# Inference via Sampling (Contd), and Gradient-based and Online MCMC

Piyush Rai

#### Topics in Probabilistic Modeling and Inference (CS698X)

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Prob. Modeling & Inference - CS698X (Piyush Rai, IITK)

### Recap: Markov Chain Monte Carlo (MCMC)

• MCMC generates a sequence of "samples"  $z^{(1)}, z^{(2)}, \ldots, z^{(L)}$  based on a first-order Markov Chain

$$m{z}^{(\ell+1)} \sim q(m{z}|m{z}^{(\ell)})$$

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• The generated samples give a sample based approximation of p(z)

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## Recap: The MH Sampling Algorithm

Goal: Generate samples from a probability distribution  $p(z) = \frac{\tilde{p}(z)}{Z_p}$ 

The MH Sampling Algorithm Initialize  $z^{(0)}$  randomly For  $\ell = 0, ..., L - 1$ • Sample  $z^* \sim q(z|z^{(\ell)})$  and  $u \sim \text{Unif}(0, 1)$ • Compute the acceptance probability  $A(z^*, z^{(\ell)}) = \min\left(1, \frac{\tilde{p}(z^*)q(z^{(\ell)}|z^*)}{\tilde{p}(z^{(\ell)})q(z^*|z^{(\ell)})}\right)$ • If  $u < A(z^*, z^{(\ell)})$  then set  $z^{(\ell+1)} = z^*$  else  $z^{(\ell+1)} = z^{(\ell)}$ 

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Note: Computing acceptance prob. can be expensive in general, e.g., for posterior inference in which case  $\tilde{p}(z)$  represents an unnormalized posterior p(X|Z)p(Z), which is product of likelihood and prior

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## **Recap: Gibbs Sampling**

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• Very easy to derive if the conditional distributions are easy to obtain

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## Gibbs Sampling: A Simple Example

Can sample from a 2-D Gaussian using 1-D Gaussians (recall that if the joint distribution is a 2-D Gaussian, conditionals will simply be 1-D Gaussians)



Note that Gibbs updates are like co-ordinate ascent

• Suppose our target distribution is a posterior distribution  $p(\mathbf{Z}|\mathbf{X})$  where  $\mathbf{Z} = [\mathbf{z}_1, \mathbf{z}_2, \dots, \mathbf{z}_M]$ 



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• Very helpful in quickly seeing what to condition on when deriving CPs in complex models

### Gibbs Sampling: A Not-So-Simple Example



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#### Gibbs Sampling: Another Not-So-Simple Example



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- Instead of sampling from the conditionals, an alternative is to use the mode of the conditional.
  - Called the "Iterative Conditional Mode" (ICM) algorithm (doesn't give the posterior though)

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  - What we call cluster 1 in one sample may be cluster 2 in the next sample

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Prob. Modeling & Inference - CS698X (Piyush Rai, IITK)

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• For MH sampling, Gaussian proposal is popular when z is continuous, e.g.,

$$q(\boldsymbol{z}^{(\ell)}|\boldsymbol{z}^{(\ell-1)}) = \mathcal{N}(\boldsymbol{z}|\boldsymbol{z}^{(\ell-1)},\boldsymbol{\mathsf{H}})$$

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• Multiple Chains: Run multiple chains, take union of generated samples (ignoring burn-in samples)

• MCMC methods use a proposal distribution to draw the next sample given the previous sample  $\theta^{(t)} \sim \mathcal{N}(\theta^{(t-1)}, \sigma^2)$ 

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- $\, \bullet \,$  Can be especially critical when the components of  $\theta$  are highly correlated
- Using gradient info of the posterior can be helpful in avoiding the random walk (more in next class)

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• Gradient of the log-posterior:  $\nabla_{\theta} \log \frac{p(\theta, D)}{p(D)} = \nabla_{\theta} \log \frac{p(D|\theta)p(\theta)}{p(D)} = \nabla_{\theta} [\log p(D|\theta) + \log p(\theta)]$ 



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• This method is called Langevin dynamics (Neal, 2010). Has its origins in statistical Physics. (Move proposal's mean towards posterior's mode)



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- Note that the procedure is almost as fast as MAP estimation!

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• Valid under some technical conditions on learning rate  $\eta_t$ , noise variance  $\sigma^2$ , etc.

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- Basically an online extension of the Langevin Dynamics method we saw earlier
- Given minibatch  $D_t = \{ \mathbf{x}_{t1}, \dots, \mathbf{x}_{tN_t} \}$ . Then the (stochastic) Langevin dynamics update is

$$\begin{array}{ll} \theta^{*} & = & \theta^{(t-1)} + \eta_{t} \nabla_{\theta} \left[ \frac{N}{|\mathcal{D}_{t}|} \sum_{n=1}^{N_{t}} \log p(\boldsymbol{x}_{tn}|\theta) + \log p(\theta) \right], \\ \theta^{(t)} & \sim & \mathcal{N}(\theta^{*}, \sigma^{2}) \quad \text{then } \operatorname{accept/reject} \end{array}$$

Basically, instead of doing gradient descent, SGLD does stochastic gradient descent + MH

- Valid under some technical conditions on learning rate  $\eta_t$ , noise variance  $\sigma^2$ , etc.
- Recent flurry of work on this topic (see "Bayesian Learning via Stochastic Gradient Langevin Dynamics" by Welling and Teh (2011) and follow-up works)

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