


12. Monte Carlos Methods

↙	(method)	↘	(physics)
<u>MC - Integration</u>		<u>MC - simulation</u>	
use random numbers to approximate integrals		compute the modynamic averages (next week)	

12.1. MC - Integration

 Write integral $I = \int d\vec{x} g(\vec{x}) = \int d\vec{x} p(\vec{x}) f(\vec{x}) = \langle f \rangle_p$
as average of observable $f(\vec{x})$ with probability distribution $p(\vec{x})$

Example: compute area of unit circle

1.) get N equally distributed points in $[-1, 1]^2$

2.) if the point (x, y) $x^2 + y^2 < 1$ holds, we are in the circle (success)

$$p = \frac{A_0}{A_{\square}} = \frac{\pi}{4}$$

3.) N_0 successes from N samples are binomial distributed with

$$p(N_0) = \binom{N}{N_0} p^{N_0} (1-p)^{N-N_0} \quad \& \quad \binom{n}{k} = \frac{n!}{k! (n-k)!}$$

\Rightarrow average $\langle N_0 \rangle = \sum_{N_0=0}^N N_0 p(N_0) = N \cdot p = N \cdot \frac{p}{4}$

variance $\sigma_{N_0}^2 = \langle (N_0 - \langle N_0 \rangle)^2 \rangle = N p (1-p)$

4.) therefore we can conclude:

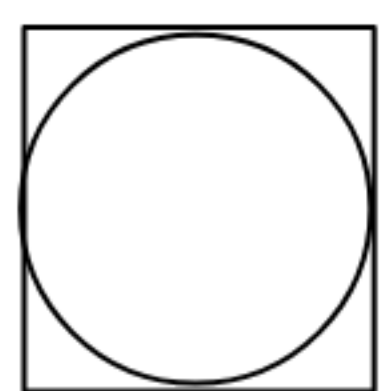
$$\pi = A_0 \approx \frac{N_0}{N} A_{\square}$$

(statistical) error from variance

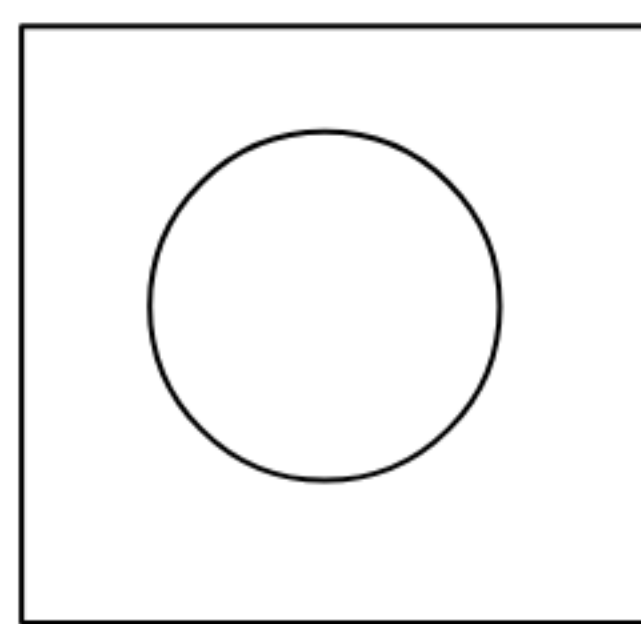
$$\sigma_{A_0}^2 = \frac{A_{\square}^2}{N^2} \sigma_{N_0}^2 = \frac{1}{N} A_0 (A_{\square} - A_0) \sim \frac{1}{N}$$

\Rightarrow error $\sim 1/\sqrt{N}$ best when $A_{\square} - A_0$ small

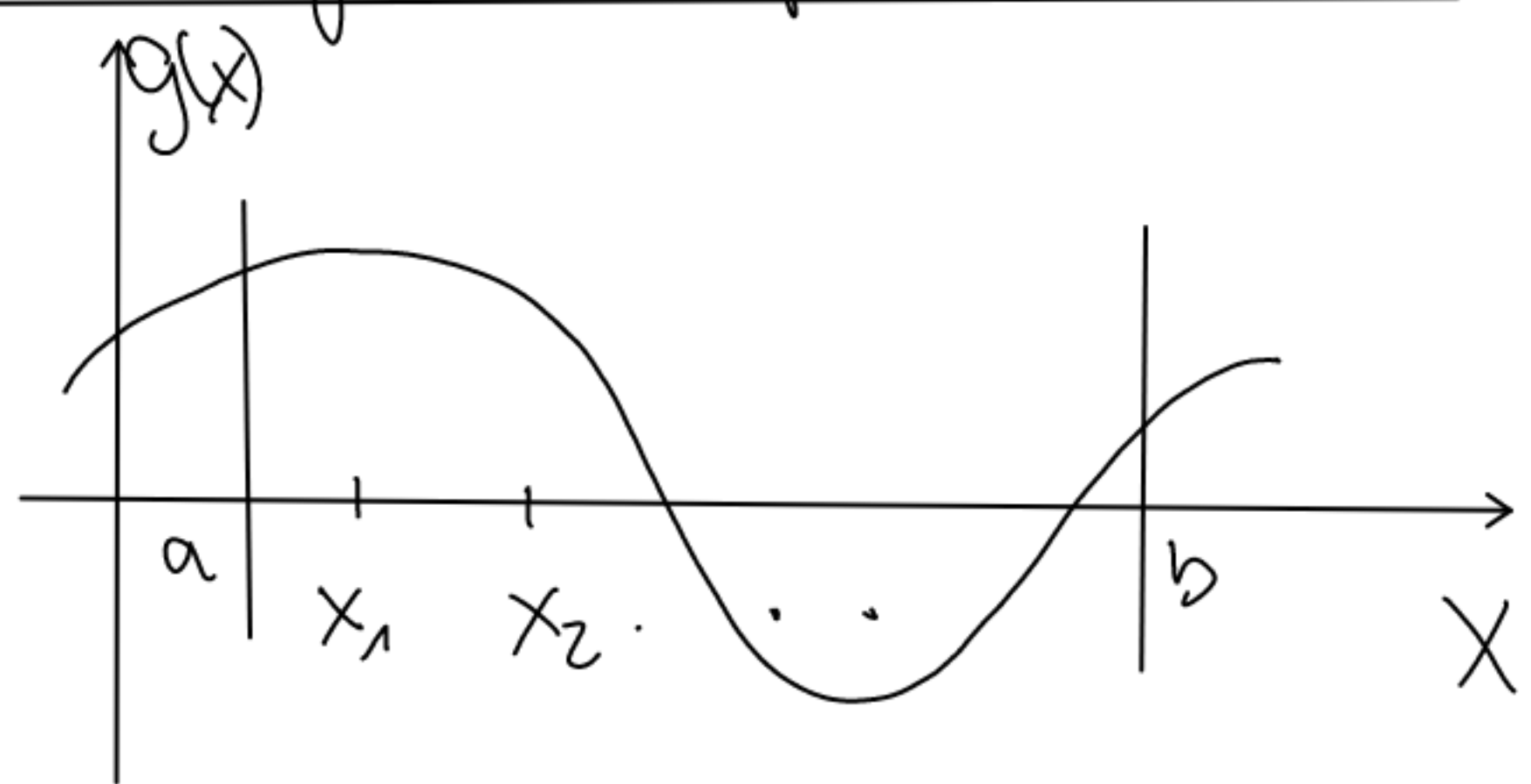
i.e.



instead of



For general functions



choose N random

avg. dist.

$$x_i \in [a, b]$$

between points

$$I_{MC} = \frac{b-a}{N} \sum_{i=1}^N g(x_i)$$

distribution $p(x) = \begin{cases} \frac{1}{b-a} & \text{for } x \in [a, b] \\ 0 & \text{otherwise} \end{cases}$

$$I = \int_a^b dx g(x) = \int dx p(x) \underbrace{(b-a) g(x)}_{f(x)} = \langle f \rangle_p$$

$$\langle f \rangle_p \approx \frac{1}{N} \sum_{i=1}^N f(x_i) = \frac{b-a}{N} \sum_{i=1}^N g(x_i) = I_{MC}$$

error from variance σ_I^2

Gauß distributed

central limit theorem:

$$\langle y \rangle = N \cdot \langle f \rangle \quad \text{and}$$

$$\sigma_y^2 = N \cdot \sigma_f^2 \sim \langle f^2 \rangle - \langle f \rangle^2$$

$$\Rightarrow \sigma_I^2 = \frac{1}{N^2} \sigma_y^2 = \frac{1}{N} \sigma_f^2 \sim \frac{1}{N} \Rightarrow \text{error} \sim \frac{1}{\sqrt{N}}$$

compare with sec. 3 trapezoid meth. $\sim N^{-2}$
 Simpson -u- $\sim N^{-4}$ (:-c)

advantage for higher, n, dimensions

MC $\sim N^{-1/2}$ trapezoid meth. $\sim N^{-2/n}$
 Simpson -u- $\sim N^{-4/n}$ (;-)

12.2. Markov-Sampling & Metropolis-algorithm


Question is there a better distribution $p(x)$?

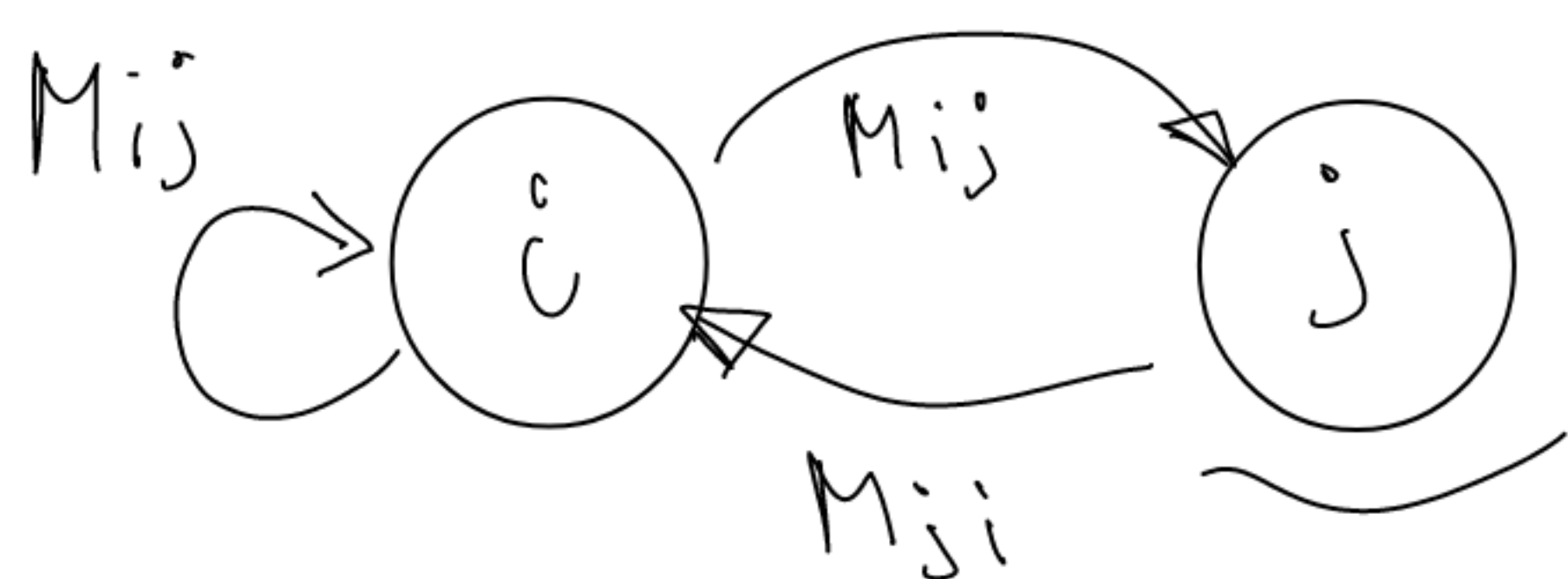
Ideally $P(\vec{r}) = \begin{cases} c |g(\vec{r})| & \vec{r} \in V \\ 0 & \text{otherwise} \end{cases}$ with

$$1/c = \int_V d^n \vec{r} |g(\vec{r})| \quad (\text{importance sampling})$$

↳ - hard to compute c

↳ - hard to generate random numbers for $p(x)$

 Samples rather from dynamic random process,
Markov-Process



probabilities for state transitions
 only depend on the current state
 (no memory)

$$P_j(t + \Delta t) = \sum_i P_i(t) M_{ij} \quad \text{or}$$

$$\begin{aligned} \vec{P}^T(t + \Delta t) &= \vec{P}^T M \\ \vec{P}^T(t + n \Delta t) &= \vec{P}^T M^n \end{aligned}$$

with (i) $0 \leq M_{ij} \leq 1$, each is a probability

$$(ii) \sum_j M_{ij} = 1 \iff \sum_i P_i = 1$$

Or $P_i(t + \Delta t) - P_i(t) = \sum_j M_{ji} P_j(t) - \underbrace{\sum_j M_{ij} P_i(t)}_1$

which can be written as

$$\boxed{\frac{P_i(t + \Delta t) - P_i(t)}{\Delta t} = - \sum_{j \neq i} J_{ij}}$$

continuity equation

current $J_{ij} = \frac{1}{\Delta t} (-M_{ji} P_j + M_{ij} P_i) = -J_{ji}$

requires

$$\frac{P_{eq,i}}{P_{eq,j}} = \frac{M_{ji}}{M_{ij}}$$

next time

Metropolis - algorithm
to get such a process