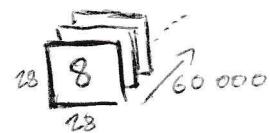


A4 Q2.3

$$X \in \{0, 1\}^{28 \times 28 \sim 60000}$$



1. Create Inhomogeneous Markov chain for each column.

For each column j :

$$p(x_i^t)$$

you need - initial probability p_i^t : probability the top pixel in the column is a 1

- estimate using the fraction of images where column j starts with a 1

- transition probabilities for $i=2:28$

$p(x_i^t=1 | x_{i-1}^t=1)$: probability pixel i is a 1 given pixel $i-1$ is a 1

$p(x_i^t=1 | x_{i-1}^t=0)$: probability pixel i is a 1 given pixel $i-1$ is a 0

- again estimate using counts

Can store transition probabilities in $28 \times 28 \times 2$ tensor

$$P_T(:, :, 1) : \boxed{\begin{matrix} + \\ 0 \end{matrix}}$$

$p(x_i^t=1 | x_{i-1}^t=1)$

$$P_T(:, :, 2) : \boxed{\begin{matrix} + \\ 1 \end{matrix}}$$

$p(x_i^t=1 | x_{i-1}^t=0)$

When sampling

$$\text{if } x_{i-1}^t = 1$$

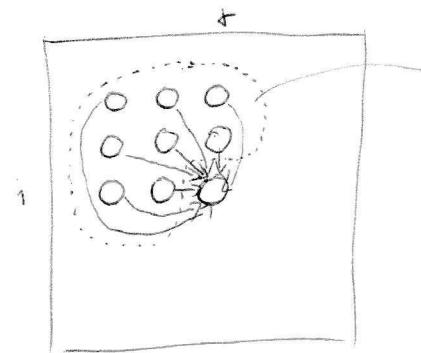
sample x_i^t according to $P_T(i, t, 1)$

$$\text{if } x_{i-1}^t = 0$$

sample x_i^t according to $P_T(i, t, 2)$

2.

For each (i, j) in each image we create a DAG



Let's call these the parents P_1, \dots, P_N

for each pixel (i, j) get the set of parents in each image

$$\begin{array}{c} I_1 \\ I_2 \\ I_3 \\ I_4 \end{array} \xrightarrow{\quad} \tilde{X}_{ij} = \begin{bmatrix} p_1, p_2, \dots, p_N \\ I_1 & \begin{bmatrix} 0 & 0 & 1 & 0 & \dots \end{bmatrix} \\ I_2 & \begin{bmatrix} 0 & 1 & 0 & \dots \end{bmatrix} \\ I_3 & \begin{bmatrix} 1 & 0 & \dots \end{bmatrix} \\ \vdots & \end{bmatrix}$$

and the value of pixel (i, j) in each image

$$Y_{ij} \geq \begin{bmatrix} 1 \\ 1 \\ 1 \\ 0 \\ \vdots \end{bmatrix}$$

models $\{I_i\}$ = binary Tutorials ($\tilde{X}_{ij}, Y_{ij}, \alpha = 1$)

When sampling

for each (i, j)

get values of parents

$$P = [p_1, p_2, \dots, p_N]$$

m = models $\{I_i\}$

$$I(i, j) = m.sample(m, p)$$

4. Almost identical to 2.

- set & parents changes

- use different encoding for y

ie $y = \begin{bmatrix} 1 \\ -1 \\ -1 \\ 1 \end{bmatrix}$ instead of $\begin{bmatrix} 1 \\ 0 \\ 0 \\ 1 \end{bmatrix}$

- sampler returns $\{-1 \text{ or } 1\}$ - convert back to $\{0 \text{ or } 1\}$
when setting pixel values