An MCMC library for probabilistic programming

Rob Zinkov

June 13th, 2014

Special Thanks to Praveen





An MCMC library for probabilistic programmi

Why we need it?

- Prototyping probabilistic programming inference solutions
- Easier exploration of mcmc algorithms
- Easier to combine multiple mcmc strategies

Acceptance ratios tricky to get right

$$\mathcal{A}(x^{(i)}, x^{\star}) = \min \left\{ 1, \frac{p(x^{\star})q(x^{(i)} \mid x^{\star})}{p(x^{(i)})q(x^{\star}|x^{(i)})} \right\}$$

Reversible-jump: trickier still

$$\mathcal{A}_{n \to m} = \min \left\{ 1, \frac{p(m, x_m^{\star})}{p(n, x_n)} \times \frac{q(n \mid m)}{q(m \mid n)} \times \frac{q_{m \to n}(u_{m,n} \mid m, x_m^{\star})}{q_{n \to m}(u_{n,m} \mid n, x_n)} \times \mathcal{J}_{f_{n \to m}} \right\}$$

Split-merge proposals

$$\mathcal{A}_{split} = \min \left\{ 1, \frac{p(k+1, \mu_{k+1})}{p(k, \mu_k)} \times \frac{\frac{1}{k+1}}{\frac{1}{k}} \times \frac{1}{p(u_{n,m})} \times \mathcal{J}_{split} \right\}$$

$$\mathcal{A}_{merge} = \min \left\{ 1, \frac{p(k-1, \mu_{k-1})}{p(k, \mu_k)} \times \frac{\frac{1}{k-1}}{\frac{1}{k}} \times \mathcal{J}_{merge} \right\}$$

Caveats

- We are only talking MCMC and no other inference methods
- We will not discuss how to use this library in a probabilistic programming system

Core Primitives

Providing a Density

```
type Density a = a -> Probability
data Target a = T (Density a)
```

Providing a Proposal Distribution

```
type Sample a = Rand -> IO a
data Proposal a = P (Density a) (Sample a)
```

Specifying a Step (Transition)

Steps are how we transition from one state to another

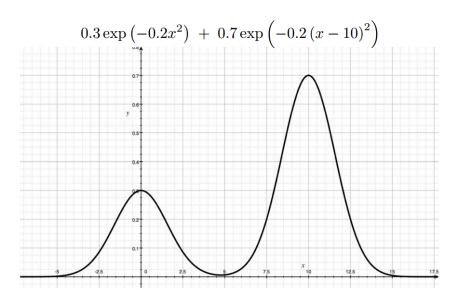
type Step
$$x = Rand \rightarrow x \rightarrow I0 x$$

Specifying a Kernel

Walking the MCMC chain

Demo

Demo!



Features we provide

- Blocking proposals
- Cyclic kernels
- Mixture kernels

Further work

- Langevin and Hamiltonian MC
- Approximate MCMC (ABC, Noisy MALA)
- Adaptive MC
- Reversible Jump

Conclusions

Let's write our inference solutions in more modular ways Coming very soon to Hackage!

Questions?