


Monte-Carlo (with randomness)

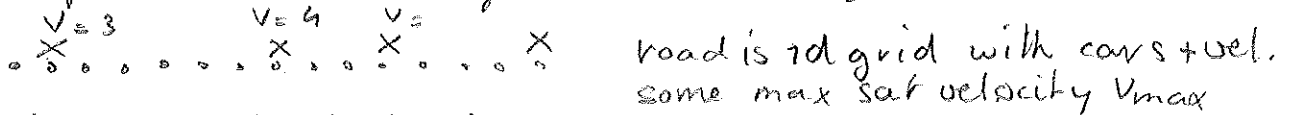
- direct MC: replace some physics by random process
- MC integration use to calculate integrals
- "metropolis" MC Markov chains (slightly blurry boundaries)

Direct MC: usually ad-hoc-ish

f.e random Lorentz gas  
draw random collision params for next scatterer 

f.e Langevin thermostat heat bath  $\rightarrow$  random noise + damping

end lecture 7  
f.e simple traffic model: Nagel - Schreckenberg



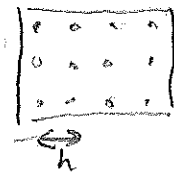
- 1) cars accelerate by 1:  $v_i \rightarrow v_i + 1$
- 2) if distance to car in front  $(x_{i+1} - x_i) < v_i$ :  $v_i = x_{i+1} - x_i - 1$
- 3) with probability  $p$   $v_i \rightarrow v_i - 1$  ← driver choice, or silliness or whatever
- 4) if  $v_i < 0$ :  $v_i = 0$

$\Rightarrow$  widely studied, + additions, explains a lot of qualitative behaviour of traffic jams real traffic  $v_{max} \approx 5$

MC integration

$\int dx f(x)$   
↑ smooth

← hopefully from num. methods course



- usual integration methods based on regular grid

to improve: points closer together (decrease h)

(methods described in Thyssen's appendix)  $O(h^k)$  for some k

- MC: instead of grid, random points  
after N points error  $= O(1/\sqrt{N})$



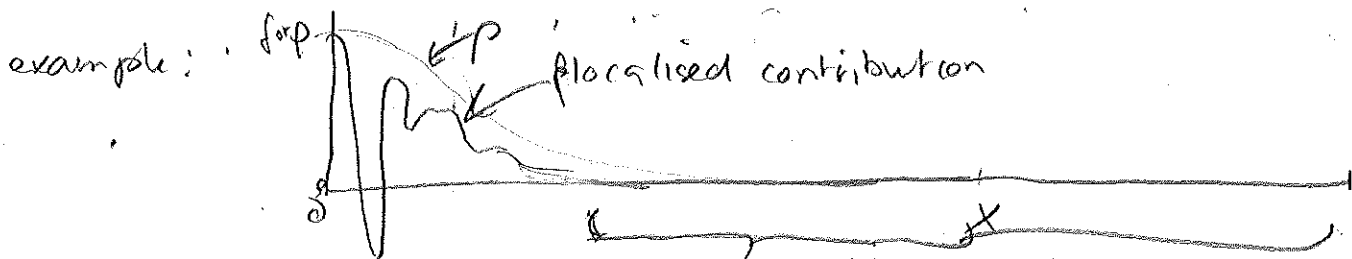
$\int dx f(x) \approx \text{area} \langle f(x) \rangle$   
 $\approx \frac{\text{area}}{N} \sum_{i=1}^N f(x_i)$

in d dimension

grid:  $N \propto (1/h)^d$  high dimensional  $\Rightarrow$  many points MC  
error  $O((1/N)^{k/d})$   $O((1/N)^{1/2})$

$\Rightarrow$  if  $k/d < 1/2$  MC is better

high  $d \Rightarrow$  MC more efficient compared to grid



Suppose we know another function  $p(x)$ , which we can integrate, and which is somewhat similar and  $> 0$  if  $f \neq 0$

$$\int dx f(x) = \int dx p(x) \frac{f(x)}{p(x)}$$

average this instead of  $f$ .

draw  $p$ -distributed points instead of homogeneous points concentrate where  $f$  is large

$$\int = \langle f/p \rangle_p$$

error in  $\langle f \rangle$

$$\text{error}^2 = (\langle f^2 \rangle - \langle f \rangle^2) \frac{1}{N}$$

$$= \left[ \frac{1}{N} \sum_i f(x_i)^2 - \left( \frac{1}{N} \sum_i f(x_i) \right)^2 \right] \frac{1}{N}$$

big fluctuations in  $f$

or: error in  $\langle f/p \rangle_p$

$$\text{error}^2 = \left( \langle \left( \frac{f}{p} \right)^2 \rangle_p - \langle \frac{f}{p} \rangle_p^2 \right) \frac{1}{N}$$

not so big fluctuations in  $f/p$

$$= \left[ \frac{1}{N} \sum_i \left( \frac{f(x_i)}{p(x_i)} \right)^2 - \left( \frac{1}{N} \sum_i \frac{f(x_i)}{p(x_i)} \right)^2 \right] \frac{1}{N}$$

Key is to pick good  $p$

- analytically manageable
- easy to draw from

drawing gaussian random variables

draw  $x_1, x_2$  between 0, 1

$$p = 2\pi x_1$$

$$R = [-\log(x_2)]^{1/2}$$

$R$  gets  $x \exp(-x^2)$  type dist

$$Y_1 = R \cos \phi$$

$$Y_2 = R \sin \phi$$

$$p_R(R) dR = \int p(x) dx = \int_0^R \frac{dx}{dR} dR = \left[ \frac{1}{(-\log(x_2))^{1/2}} \frac{1}{x_2} \right]^{-1} \propto R \exp(-R^2)$$

More MC

calculating some average:

$$\langle A \rangle = \frac{\sum_{\text{states } \alpha} A(\alpha) \exp(-\beta E(\alpha))}{\sum_{\alpha} \exp(-\beta E(\alpha)) = Z}$$

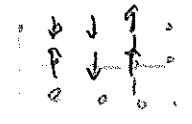
$$\frac{\int_{\text{phase space}} dy A(y) \exp(-\beta E(y))}{\int dy \exp(-\beta E(y))}$$

example: Ising model  
Mohan Supriya has discussed this system just in 2d

$$H = -J \sum_{nn} s_i s_j - K \sum_i s_i$$

↑ couplings in 1 direction      ↑ field

every spin is just up or down  
⇒ should be simple enough



in 3d, 5x5x5 grid (not big)

$N = 125$  # states  $2^{125} \approx 10^{37}$

calc 2 or something  
on 0.1 GHz computer =  $10^9$  calcs/second.

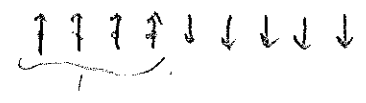
⇒  $O(10^{28} \text{ s}) \approx O(10^{20})$  years,  $\gg$  lifetime of universe.

considering all states is hopeless

MC says: just some random subset instead  $\alpha_i$

$$\langle A \rangle = \frac{\frac{1}{B} \sum_{i=1}^B A(\alpha_i) \exp(-\beta E(\alpha_i))}{\frac{1}{B} \sum_{i=1}^B \exp(-\beta E(\alpha_i))} \rightarrow \frac{\langle A \exp(-\beta E) \rangle_{\text{set}}}{\langle \exp(-\beta E) \rangle_{\text{set}}}$$

Now consider low T. . . . spins tend to align



most random states do not look like this.

to get sensible convergence, we need these states to be sampled

$O(1)$  out of  $10^{37}$  . . . .  $B$  must be very large

same trick as with MC integration: importance sampling  
solution: bias the random states  $p(\alpha)$  density

$$\langle A \rangle = \frac{1}{\int p(\alpha)} \sum_{i=1}^B A(\alpha_i) \quad \text{with } p(\alpha) = \frac{A(\alpha) \exp(-\beta E)}{\int A(\alpha) \exp(-\beta E)}$$

same story about errors:  $\langle \xi^2 \rangle_{p'} - \langle \xi^2 \rangle_p$   
smaller than  $\langle A^2 \rangle_p - \langle A \rangle_p^2$

good choice would be  $p(\alpha) \propto \exp(-\beta E(\alpha))$

IMPORTANCE SAMPLING

all about obtaining sampling of  $\exp(-\beta E)$

Markov chain { set of states  $\alpha_1 \dots \alpha_n$   
 transfer probs between states  $P_{ij}$

- no memory (depends only on previous state)

- used to model lots of processes; examples

- N states

- simplistic attempt at modeling weather precipitation  
 no precipitation (in a day)

think in terms of yes no

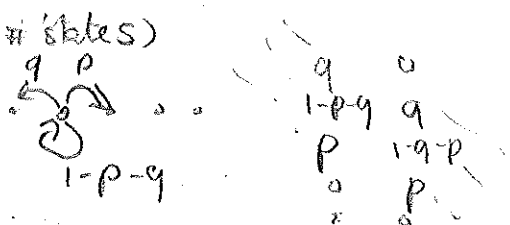
yes  $\begin{pmatrix} 1-p & q \\ p & 1-q \end{pmatrix}$

no

- random walk on a line (large # states)

state = where walker is

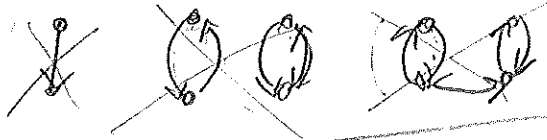
- NS model



idea of metropolis type algorithms is to construct a Markov chain that moves the system to likely configurations (with the correct eq. dist)

- end up in the correct equilibrium
- accessibility: must be possible to reach all states (detailed)
- balance: there has to be an equilibrium in the Markov chain.

- accessibility: ...



en lecture 8

- balance or steady state

equilibrium: state  $\alpha_i$ ; population  $a_i$

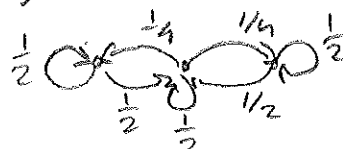
$P_{ij} a_j = a_i$ ; eigenvalue equation for  $(a_1, \dots, a_n)$  (eigenvalue 1)

example ①



$P = \begin{pmatrix} \frac{2}{3} & \frac{1}{3} \\ \frac{1}{3} & \frac{2}{3} \end{pmatrix} \Rightarrow a_i = \frac{1}{3}(1, 2)$

example ②



$\Rightarrow a = (\frac{1}{4}, \frac{1}{2}, \frac{1}{4})$