

Motivation

- Bayesian analysis is a powerful tool for testing evolutionary hypotheses with sequence data
- We want to sample model parameters θ according to probability given the data $P(\theta \mid \mathbf{D})$
- Sampling usually done with **Markov chain Monte Carlo** random walk algorithm
- Random walks move through space slowly and make for **inefficient samplers**
- Hamiltonian Monte Carlo** algorithm applies Newton's laws of motion to methodically traverse the space and **avoid random walk behavior**
- HMC uses the space's slope, an **expensive but theoretically rewarding** calculation

Hamiltonian Dynamics

Imagine a frictionless skatepark where the elevation at any point \mathbf{x} is given by

$$y = -\log \pi(\mathbf{x}),$$

with $\pi(\mathbf{x}) \equiv P(\theta \mid \mathbf{D})$, the probability of the model parameters given the data. Note that parameter values with **high probability** will map to points with **low elevation**. Consider a skater of mass \mathbf{M} in this park with position \mathbf{q} and momentum \mathbf{p} . Then their total energy, called the **Hamiltonian**, is

$$\mathcal{H}(\mathbf{q}, \mathbf{p}) = U(\mathbf{q}) + K(\mathbf{p}),$$

the sum of their potential energy

$$U(\mathbf{q}) = -\log \pi(\mathbf{q})$$

and their kinetic energy

$$K(\mathbf{p}) = \frac{1}{2} \mathbf{p}^T \mathbf{M} \mathbf{p}.$$

The skater moves through the park according to Hamilton's equations,

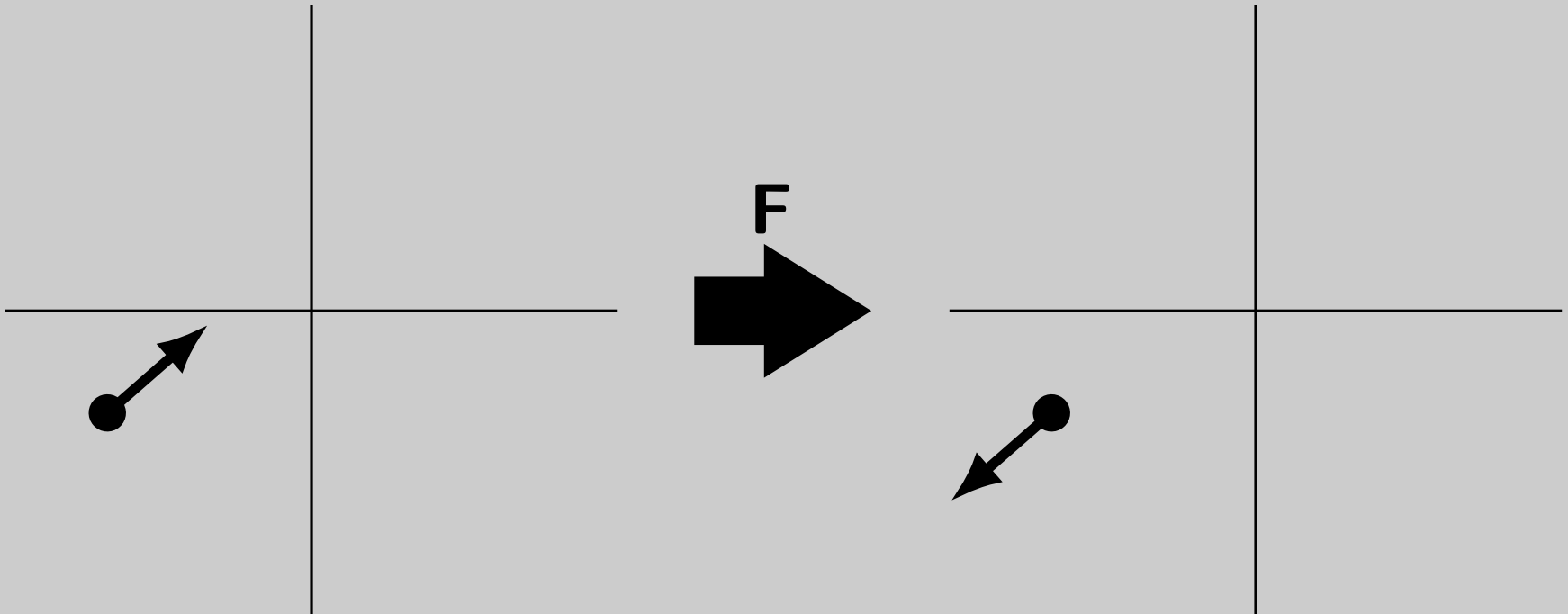
$$\frac{d\mathbf{q}}{dt} = \frac{\partial \mathcal{H}}{\partial \mathbf{p}} \text{ and } \frac{d\mathbf{p}}{dt} = -\frac{\partial \mathcal{H}}{\partial \mathbf{q}},$$

which are integrated to find the skater's position and momentum at a particular time.

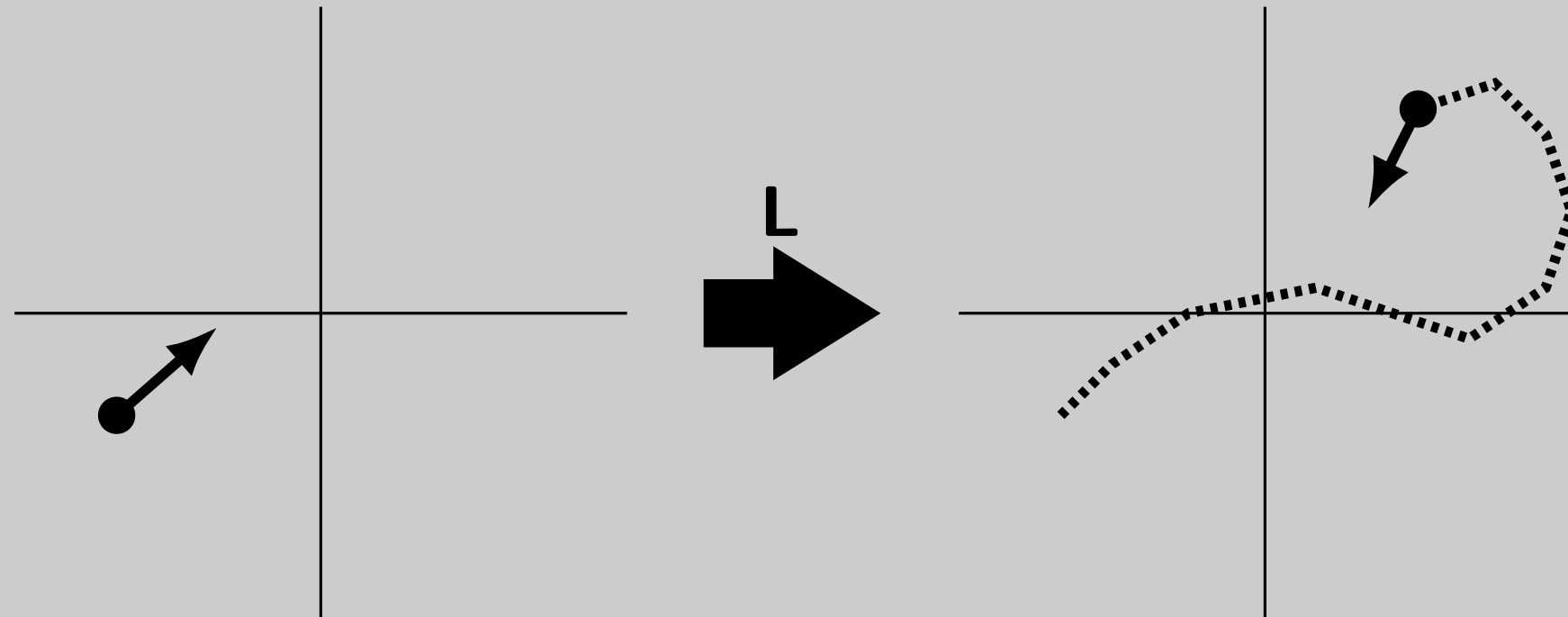
The HMC Algorithm

- We control the skater with three operators, described below.
- We can combine these operations to express a single iteration of the HMC algorithm.
- function** IterateHMC($\{\mathbf{q}, \mathbf{p}\}$)
 - $\{\mathbf{q}', \mathbf{p}'\} \leftarrow \text{FLR} \{\mathbf{q}, \mathbf{p}\}$ ▷ Make proposal and flip momentum
 - $a \leftarrow \min(1, \exp(\mathcal{H}(\mathbf{q}, \mathbf{p}) - \mathcal{H}(\mathbf{q}', \mathbf{p}')))$ ▷ Calculate acceptance probability
 - $\{\mathbf{q}, \mathbf{p}\} \leftarrow \begin{cases} \{\mathbf{q}', \mathbf{p}'\} & \text{with probability } a \\ \{\mathbf{q}, \mathbf{p}\} & \text{with probability } 1 - a \end{cases}$ ▷ Accept or reject proposal
 - $\{\mathbf{q}, \mathbf{p}\} \leftarrow \text{F} \{\mathbf{q}, \mathbf{p}\}$ ▷ Flip momentum back
 - return** $\{\mathbf{q}, \mathbf{p}\}$ ▷ Return next sample
 - end function**

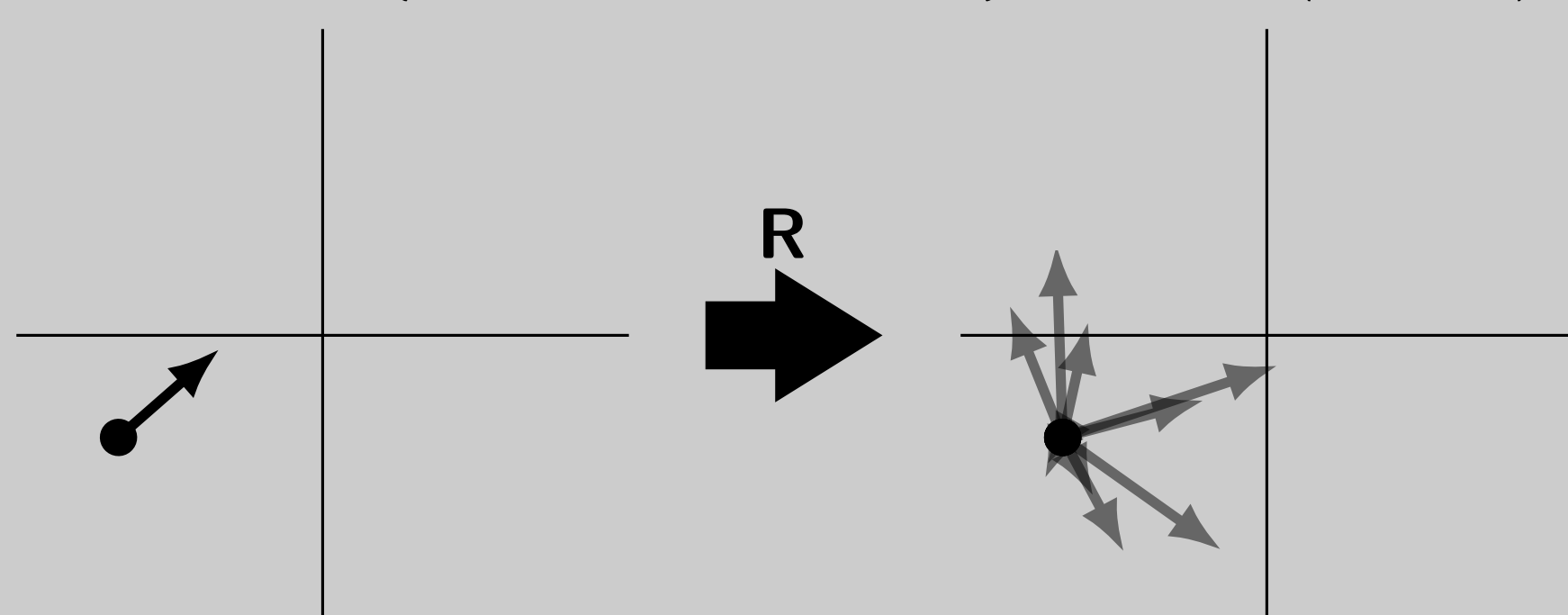
Flip Operator

Flips the skater's momentum.
 $\text{F} \{\mathbf{q}, \mathbf{p}\} = \{\mathbf{q}, -\mathbf{p}\}$ 

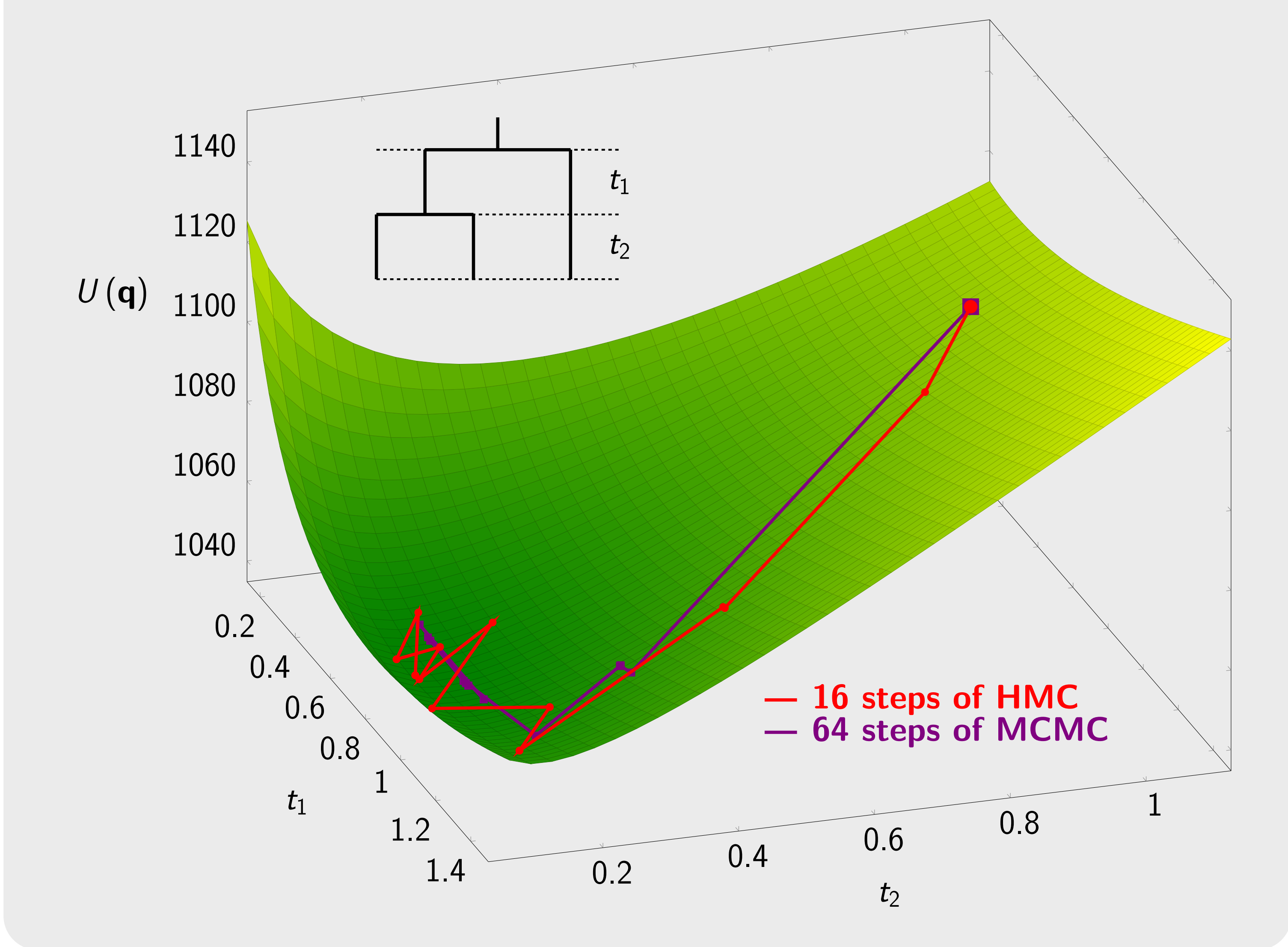
Leapfrog Operator

Simulates the movement of the skater for some time s .
 $\text{L} \{\mathbf{q}^t, \mathbf{p}^t\} = \{\mathbf{q}^{t+s}, \mathbf{p}^{t+s}\}$ 

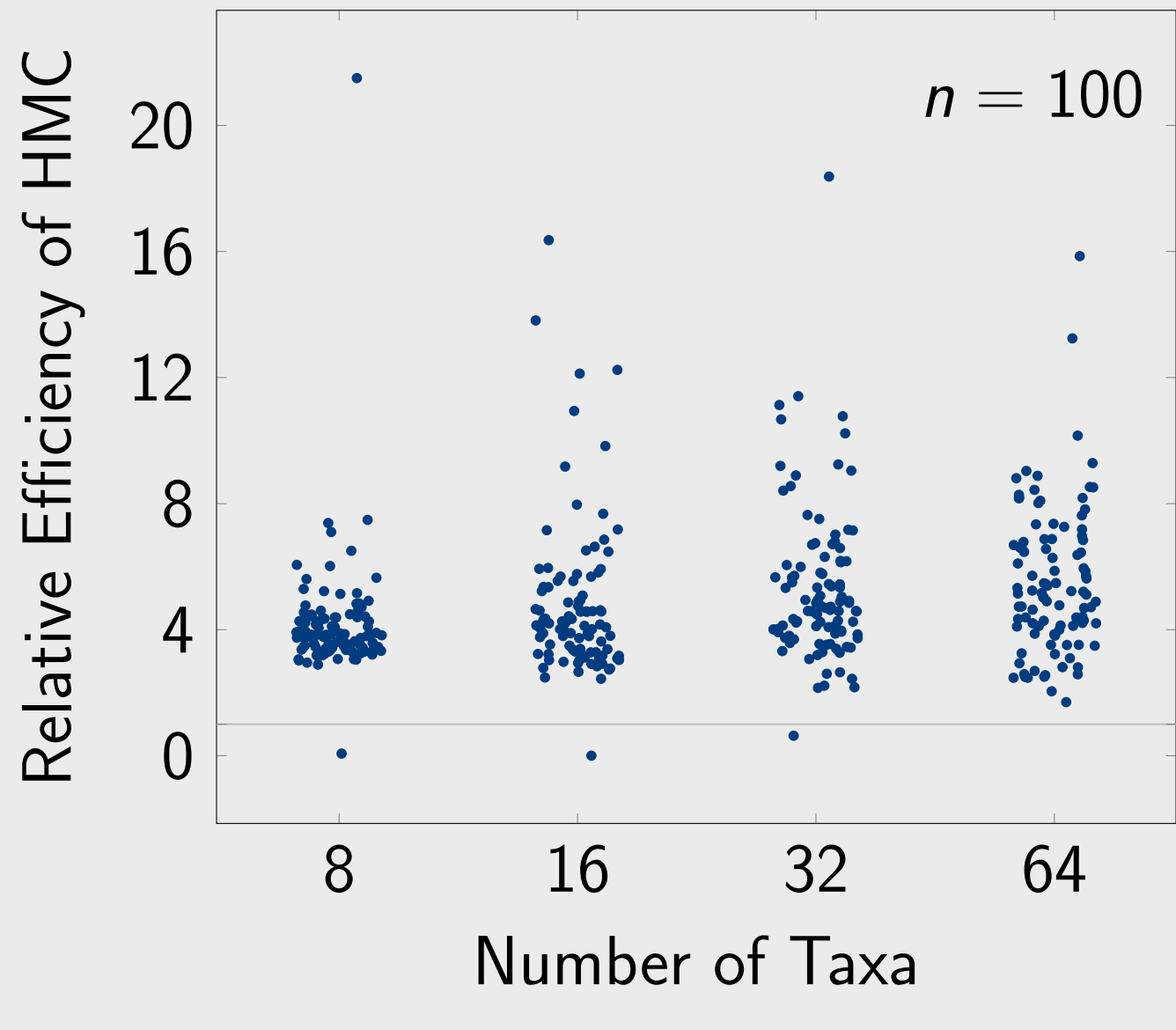
Momentum Randomization Operator

Changes the skater's momentum with a push in a random direction.
 $\text{R} \{\mathbf{q}, \mathbf{p}\} = \{\mathbf{q}, \sqrt{1-\alpha} \mathbf{p} + \sqrt{\alpha} \mathbf{n}\}, \mathbf{n} \sim \mathcal{N}(\mathbf{0}, \mathbf{M}^{-1})$ 

The Bayesian Skatepark



Performance of HMC versus MCMC

- Simulated 100 datasets for each problem size under Yule and HKY models
 - Estimated node heights with HMC and MCMC, both optimally-tuned
 - Measured efficiency as **effective sample size** of tree length per unit time
 - ESS = number of independent samples
 - HMC **consistently out-performed** MCMC for all problem sizes
 - On average, HMC was **5 times more efficient** than MCMC
- 

Future Work

- Inferring parameters for other evolutionary models; e.g., substitution and clock models
- Creating a skatepark with many tree topologies and the physics to move between them
- Automatic tuning of HMC for optimal performance, especially the skater's mass \mathbf{M}
- Implementing and testing more sophisticated flavors of HMC
- Applying HMC to the analysis of real datasets

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References

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Fork the HMC source code.

<http://git.io/vqlCz>