Gibbs Distribution

$$\pi(\omega) = \frac{1}{z} e^{\frac{-U(\omega)}{T}}$$

Proving Gibbs Distribution Implies Markov Random Field

1.
$$P(X = \omega) > 0$$

Trivial because of exponential

2.
$$P(X_{s} = x_{s} | X_{r} = x_{r}, r \neq s) = P(X_{s} = x_{s} | X_{r} = x_{r}, r \in G_{s})$$

$$P(X_{s} = x_{s} | X_{r} = x_{r}, r \neq s)$$

$$= \frac{P(X_{s} = x_{s}, X_{r} = x_{r}, r \neq s)}{P(X_{r} = x_{r}, r \neq s)}$$

$$\vdots$$

$$= \frac{e^{-U(\omega)/T}}{\sum e^{-U(\omega^{*})/T}}$$

Look at the handout given in class for a detailed proof. In summary, at the end of the day, sites without s cancel.

Back to the Image Segmentation Problem

Our image model



Goal

• Given observed image g, find a probability distribution of true image *f*, and the line process *l*.

The *line process estimate* solves the *image segmentation* problem. The *true image estimate* solves the *image restoration* problem. Both problems are simultaneously solved!

• Note: only works for piecewise smoothe images \Rightarrow no textures

Our model assumes:

$$P(F = f, L = l) = \frac{e^{-U(f, l)/T}}{Z}$$

$$g = f + \eta$$

Our solution:



Interesting term:

$$P(G = g | X = \omega)$$

= $P(n = f - g)$
= $\frac{1}{(\sqrt{2\pi}\sigma)^n} \exp\left(\frac{-\|\mu - (g - f)\|^2}{2\sigma^2}\right)$

Where we assume every pixel has independent noise $\eta \sim N(\mu, \sigma)$ e.g. Poisson process noise in CCDs

Result:

$$P(X = \omega | G = g)$$
$$= \frac{e^{-U(f,l) + term/T}}{Z'}$$
$$= \frac{e^{-U_p(f,l)/T}}{Z'}$$

is the posterior probability of a particular f, l given g. Note this is also a Gibbs distribution!

MAP (maximum a posteriori) Estimate

If you insist on a single answer then return f*, 1* that maximizes

$$P(X = \omega^* | G = g) = \frac{1}{Z} \exp\left(\frac{-U_p(f^*, l^*)/T}{Z'}\right)$$

or equivalently, minimizes the energy function

$$U_p(f^*, l^*)$$

Problem:	f, l space is very large!!
Solution:	Construct samples of f , l in this space with high probablity
Technique:	Markov Chain Monte Carlo (MCMC) lets you sample the posterior
distribution	

Sampling a Distribution

- Q: How do we represent a probability distribution with sampling?
- A: Create many samples drawn from that distribution and count!

Example:

Q:
$$P(X > 17) = ?$$

A: Create samples X_i drawn from the distribution of X.

$$P(X > 17) = \frac{N(x_i > 17)}{N_{total}}$$

Count the number of samples greater than 17 and divide by total number of

samples.

Generating the Samples

Primitive random number generator X ~ U(0,1). To create Y ~ U(a,b) use

Y = a + (b - a) X

In general we can use the cumulative distribution function



1987 – Stochastic Simulation (Ripley) for generating samples for "standard stuff" in textbooks

Markov Chain Monte Carlo (MCMC) Technique

- Define a suitable Markov Chain whose equilibrium distribution is the desired posterior distribution
- Generate samples from the Markov Chain

Markov Chain Basics

$$P(X_{t} = y | X_{t-1}, X_{t-2}, \cdots, X_{0}) = P(X_{t} = y | X_{t-1})$$

Example:

$$P(X_{t} = 3 | X_{t-1} = 2) = \frac{1}{2}$$

$$P(X_{t} = 1 | X_{t-1} = 2) = \frac{1}{2}$$

$$P(X_{t} = 4 | X_{t-1} = 2) = 0$$

$$P(X_{t} = 2 | X_{t-1} = 2) = 0$$

This transition probabilities can be written as a matrix

$$P = \begin{matrix} 1 \\ 2 \\ 3 \\ 4 \end{matrix} \begin{bmatrix} 1/2 & 1/2 & 0 & 0 \\ 1/2 & 0 & 1/2 & 0 \\ 0 & 1/2 & 0 & 1/2 \\ 0 & 0 & 1/2 & 1/2 \\ 0 & 0 & 1/2 & 1/2 \\ \end{matrix}$$

If we write the probability distribution at time t as p(t) then

p(t+1) = p(t)P

For example if the drunk's walk starts at position 2 we denote $p(t = 0) = [0 \ 1 \ 0 \ 0]$

p(t) is an evolving probability distribution which is a row vector that sums to one

The equilibrium distribution $p(infinity) = \pi$ satisfies $\pi P = \pi$ and is a left eigenvector of P with eigenvalue one.

Finding the Markov Chain Corresponding to the Posterior Distribution

Metropolis Sampler – Rosenberg, Teller, Teller Heat Bath (Gibbs Sampler) – "rapidly mixing" determines convergence rate

Metropolis Sampler

We are given that the posterior distribution is of the form f(x)/Z

- 1. We have a proposal kernal satisfying K(x,y) = K(y,x)
- 2. Calculate f(y)
- 3. Accept transition with probability = min $\{1, f(y)/f(x)\}$
- 4. This eventually converges to the "right thing"