Drawing Parallels between Statistics and Nature

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Keywords in My Research

Artificial <u>Generative</u> Information Intelligence <u>Modeling</u> Theory

Uncertainty
Quantification

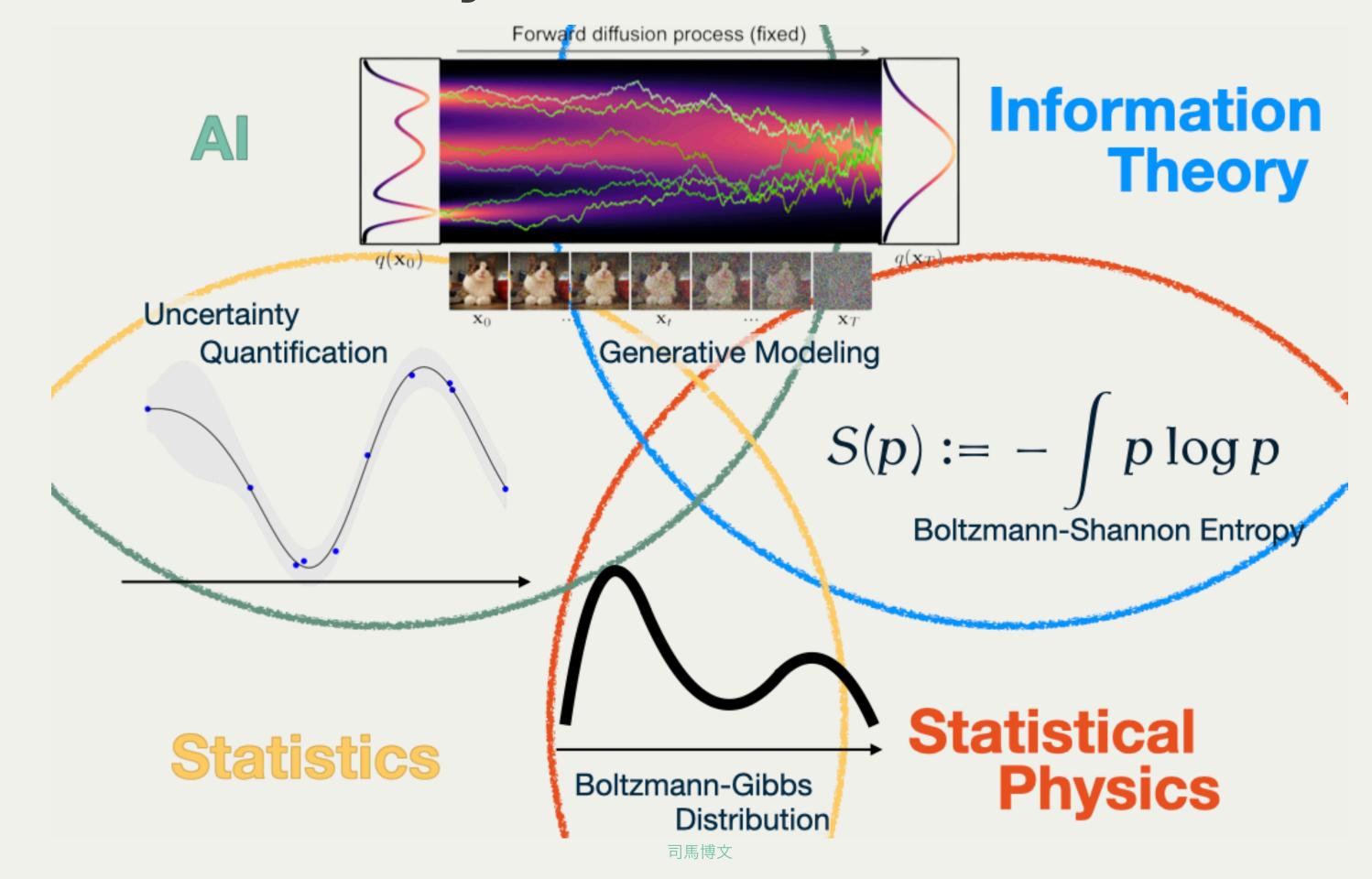
Bayesian Inference

Statistics

Monte Carlo Simulation

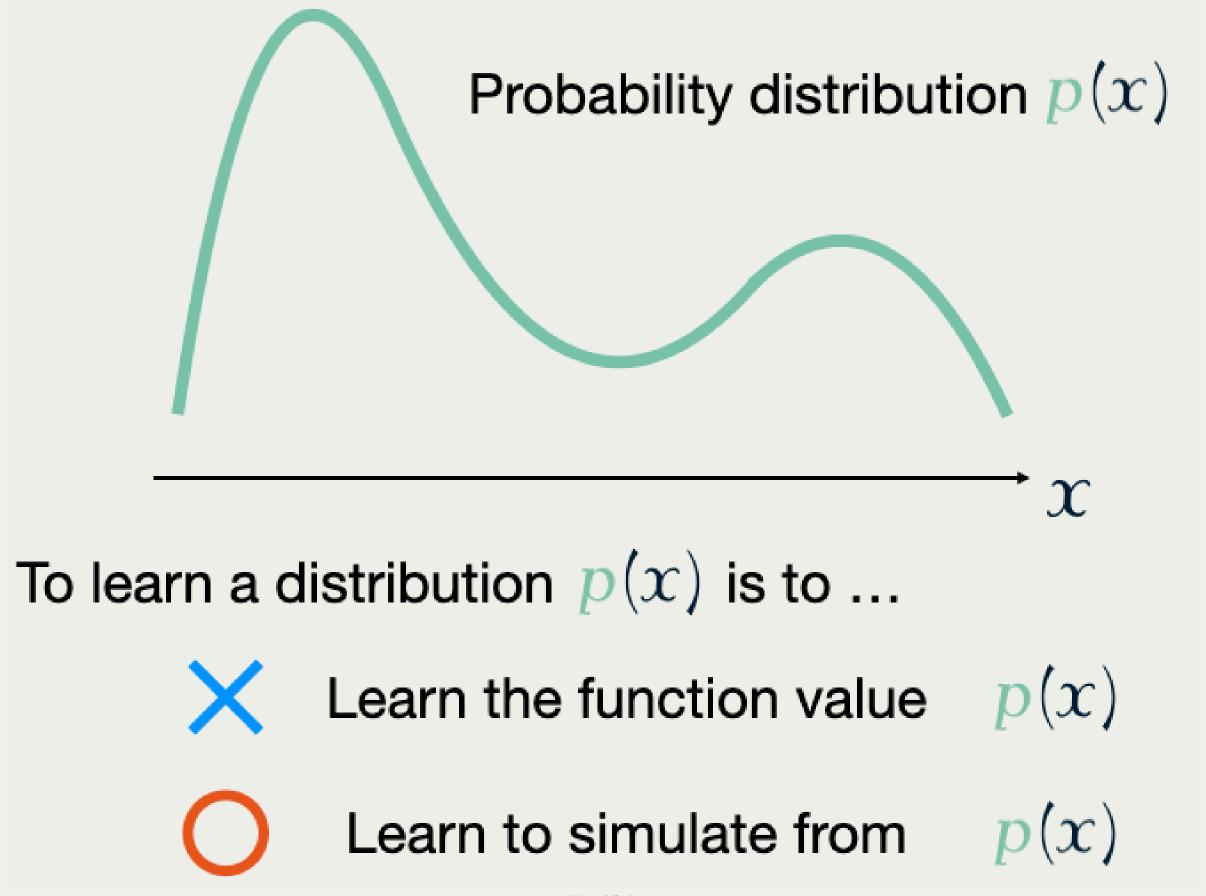
Statistical Physics

Distribution: Key of New Science

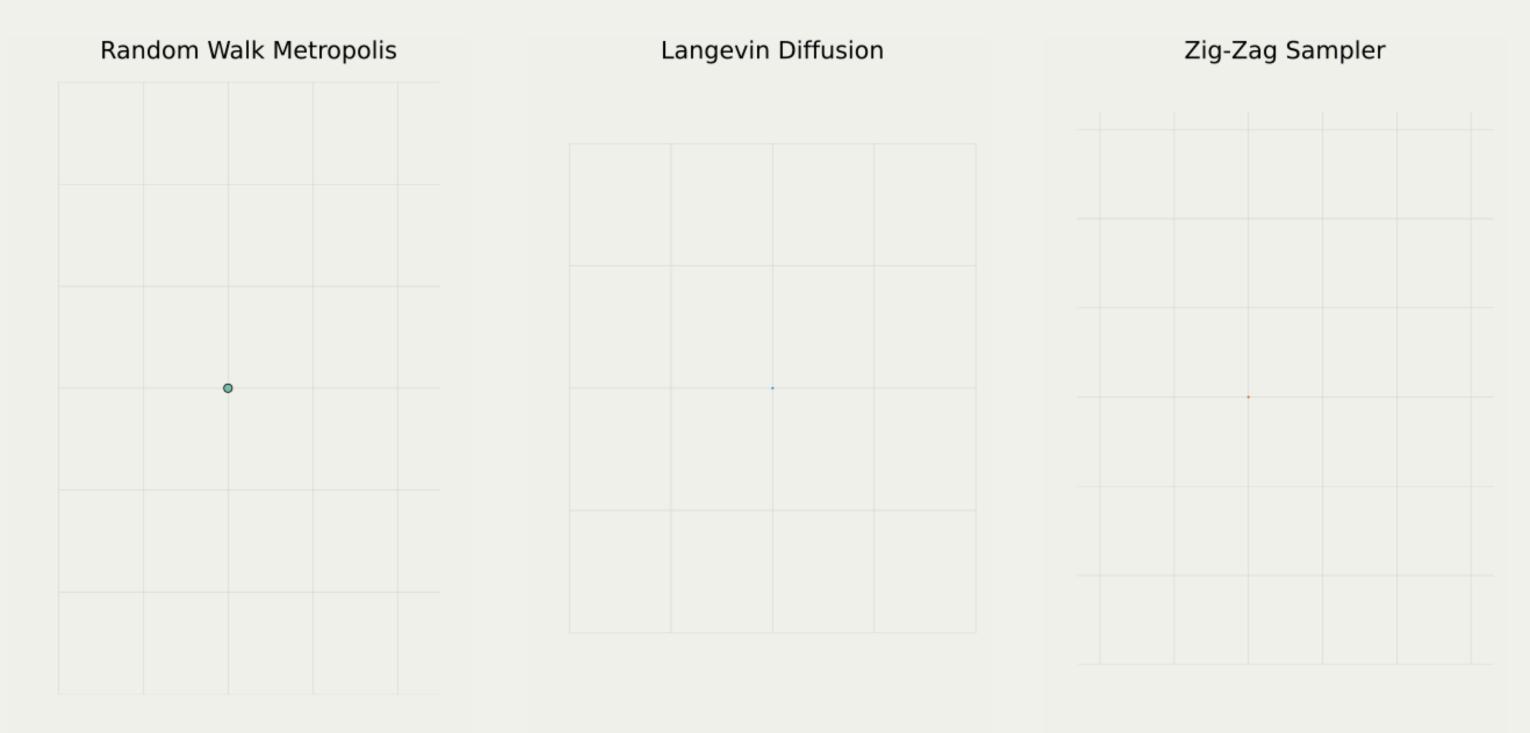




A Computational Reinterpretation



Development in Monte Carlo Methods



Markov Chain

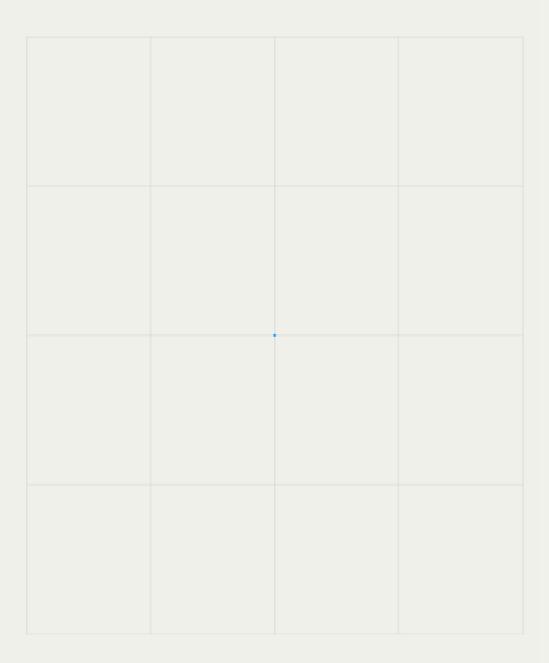
Diffusion

Jump Process



What's Wrong with Diffusion?

Langevin Diffusion



Equilibrium \(\Rightarrow \text{Reversibility}

Langevin Diffusion represents a particle in a medium.

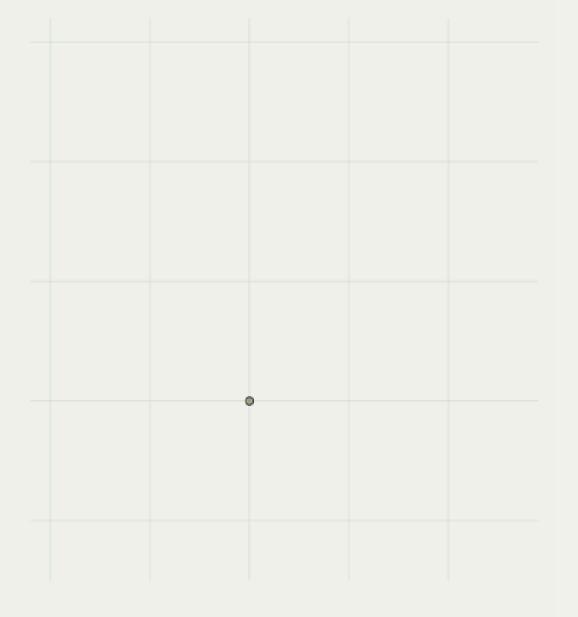
E.g. A sugar particle in a coffee

- Nature is not necessarily efficient.
 - E.g. Would you wait until the sugar dissolves? To have a cup of coffee?
- It's difficult to simulate.



What's New in PDMP?

Zig-Zag Sampler



Irreversibility & Acceleration

- Ballistic motion, up until a turn
 - E.g. Stirring coffee with a spoon
- No artificial symmetry (e.g. detailed balance)
 - → Fast convergence & reduced computational cost

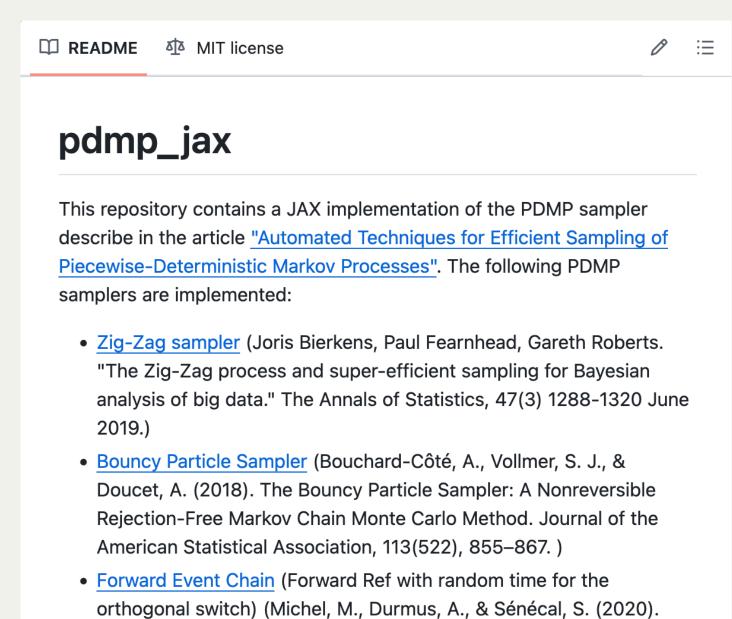
All with a new strategy of simulation, which seems to be very efficient (ongoing research)



PDMP Package

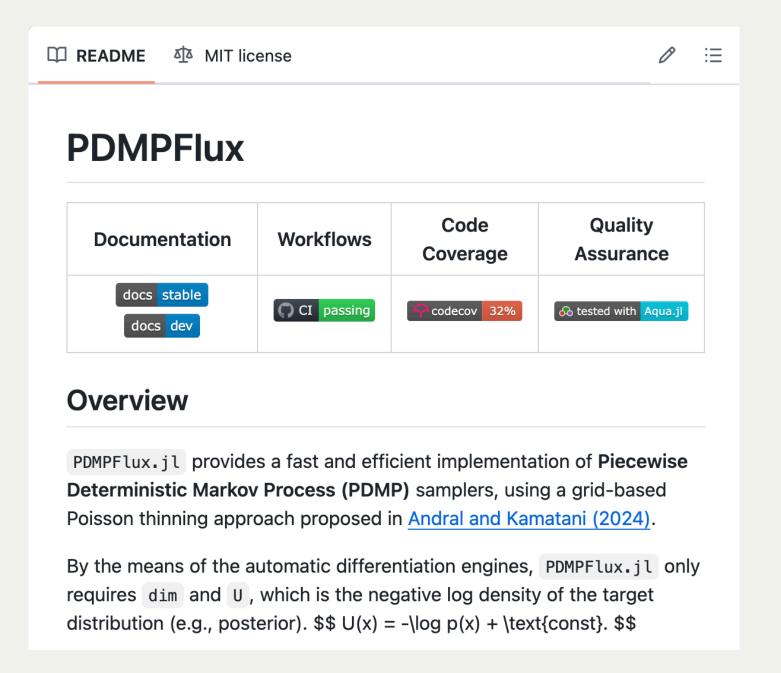
Piecewise Deterministic Markov Process

Python



Forward Event-Chain Monte Carlo: Fast Sampling by Randomness

Julia



Bringing Science Back

