

Monte Carlo Methods: Early History and The Basics

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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

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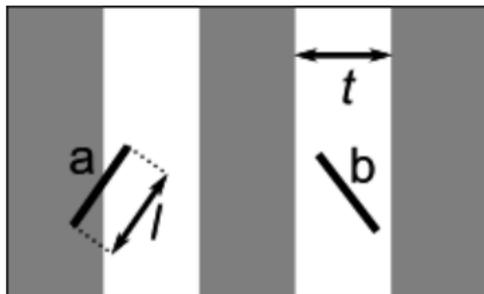
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 4. 1812: Laplace, *Théorie Analytique des Probabilités*

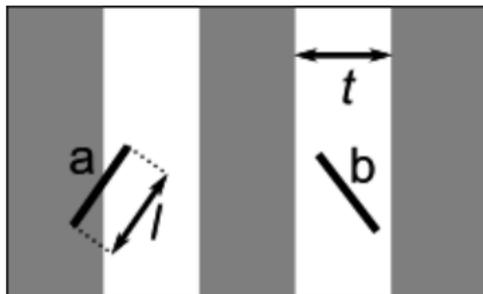
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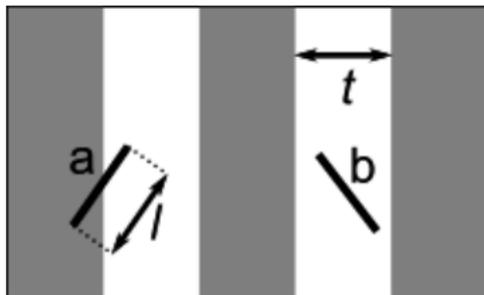
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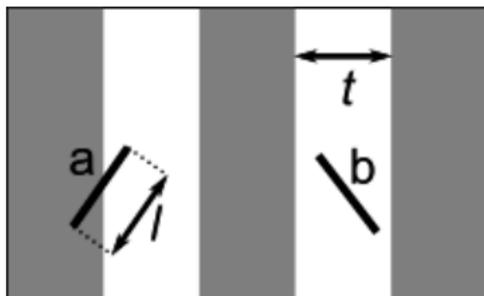
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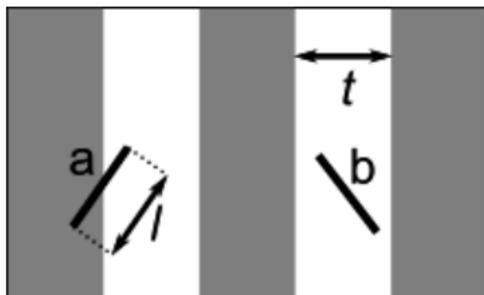
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- ▶ The Name: Ulam's uncle would borrow money from the family by saying that "I just have to go to Monte Carlo"

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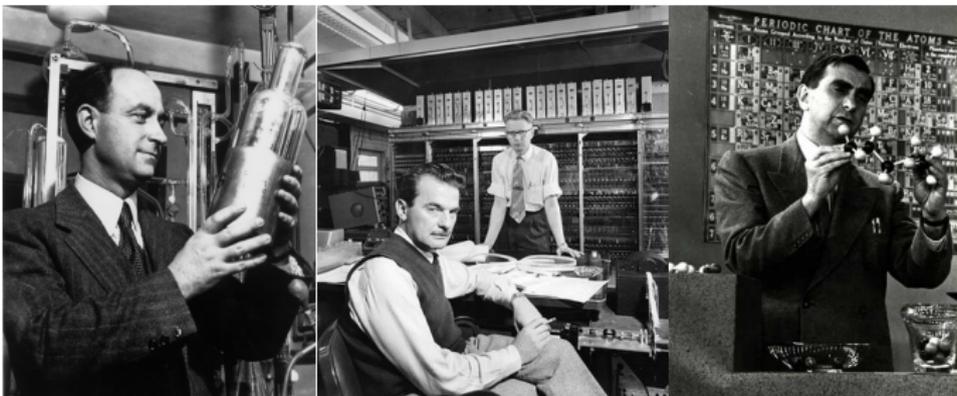
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 2. Geometry is problematic for deterministic methods but not for MC

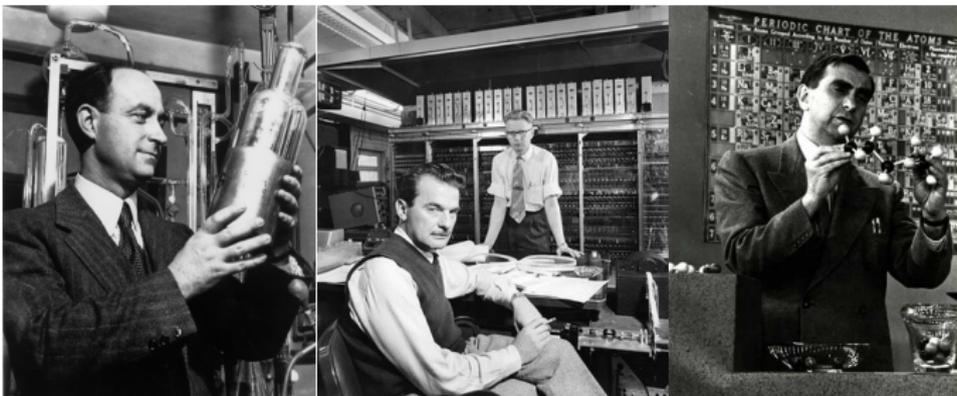
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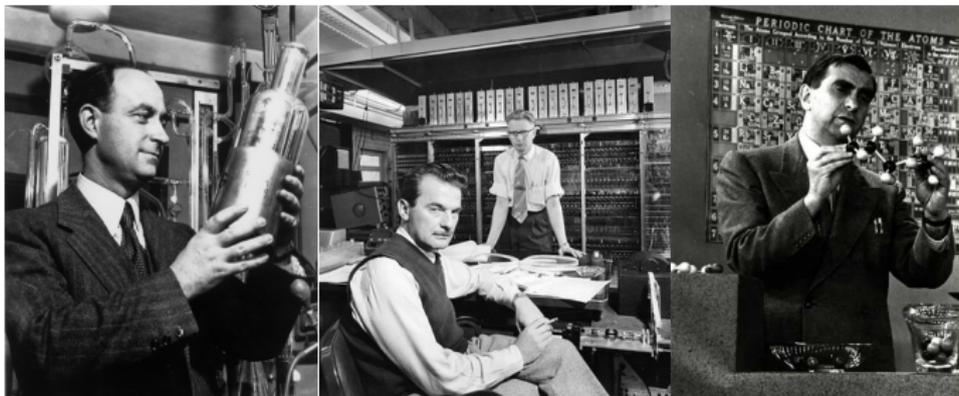
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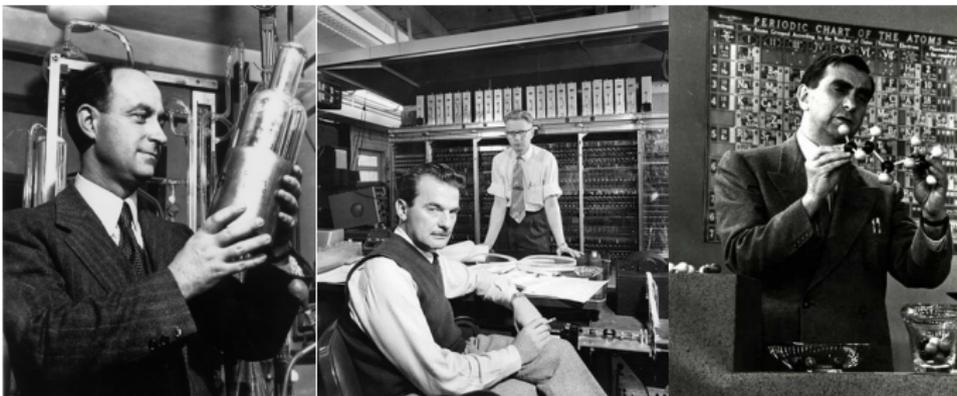
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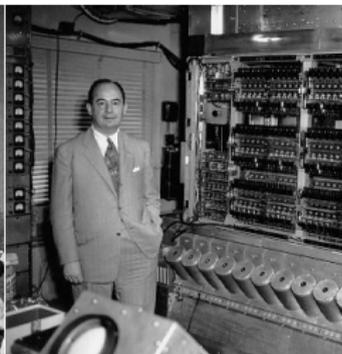
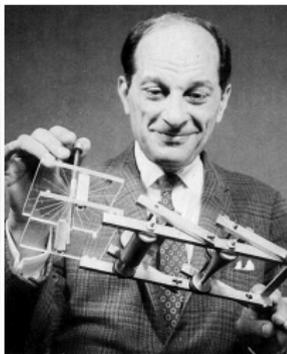
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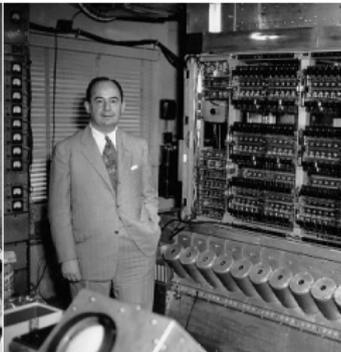
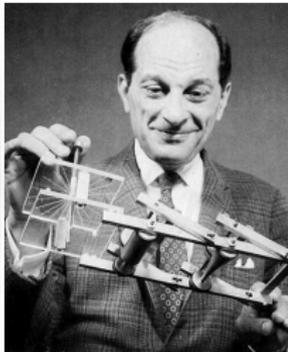
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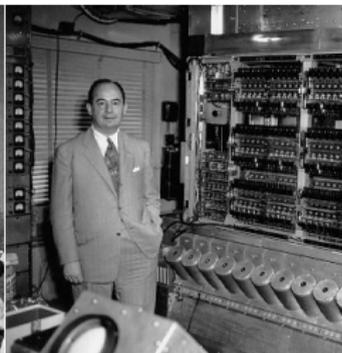
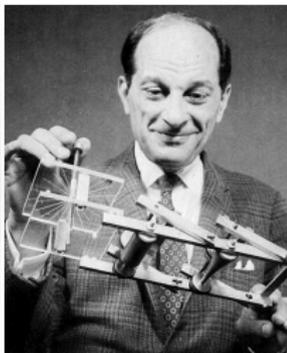
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 4. Continued development and acquisition of digital computers by Metropolis including the MANIAC

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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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- ▶ Metropolis would go to BRL to work on the “Los Alamos” problem on the ENIAC

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Figure: The ENIAC at the University of Pennsylvania

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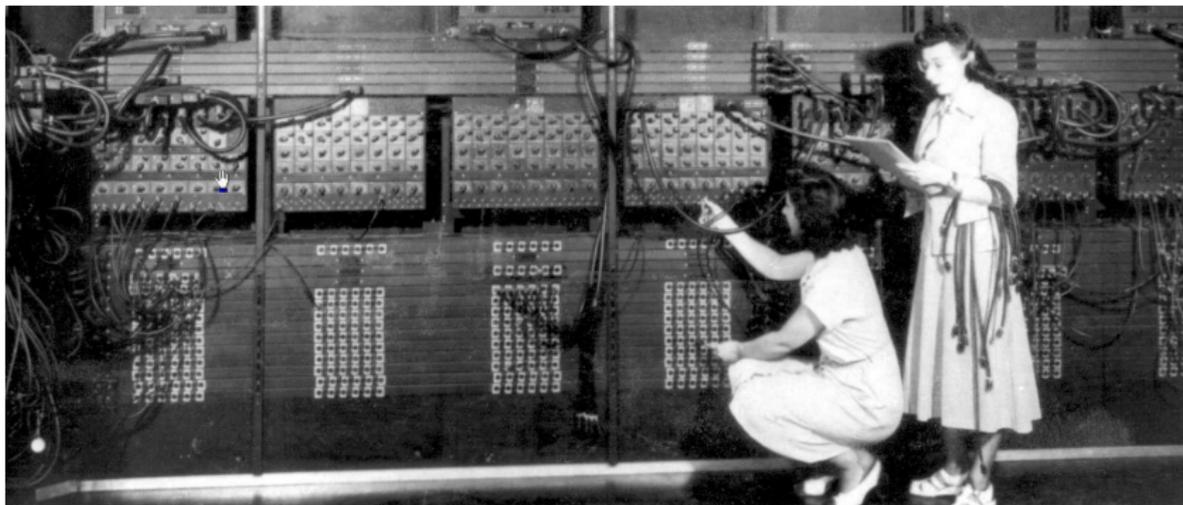


Figure: Programming the ENIAC

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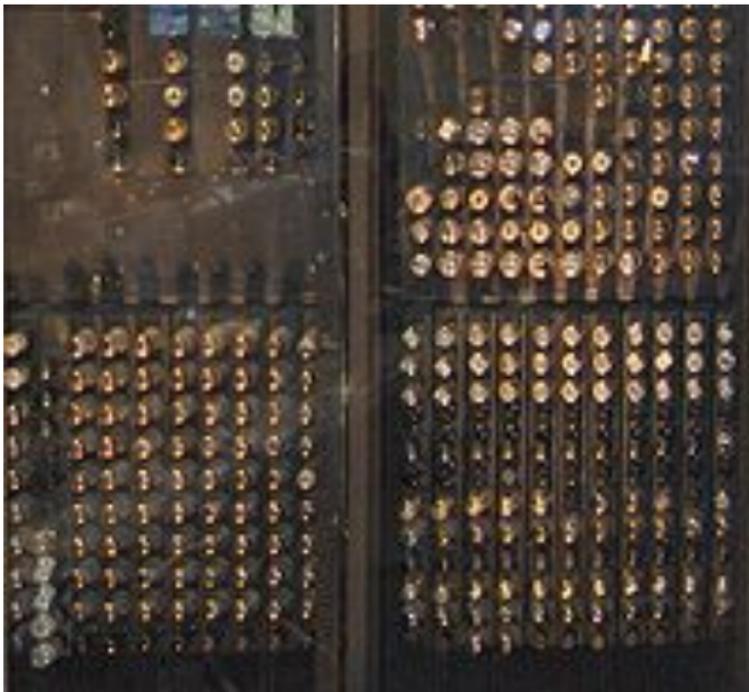


Figure: Tubes from the ENIAC

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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

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

$$\text{var}(\bar{I}) = \frac{\text{var}(I)}{N}, \quad I \in \bar{I} \pm k \times \sqrt{\text{var}(\bar{I})}$$

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- ▶ Can be used to solve linear systems of the form $x = Hx + b$

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 1. Define $p_i \geq 0$ as the probability of choosing index i , with $\sum_{i=1}^M p_i = 1$, and $p_i > 0$ whenever $a_i \neq 0$
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and in particular we have $x^k = \sum_{i=0}^{k-1} H^i b$, and similarly the Neumann series converges:

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

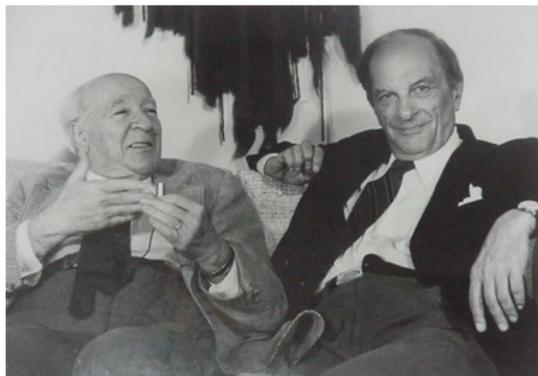
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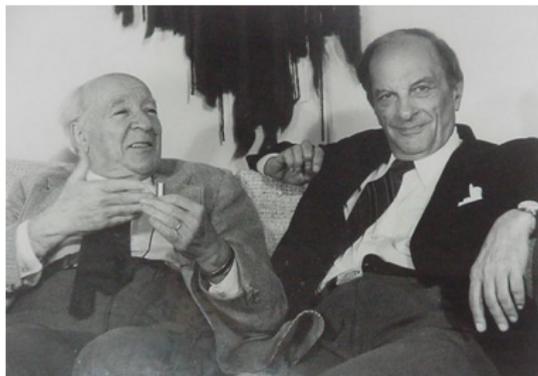
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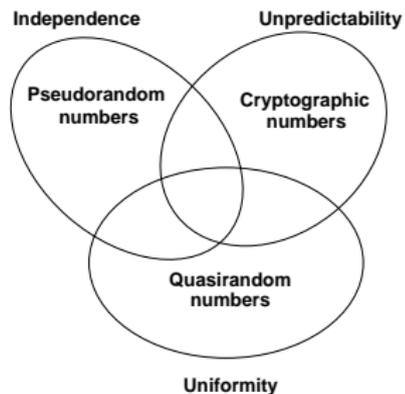
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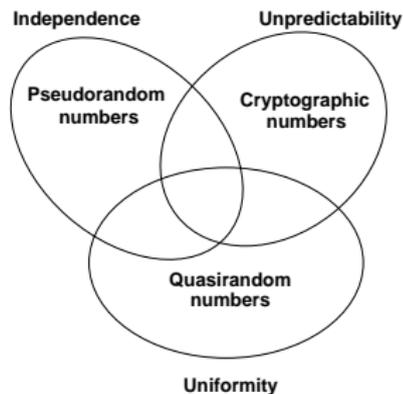
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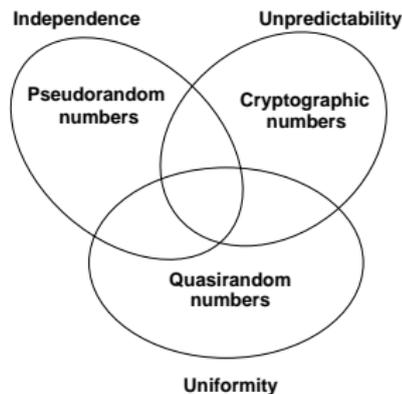
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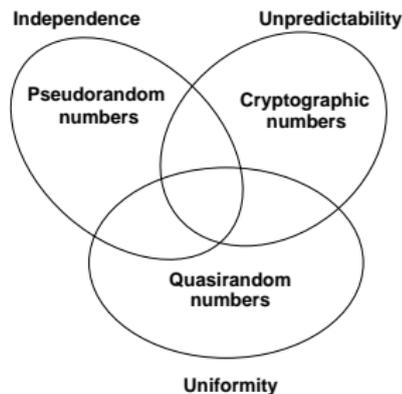
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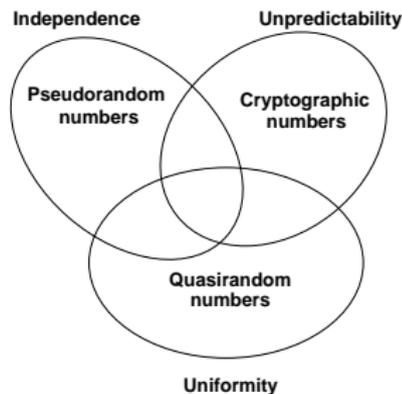
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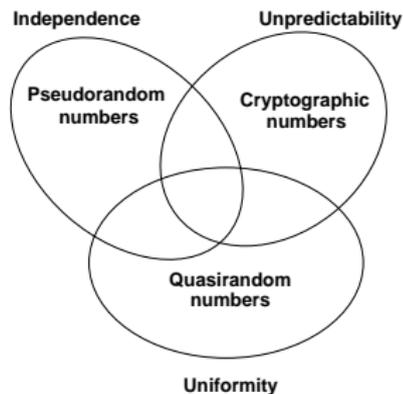
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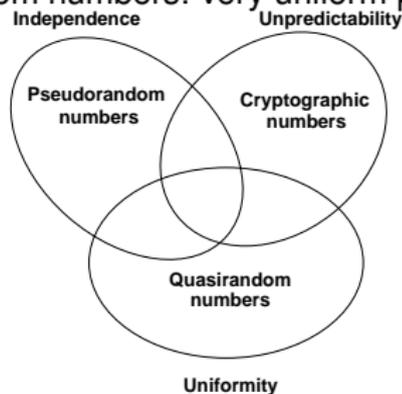
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 3. Quasirandom numbers: very uniform points



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4. Commercialization of SPRNG

References



[M. Mascagni, T. Anderson, H. Yu and Y. Qiu (2014)]
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Questions?

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