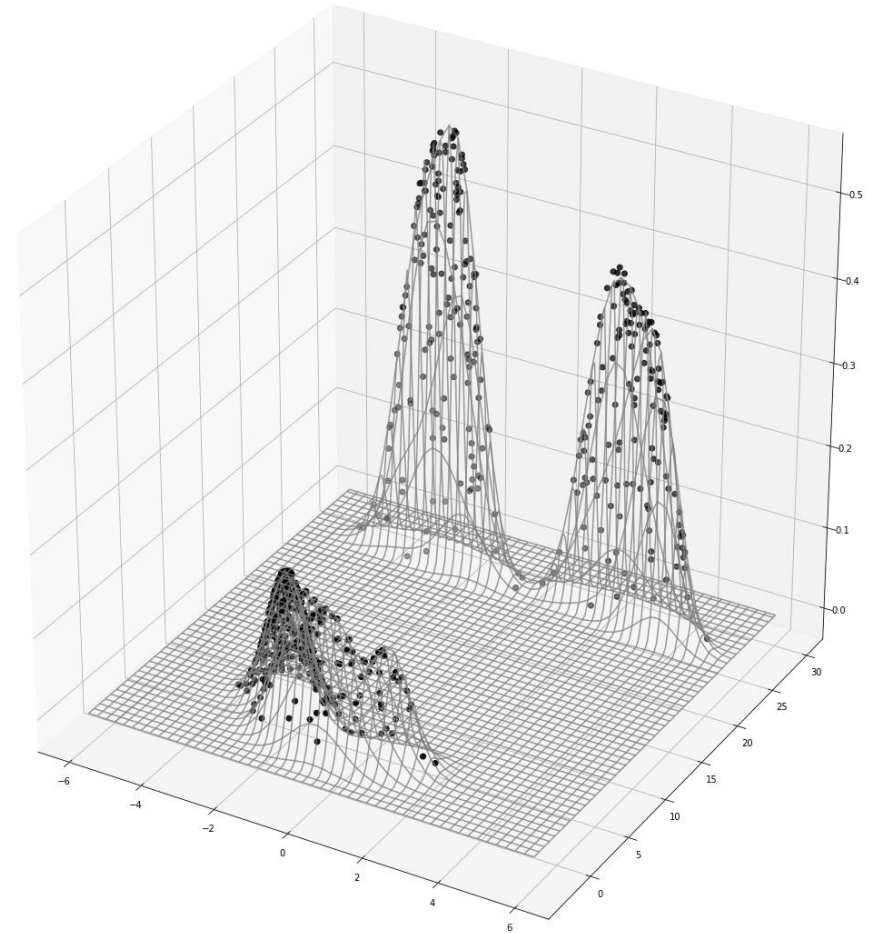
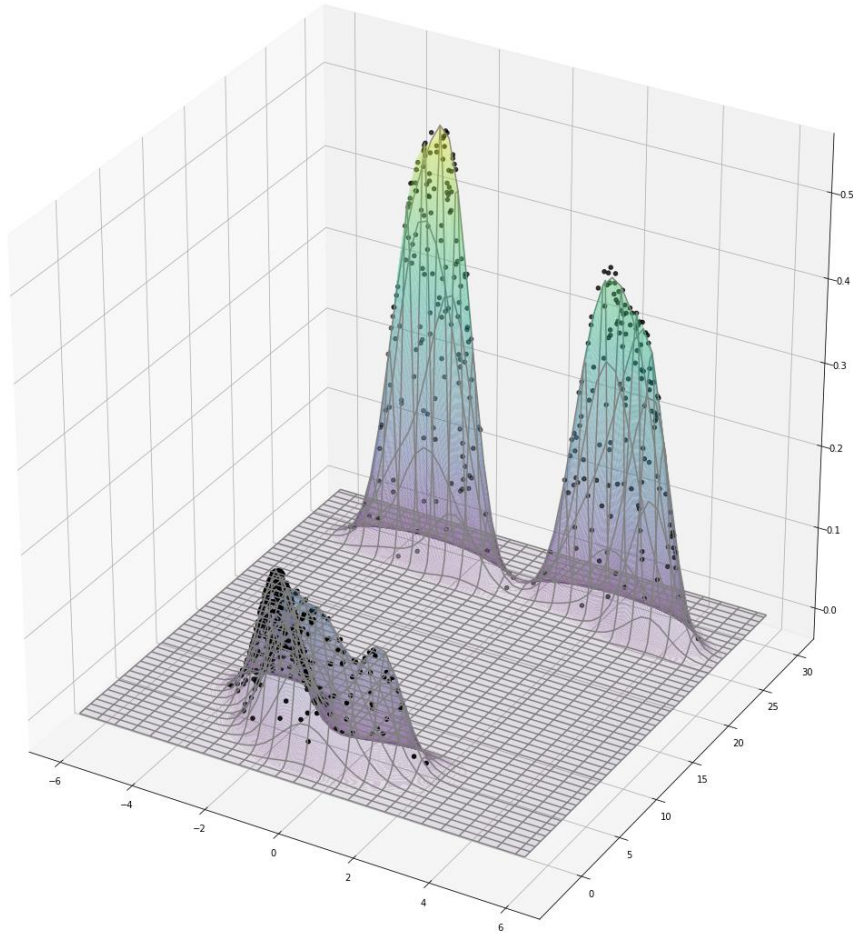
HSMC smiley simulation with 768 particles*

(same as the amount used to generate target)



*4 independent groups of 196 particles

Plotting particles over target density



SMC re-weighting step

$$w_n^{(t)} = f_t(\theta_n) / \hat{f}_{t-1}(\theta_n)$$

vs.

$$w_n^{(t)} = f_t(\theta_n) / f_{t-1}(\theta_n)$$

↘ leave-one-out kernel density estimate
based on previous step's particle cloud
, i.e. $(\theta^{(t-1)}, \omega^{(t-1)})$ pairs

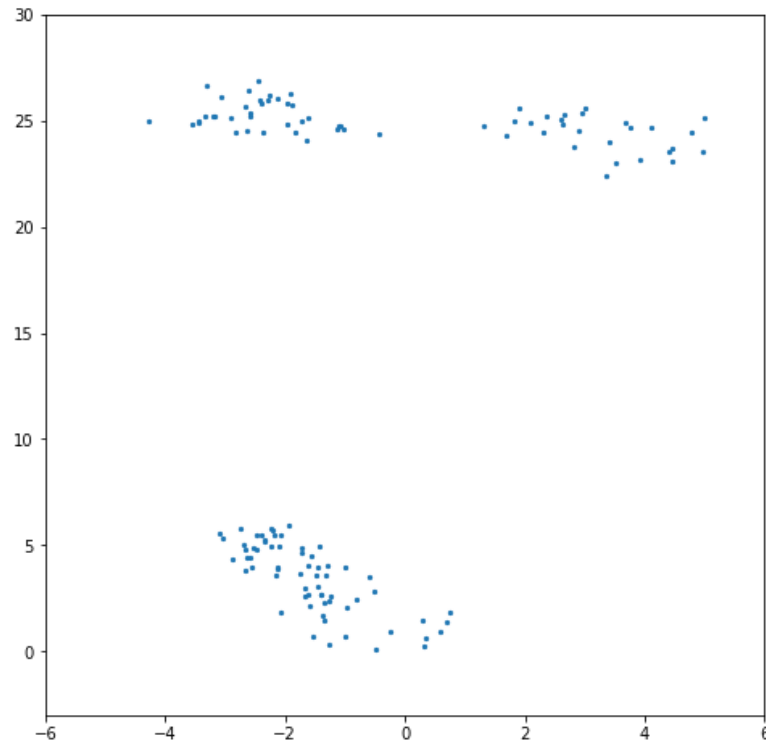
↘ previous step's exact target distribution
(which the particle cloud is supposed to
approximate well, but doesn't necessarily
if the Markov chain mixes poorly)

Helpful if the Markov transitions are insufficient to reach the steady state for some step's target, which can affect the subsequent targets' samples (since they depend on each other in sequential Monte Carlo)

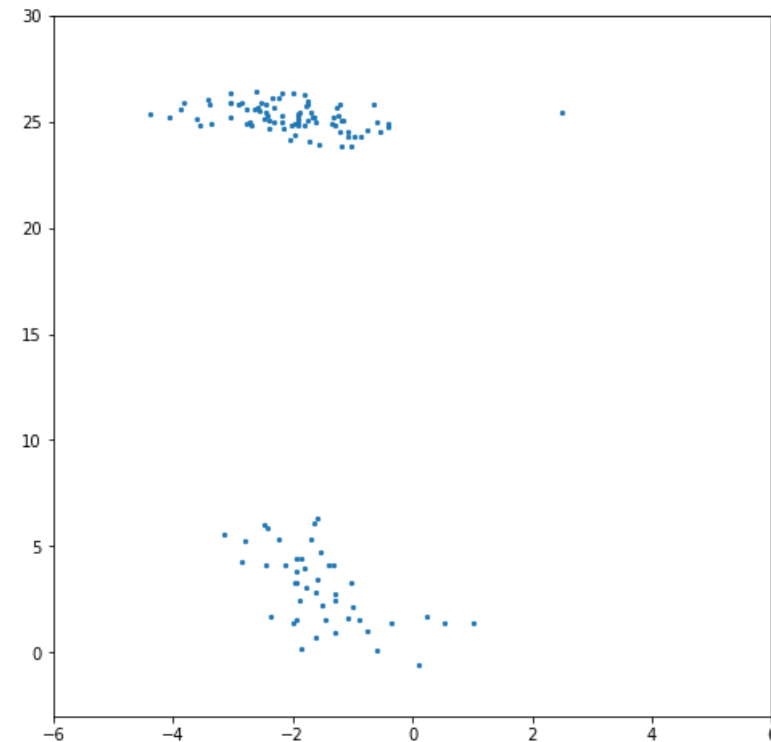
Leave one out not to overvalue specific (discrete) particle locations?

SMC re-weighting step

$$w_n^{(t)} = f_t(\theta_n) / \hat{f}_{t-1}(\theta_n)$$



$$w_n^{(t)} = f_t(\theta_n) / f_{t-1}(\theta_n)$$



With few particles available, the classic (non-KDE) approach tends not to cover modes as fairly (e.g. “right eye”)