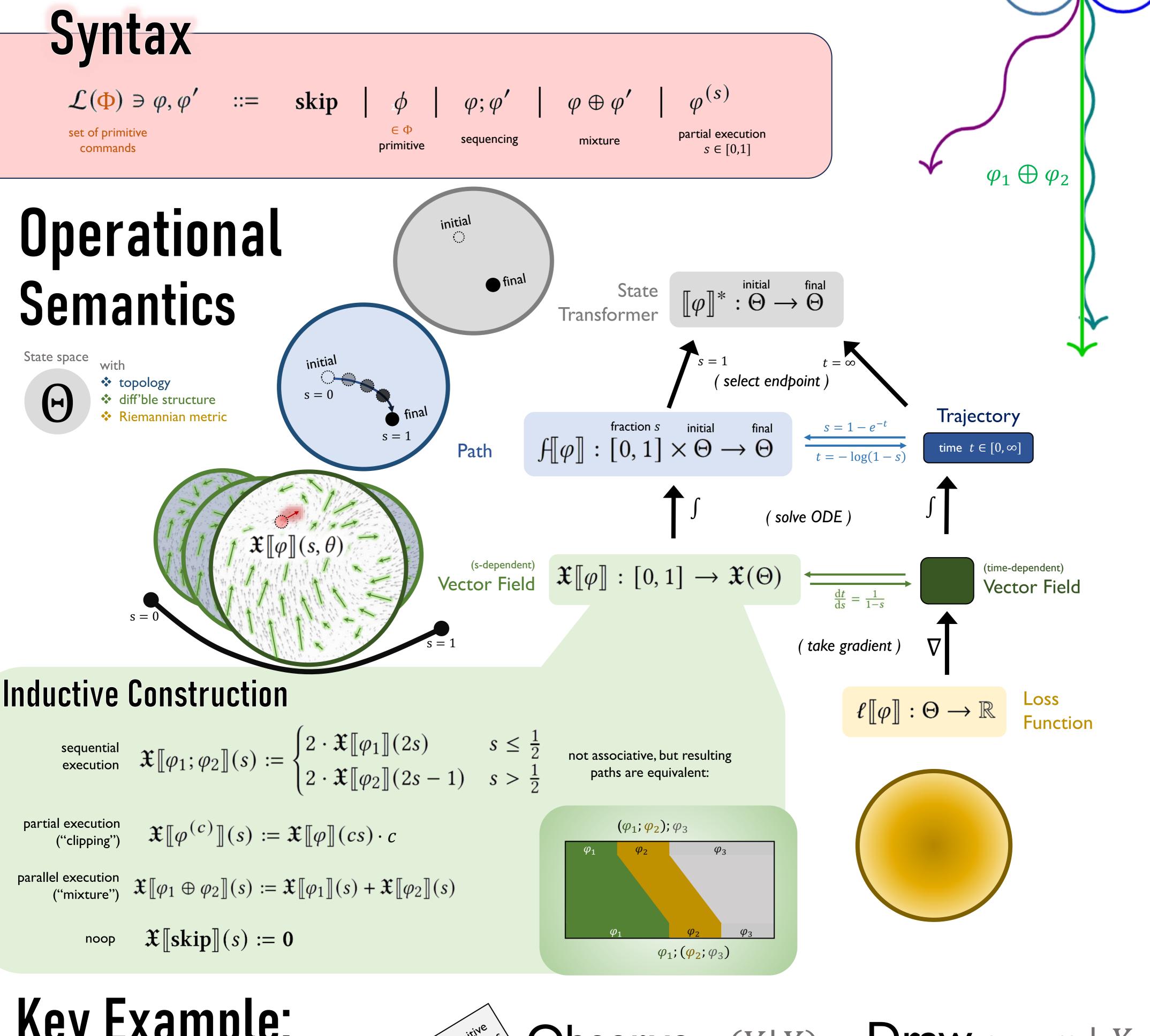
Mixture Languages

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Key Example: Probabilistic

Primitive Instructions Observe p(Y|X) Draw $y \sim p \mid X$

Models

Relative entropy of belief p with respect to reality μ

$$D(\mu \parallel p) = \mathbb{E}_{\mu} \left[\log \frac{\mu}{p} \right]$$

 $D\Big(\mu(X,Y) \mid \mu(X) \cdot p(Y|X)\Big)$ $D(\mu(X, \mathbf{Z}) \cdot p(Y|X) \parallel \mu(X, Y, \mathbf{Z}))$ p acts as belief p acts as reality ÷ : $\propto \mu \cdot \left(\frac{p(Y|X)}{\mu(Y|X)}\right)$ $\mu(X, \mathbf{Z})\Big((1-s)\mu(Y|X, \mathbf{Z}) + (s)p(Y|X)\Big)$ Path additive interpolation multiplicative interpolation Endpoint $\mu(X, \mathbf{Z})p(Y|X)$ $\mu(X)p(Y|X)\mu(Z|X,Y)$ re-sample Y given X, leaving Z alone replace conditional distribution $\mu(Y|X)$ with p(Y|X)

Probabilistic Dependency Graphs (and hence Bayesian Networks and Factor Graphs) are mixtures of **observe** commands! Probabilistic programs are sequences of **draw** commands (and deterministic observe commands).

 φ_1

 φ_2