NE 155 Introduction to Numerical Simulations in Radiation Transport

Lecture 33: Probability and Statics

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April 13, 2015

OUTLINE / LEARNING OBJECTIVES

- Probability Density Functions
- 2 Standard Statistical Quantities
- 3 Accuracy vs. Precision
- 4 Central Limit Theorem
- **5** Relative Error

- 1 Understand the derivation of basic statistical quantities
- ② Be able to explain the difference between accuracy and precision
- 3 Understand how to interpret and apply confidence intervals

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Understand derivation and use of relative error

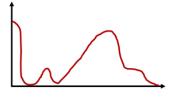
Notes derived from Jasmina Vujic and Paul Wilson

FUNDAMENTAL CONCEPT

- Many individual particle histories are simulated
- Each physical event is determined by randomly sampling a probability distribution
- Each history can contribute to the physical measurement of interest
 - x_i = contribution of history i
 - Different ways to calculate score
 - Does particle cross surface?
 - How much time does particle spend in particular region?

FUNDAMENTAL CONCEPT

• Set of individual contributions, x_i , forms a probability distribution



• We are interested in the mean value of that contribution, $\overline{x_i}$, and its variance, $S_{\overline{x}}^2$

TWO ENCOUNTERS WITH PROBABILITY DISTRIBUTIONS

- Probability distributions for the outcome of each physical event
- We use Random Sampling techniques to evaluate these at each occurrence
- Underlying probability distribution for each physical measurement of interest
- We estimate the statistical moments of these distributions to get our physical answers

TO THE BOARD



TWO TYPES OF MC METHODOLOGY

Analog

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- The game is the "analog" of the physical problem of interest (the history of each particle is simulated exactly)

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Non-Analog

- To reduce computation time, the strict analog simulation of particles is abandoned (i.e. we CHEAT)
- Variance Reduction techniques:
 - Absorption suppression
 - Russian Roulette (history termination)
 - Splitting (history propagation)
 - Forced collisions
 - Source biasing
 - · Hybrid methods

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ANALOG VS. WEIGHTED MC

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- Particle is born with weight 1
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Non-Analog (weighted)

- Alter PDFs to favor events of interest
- Particle can have different birth weight
- Weight is altered if biased PDF is used
- Particle survives "absorption" and weight is changed
- Splitting and RR can change weight
- Score current weight when tallying

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- The difference between accuracy and precision is important
- Accuracy is not always known and can be difficult to improve
- Precision can be improved by more histories in a measurement, but not always more histories in a problem

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