

ETC2420

Statistical methods in Insurance

Week 10.

Monte Carlo sampling methods

6 October 2016

Outline

Week	Topic	Lecturer
1	Randomization & Hypothesis Testing I	Souhaib & Di
2	Hypothesis Testing II & Decision Theory	Souhaib
3	Statistical Distributions	Di
4	Model fitting & Linear regression	Di
5	Linear models	Di
6	Bootstrap, Permutation and Linear models	Di
	Multilevel models	Di
7	Generalized Linear models	Di
8	Compiling data for problem solving	Di
9	Bayesian Reasoning I & II	Souhaib
10	Monte Carlo sampling methods I & II	Souhaib
10	Time series models I & II	Souhaib
11	Project presentation	Souhaib

References

- Berger, J. O. 2013. Statistical Decision Theory and Bayesian Analysis. Springer Series in Statistics. Springer New York.
- Robert, Christian, and George Casella. 2010.
 Introducing Monte Carlo Methods with R.
 Springer Science & Business Media.
- Bishop, Christopher M. 2006. Pattern Recognition and Machine Learning. Edited by M. Jordan, J. Kleinberg, and B. Scholkopf. Vol. 16. Springer.

Bayesian method

$$X_1,\ldots,X_n\sim F_{\theta}$$

$$\pi(\theta|\mathbf{x}_1,\ldots,\mathbf{x}_n) = \frac{\mathcal{L}_n(\theta)\pi(\theta)}{f(\mathbf{x}_1,\ldots,\mathbf{x}_n)} \propto \mathcal{L}_n(\theta)\pi(\theta)$$

where

$$\mathcal{L}_n(\theta) = f(x_1, \dots, x_n | \theta) = \prod_{i=1}^n f(x_i | \theta)$$

and

$$f(x_1,\ldots,x_n)=\int_{\Theta}\mathcal{L}_n(\theta)\pi(\theta)d\theta=c_n$$

Bayesian method

$$X_1, \dots, X_n \overset{i.i.d}{\sim} \mathsf{Bernouilli}(p)$$

$$\hat{p}_{\mathsf{MLE}} = \frac{s}{n}$$
 $p|x_1, \dots, x_n \sim \mathsf{Beta}(s + \alpha, n - s + \beta) = \frac{\mathcal{L}_n(p) \times \mathsf{Beta}(\alpha, \beta)}{c_n}$
and
$$X_1, \dots, X_n \overset{i.i.d}{\sim} N(\theta, \sigma_0^2)$$

$$\hat{\theta}_{\mathsf{MLE}} = \bar{x}$$

$$\theta \mid x_1 \dots x_n \sim N(\bar{\mu}, \bar{\sigma}^2) = \frac{\mathcal{L}_n(\theta) \times N(\mu, \tau^2)}{c_n}$$

Bayesian computational challenges

- In the two previous examples, the posterior distribution was available in closed form \rightarrow \odot
- However, often likelihood × prior does not look like any distribution we know (non-conjugacy), and the normalising constant is hard to find
- Bayesian point estimation and prediction require posterior distribution → computing posterior distributions (and hence predictive distributions) is often analytically intractable
- **Model selection** often requires computing very high-dimensional integrals 😟

Bayesian point estimation

Given a loss function $I: \Theta \times \Theta \rightarrow \mathcal{R}$:

$$d^* = \underset{d}{\operatorname{argmin}} \int_{\Theta} I(d, \theta) \; \pi(\theta|\mathbf{x}) \; d\theta$$

If
$$I(d, \theta) = (d - \theta)^2$$
:

$$d^* = \int_{\Theta} \theta \; \pi(\theta|\mathbf{x}) \; d\theta = \frac{\int_{\Theta} \theta \; f(\mathbf{x}|\theta) \; \pi(\theta) \; d\theta}{\int_{\Theta} f(\mathbf{x}|\theta) \; \pi(\theta) \; d\theta}$$

Bayesian prediction

The approximation of a distribution related with the parameter of interest, say $g(y|\theta)$, based on the observation $x \sim f(x|\theta)$. The *predictive distribution* is then given by:

$$\pi(y|x) = \int_{\Theta} g(y|\theta) \, \pi(\theta|x) \, d\theta$$

Bayesian model selection

Compare model classes, e.g. \mathcal{M}_1 and \mathcal{M}_2 . Need to compute posterior probabilities given \mathcal{D} :

$$P(\mathcal{M}|\mathcal{D}) = \frac{P(\mathcal{D}|\mathcal{M})P(\mathcal{M})}{P(\mathcal{D})}$$

where

$$P(\mathcal{D}|\mathcal{M}) = \int_{\Theta} P(\mathcal{D}| heta, \mathcal{M}) P(heta|\mathcal{M}) d heta$$

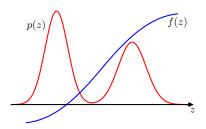
is known as the marginal likelihood. Computing marginal likelihoods often requires computing very high-dimensional integrals

Bayesian computational challenges

In the different inference problems described above, we often need to compute an expectation:

$$E[f] = \int f(z) \, p(z) \, dz$$

which is to complex to be evaluated exactly using analytical techniques.



Simple Monte Carlo

$$E[f] = \int f(z) \, p(z) \, dz$$

Draw **independent** samples $\{z_1, \ldots, z_n\}$ from distribution p(z) and compute:

$$\hat{f} \approx \frac{1}{N} \sum_{n=1}^{N} f(z^n)$$

Note:

$$E[\hat{f}] = E[f]$$
 and $Var[\hat{f}] = \frac{1}{N}E[(f - E[f])^2]$

Simple Monte Carlo

$$E[f] = \int f(z) \, p(z) \, dz \approx \frac{1}{N} \sum_{i=1}^{N} f(z^{n}), \quad z^{n} \sim p(z)$$

Example (predictive distribution):

$$\pi(y|x) = \int_{\Theta} g(y|\theta) \ \pi(\theta|x) \ d\theta \tag{1}$$

$$pprox rac{1}{N} \sum_{n=1}^{N} g(y|\theta^n), \quad \theta^n \sim \pi(\theta|\mathbf{x})$$
 (2)

Problem: It is hard to draw samples from p(z) in general.

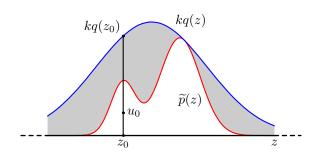
$$E[f] = \int f(z) p(z) dz \approx \frac{1}{N} \sum_{i=1}^{N} f(z^{n}), \quad z^{n} \sim p(z)$$

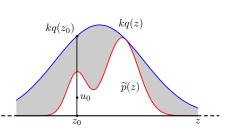
Sampling from **target distribution** p(z) is difficult.

Suppose, as is often the case, that we are easily able to evaluate p(z) for any given value of z, up to some normalising constant \mathcal{Z}_p , so that

$$p(z) = \tilde{p}(z)/\mathcal{Z}_p$$

Suppose we have an easy-to-sample **proposal distribution** q(z), such that $kq(z) \geq \tilde{p}(z), \forall z$.





- **Sample** z_0 from q(z)
- Sample u_0 from Uniform $(0, kq(z_0))$
- if $u_0 \leq \tilde{p}(z_0)$, u_0 is retained (white area), otherwise the sample is rejected (grey area).

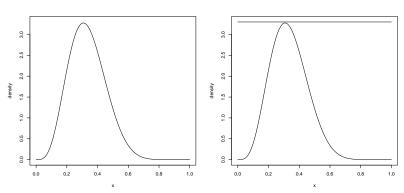
The pair (z_0, u_0) has uniform distribution under the curve of kq(z).

The original values z are **generated** from the distribution q, and these samples are then **accepted** with probability $\tilde{p}(z)/kq(z)$. So, the probability that a sample will be accepted is given by

$$P(\mathsf{Accept}) = \int rac{ ilde{p}(z)}{kq(z)} q(z) dz = rac{1}{k} \int ilde{p}(z) dz$$

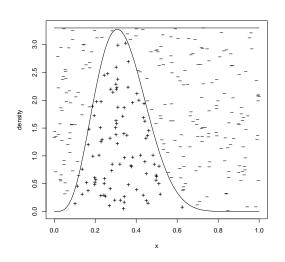
The fraction of accepted samples depends on the **ratio of the area under** $\tilde{p}(z)$ **and** kq(z). The constant k should be **as small as possible** subject to the limitation that kq(z) **must be nowhere less than** $\tilde{p}(z)$.

Hard to find appropriate q(z) with optimal k. Useful technique in one or two dimensions. Typically applied as a subroutine in more advanced algorithms.



$$f(x; \alpha; \beta) = \frac{\Gamma(\alpha+\beta)}{\Gamma(\alpha)\Gamma(\beta)} x^{\alpha-1} (1-x)^{\beta-1}$$

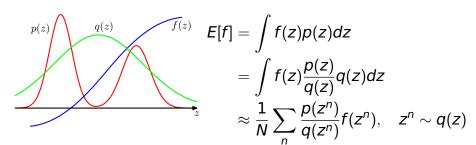
 $X \sim \text{Beta}(5,10)$ and $f(x;5;10) \le 3.3 \times 1 = 3.3 \times q(x)$ where q(x) is the PDF of a uniform distribution on [0,1].



Importance sampling

Importance sampling provides a framework for **approximating expectations directly** but does **not** itself provides a mechanism for **drawing samples** from distribution p(z).

Suppose we have an easy-to-sample **proposal distribution** q(z), such that q(z)>0 if p(z)>0



Importance sampling

- The quantities $w^n = p(z^n)/q(z^n)$ are known as importance weights.
- Unlike rejection sampling, all samples are retained.

Suppose
$$p(z) = \tilde{p}(z)/\mathcal{Z}_p$$
 and $q(z) = \tilde{q}(z)/\mathcal{Z}_q$:

$$\begin{split} E[f] &= \int f(z)p(z)dz = \int f(z)\frac{p(z)}{q(z)}q(z)dz \\ &= \frac{\mathcal{Z}_q}{\mathcal{Z}_p} \int f(x)\frac{\tilde{p}(z)}{\tilde{q}(z)}q(z)dz \\ &\approx \frac{\mathcal{Z}_q}{\mathcal{Z}_p}\frac{1}{N} \sum_n \frac{\tilde{p}(z^n)}{\tilde{q}(z^n)}f(z^n) = \frac{\mathcal{Z}_q}{\mathcal{Z}_p}\frac{1}{N} \sum_n w^n f(z^n), \quad z^n \sim q(z) \end{split}$$

Importance sampling

$$\frac{\mathcal{Z}_{p}}{\mathcal{Z}_{q}} = \frac{1}{\mathcal{Z}_{q}} \int \tilde{p}(z)dz = \int \frac{\tilde{p}(z)}{\tilde{q}(z)}q(z)dz$$
$$\approx \frac{1}{N} \sum_{n} \frac{\tilde{p}(z^{n})}{\tilde{q}(z^{n})} = \frac{1}{N} \sum_{n} w^{n}$$

Hence:

$$E[f] \approx \sum_{n} \frac{w^n}{\sum_{n} w^n} f(z^n), \quad z^n \sim q(z)$$

where

$$w^n = p(z^n)/q(z^n)$$

Problems

If our proposal distribution q(z) poorly matches our target distribution p(z) then:

- Rejection Sampling: almost always rejects
- Importance Sampling: has large, possibly infinite, variance (unreliable estimator)

For high-dimensional problems, finding good proposal distributions is very hard. What can we do?

Markov Chains Monte Carlo (MCMC)

Markov Chains Monte Carlo

Recap:

- Analytical calculations on $\pi(z)$ is not possible
- Direct sampling from $\pi(z)$ is not possible

Markov Chains Monte Carlo (MCMC):

1 Construct a Markov chain $\{Z_n\}_0^{\infty}$ so that

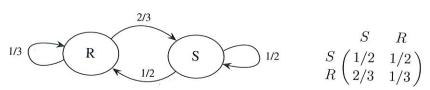
$$lim_{n\to\infty}P(Z_n=z)=\pi(z)$$

- Simulate the Markov chain for many iterations
- For m large enough, $z_m, z_{m+1}, z_{m+2}, \ldots$ are (essentially) samples from $\pi(z)$

Example: Rainy-sunny Markov chain

If today is rainy, then tomorrow will be rainy with probability 1/3 and sunny with probability 2/3. If today is sunny, then tomorrow will be rainy with probability 1/2 and sunny with probability 1/2.

If Z_n is the weather on day n, Z_0, Z_1, Z_2, \ldots is a Markov chain on the state space $\{R, S\}$, where R stands for rainy and S for sunny. The transition graph and matrix T are given by



A **first-order Markov chain**: a series of random variables $\{z_1, \ldots, z_N\}$ such that the following conditional independence property holds for $n \in \{1, \ldots, N-1\}$:

$$p(z_{n+1}|z_1,\ldots,z_n)=p(z_{n+1}|z_n)$$

- Probability distribution for initial state $p(z^1)$
- Conditional probability for subsequent states in the form of transition probabilities $T(z^{n+1} \leftarrow z^n) \equiv p(z^{n+1}|z^n)$

 $T(z^{n+1} \leftarrow z^n)$ is also called a **transition kernel**.

The **marginal probability** of a particular state can be computed as:

$$p(z^{n+1}) = \sum_{z^n} T(z^{n+1} \leftarrow z^n) p(z^n)$$

A distribution $\pi(z)$ is said to be **invariant** or **stationary** with respect to a Markov chain if each step in the chain leaves $\pi(z)$ invariant:

$$\pi(z) = \sum_{z^{'}} T(z \leftarrow z^{'}) \pi(z^{'})$$

Note: a given Markov chain may have many stationary distributions.

Some Markov chains have a **unique limit distribution**. Our goal is to find conditions under which the Markov chain converges to a unique limit distribution (**independen from its starting state distribution**)

Theorem: If the Markov chain is **irreducible** and **aperiodic**, then the chain will convergence to the unique stationary distribution

- **Irreducibility**: It is possible to get to any state from any state, i.e. $T^{K}(z^{'} \leftarrow z) > 0$, $\forall \pi(z^{'}) > 0$
- Aperiodicity: The chain cannot get trapped in cycles.

How can we find the limiting distribution of an irreducible and aperiodic Markov chain?

Å sufficient (but not necessary) condition for ensuring that $\pi(z)$ is invariant is to choose a transition kernel that satisfies a **detailed balance** property:

$$\pi(z^{'})T(z\leftarrow z^{'})=\pi(z)T(z^{'}\leftarrow z)$$

A transition kernel that satisfies detailed balance will leave that distribution invariant:

$$\sum_{z'} \pi(z') T(z \leftarrow z') = \sum_{z'} \pi(z) T(z' \leftarrow z)$$
$$= \pi(z) \sum_{z'} T(z' \leftarrow z)$$
$$= \pi(z)$$

A Markov chain that satisfied detailed balance is said to be **reversible**.

Recap

We want to sample from target distribution $\pi(z) = \tilde{\pi}(z)/\mathcal{Z}$ (e.g. posterior distribution).

Obtaining independent samples (e.g. using rejection sampling) is difficult.

- Set up a Markov chain with transition kernel $T(z^{'} \leftarrow z)$ that leaves our target distribution $\pi(z)$ invariant.
- If the chain is **irreducible** and **aperiodic**, then the chain will converge to this unique invariant distribution $\pi(z)$.
- We obtain dependent samples drawn approximately from $\pi(z)$ by simulating a Markov chain for some time.

Metropolis-Hasting Algorithm

- A new candidate state z^* is proposed according to some **proposal distribution** $q(z^*|z)$, e.g. $\mathcal{N}(z, \sigma^2)$.
- \blacksquare A candidate state z^* is accepted with probability:

$$min\left(1,rac{ ilde{\pi}(\mathbf{Z}^*)q(\mathbf{Z}|\mathbf{Z}^*)}{ ilde{\pi}(\mathbf{Z})q(\mathbf{Z}^*|\mathbf{Z})}
ight)$$

If accepted, set $z' = z^*$. Otherwise the next state is the copy of the current state (z' = z).

Note: no need to know normalising constant \mathcal{Z} .

Choice of proposal

Proposal distribution: $q(z^*|z) = \mathcal{N}(z, \sigma^2)$

- lacksquare σ large: many rejections
- \blacksquare σ small: chain moves too slowly

The specific choice of proposal can greatly affect the performance of the algorithm