## **Sampling Methods**

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## **Topics**

- 1. Monte Carlo Simulation
- 2. Rejection Sampling

## Monte Carlo Simulation

#### **General Form**

The general form of Monte Carlo methods is: The expectation of a function f(x) with respect to a distribution p(x) is given by:

$$\mathbb{E}_{x \sim p(x)}[f(x)] = \int f(x)p(x)dx \tag{1}$$

Using Monte Carlo methods, we can estimate the above expectation by sampling  $x_i$  from p(x) and computing the average of  $f(x_i)$ .

$$\mathbb{E}_{x \sim p(x)}[f(x)] \approx \frac{1}{N} \sum_{i=1}^{N} f(x_i)$$
 (2)

where  $x_i \sim p(x)$ .

## Estimating Pi using Monte Carlo (Part 1)

We can estimate the value of pi using Monte Carlo methods by considering a unit square with a quarter circle inscribed within it.

- Let p(x) be defined over the unit square using the uniform distribution in two dimensions, i.e., p(x) = U(x) = 1 for x ∈ [0,1]<sup>2</sup>.
- Let f(x) be the indicator function defined as follows:

$$f(x) = \begin{cases} \mathsf{Green}(1), & \text{if } x \text{ falls inside the quarter circle,} \\ \mathsf{Red}(0), & \text{otherwise.} \end{cases}$$

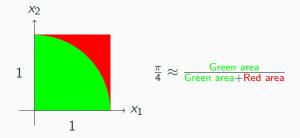
## **Estimating Pi using Monte Carlo (Part 1)**

• Or, we can write f(x) to be the following:

$$f(x) = \begin{cases} 1, & \text{if } x_1^2 + x_2^2 \le 1, \\ 0, & \text{otherwise.} \end{cases}$$

• Or, using the indicator function, we can write f(x) to be the following:

$$f(x) = \mathbb{I}(x_1^2 + x_2^2 \le 1)$$



#### **Estimaing prior predictive distribution**

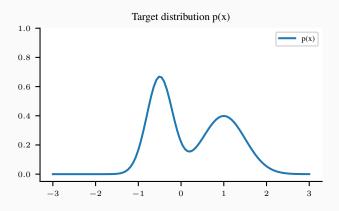
- Let  $p(\theta)$  be the prior distribution of parameter  $\theta \in R^2$ . Say, for example,  $p(\theta_i) = \mathcal{N}(0,1) \forall i$ .
- Let  $p(y|\theta,x)$  be the likelihood function. Say, for example,  $p(y|\theta,x) = \mathcal{N}(\theta_0 + \theta_1 x, 1)$ .
- Then, the prior predictive distribution is given by:

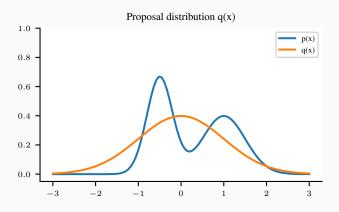
$$p(y|x) = \int p(y|\theta, x)p(\theta)d\theta \tag{3}$$

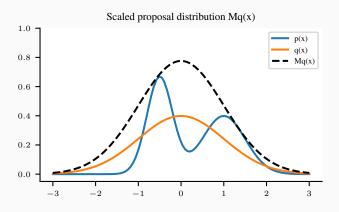
$$p(y|x) \approx \frac{1}{N} \sum_{i=1}^{N} p(y|\theta_i, x)$$
 (4)

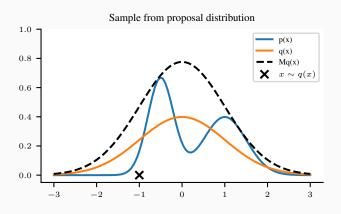
where  $\theta_i \sim p(\theta)$ .

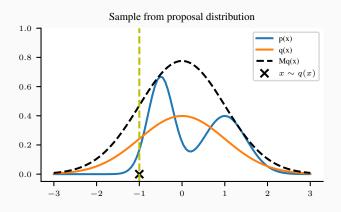
- Let p(x) be the target distribution from which we want to sample.
- Let q(x) be a proposal distribution from which we can sample.
- Let M be a constant such that  $M \ge \frac{p(x)}{q(x)} \forall x$ .
- Then, we can sample from p(x) by sampling from q(x) and accepting the sample with probability  $\frac{p(x)}{Mq(x)}$ .

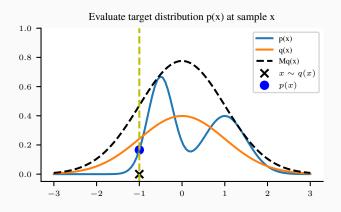


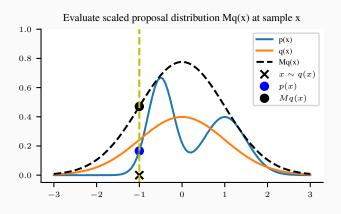


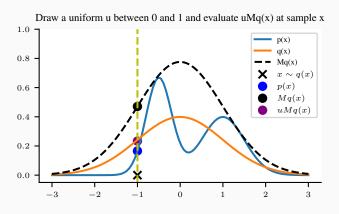


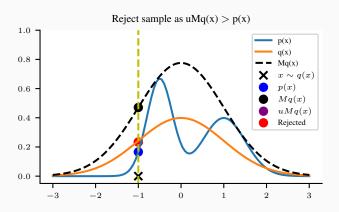












## **Proof of Rejection Sampling**

#### Acceptance Probability $\alpha(x)$

$$\alpha(x) = \frac{p(x)}{Mq(x)} \tag{5}$$

#### Bayes Rule for Acceptance

$$P(Sample|Accept) = \frac{P(Accept|Sample)P(Sample)}{P(Accept)}$$
 (6)

#### P(Sample)

We draw samples from q(x), so P(Sample) = q(x).

## **Proof of Rejection Sampling**

Further, 
$$P(Accept|Sample) = \alpha(x) = \frac{p(x)}{Mq(x)}$$
.

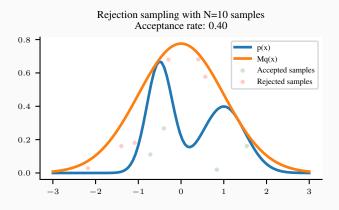
Finally,  $P(Accept) = \int P(Accept|Sample)P(Sample)dSample = \int \alpha(x)q(x)dx = \frac{1}{M}\int p(x)dx = \frac{1}{M}$ .

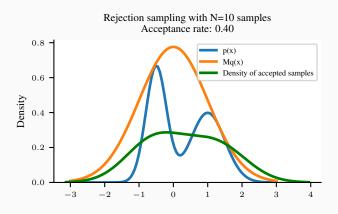
#### P(Accept)

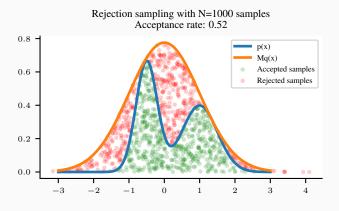
$$P(Accept) = \frac{1}{M} \tag{7}$$

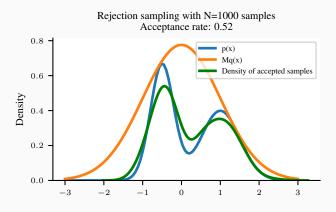
Thus, 
$$P(Sample|Accept) = \frac{p(x)}{Mq(x)} \times \frac{q(x)}{1/M} = p(x)$$
.

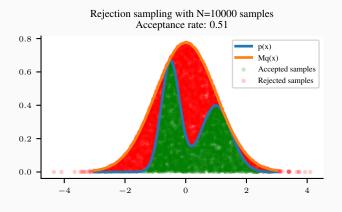
Thus, we have shown that the samples we accept are distributed according to p(x).

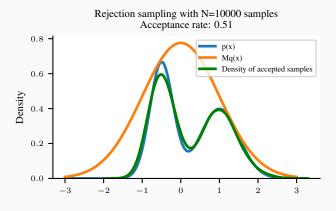












## **Challenges with Rejection Sampling**

- Rejection sampling is inefficient when the target distribution is very different from the proposal distribution.
- In this case, we will reject a lot of samples.
- This is a problem when sampling from high-dimensional distributions.
- Acceptance probability  $\alpha(x)$  is very low.