Cosmology with Bayesian statistics and information theory

Lecture 2: Probabilistic computations

... a.k.a. how much do I know about the likelihood?

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Probabilistic computations: two approaches

(a very personal view)



QUITE A BIT

LIKELIHOOD-BASED METHODS:

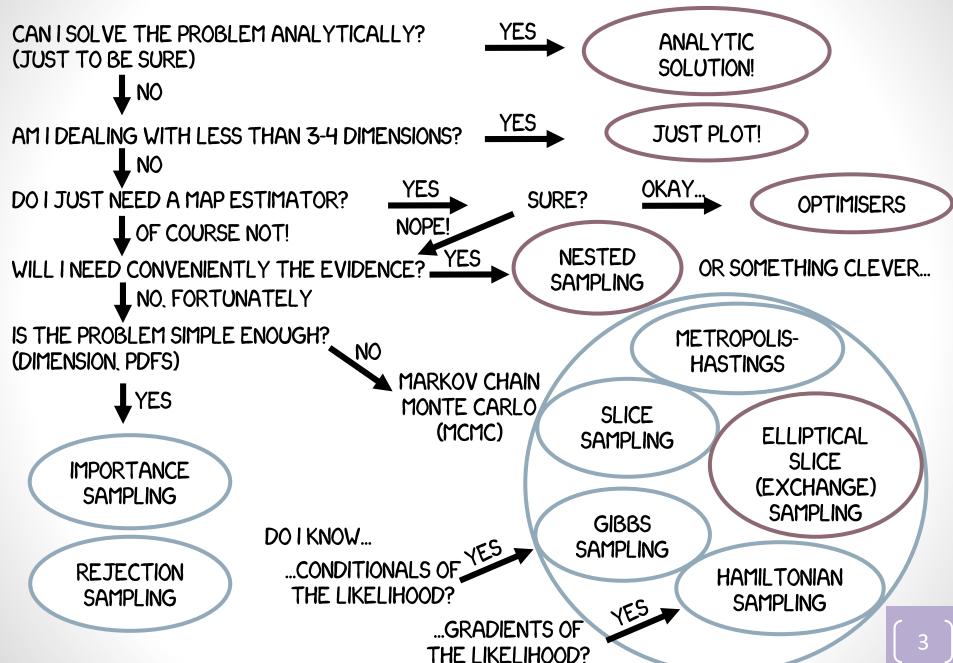
EXACT BAYESIAN INFERENCE

ABSOLUTELY NOTHING

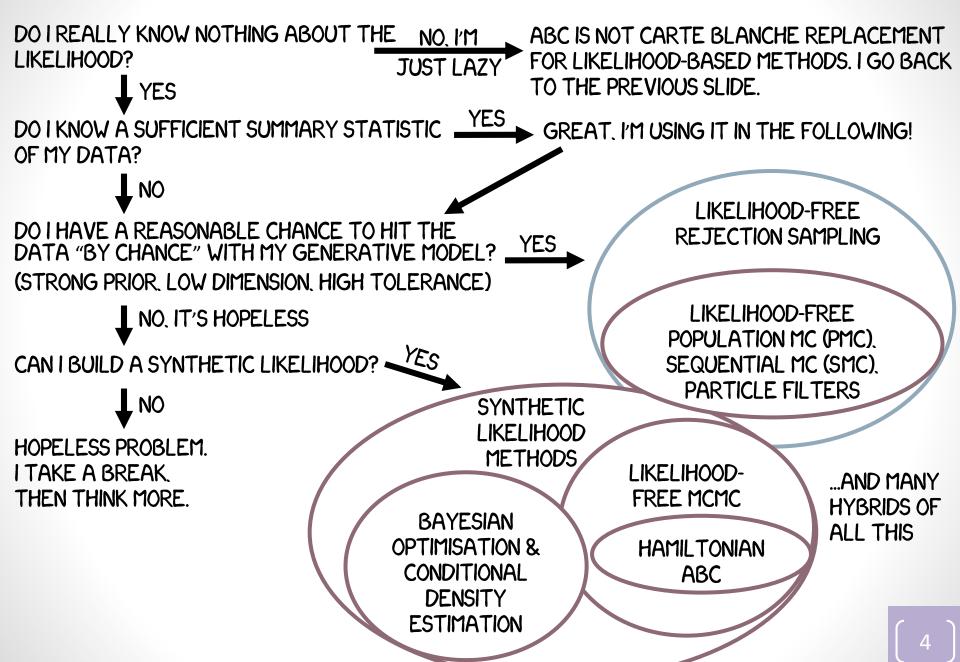
LIKELIHOOD-FREE METHODS:

APPROXIMATE BAYESIAN COMPUTATION (ABC)

LIKELIHOOD-BASED METHODS: EXACT BAYESIAN INFERENCE

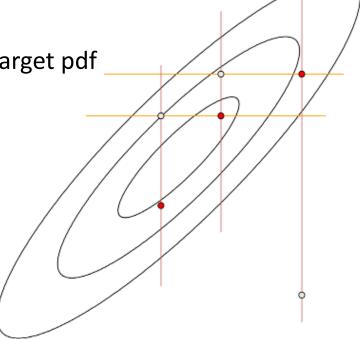


LIKELIHOOD-FREE METHODS: APPROXIMATE BAYESIAN COMPUTATION (ABC)



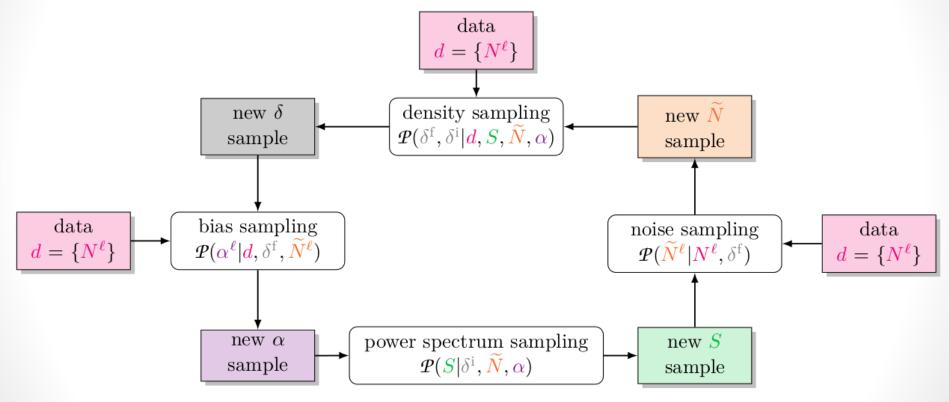
MCMC beyond Metropolis-Hastings

- Shortcomings of standard Metropolis-Hastings:
 - Tuning of proposal distributions
 - Curse of dimensionality
- Gibbs sampling:
 - Uses conditionals of the target pdf



Modular probabilistic programming: example

ARES: Algorithm for REconstruction and Sampling



MCMC beyond Metropolis-Hastings

- Shortcomings of standard Metropolis-Hastings:
 - Tuning of proposal distributions
 - Curse of dimensionality
- Gibbs sampling:
 - Uses conditionals of the target pdf
 - Inefficient if parameters are strongly correlated
 - How does one take diagonal steps in parameter space?



Hamiltonian (Hybrid) Monte Carlo

- Use classical mechanics to solve statistical problems!
 - The potential: $\psi(\mathbf{x}) \equiv -\ln p(\mathbf{x})$
 - The Hamiltonian: $H(\mathbf{x},\mathbf{p})\equiv rac{1}{2}\mathbf{p}^{\mathsf{T}}\mathbf{M}^{-1}\mathbf{p} + \psi(\mathbf{x})$

$$\begin{pmatrix}
\frac{\mathrm{d}\mathbf{x}}{\mathrm{d}t} = \frac{\partial H}{\partial \mathbf{p}} = \mathbf{M}^{-1}\mathbf{p} \\
\frac{\mathrm{d}\mathbf{p}}{\mathrm{d}t} = -\frac{\partial H}{\partial \mathbf{x}} = -\frac{\mathrm{d}\psi(\mathbf{x})}{\mathrm{d}\mathbf{x}}
\end{pmatrix} \qquad \mathbf{(x', p')}$$
gradients of the pdf

$$a(\mathbf{x}',\mathbf{x}) = e^{-(H'-H)} = 1$$
 acceptance ratio unity

- HMC beats the curse of dimensionality by:
 - Exploiting gradients
 - Using conservation of the Hamiltonian