



# Monte Carlo Simulation

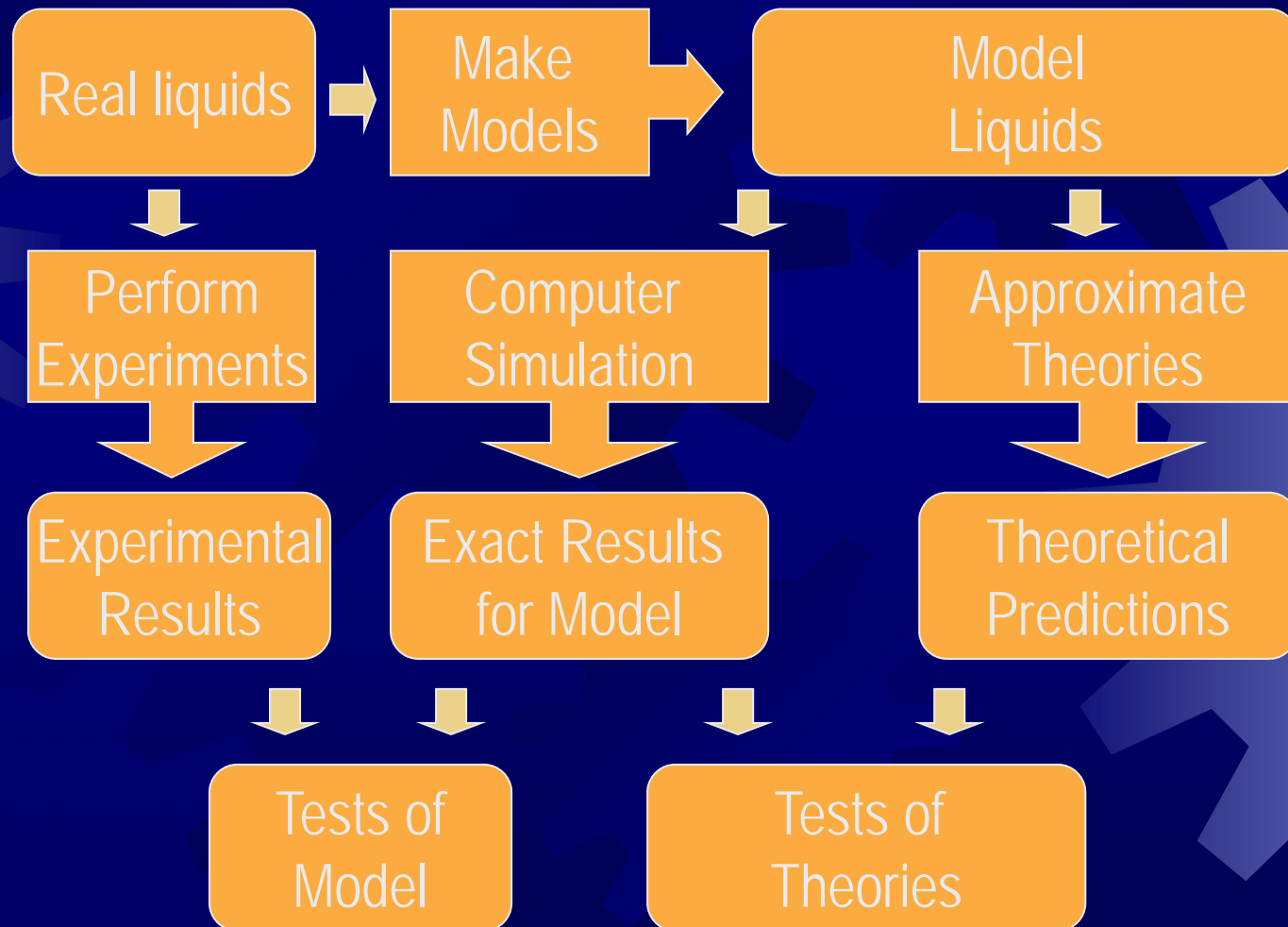
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# What is Simulation?

- ❖ 복잡한 문제를 해석하기 위하여 모델에 의한 실험, 또는 사회현상 등을 해결하는 데서 실제와 비슷한 상태를 수식 등으로 만들어 모의적(模擬的)으로 연산(演算)을 되풀이하여 그 특성을 파악하는 일.
- ❖ Computer Simulation : Roles of the experiment designed to test theory

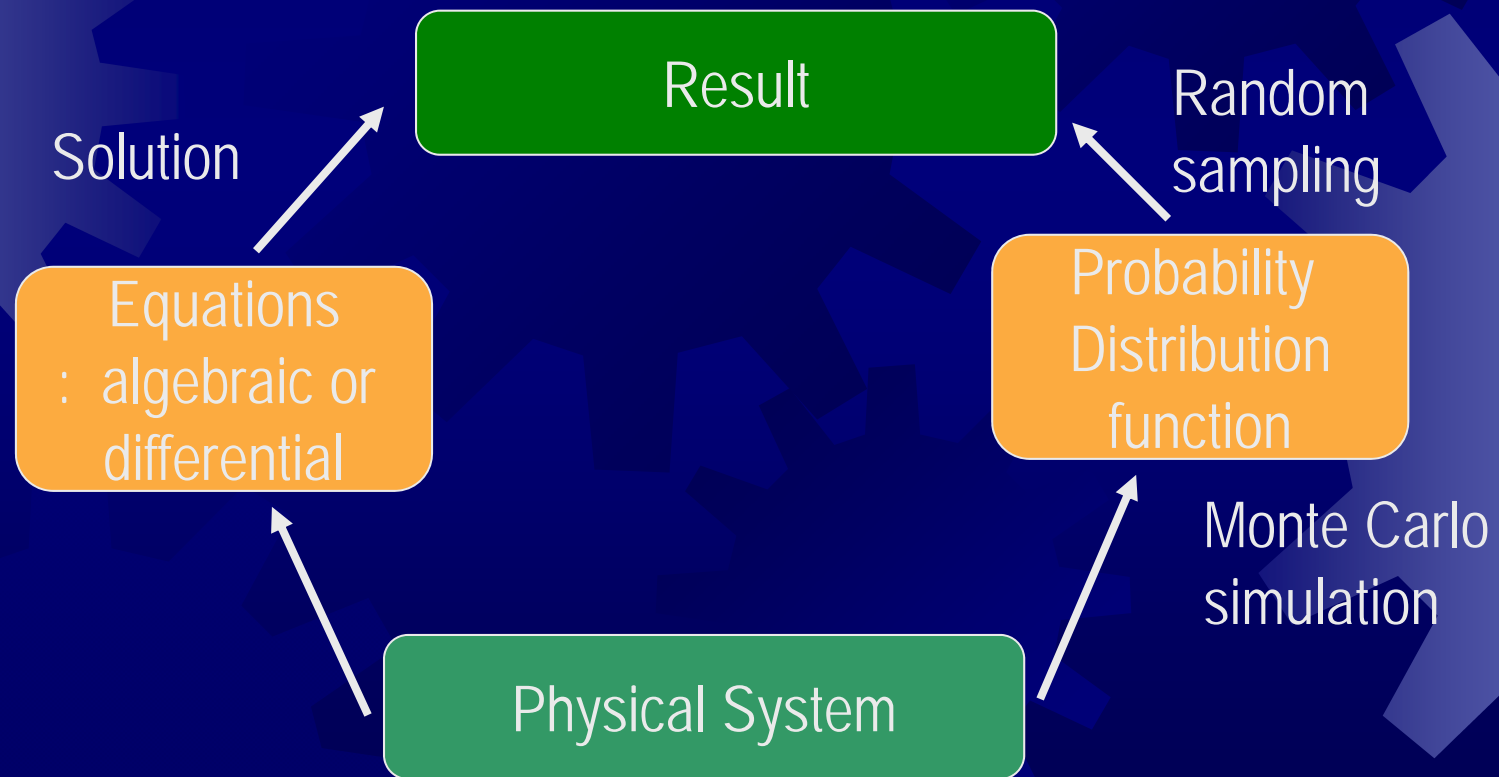
# Computer Simulation, Experiments and Theory



# Monte Carlo Simulation

- ☀ Monte Carlo

Similarity of statistical simulation to game of chance



# Primary components of MCS

- ★ **Probability distribution functions(pdf)**  
Description of physical system
- ★ **Random number generator**
- ★ **Sampling rule**  
Prescription for sampling from the specified pdf
- ★ **Scoring( or tallying) : accumulation of outcomes**
- ★ **Error estimation**
- ★ **Variance reduction techniques**  
methods for reducing the variance
- ★ **Parallelization and vectorization**  
Algorithms to implement efficiently

# Terminology

- ✦ Experiment
  - physical or mathematical process
- ✦ Outcomes
  - result of experiment
- ✦ Sample space
  - collection of all possible outcomes
- ✦ Trial
  - one realization of the experiment
- ✦ Event
  - a consequence of the outcome of the experiment

# illustration

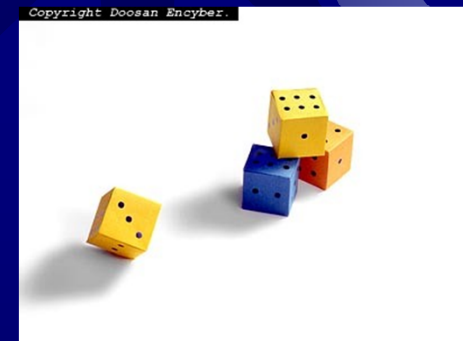
## Example :

Observing the top face of the die

- ☀ Outcomes : six faces
- ☀ Sample space : consists of six outcomes
- ☀ Events

E1 : top face is an even number

E2 : top face is larger than 4

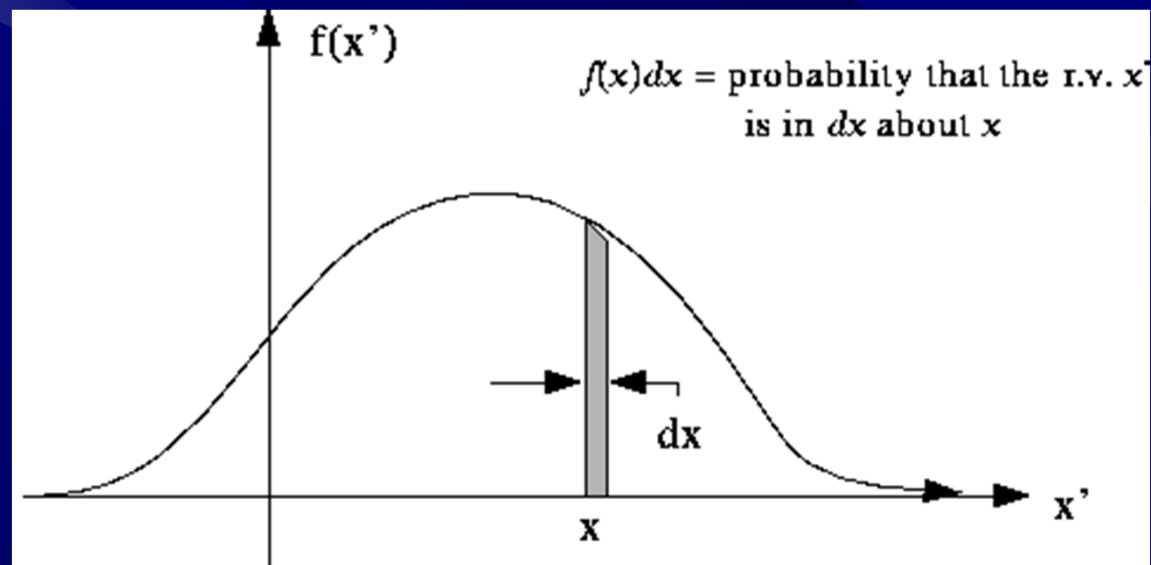


# Probability Density Function

## ★ PDF

Probability that the random variable is in the interval  $(x, x+dx)$

$$\text{Prob}(x \leq x' \leq x+dx) = P(x \leq x' \leq x+dx) = f(x)dx$$



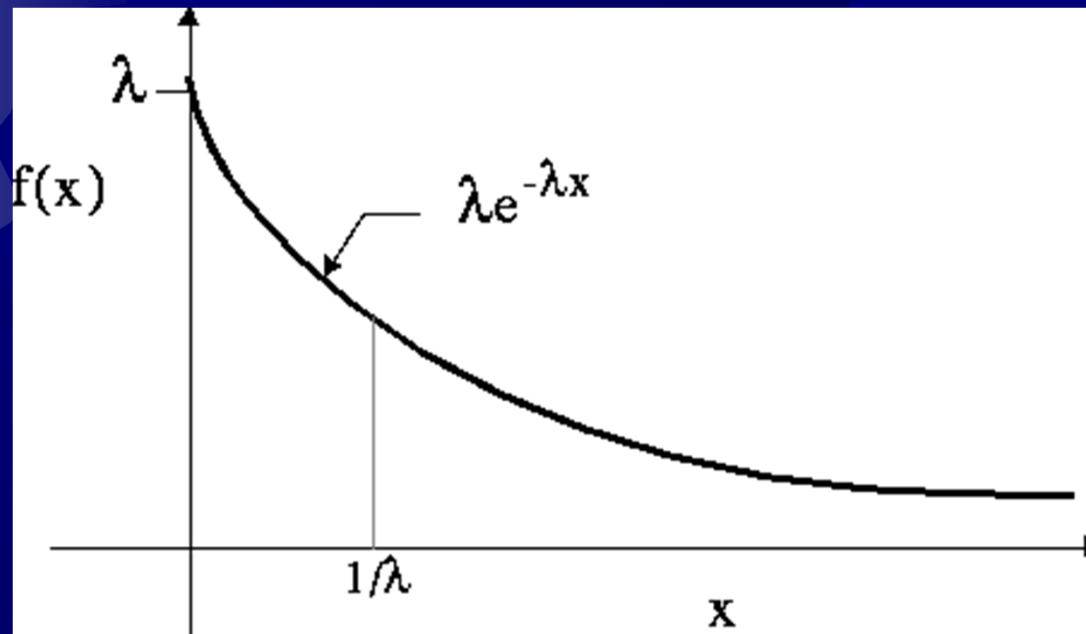


# Types of PDF : Exponential

- ★ Exponential Distribution

$$f(x) = \lambda e^{-\lambda x}, \quad x \geq 0, \quad \lambda > 0$$

applicable to radioactive nucleus to decay

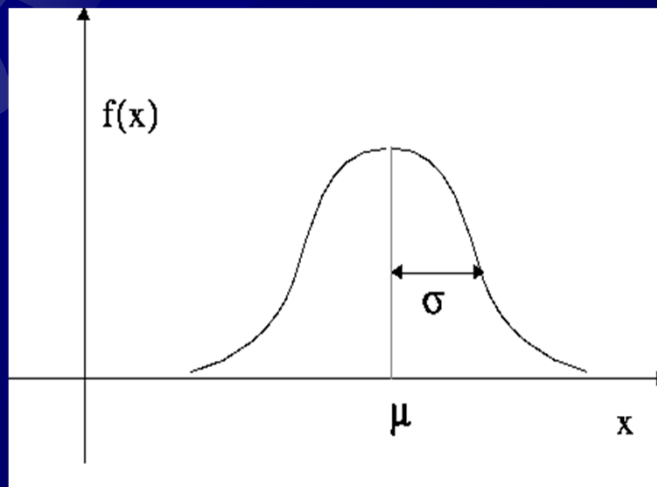


# Types of PDF : Gaussian

- ★ Gaussian(Normal) Distribution

Two parameter distribution ( $\sigma$ ,  $\mu$ )

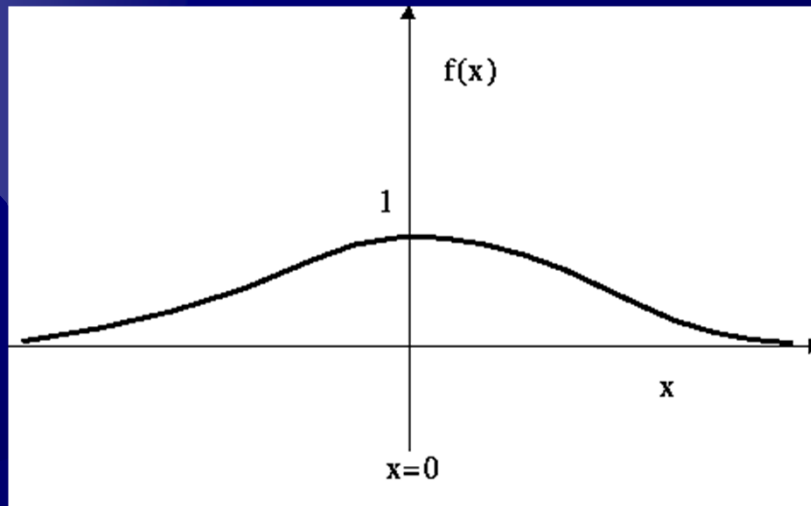
most important pdf in probability and statistics



$$f(x) = \frac{1}{(2\pi\sigma)^{1/2}} e^{-\frac{(x-\mu)^2}{2\sigma^2}}, -\infty < x < \infty$$

# Types of PDF : Cauchy

- ★ Cauchy Distribution  
non-exist mean value



$$f(x) = \frac{a}{a^2 + x^2}, -\infty < x < \infty$$

# Sampling from PDF

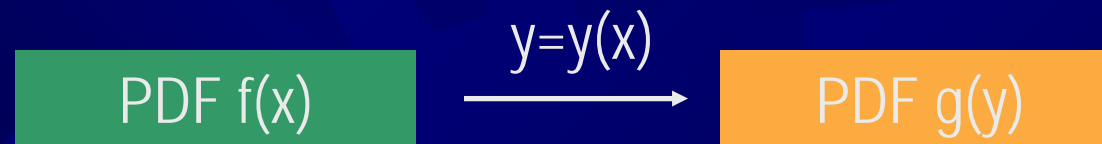
- ★ Simulation of physical system
  - = Random sampling from PDF +  
Supplementary computations needed to  
describe the system evolution

Physics and  
mathematics of system



Random sampling of  
possible states from PDF

# Transformation of PDF



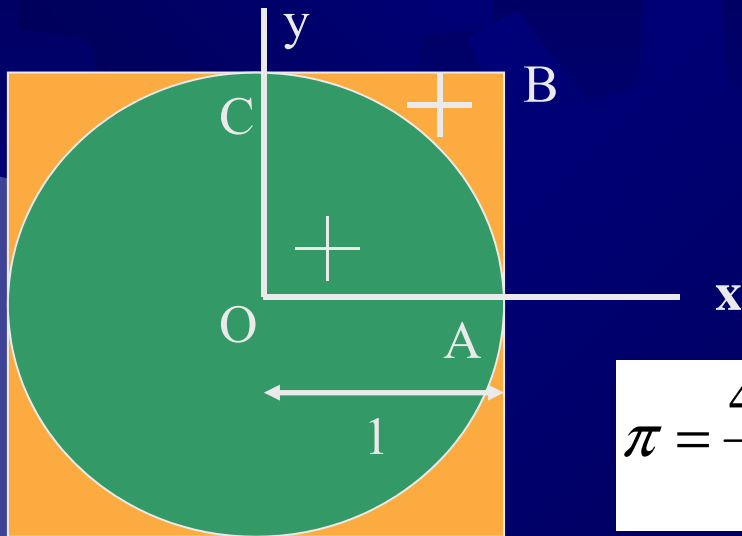
- ✦  $y(x)$  is one-to-one relation with  $x$
- ✦ Probability of the random variable  $x'$  occurring in  $dx$  about  $x =$

Probability of the random variable  $y'$  occurring in  $dy$  about  $y$

$$f(x)dx = \text{probabilit } y(x \leq x' \leq x + dx)$$

$$g(y)dy = \text{probabilit } y(y \leq y' \leq y + dy)$$

# Example : MC Integration



$$\pi = \frac{4 * \text{Area under the curve } CA}{\text{Area of the } OABC} = \frac{4\tau_{hit}}{\tau_{shot}}$$

- ★ A number of Shots
  - ★ Two independent random number in  $[0,1]$
  - ★ Set number as coordinates of a point
  - ★ Check Distance from origin
- ★ Record hit and miss

# Importance Sampling

$$I = \int_a^b dx f(x) = (b-a) \langle f(x) \rangle$$

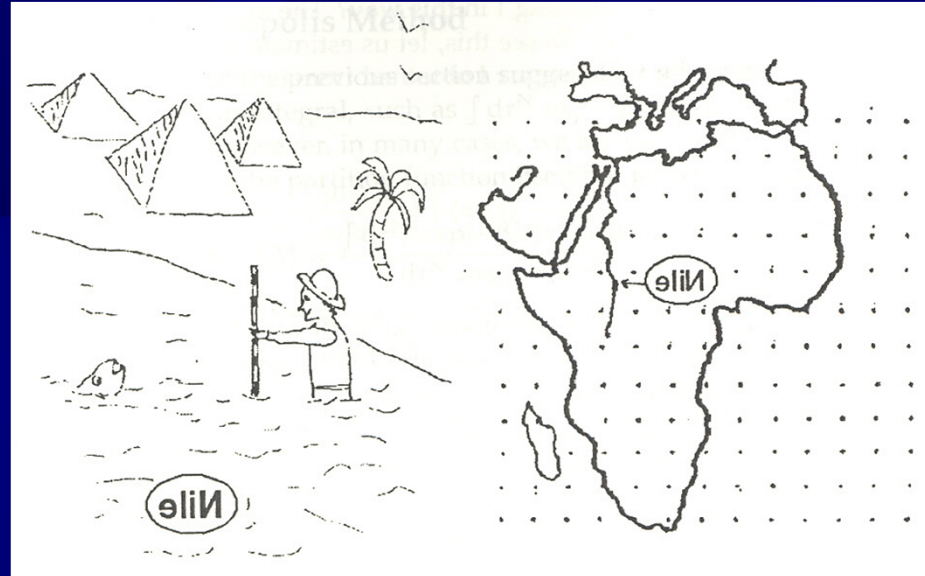
- ★ Many points in the region where Boltzman factor is large and few elsewhere

$$I = \int_a^b dx f(x) = \int_0^1 dx w(x) \frac{f(x)}{w(x)} = \int_0^1 du \frac{f(x(u))}{w(x(u))}$$

- ★ Generate L random values of u uniformly distributed in the interval [0,1]

$$I \cong \frac{1}{L} \sum_{i=1}^L \frac{f(x(u_i))}{w(x(u_i))}$$

# Metropolis Method



- ✦ **Random walk** is constructed
- ✦ **Trial move** is rejected (if out of water) or accepted
- ✦ Depth of water is measured at every trial move
- ✦ **Average depth of Nile River**



# Criteria of trial move acceptance

- ★ Probability of accepting a trial move from **o** to **n**  
( $U(o) < U(n)$ )

$$\text{acc}(o \rightarrow n) = \exp\{-\beta[U(n) - U(o)]\} < 1$$

IF generated Random number from  $[0,1]$ ,

**Ranf**  $<$   $\text{acc}(o \rightarrow n)$  : accept

**Ranf**  $>$   $\text{acc}(o \rightarrow n)$  : reject

# A Basic MC algorithm

- ★ For equilibrium properties of classical many-body system,
  - Select a particle at random and  
Calculate its energy  $U(\mathbf{r}^N)$
  - Give the particle a random displacement :  
 $\mathbf{r}' = \mathbf{r} + \Delta$  and calculate its new energy  $U(\mathbf{r}'^N)$
  - Accept the move from  $\mathbf{r}^N$  to  $\mathbf{r}'^N$  with probability

$$\text{acc}(\mathbf{o} \rightarrow \mathbf{n}) = \min(1, \exp\{-\beta[U(\mathbf{n}) - U(\mathbf{o})]\})$$