Monte Carlo Methods: Early History and The Basics

Prof. Michael Mascagni

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Outline of the Talk

Early History of Probability Theory and Monte Carlo Methods Early History of Probability Theory

The Stars Align at Los Alamos The Problems The People The Technology

Monte Carlo Methods The Birth General Concepts of the Monte Carlo Method

Future Work

References



Early History of Probability Theory

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- Probability was first used to understand games of chance
 - 1. Antoine Gombaud, chevalier de Méré, a French nobleman called on Blaise Pascal and Pierre de Fermat were called on to resolve a dispute



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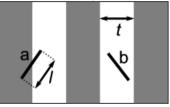
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- 4. 1812: Laplace, Théorie Analytique des Probabilités



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Early History of Monte Carlo: Before Los Alamos

Buffon Needle Problem: Early Monte Carlo (experimental mathematics)

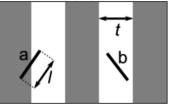




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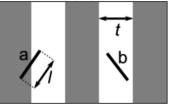
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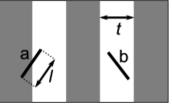
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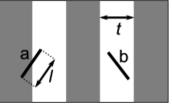
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- In the 1930's, Fermi used sampling methods to estimate quantities involved in controlled fission



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The Stars Align at Los Alamos

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- The Name: Ulam's uncle would borrow money from the family by saying that "I just have to go to Monte Carlo"



The Problems





The Problems



Simulation of neutron histories (neutronics)

1. Given neutron positions/momenta, geometry



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 - 2. Geometry is problematic for deterministic methods but not for MC



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 - 3. Edward Teller: more interested in the "super"

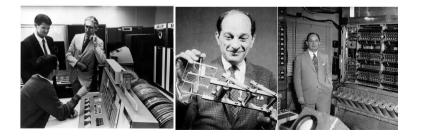




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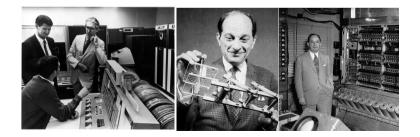


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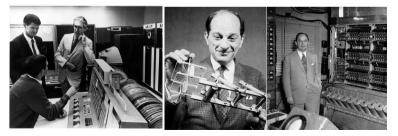
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 - Continued development and acquisition of digital computers by Metropolis including the MANIAC



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An Analog Monte Carlo Computer: The Fermiac

 Neutronics required simulating exponentially distributed flights based on material cross-sections



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- Parallelism is achievable with the Fermiac



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Figure: Enrico Fermi's Fermiac at the Bradbury Museum in Los Alamos



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An Analog Monte Carlo Computer: The Fermiac

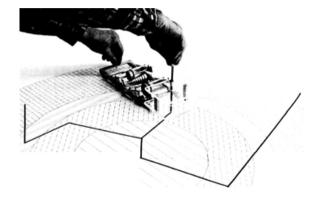


Figure: The Fermiac in Action



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An Early Digital Computer: The ENIAC

ENIAC: Electronic Numerical Integrator And Computer



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- Remained in continuous operation at the Army BRL until 1955



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- Metropolis would go to BRL to work on the "Los Alamos" problem on the ENIAC



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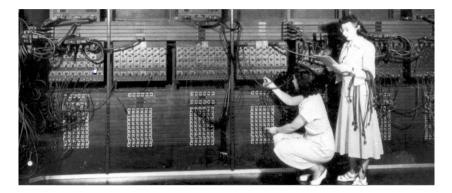
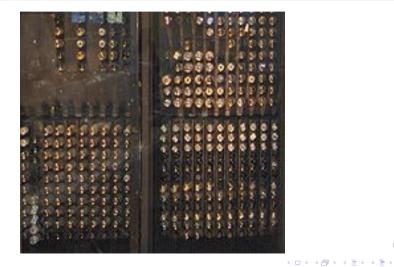


Figure: Programming the ENIAC



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The Technology





- The Birth

The Birth of Monte Carlo Methods

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 - 1. 1952, Los Angeles: RAND Corp., National Bureau of Standards (NBS now NIST), Oak Ridge



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 - 2. 1954, Gainesville, FL: University of Florida Statistical Lab



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Integration: The Classic Monte Carlo Application

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 - The random process/variable: $x_i \sim U[0, 1]$ i.i.d.
 - The score: $f(x_i)$
 - One averages and uses a confidence interval for an error bound

$$\bar{I} = \frac{1}{N} \sum_{i=1}^{N} f(x_i), \quad var(I) = \frac{1}{N-1} \sum_{i=1}^{N} (f(x_i) - \bar{I})^2 = \frac{1}{N-1} \left[\sum_{i=1}^{N} f(x_i)^2 - N\bar{I}^2 \right],$$

$$var(\overline{l}) = rac{var(l)}{N}, \quad l \in \overline{l} \pm k imes \sqrt{var(\overline{l})}$$



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Other Early Monte Carlo Applications

• Numerical linear algebra based on sums: $S = \sum_{i=1}^{N} a_i$



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MCMs: Early History and The Basics
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- Consider the linear system: x = Hx + b, if $||H|| = \mathbb{H} < 1$, then the following iterative method converges:

$$x^{n+1} := Hx^n + b, \quad x^0 = 0,$$

and in particular we have $x^k = \sum_{i=0}^{k-1} H^i b$, and similarly the Neumann series converges:

$$N = \sum_{i=0}^{\infty} H^i = (I - H)^{-1}, \quad ||N|| = \sum_{i=0}^{\infty} ||H^i|| \le \sum_{i=0}^{\infty} \mathbb{H}^i = \frac{1}{1 - \mathbb{H}}$$



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Formally, the solution is $x = (I - H)^{-1}b$





Other Early Monte Carlo Applications

Methods for partial differential and integral equations







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- The Birth

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 - 3. Note Kac and Ulam both were trained in Lwów





General Concepts of the Monte Carlo Method

Monte Carlo Methods: Numerical Experimental that Use Random Numbers

A Monte Carlo method is any process that consumes random numbers



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 - Parallel and distributed computers?



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Early Random Number Generators on Digital Computers

Middle-Square method: von Neumann



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 - 1. 10 digit numbers: $x_{n+1} = \lfloor \frac{x_n^2}{10^5} \rfloor \pmod{10^{10}}$



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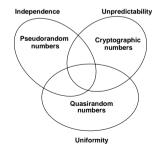
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- Has become very popular



General Concepts of the Monte Carlo Method

What are Random Numbers Used For?

There are many types of random numbers





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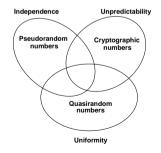
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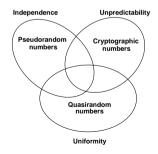
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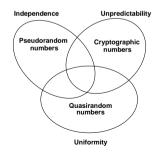
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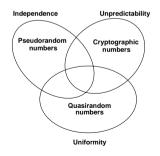
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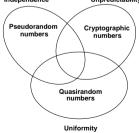
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 - 3. Quasirandom numbers: very uniform points





Future Work on Random Numbers

1. Support for new architectures



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MCMs: Early History and The Basics

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- 4. Commercialization of SPRNG



[M. Mascagni, T. Anderson, H. Yu and Y. Qiu (2014)] Papers on SPRNG generators for Multicore and GPGPU One submitted and three in preparation



References

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Questions?



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