TA Lecture 11 - Monte Carlo Methods

Dec 26 - 28

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Outline

Main Contents Recap

HW Problems

Monte Carlo Methods

If you can not calculate a probability or expectation exactly, then you have three powerful strategies:

- Simulations using Monte Carlo Methods
- Approximations using limiting theorems
 - Poisson approximation: The Law of Small Numbers
 - Sample mean limit: The Law of Large Numbers
 - Normal approximation: The Central Limit Theorem
- Bounds (upper and lower bounds) on probability using inequalities.

Inverse Transform

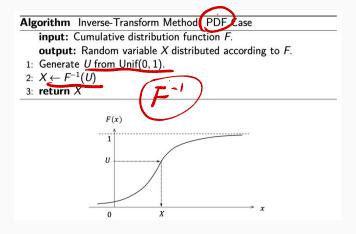
- Given a Unif(0, 1) r.v., we can construct an r.v. with any continuous distribution we want.
- Conversely, given an r.v. with an arbitrary continuous distribution, we can create a Unif(0, 1) r.v.
- Other names:
 - probability integral transform
 - inverse transform sampling
 - the quantile transformation
 - the fundamental theorem of simulation

Theorem

Let F be a CDF which is a continuous function and strictly increasing on the support of the distribution. This ensures that the inverse function F^{-1} exists, as a function from (0,1) to $\mathbb R$. We then have the following results.

- Let $U \sim \text{Unif}(0,1)$ and $X = F^{-1}(U)$. Then X is an r.v. with CDF F.
- QLet X be an r.v. with CDF F. Then $F(X) \sim \text{Unif}(0,1)$.

Inverse Transform: Continuous



Inverse Transform: Discrete

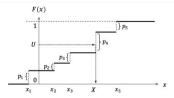
Algorithm Inverse-Transform Method: PMF Case

input: Discrete cumulative distribution function F with monotonic sequence $\{x_j\}$

output: Discrete random variable X distributed according to F.

- 1: Generate $U \sim \mathsf{Unif}(0,1)$
- 2: Find the smallest positive integer, k, such that $U \leq F(x_k)$. Let $X \leftarrow x_k$.

3: return X



• *U* ∼ Unif(0, 1):

$$X = \begin{cases} x_1 & \text{if } 0 < U \le p_1 \\ x_2 & \text{if } p_1 < U \le p_1 + p_2 \\ x_3 & \text{if } \frac{p_1 + p_2}{p_1 + p_2} < U \le p_1 + p_2 + p_3 \\ x_4 & \text{if } \frac{p_1 + p_2 + p_3}{p_1 + p_2 + p_3} < U \le p_1 + p_2 + p_3 + p_4 \\ x_5 & \text{if } p_1 + p_2 + p_3 + p_4 < U \le 1 \end{cases}$$

Acceptance-Rejection

- Suppose one can generate samples (relatively easily) from PDF g
- How can random samples be simulated from PDF f?

Algorithm Acceptance-Rejection Algorithm

Let c denote a constant such that $c \ge \sup_{y} \frac{f(y)}{g(y)}$. The

Step 1: Generate $Y \sim g$.

Step 2: Generate $\mathcal{U} \sim \mathsf{Unif}(0,1)$.

Step 3: If $U \le \frac{f(Y)}{c \cdot g(Y)}$ set X = Y. Otherwise go back to step 1.

Theorem

(i) The random variable generated by the Acceptance-Rejection method has the desired PDF f.

The number of iterations of the algorithm that are needed is a first-success random variable with mean c.

(iii) $c \geq 1$

Monte Carlo Integration

We can use the sample mean to approximate the expectation:

$$\underbrace{Eg(X)}_{\text{ration}} \approx \frac{1}{n} \sum_{i=1}^{n} g(X_i). \quad \text{Sample} \quad \text{average} \quad .$$

Now we have integration

$$\int_{a}^{b} g(x) dx = (b-a) \int_{a}^{b} g(x) \cdot \frac{1}{b-a} dx.$$

• Drawing n samples (empirical samples) from Unif(a, b):

$$X_1, X_2, \ldots, X_n \sim Unif(a, b).$$

Monte Carlo Integration:

Monte Carlo Integration

- Indicator: bridge between expectation and probability
- Given event A:

$$I_A(x) = \begin{cases} 1 & \text{if } x \in A \\ 0 & \text{Otherwise} \end{cases}$$

For random variable X:

$$P(X \in A) = 1 \cdot P(X \in A) + 0 \cdot P(X \notin A)$$

$$= E(I_A(X))$$

$$\approx \frac{1}{n} \sum_{i=1}^{n} I_A(X_i).$$

Importance Sampling

$$H = E_f[h(Y)] = \int h(y)f(y)dy$$

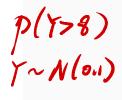
- h is some function and f is the PDF of random variable Y
- When the PDF f is difficult to sample from, importance sampling can be used
- ullet Rather than sampling from f , you specify a different PDF g, as the proposal distribution.

$$H = \int h(y)f(y)dy = \int h(y)\frac{f(y)}{g(y)}g(y)dy = \int \frac{h(y)f(y)}{g(y)}g(y)dy$$

$$H = E_f[h(Y)] = \int \frac{h(y)f(y)}{g(y)}g(y)dy = E_g\left[\frac{h(Y)f(Y)}{g(Y)}\right]$$

• Hence, given an iid sample Y_1, \ldots, Y_n from PDF g, our estimator of H becomes

$$\hat{H} = \frac{1}{n} \sum_{j=1}^{n} \frac{h(Y_j) f(Y_j)}{g(Y_j)}$$



Law of Large Number

SLLN

Theorem

The sample mean \bar{X}_n converges to the true mean μ pointwise as $n \to \infty$, with probability 1. In other words, the event $\bar{X}_n \to \mu$ has probability 1.

Theorem WVVV

For all $\epsilon > 0$, $P(|\bar{X}_n - \mu| > \epsilon) \to 0$ as $n \to \infty$. (This form of convergence is called convergence in probability).

Cauchy-Schwarz Inequality

Theorem

For any r.v.s X and Y with finite variances,

$$|E(XY)| \leq \sqrt{E(X^2)E(Y^2)}$$
.

Expectation.

Jensen's Inequality

If f is a convex function, $0 \le \lambda_1, \lambda_2 \le 1, \lambda_1 + \lambda_2 = 1$, then for any x_1, x_2 ,

$$f(\lambda_1x_1 + \lambda_2x_2) \leq \underline{\lambda_1}f(x_1) + \underline{\lambda_2}f(x_2).$$

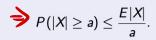
Theorem

Let X be a random variable. If g is a convex function, then $E(g(X)) \ge g(E(X))$. If g is a concave function, then $E(g(X)) \le g(E(X))$. In both cases, the only way that equality can hold is if there are constants a and b such that g(X) = a + bX with probability 1.

Concentration Inequalities

Theorem

For any r.v. X and constant a > 0,



Theorem

Let X have mean μ and variance σ^2 . Then for any a > 0,

$$P(|X-\mu| \geq a) \leq \frac{\sigma^2}{a^2}.$$

Theorem

For any r.v. X and constants a > 0 and t > 0,

$$P(X \ge a) \le \frac{E\left(e^{tX}\right)}{e^{ta}}$$

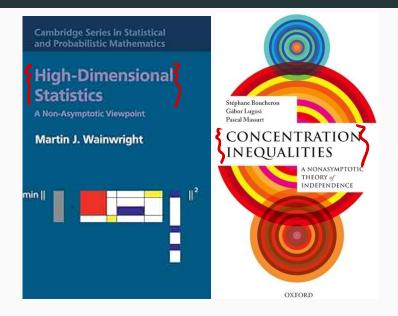
Hoeffding Inequality

Theorem

Let the random variables X_1, X_2, \ldots, X_n be independent with $E(X_i) = \mu$, $a \le X_i \le b$ for each $i = 1, \ldots, n$, where a, b are constants. Then for any $\epsilon \ge 0$,

$$\mathbb{P}(|\frac{1}{n}\sum_{i=1}^{n}X_{i}-\mu|\geq \overbrace{\epsilon})\leq 2e^{-\frac{2n\epsilon^{2}}{(b-a)^{2}}}.$$
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More Concentration Inequality



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