

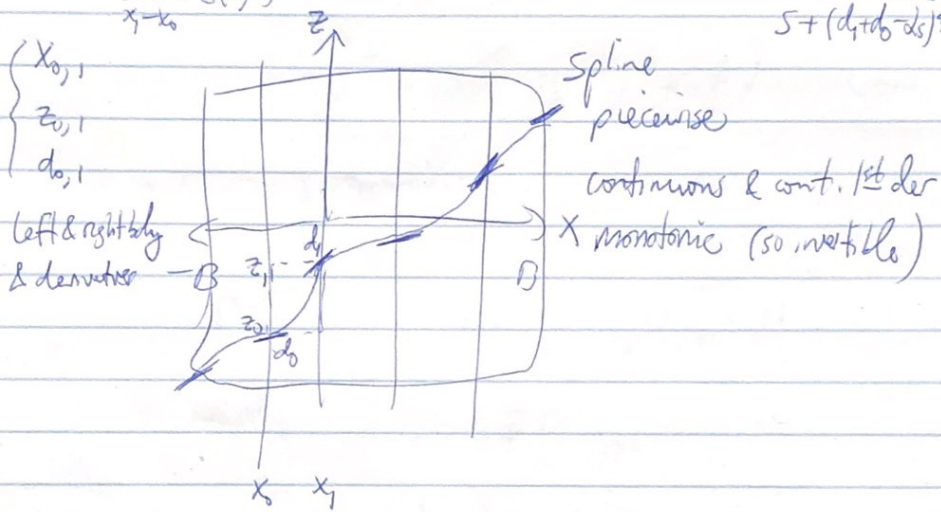
• Generalizations

- RQS transform \rightarrow more expressive than affine!

$$s = \frac{z_1 - z_0}{x_1 - x_0}$$

$$\xi = \frac{x - x_0}{x_1 - x_0} \in (0,1)$$

$$z = f(x) = z_0 + (z_1 - z_0) \frac{s \xi^2 + d_0 \xi(1-\xi)}{s + (d_1 + d_0 - d_s) \xi(1-\xi)}$$



- Coupling layers

$$\begin{cases} z_1 = x_1 & z_{k+1} = C_{k+1}(x_{k+1}, M_{k+1}(x_1, \dots, x_k)) \\ \vdots & \vdots \\ z_k = x_k & z_d = C_d(x_d, M_d(x_1, \dots, x_k)) \end{cases}$$

inverse trivial (so simply & 0E equally fast)

can use affine, RQS, ... for C's.

- Sing Hab's 2-moons tutorial

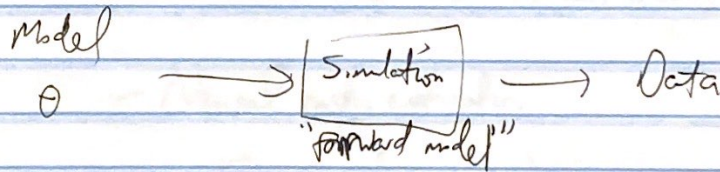
- CaloFlow (2106.05285) example

ak a "ABC"
approx Bayesian
computation
& "likelihood free
inference"

Simulation Based Inference

(good ref:
Cramer, Broecker, Loeppel
"Frontiers of SBI")

Suppose we want to know $p(D|\theta)$ or $p(\theta|D)$



• Suppose likelihood is unknown (intractable) or slow

maybe D is too high dimensional
maybe $p(D|\theta)$ only tractable for
summary statistics (eg \bar{x} or
Gaussian covariance)

example
Gaussian
Let V , high
dim \Rightarrow
 \Rightarrow slow
matrix inv.

• Idea of SBI:

can learn p from samples (θ, D) !

$\theta \sim p(\theta) \leftarrow$ prior

$D \sim p(D|\theta) \leftarrow$ simulation from intractable likelihood

• Different techniques / approaches to SBI

- Most direct "neural posterior or likelihood estimation"

train flow or samples, learn $p(D|\theta)$ or $p(\theta|D)$

Speed up \leftarrow
posterior inference
by many orders of magnitude
(weeks/months \rightarrow seconds!)

\downarrow
can sample from θ
quickly

- Neural ratio estimation

From samples (θ, x)

produce marginal product $\theta, x \sim p(\theta)p(x)$
(just randomly pair)

Binary classifiers:

$$\frac{p(\theta, x)}{p(\theta)p(x)} = \frac{p(\theta|x)}{p(\theta)} = \frac{p(x|\theta)}{p(x)}$$

Given data $x \rightarrow$ get likelihood & posterior
up to normalization!

- pros & cons to both

- limitations to SBI - only as good as simulation...