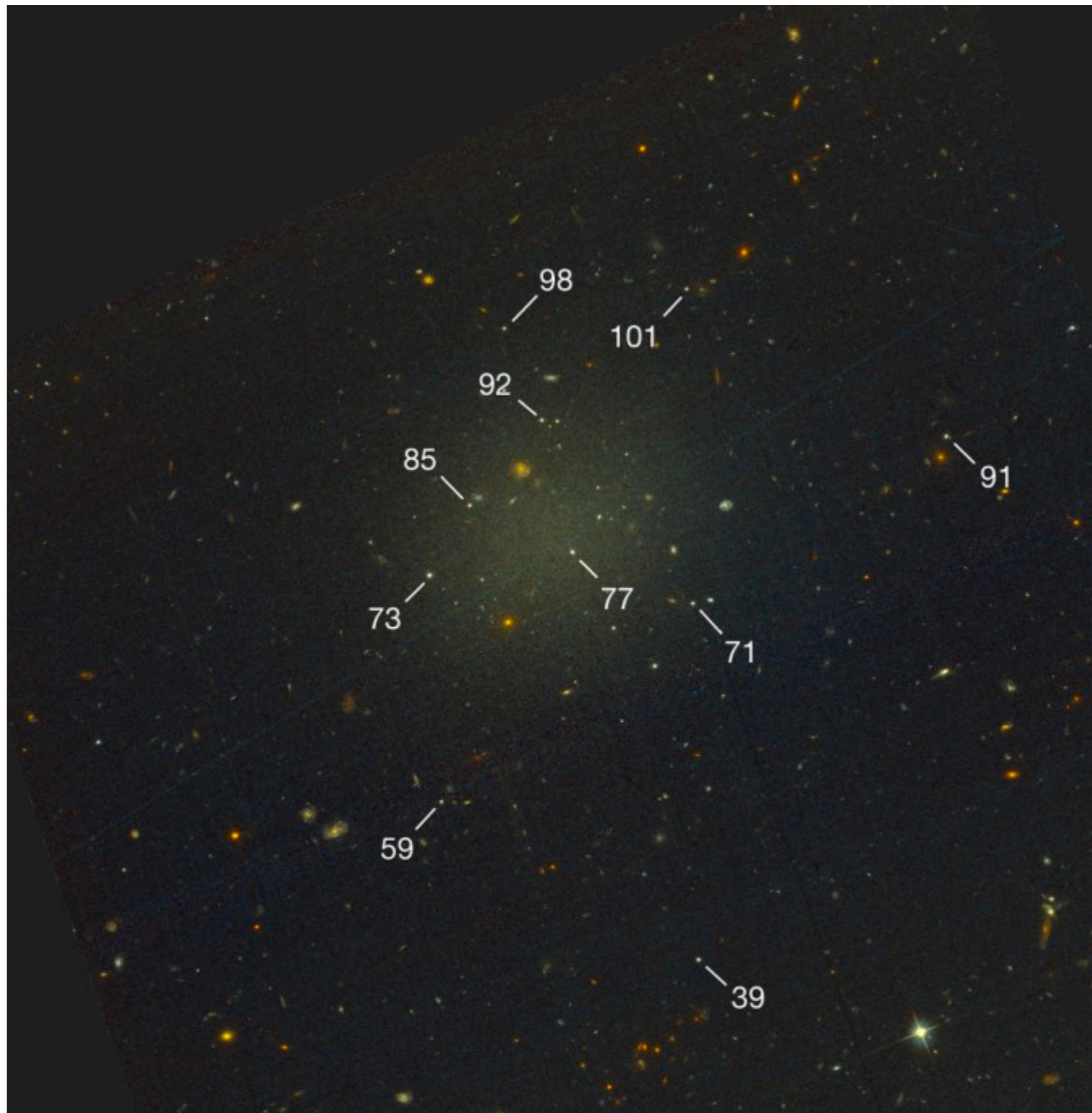


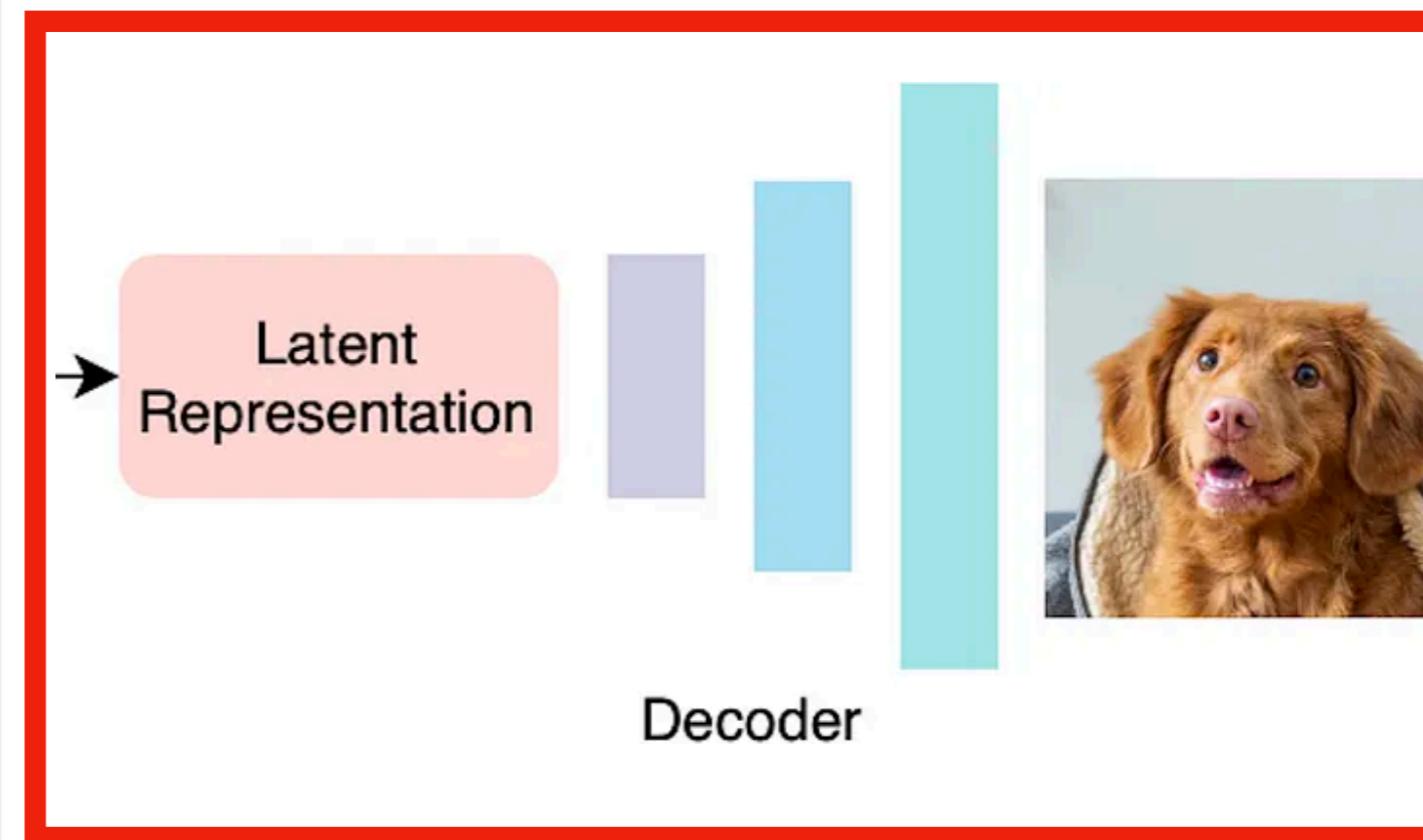
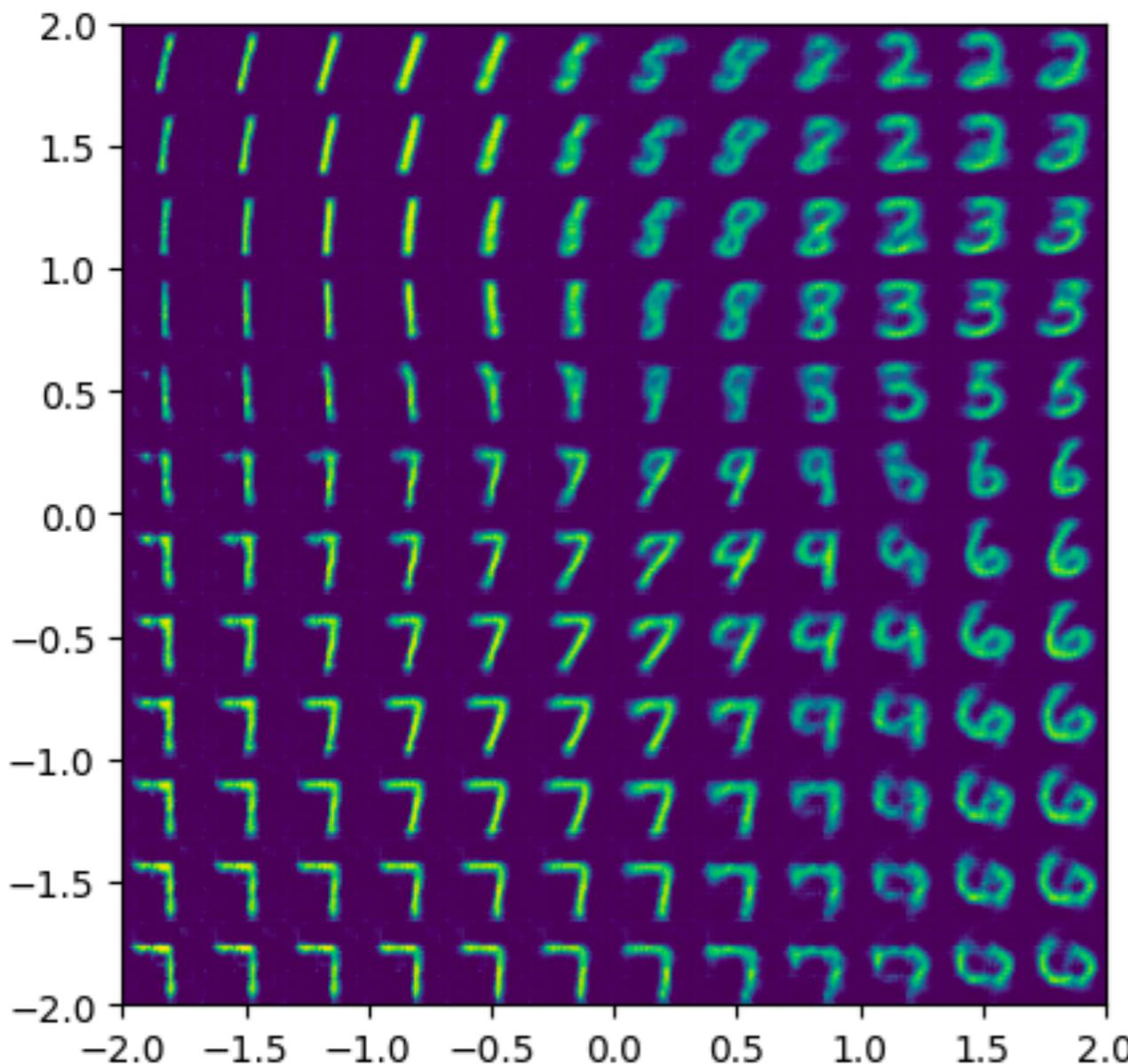
# Lecture 20:

# Markov Chain MC

# MCMC

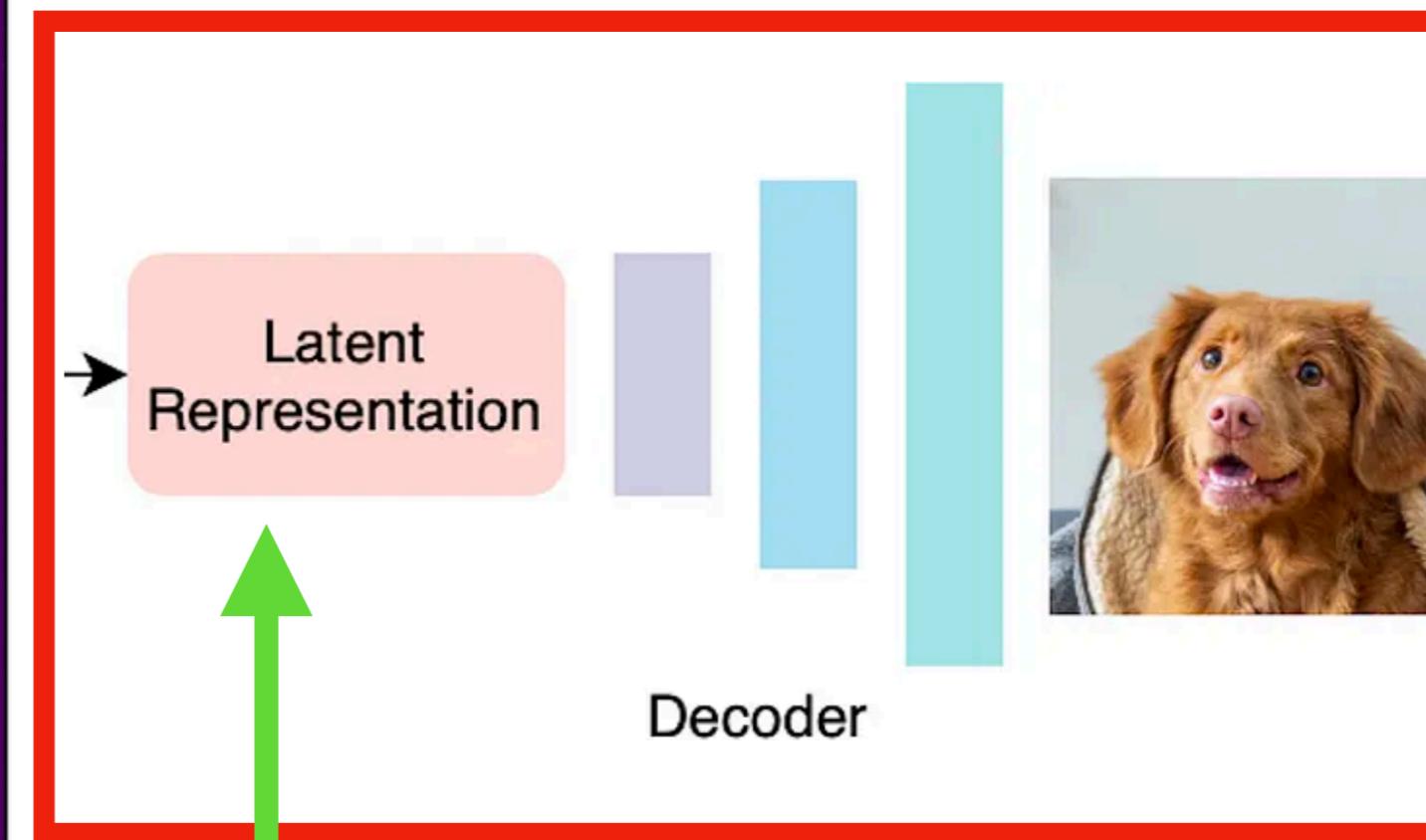
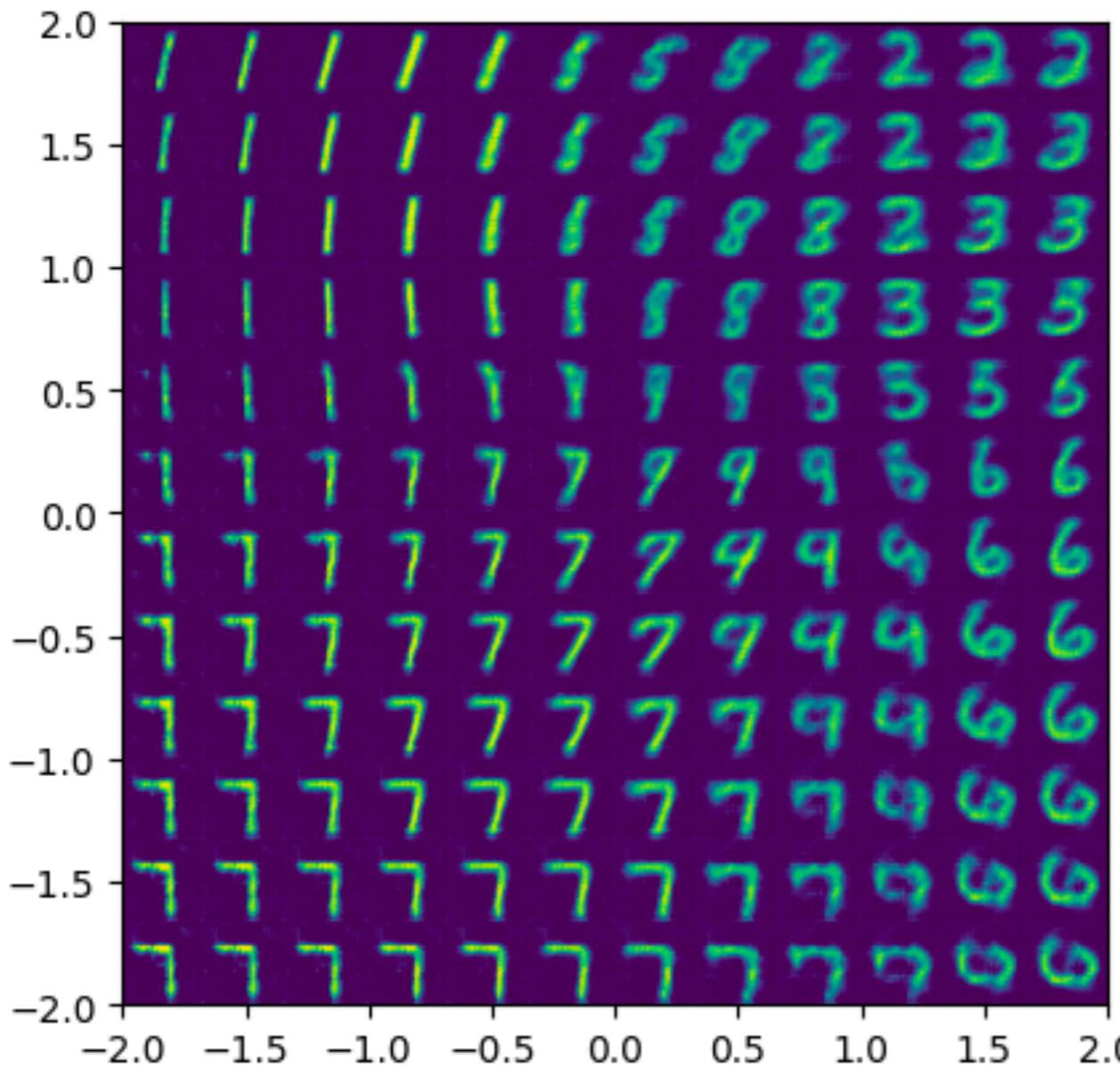


# Exploring the latent space?



- We can sample the latent space as a generator

# Conditional VAE

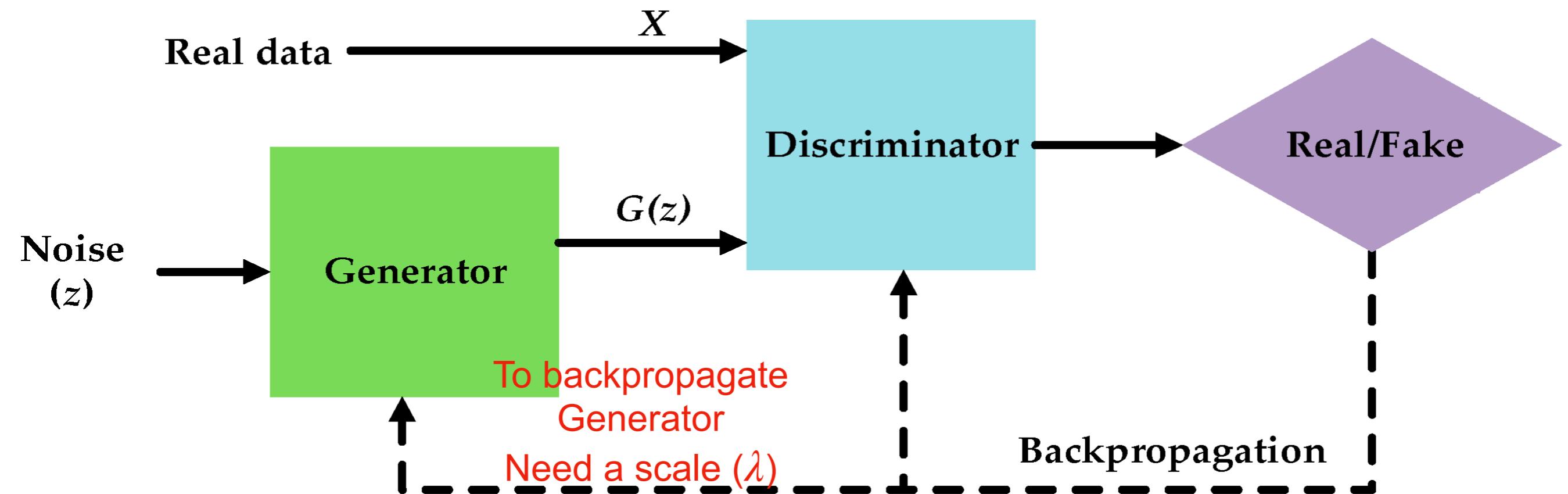


Variables that we would like to condition on

- Force known inputs into the VAE
  - That way our latent space has explicit knowledge of what is going on

# GAN

- The other AI way of generating events uses
  - Generative Adversarial Networks (GANs)
  - I personally do not like these networks
    - They need too much tuning, **don't recommend them**

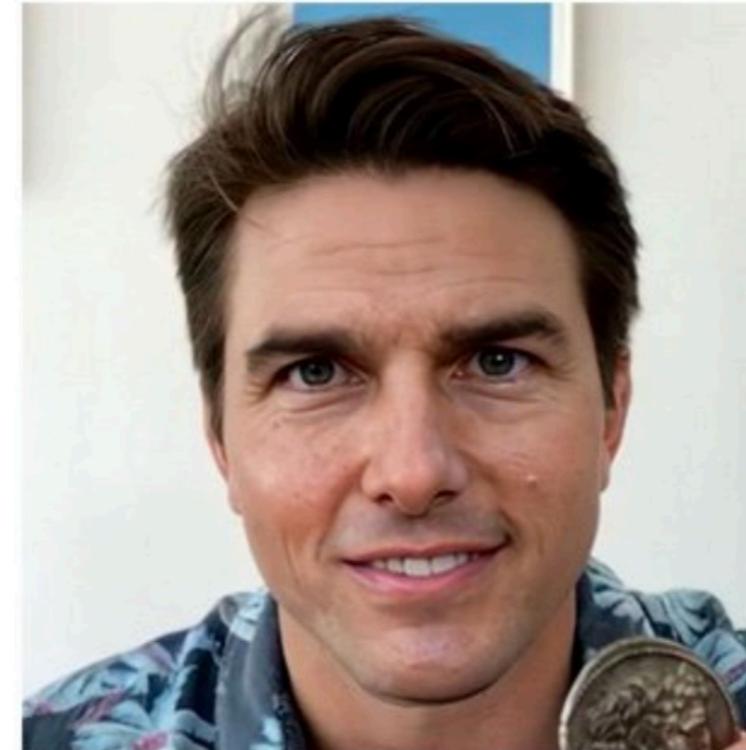


# Power of GANs

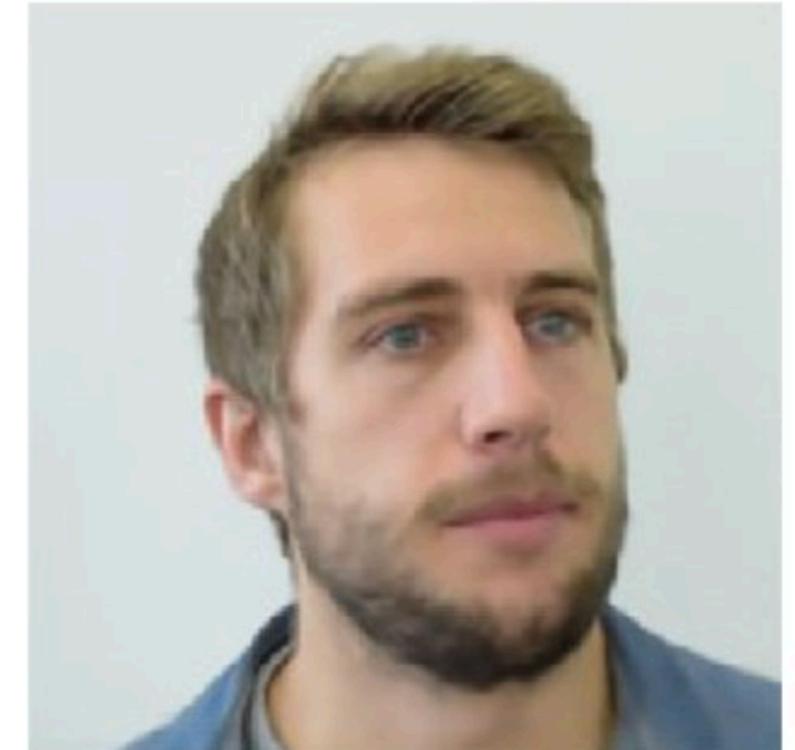
- GANs became popular for generating fake human faces
  - Not as a hard a problem as typical physics problems
  - Our proton problem is probably already too hard for it



GAN



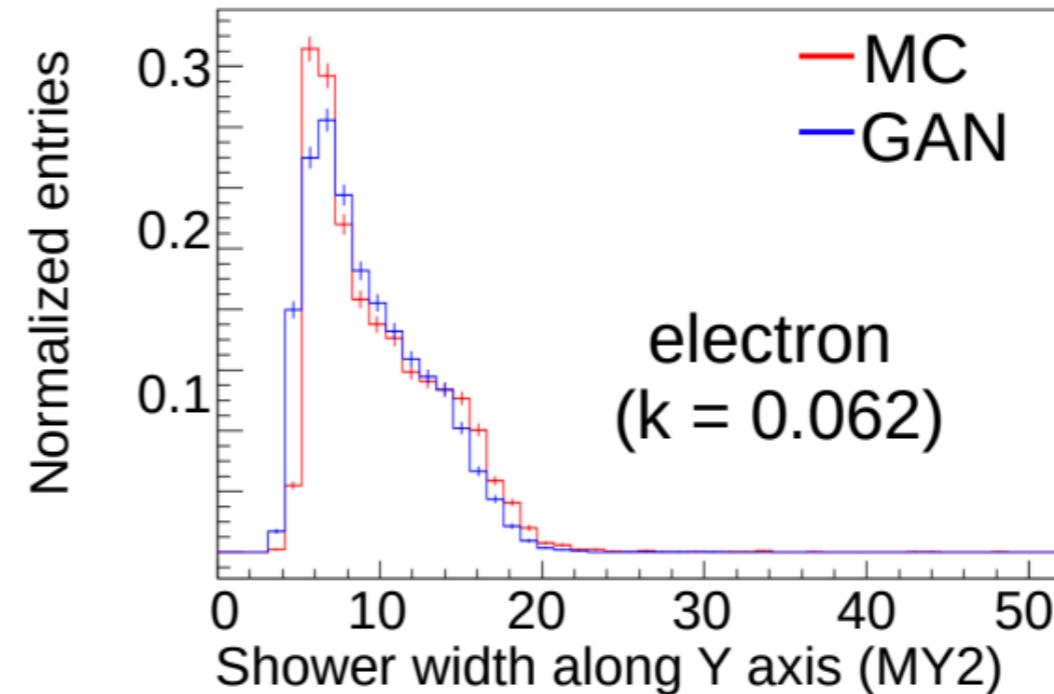
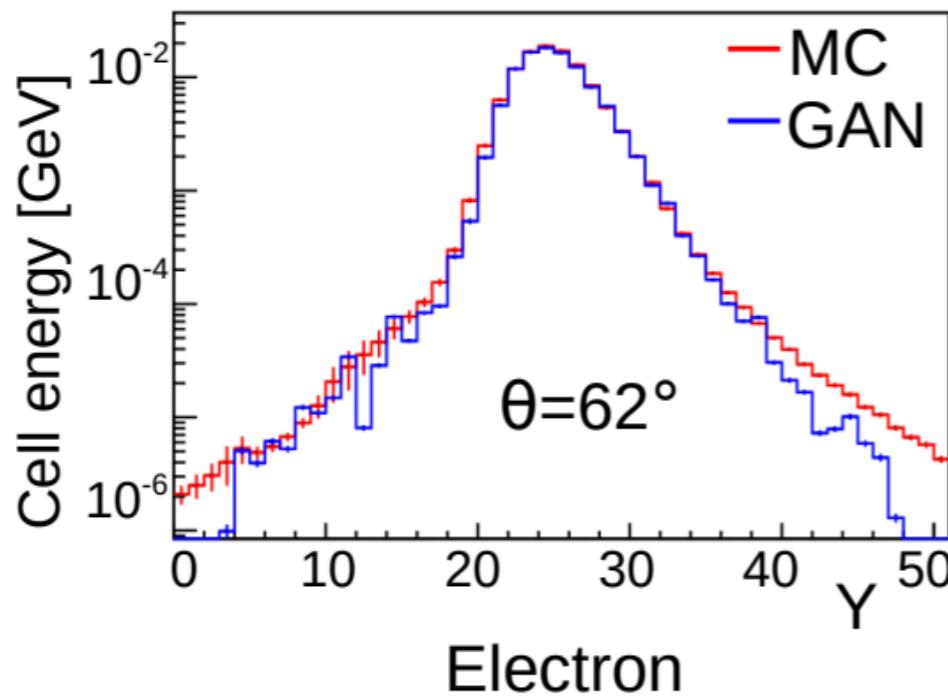
Autoencoder



NeRF

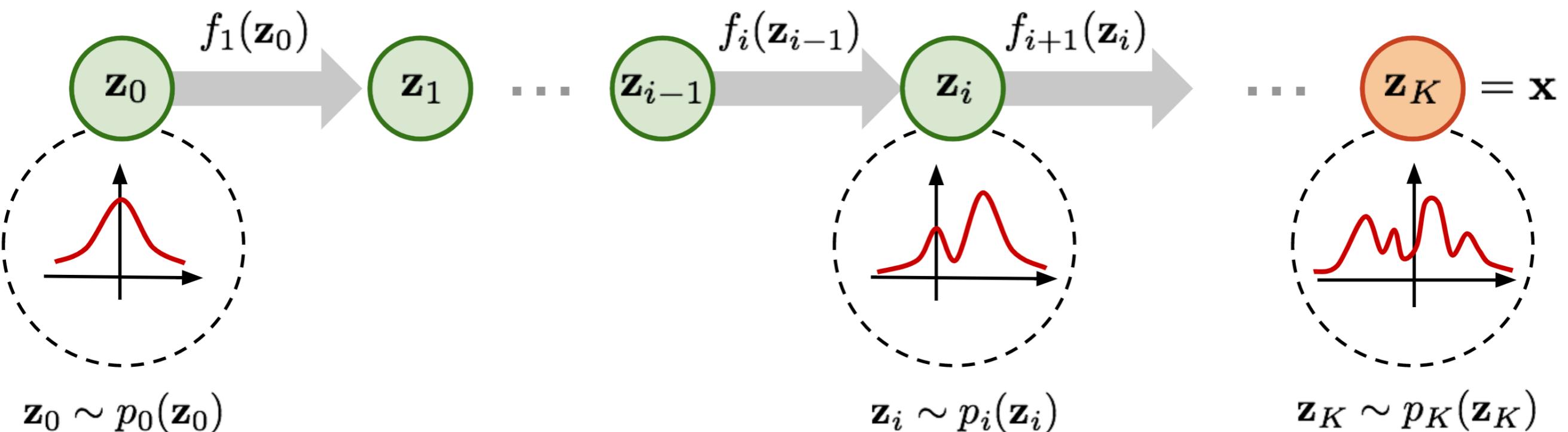
# Weakness of GANs

- GANs have not been great for physics
  - While they get the bulk of simulation ok
  - Struggle with the many orders of magnitude needed
  - **Also they are pain to tune**



# Normalizing Flows

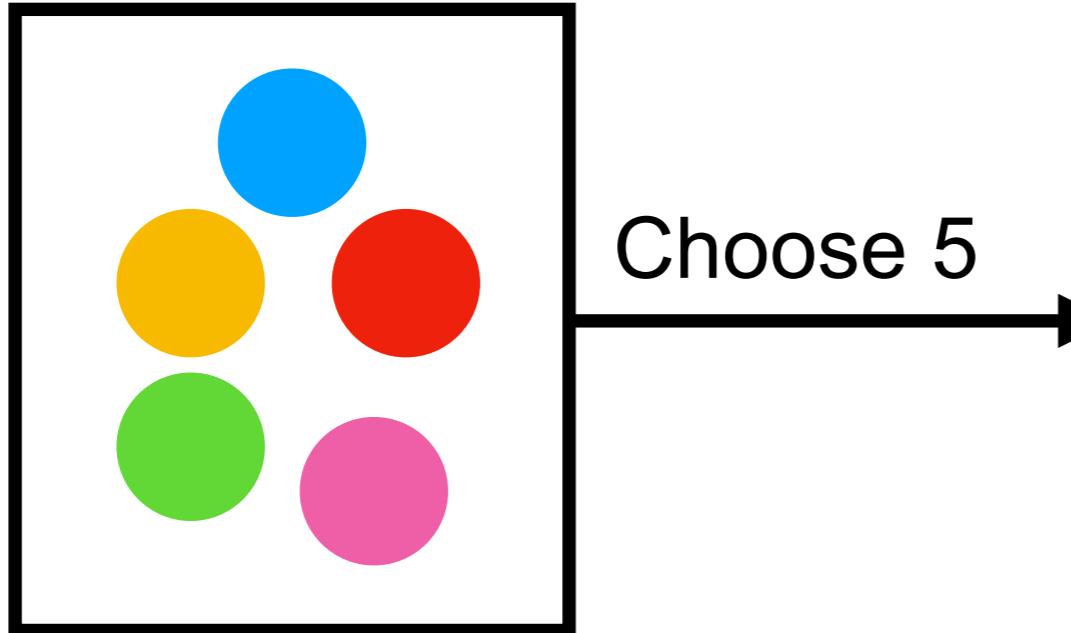
- While I don't show it here
  - The normalizing flow is next evolution of VAE
  - Allows for a more expressive latent space
  - Normalizing flow transforms flows to other spaces



# Bootstrapping

- Lets say you have a fixed dataset ( $\vec{x}$ )
  - You cannot generate more
  - You compute something very complicated on it
    - For example  $\vec{y} = \text{NN}(\vec{x})$
    - You want to know the uncertainty on  $\vec{y}$  given by  $\sigma_{\vec{y}}$
  - However your function  $\frac{d\text{NN}(\vec{x})}{dx}$   $\notin$  exists

# Bootstrapping: Strategy



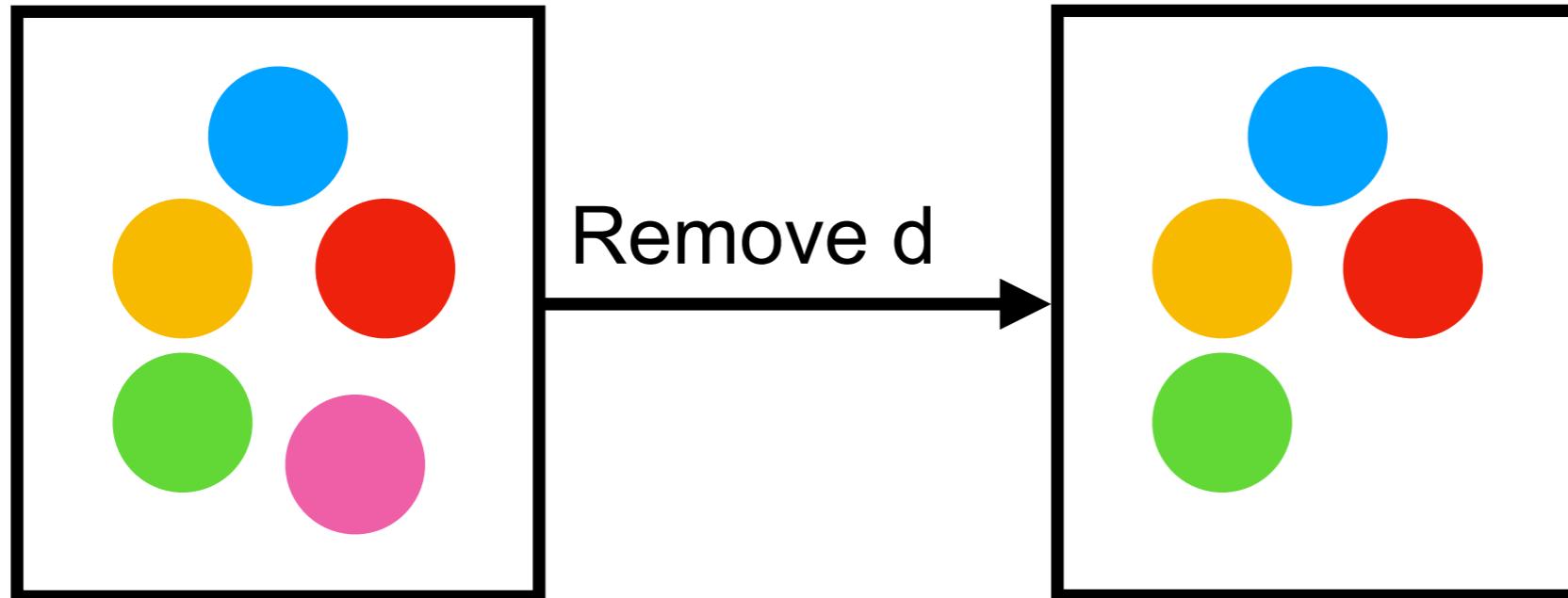
You will  
Get Duplicates  
  
However if  
things  
Are truly  
poission its ok

- Randomly sample the pool of events with the same size
  - Now use this sample to compute all our observables
- Variance over our random samples will be the uncertainty

$$\sigma_{\text{boot}} = \frac{1}{N_{\text{samples}} - 1} \sum_i^{N_{\text{samples}}} (\mathcal{O}_i - \bar{\mathcal{O}})^2$$

We can do this  
with any  
observable

# Delete-D Jackknife



- Like what we did with Bootstrapping
  - However, doesn't duplicate events

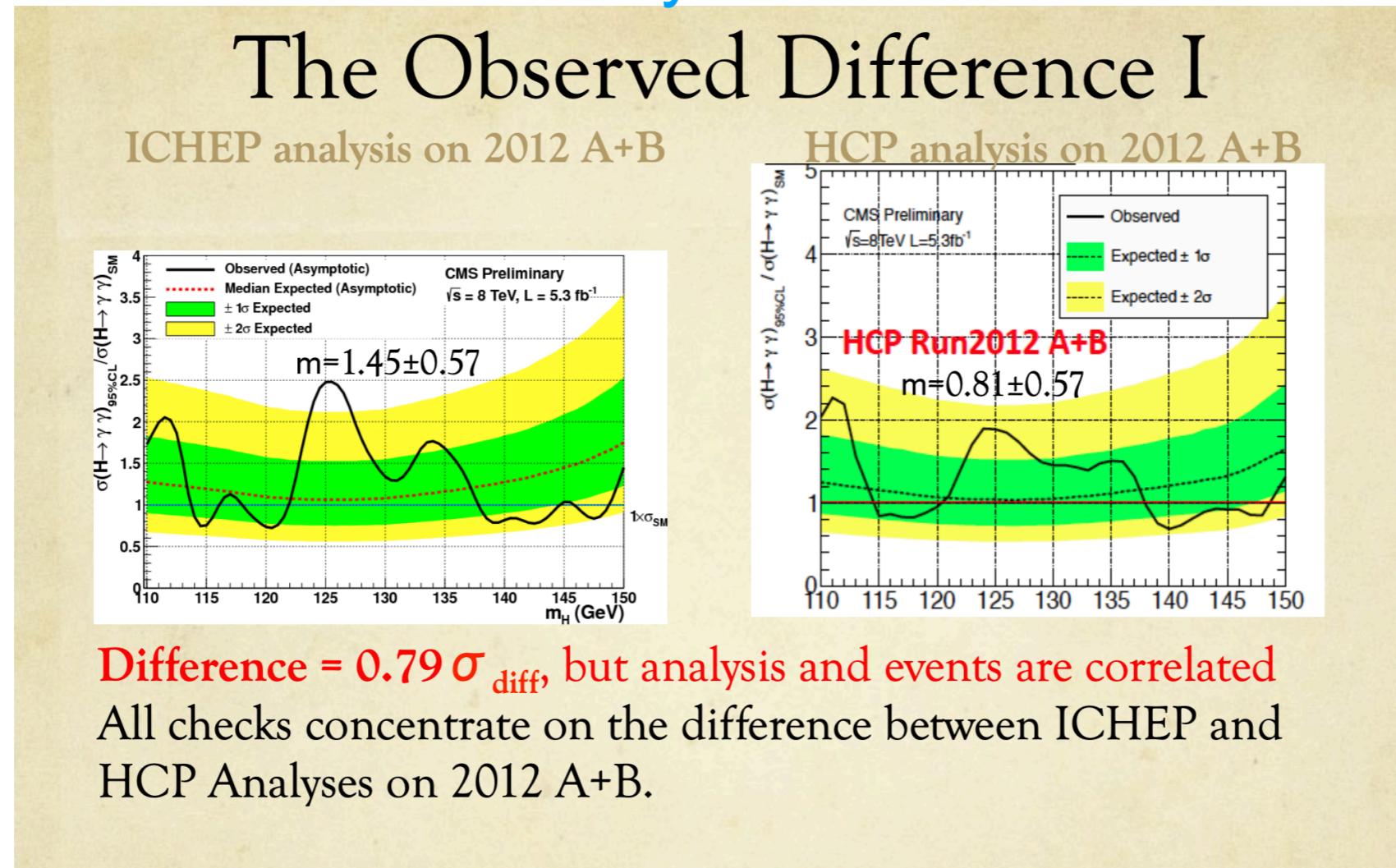
$d$ =removed samples

$$\sigma_{\text{Jackknife}} = \frac{N_s - d}{(N_s C_d) d} \sum_i^{N_s C_d} (\mathcal{O} - \bar{\mathcal{O}})^2$$

Total Unc  
From Jackknife

# Fun Story

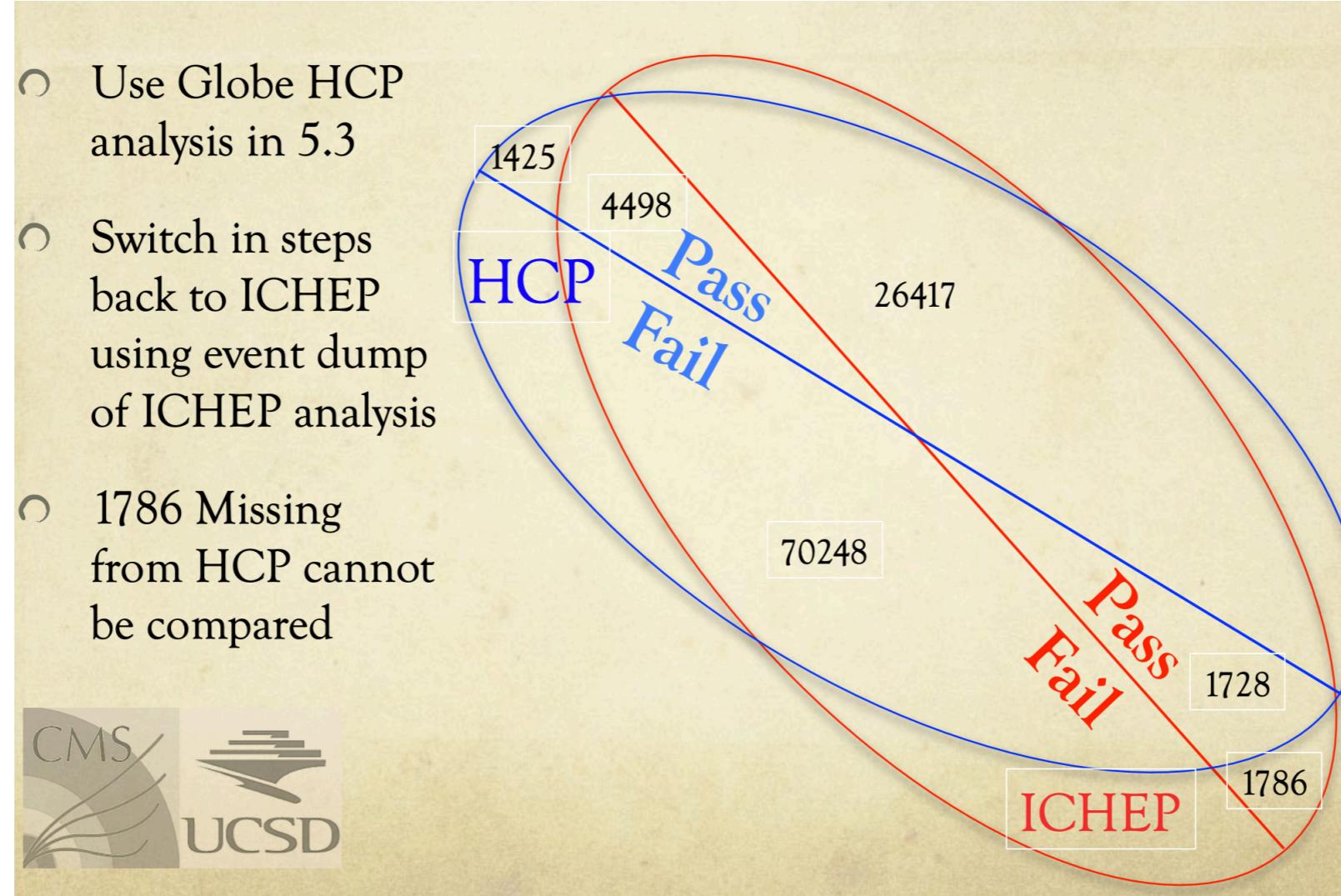
Higgs to diphoton result changed dramatically in 2012  
On exactly the same data



# Fun Story

Higgs to diphoton result changed dramatically in 2012  
On exactly the same data

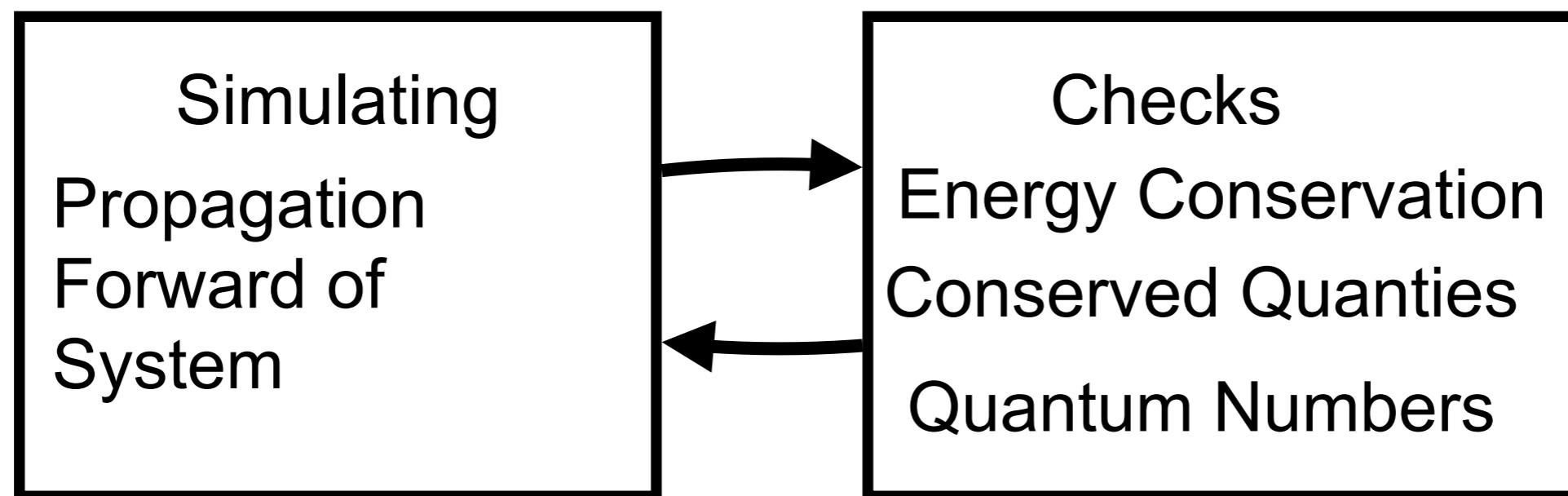
- Use Globe HCP analysis in 5.3
- Switch in steps back to ICHEP using event dump of ICHEP analysis
- 1786 Missing from HCP cannot be compared



Delete-d Jackknife was the way we were able to analyze the unc.

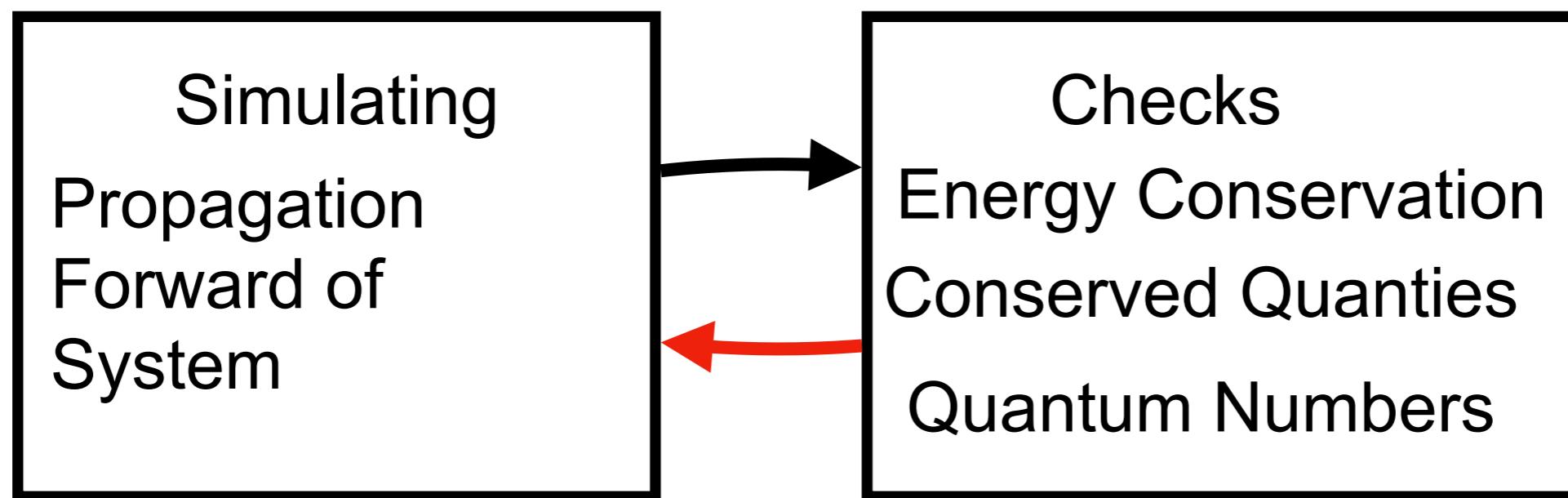
# Making MC Better

- In this simulation part of this class
  - We have learned that simulations are not accurate
  - There are a few things we can do to make it better
    - Key is to have a notion of when we are going wrong



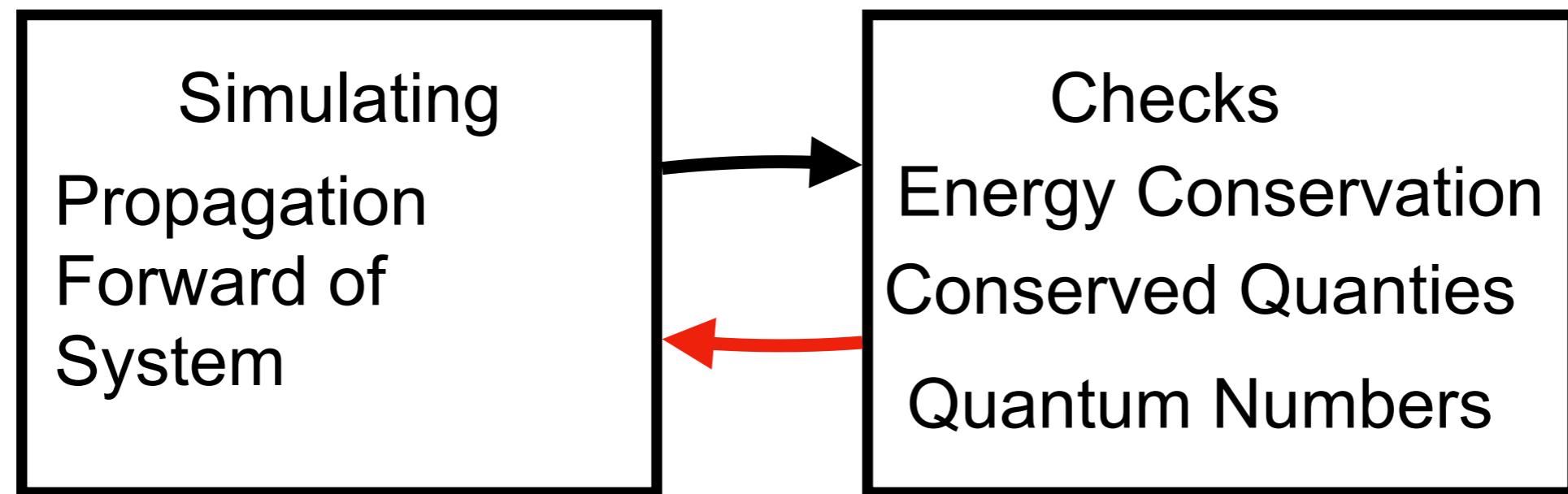
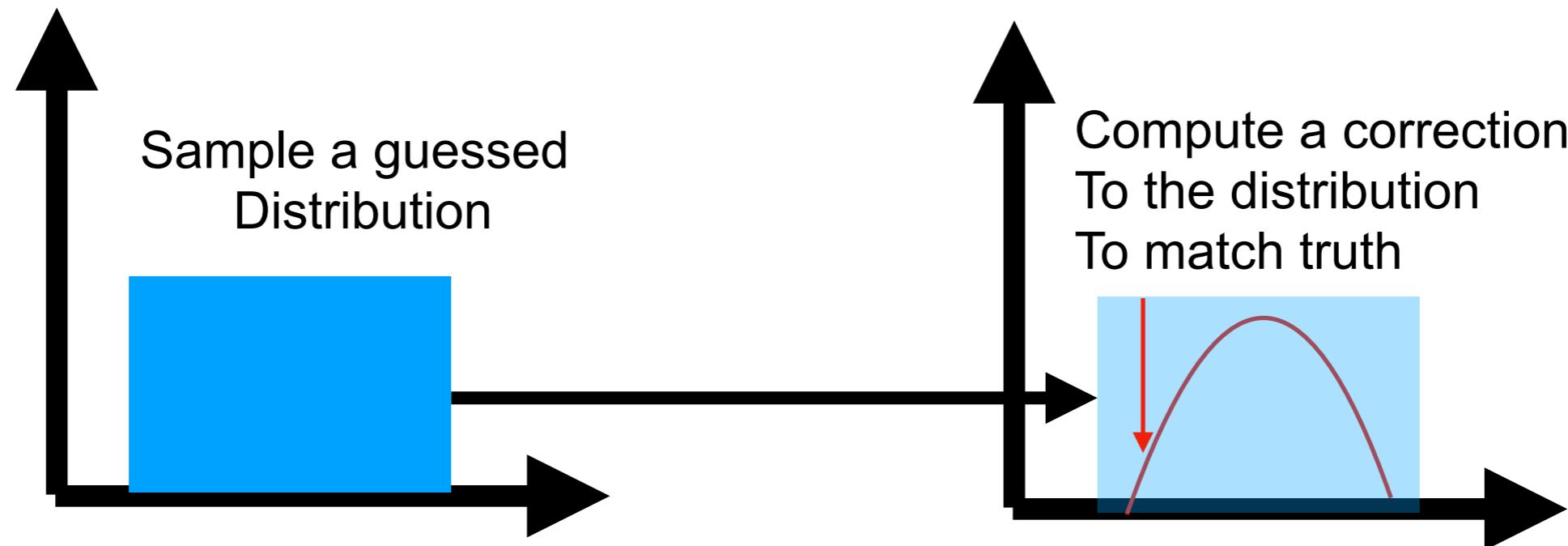
# Correcting

- In this simulation part of this class
  - We have learned that simulations are not accurate
  - There are a few things we can do to make it better
    - Key is to have a notion of when we are going wrong



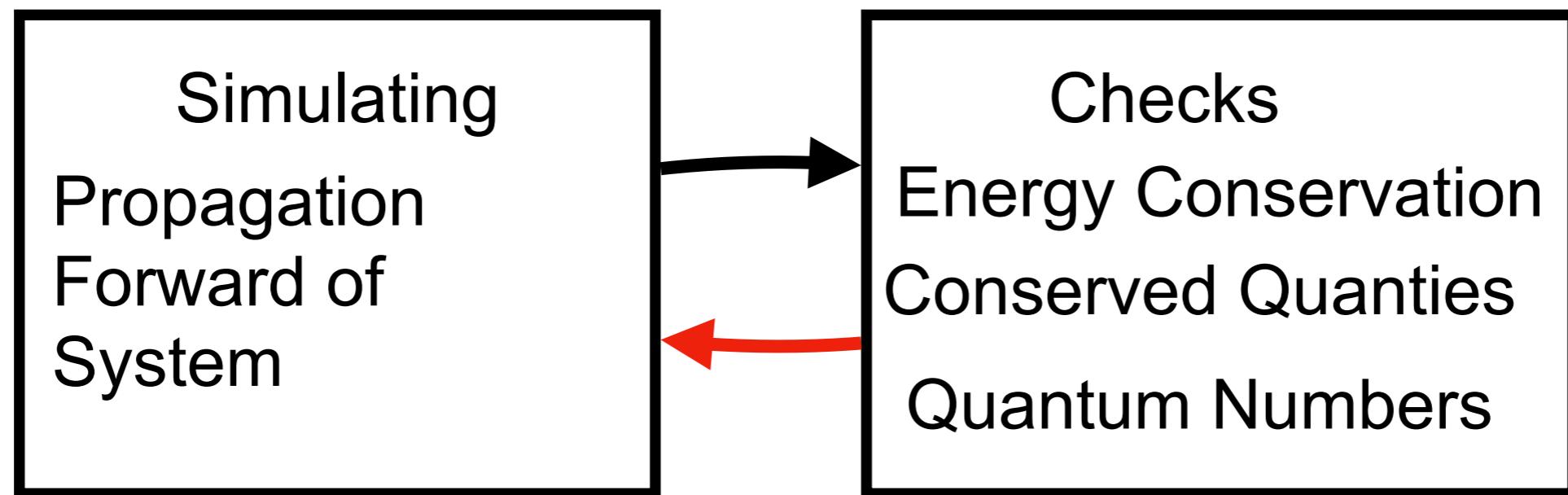
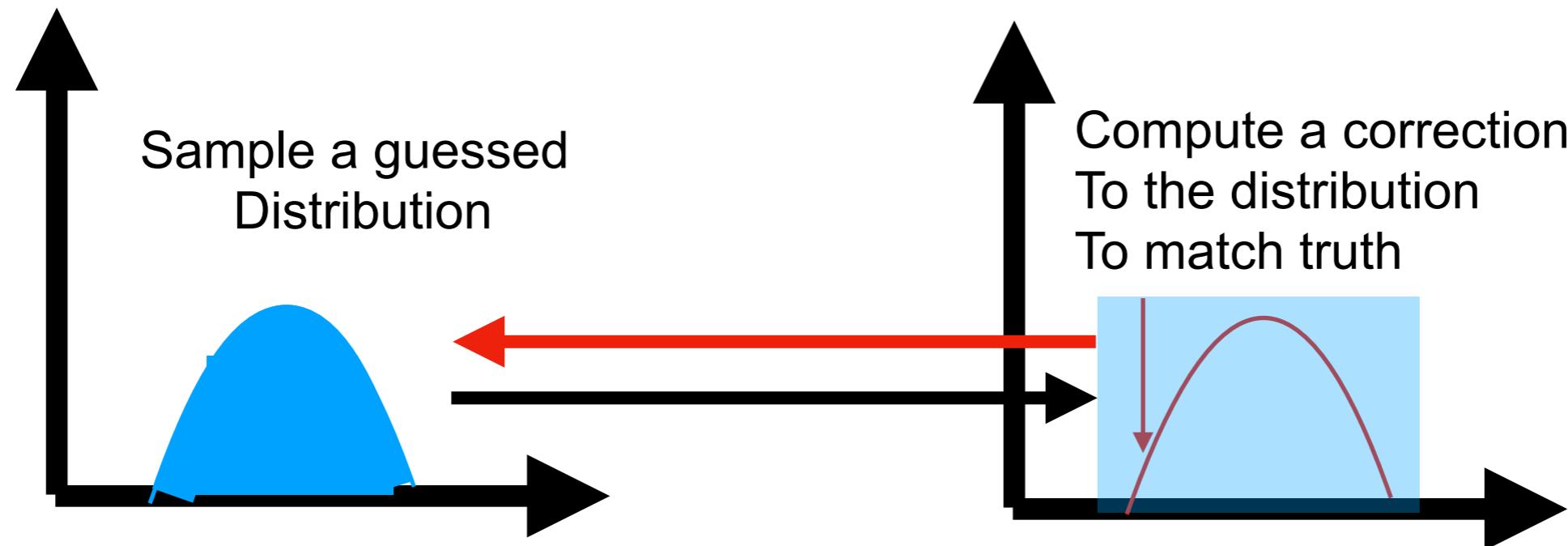
Correct Our Simulation Through a Probabilistic Rescaling

# Markov Chain MC



Correct Our Simulation Through a Probabilistic Rescaling

# Markov Chain MC



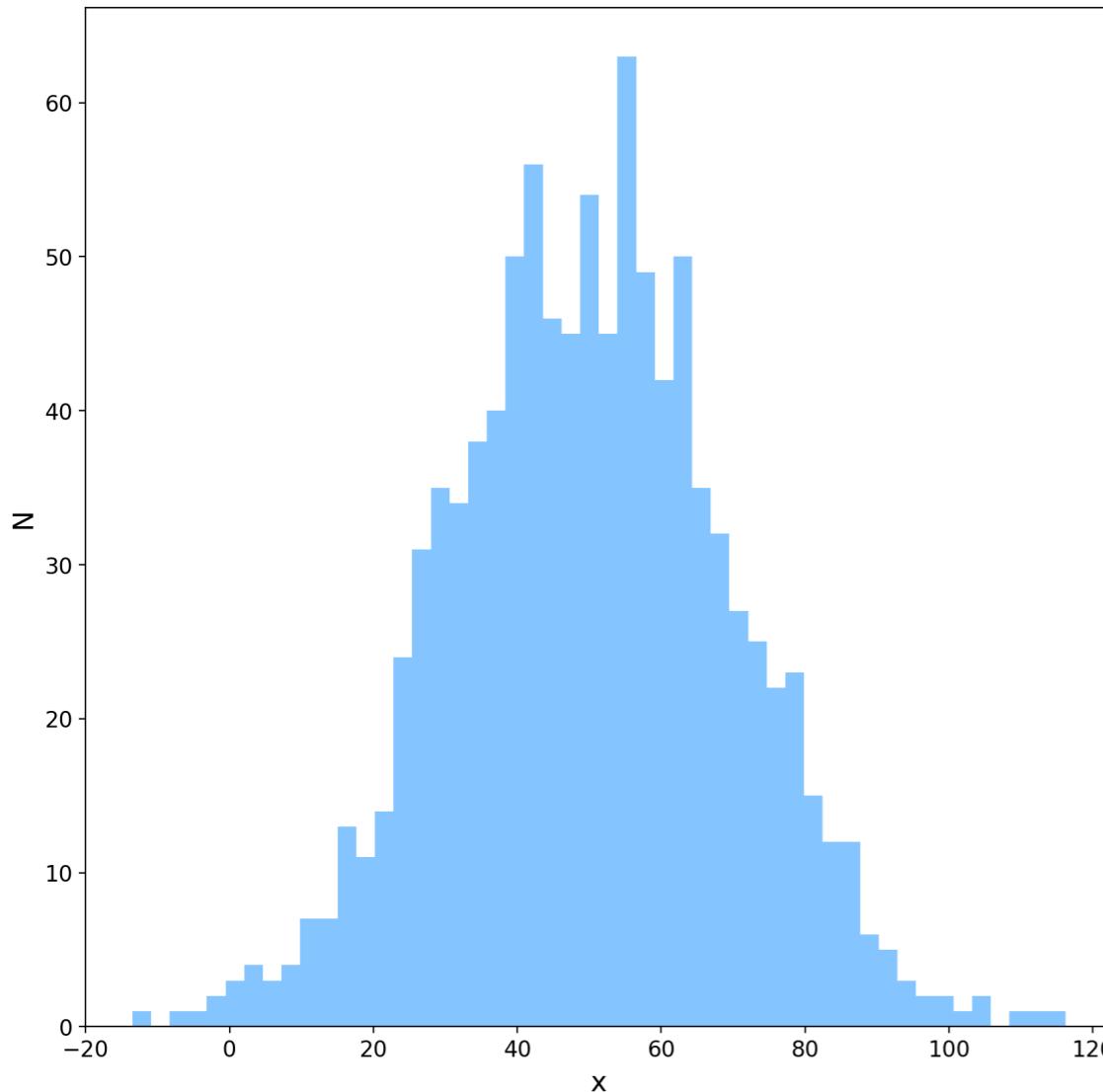
Correct Our Simulation Through a Probabilistic Rescaling

# Metropolis-Hastings

- Step 0: Randomly sample a parameter  $\mathbf{x}_1$
- Step 1: Sample a new parameter  $\mathbf{x}_2$ 
  - Use a chosen “Proposal Function”
  - Compute the probability of stepping  $\mathbf{x}_2$  to stepping  $\mathbf{x}_1$
- Step 2: Sample a flat distribution from 0 to 1 ( $s_2$ )
  - Accept  $\mathbf{x}_2$  if  $s_2 < \frac{p(x_2)}{p(x_1)}$
- Step 3 : Go back to step 1

# Fitting a Gaussian

- Strategy to randomly sample mean( $\mu$ ) and sigma  $\sigma$ 
  - Accept the values for  $\mu, \sigma$  if probability is higher
  - Keep accepting/rejecting until we hit equilibrium

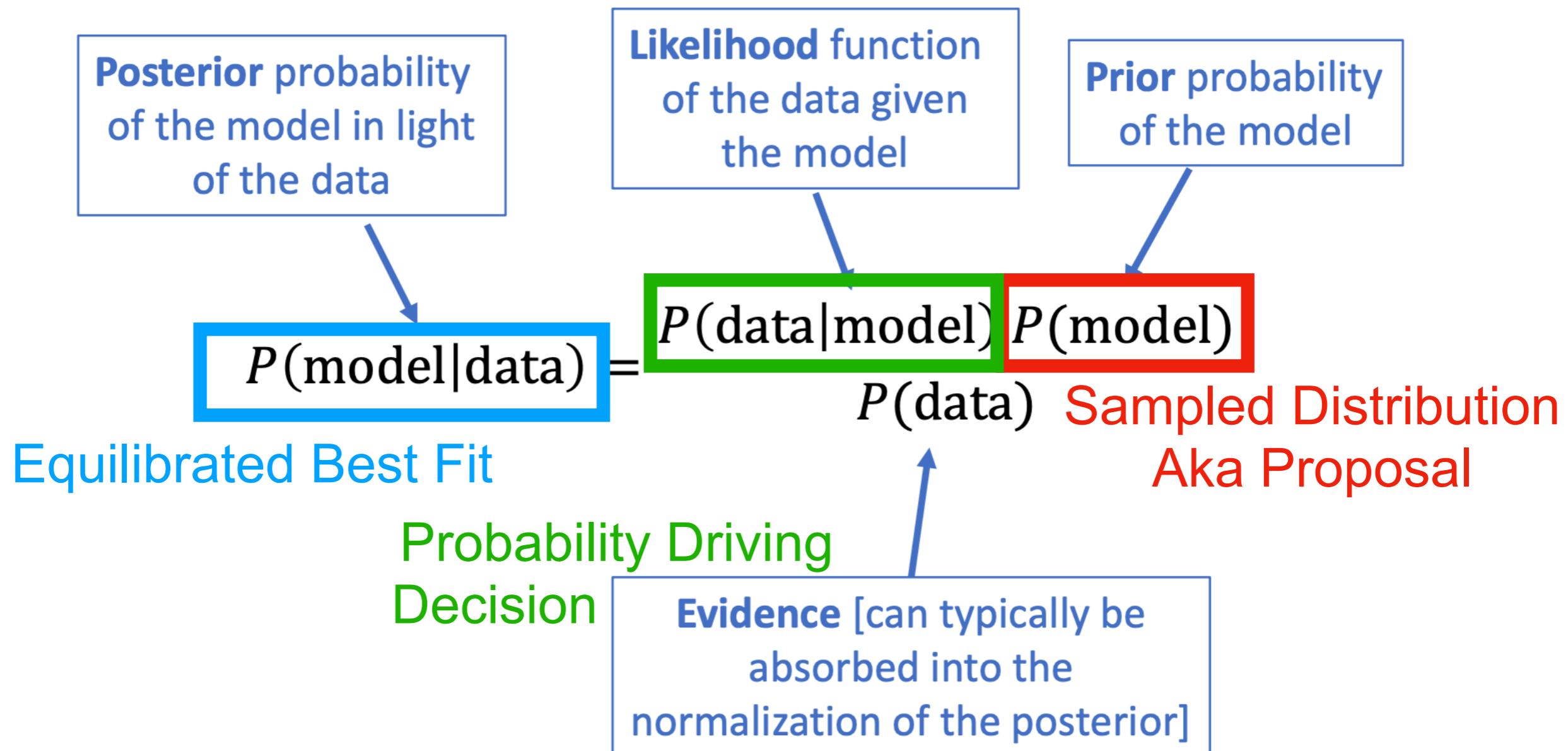


Log(Probability)

$$\begin{aligned} \log(\mathcal{L}) &= \sum_i \log\left(\frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{(\mu-x_i)^2}{\sigma^2}}\right) \\ &= \sum_i \left(\frac{x_i - \mu}{\sigma}\right)^2 - \frac{1}{2} \log(2\pi\sigma^2) \end{aligned}$$

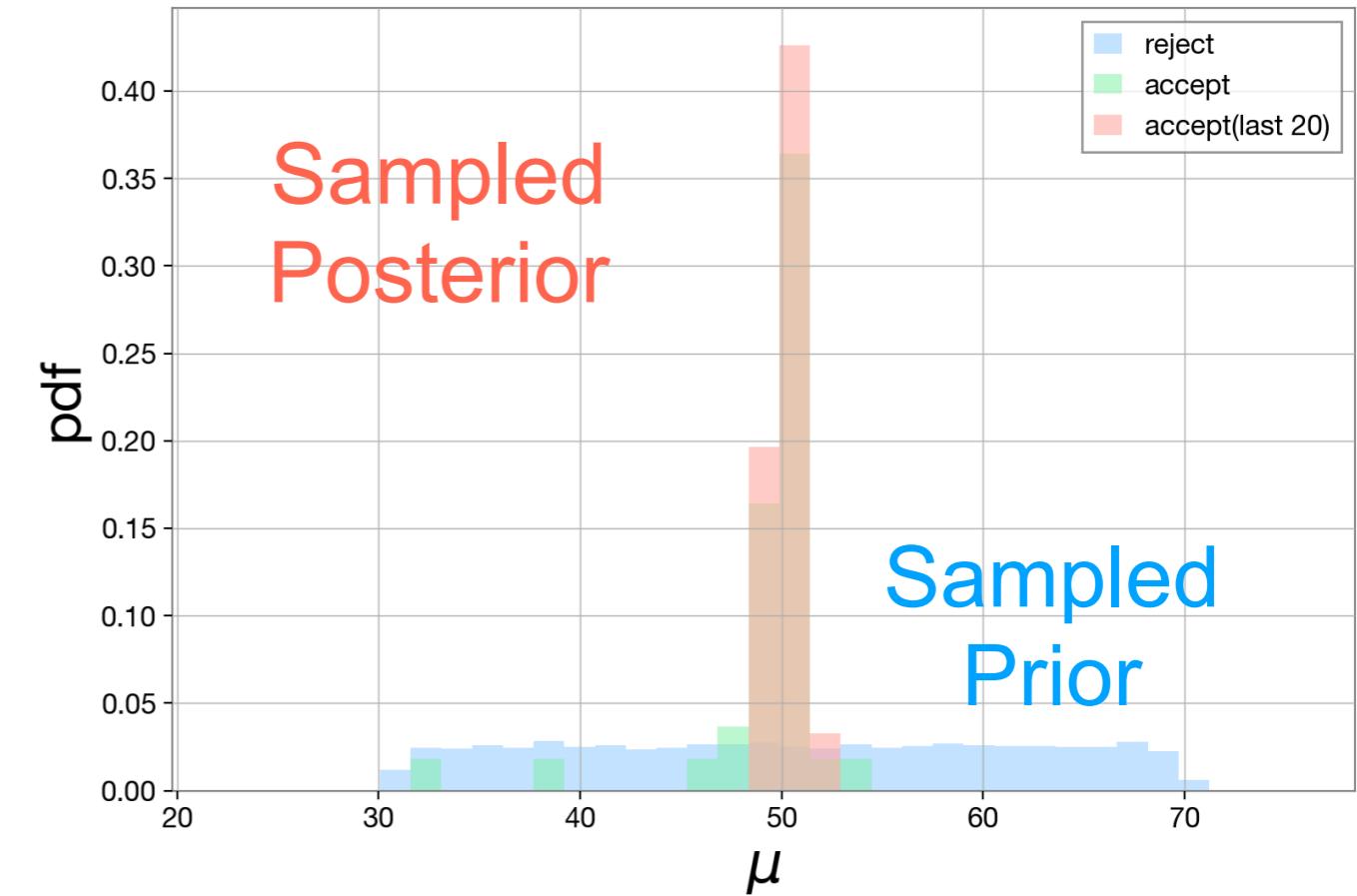
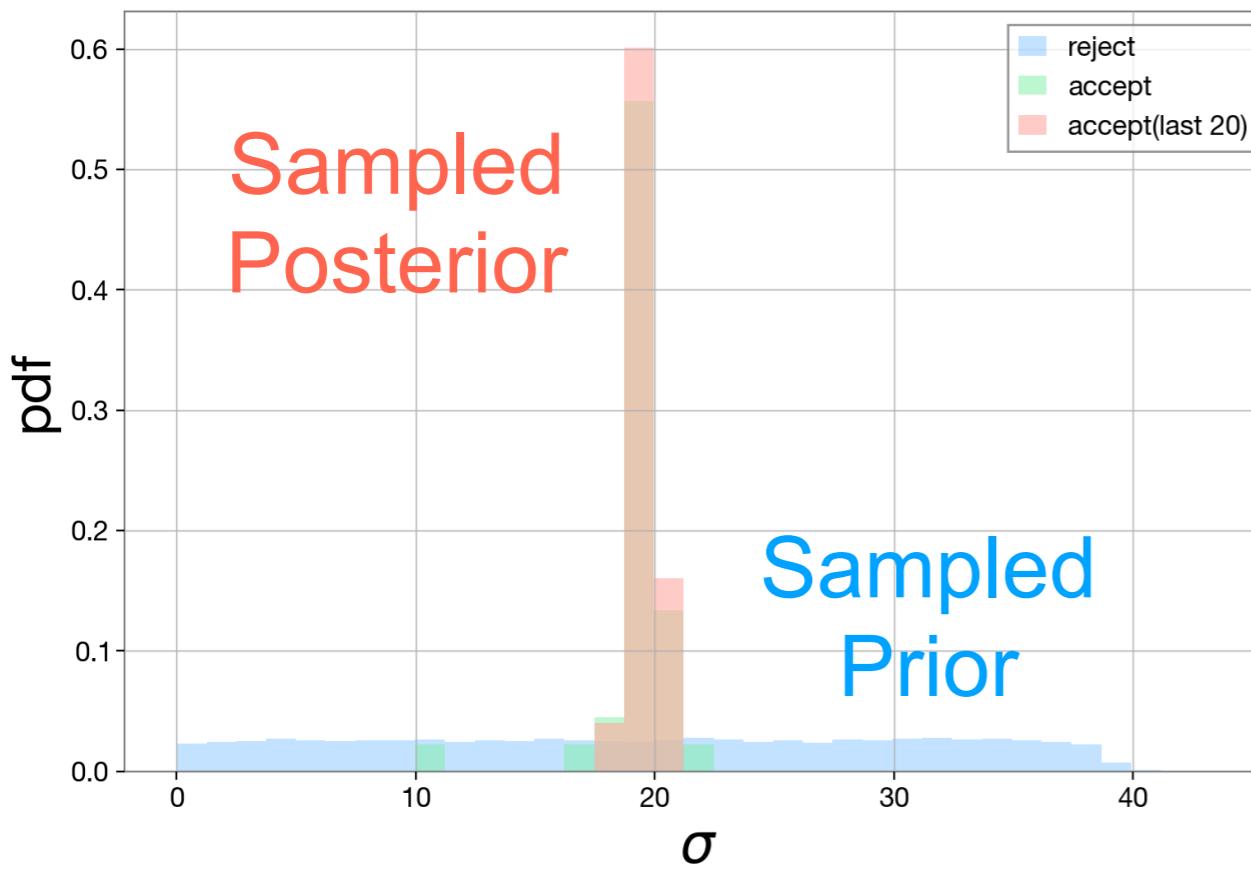
Accepted  $\mu, \sigma$  yield the best fits

# Visualizing in Bayes



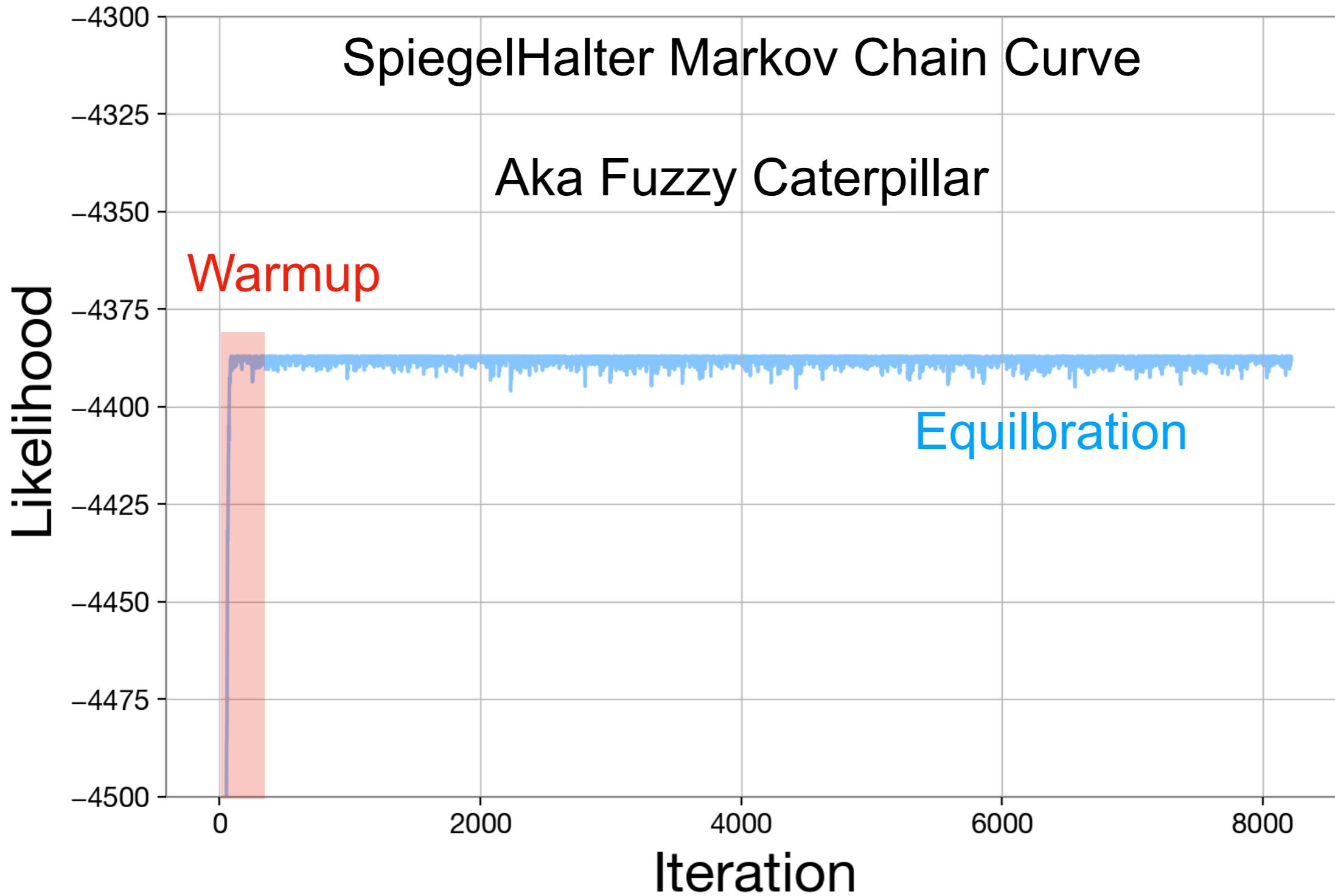
The Likelihood reweights the Prior to the Posterior

# Best Fit Parameters



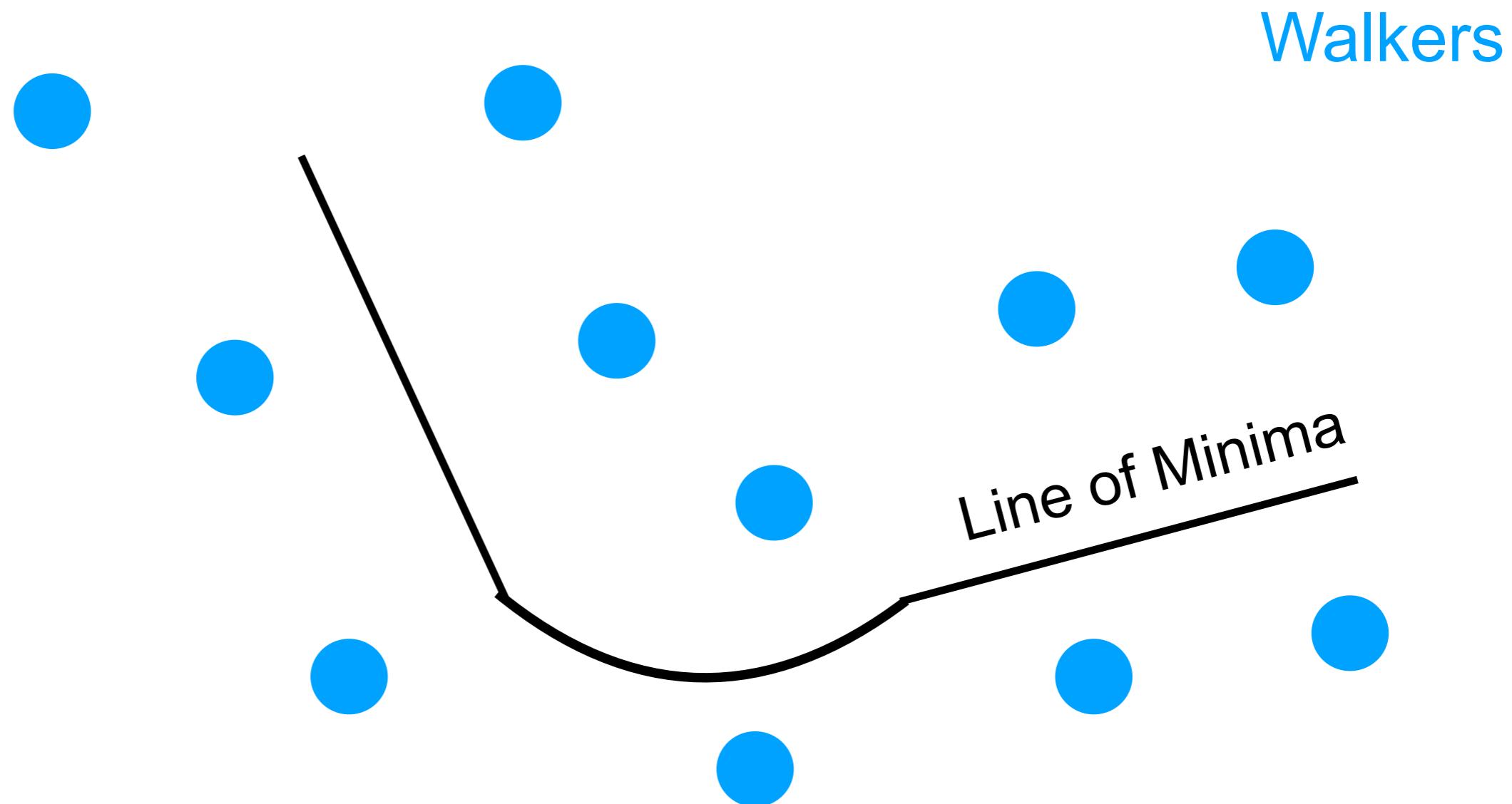
- This is where I start to hint that there are limitations here
- What we are doing is running a check
  - We are not taking a derivative (No gradients or Hessians)

# Best Fit Parameters



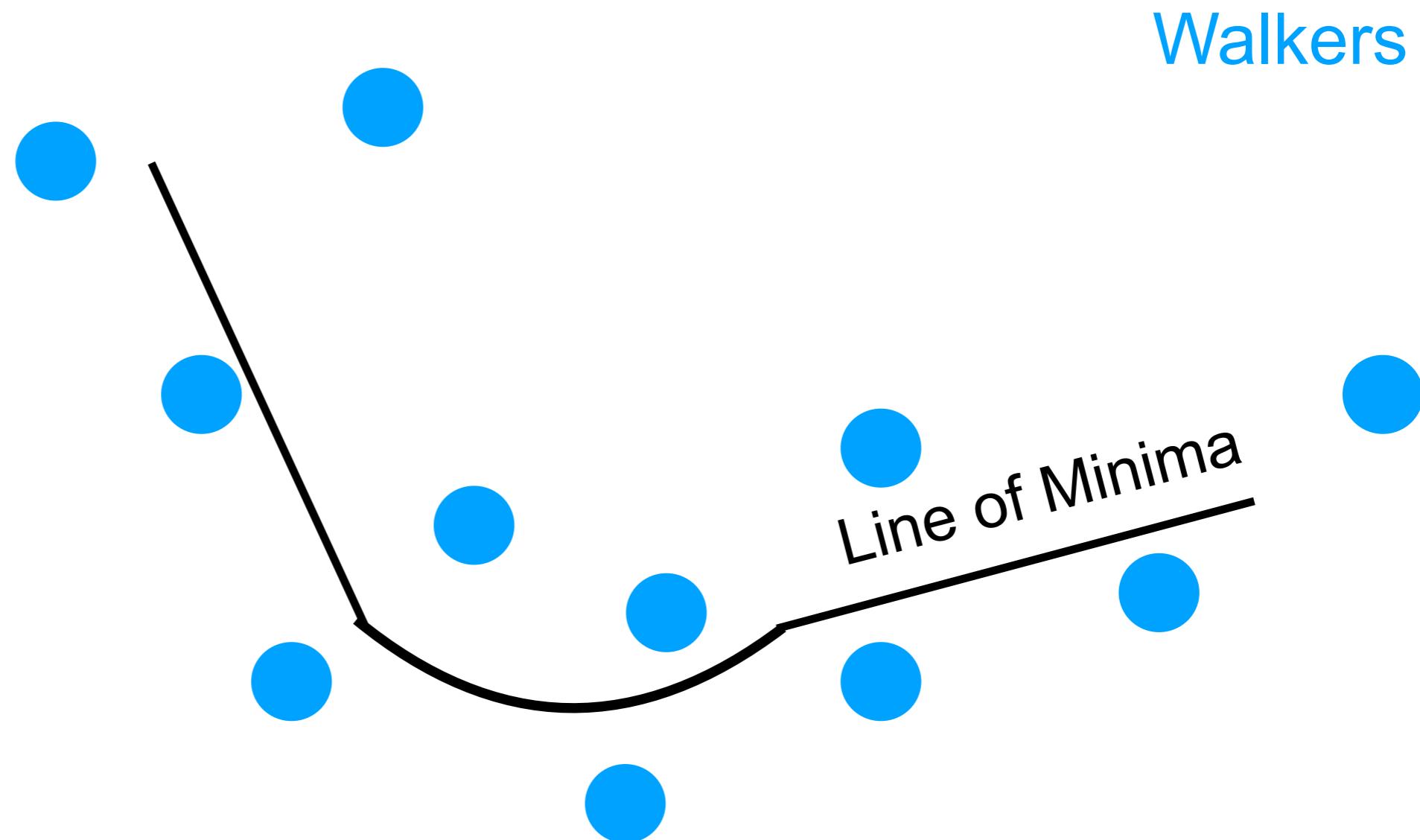
# Speeding up MCMC

- We can consider having many walkers probe our space
  - Many walkers at the same time speed up convergence



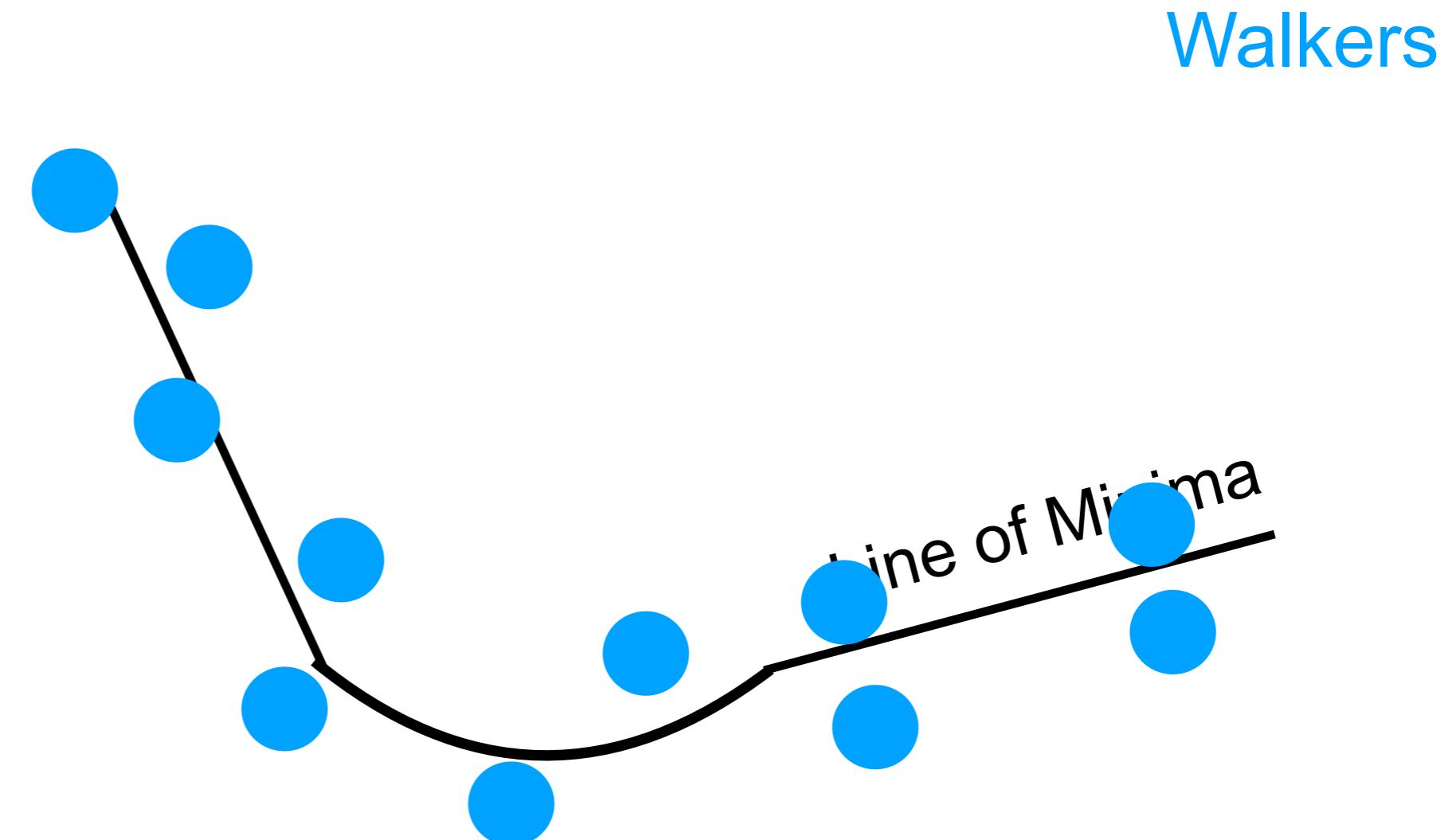
# Speeding up MCMC

- We can consider having many walkers probe our space
  - Many walkers at the same time speed up convergence



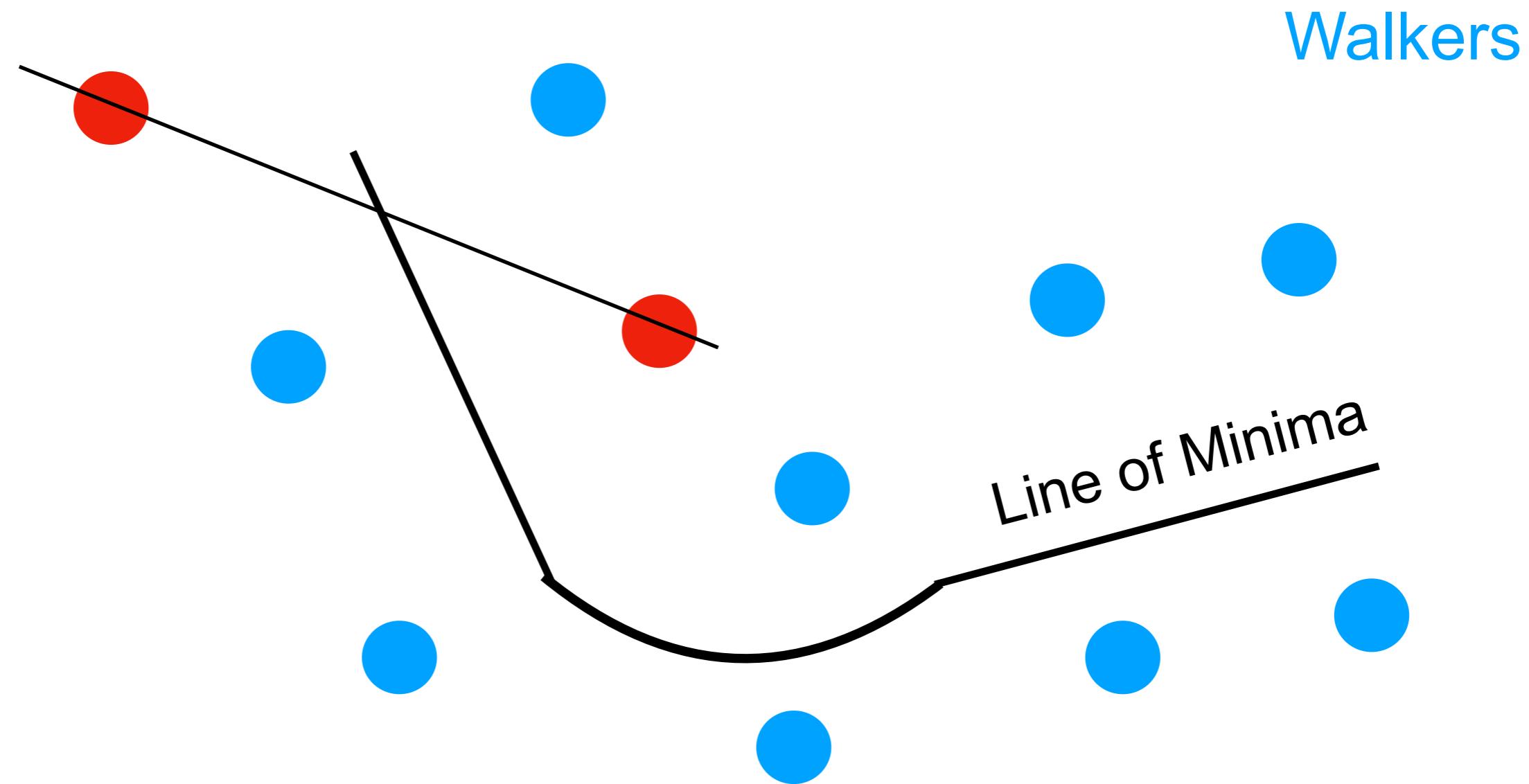
# Speeding up MCMC

- We can consider having many walkers probe our space
  - Many walkers at the same time speed up convergence



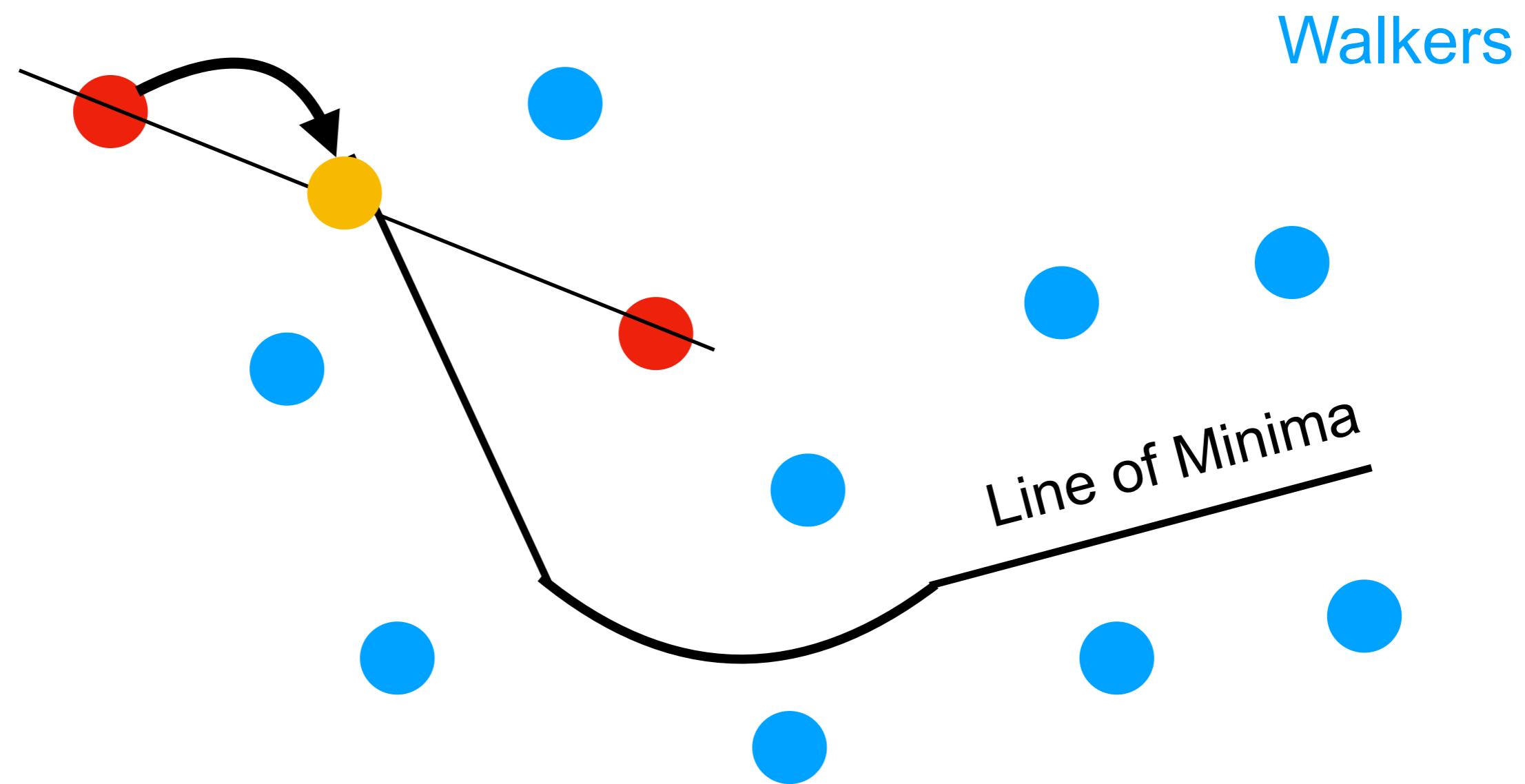
# Updating w/Random Points

- We randomly choose a pair of points
  - Move one of the points along the line between them



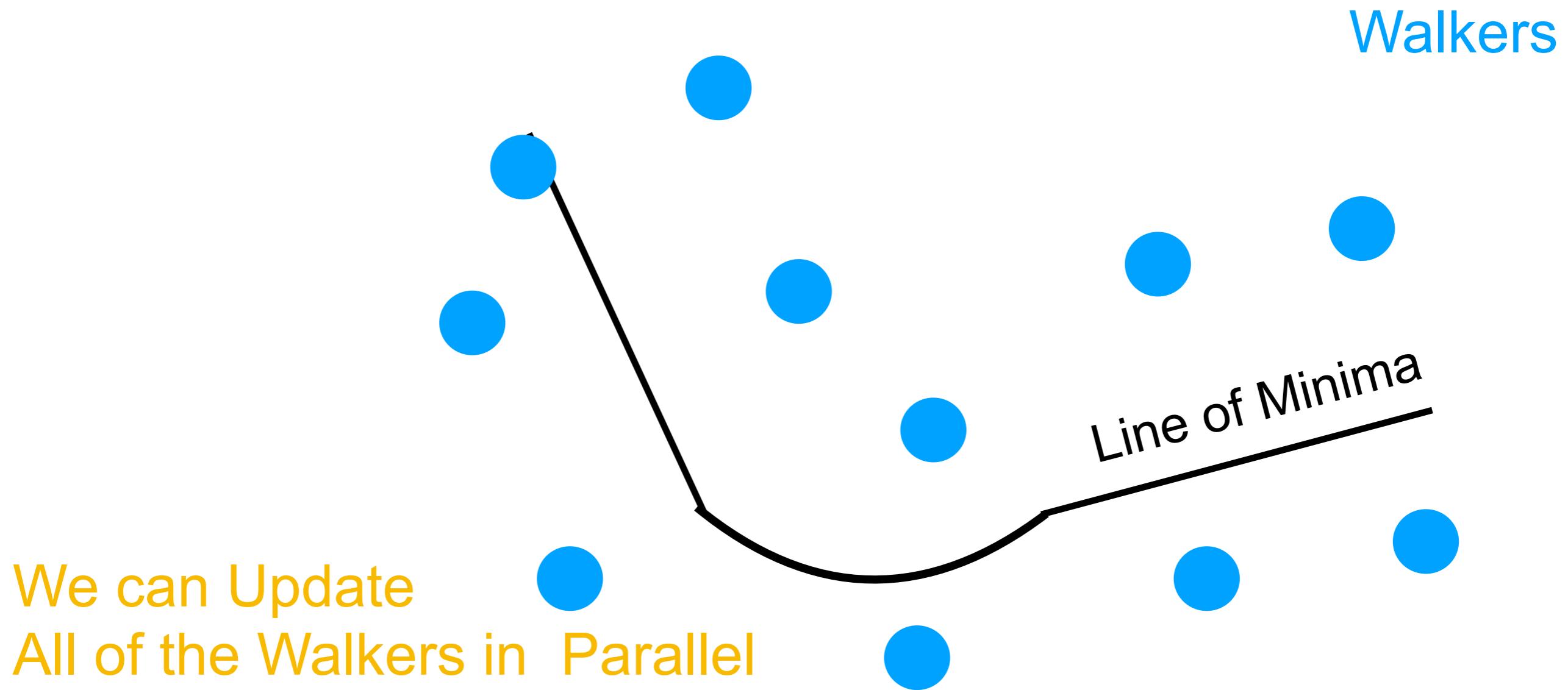
# Updating w/Random Points

- We randomly choose a pair of points
  - Move one of the points along the line between them



# Updating w/Random Points

- We randomly choose a pair of points
  - Move one of the points along the line between them



# Quantum Monte Carlo

- Can use the same MCMC to populate a wave function
  - We can then scan parameters to solve Schrödinger's Eq

$$\psi(\vec{r} | \vec{\theta}) = Ae^{-r/\theta_0}$$

Guess a Form for the wavefunction

$$p(\vec{r} | \vec{\theta}) = \frac{\psi^*(\vec{r} | \vec{\theta})\psi(\vec{r} | \vec{\theta})}{\langle \psi | \psi \rangle}$$

We can define probability from wavefunction

$$w_{i+1} = \frac{p(\vec{r}_{i+1} | \vec{\theta})}{p(\vec{r}_i | \vec{\theta})}$$

Our proposal  
Doesn't need integral  
Aka  $\langle \psi | \psi \rangle$

# Multiple Walkers Populate

- The key is to MCMC evolve the wave function many times
  - We can use the aggregate Particles solve QM stuff

$$\sum_j \psi_j(\vec{r} | \vec{\theta}) = A e^{-r/\theta_0}$$

Guess a Form for  
the wavefunction

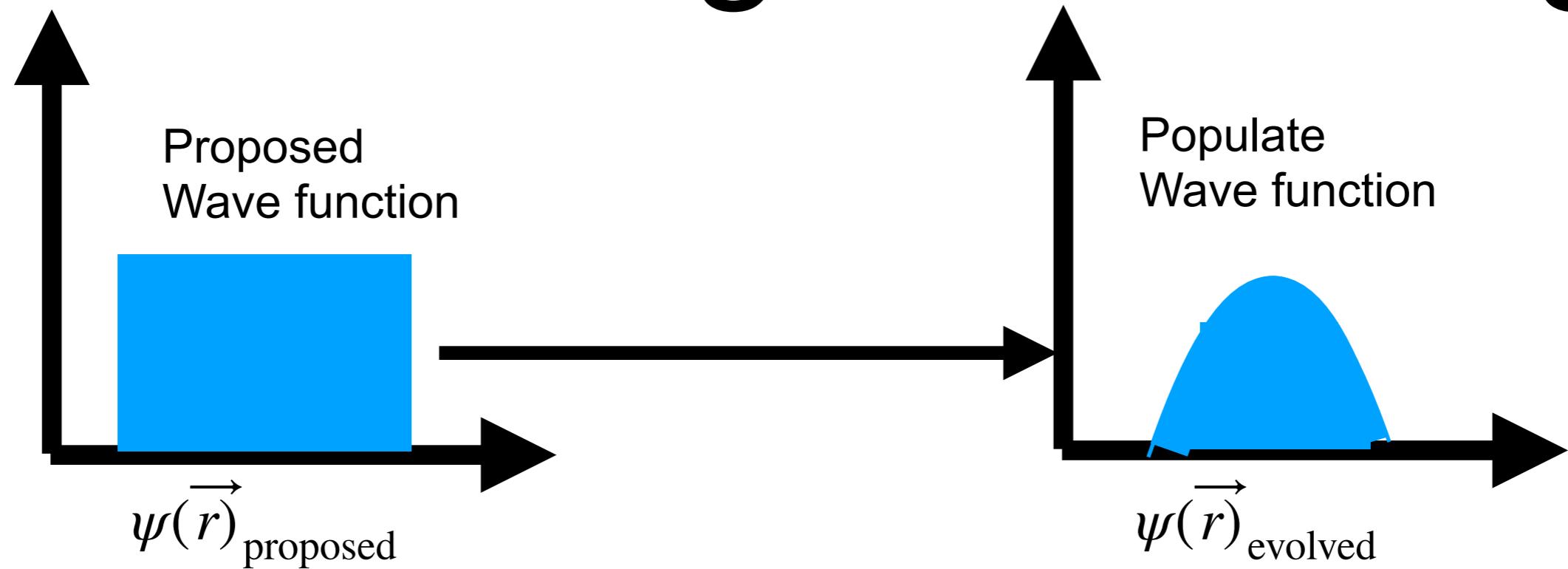
$$\sum_j p_j(\vec{r} | \vec{\theta}) = \frac{\psi_j^*(\vec{r} | \vec{\theta}) \psi_j(\vec{r} | \vec{\theta})}{\langle \psi | \psi \rangle}$$

We can define  
probability from  
wavefunction

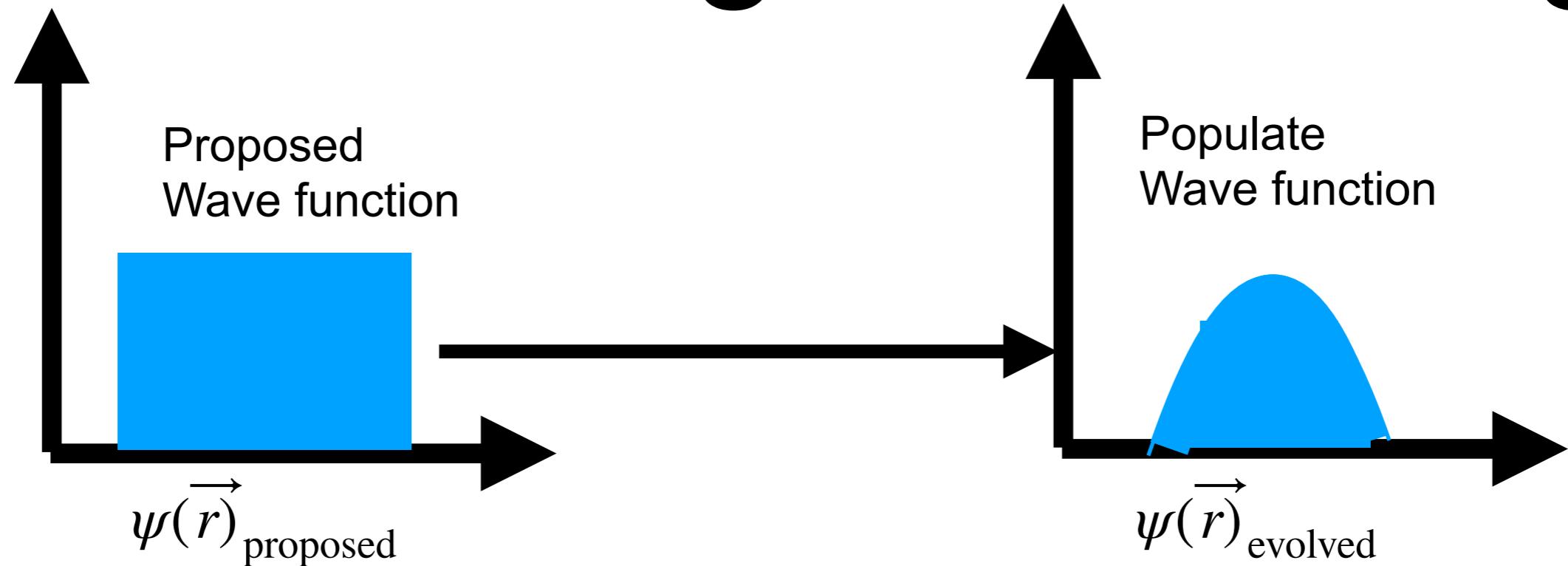
$$\sum_j w_{i+1}^j = \frac{p_j(\vec{r}_{i+1} | \vec{\theta})}{p_j(\vec{r}_i | \vec{\theta})}$$

Our proposal  
Doesn't need  
 $\langle \psi | \psi \rangle$

# Solving Schroedinger



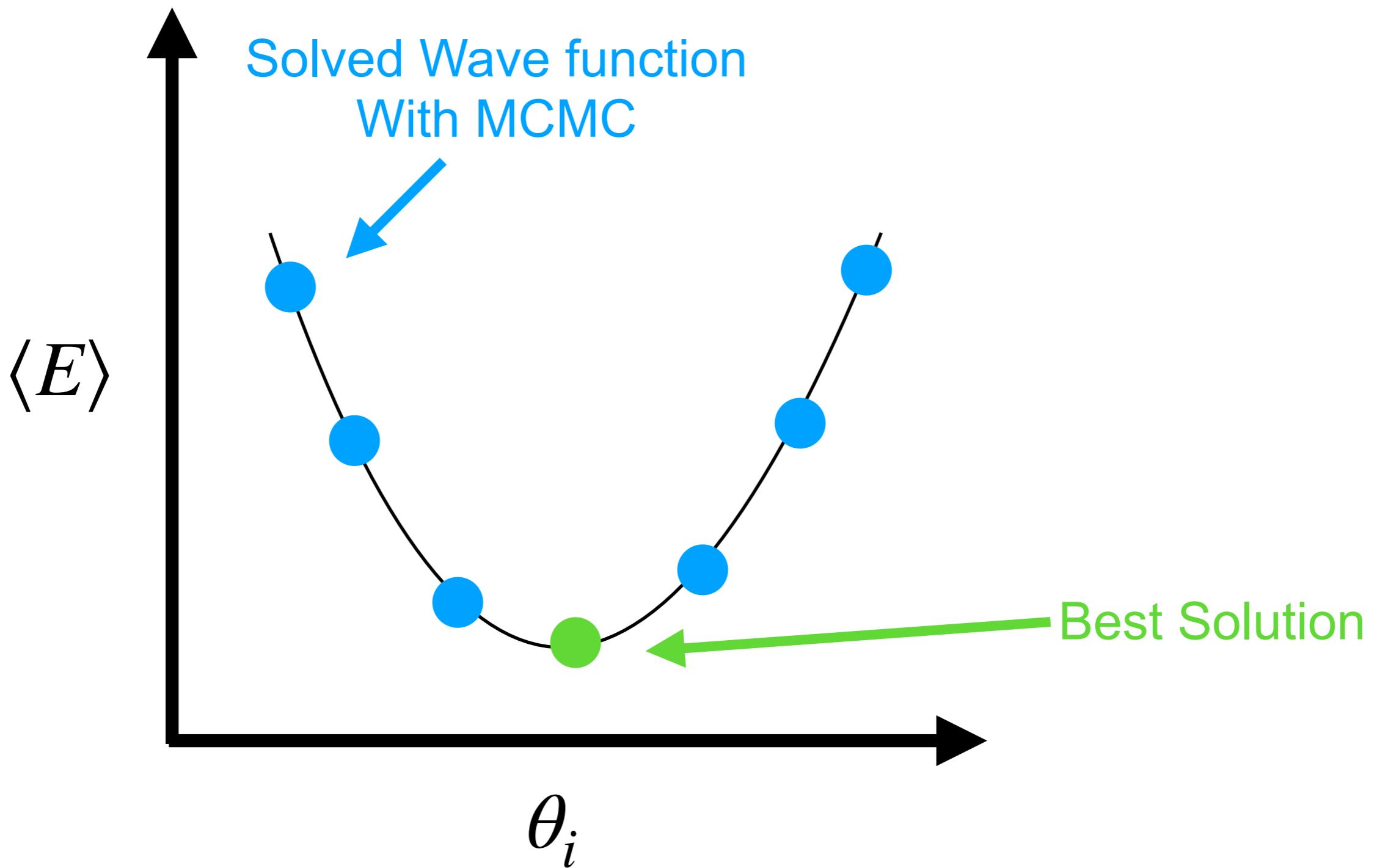
# Solving Schroedinger



- Once we have the evolved wave function
  - We can compute expectations
  - No need to integrate (Really this is MC integration)

$$\langle E \rangle = \sum_j p_j(\vec{r} | \vec{\theta}) E_j(\vec{r} | \vec{\theta}) = \sum_j \psi_j^*(\vec{r} | \vec{\theta}) \psi_j(\vec{r} | \vec{\theta}) E_j(\vec{r} | \vec{\theta})$$

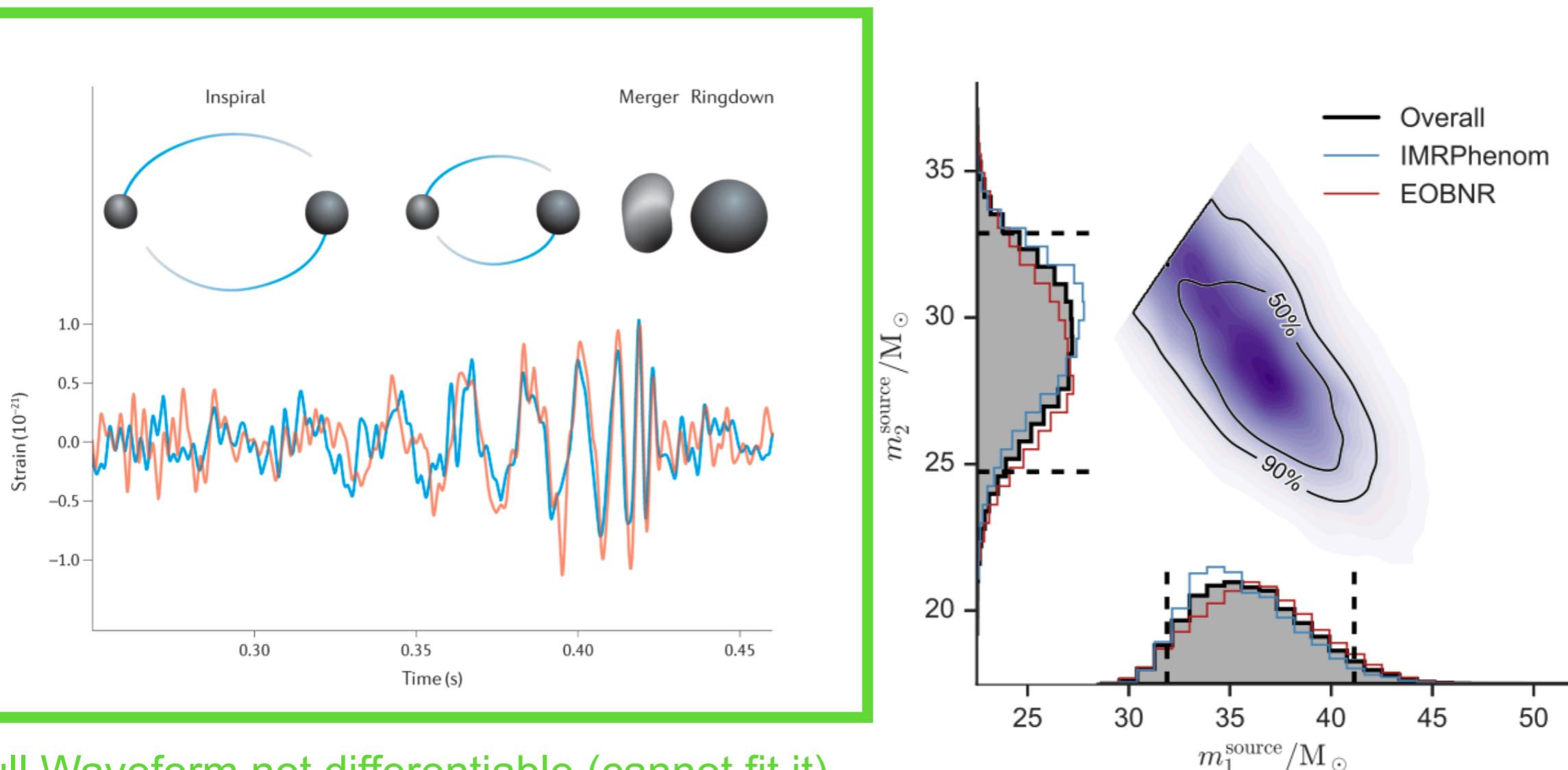
# Solving Schroedinger



Our goal is to minimize the Energy given a wave functional form

# Full Blow MCMC

- Ultimately the big gain from this are complex fits
    - Cases where normal gradient descent breaks down
    - What better case than to go back to LIGO



- There is some elegance to the MCMC approach
  - Builds directly to Bayesian fitting
  - MC allows us to explore parameters and correlations
- **However, it is really slow**
  - Migration towards differentiable loss is becoming popular
  - Training an NN to replace part of sampling helps with this
  - Project 3 starts to illustrate modern approach to this all

# Observations

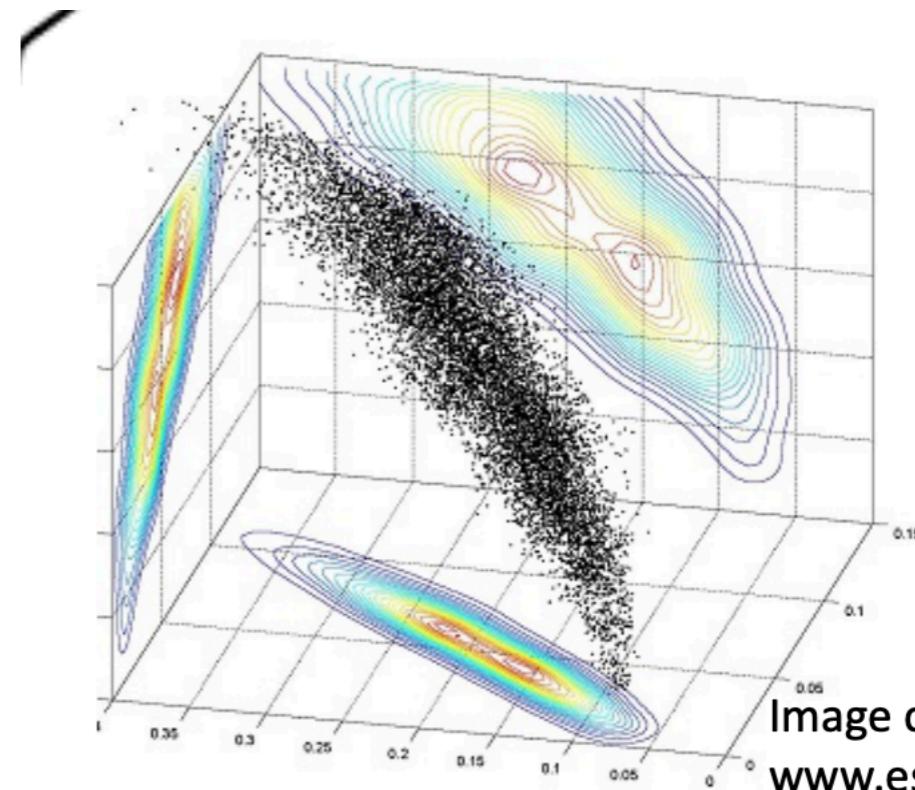


Image credit:  
[www.essenceps.com](http://www.essenceps.com)