ENM 540: Data-driven modeling and probabilistic scientific computing

Lecture #12: Sampling methods

Paris Perdikaris
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Penn
UNIVERSITY *of* PENNSYLVANIA

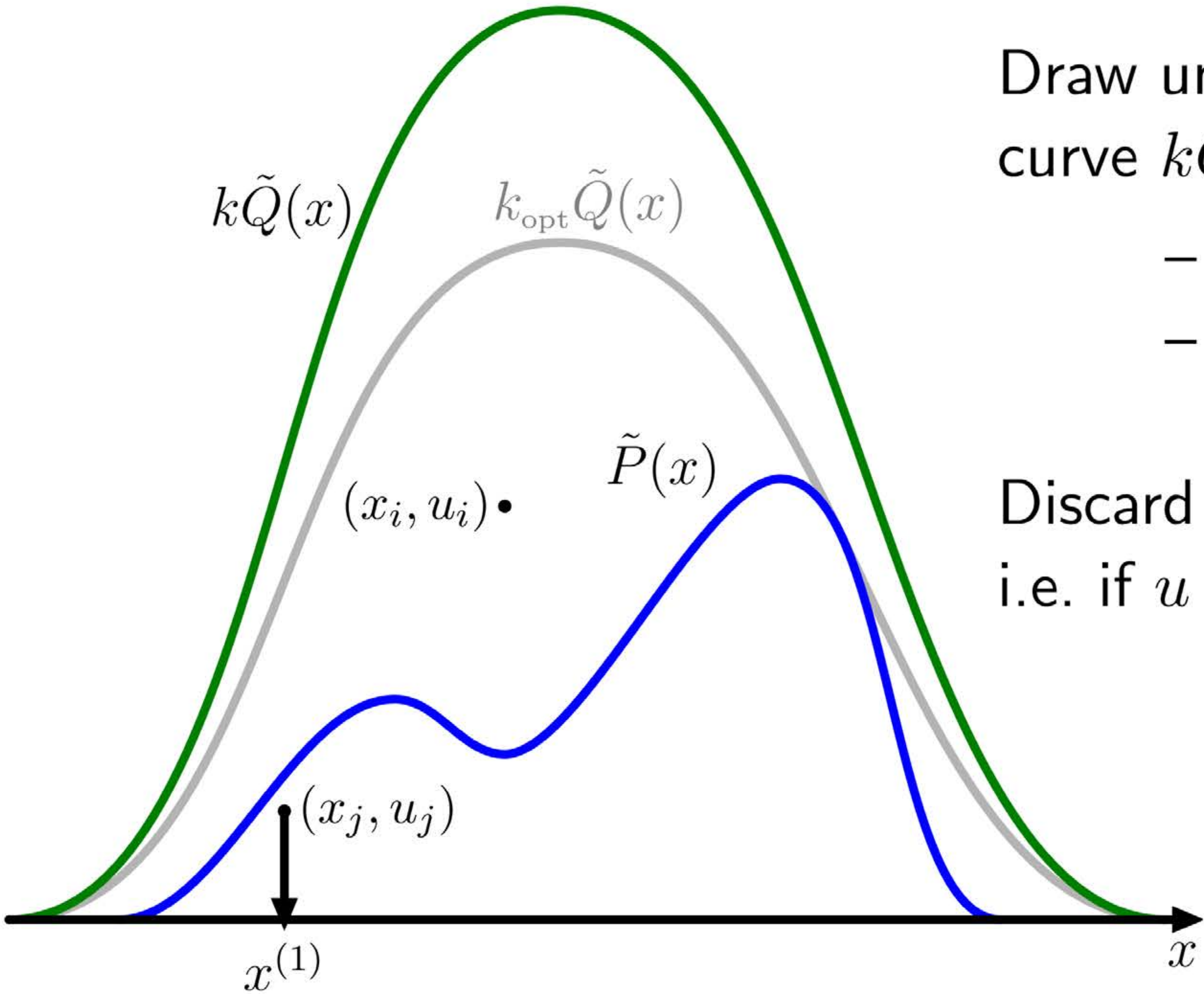
Monte Carlo approximation

$$\mathbb{E}_{x\sim p(x)}[f(x)] = \int f(x)p(x)dx \approx \frac{1}{n}\sum_{i=1}^{n} f(x_i),$$

$$\text{where } x_i \text{ are drawn iid from } p(x)$$

Rejection sampling

Sampling underneath a $\tilde{P}(x) \propto P(x)$ curve is also valid



Draw underneath a simple curve $k\tilde{Q}(x) \geq \tilde{P}(x)$:

- Draw $x \sim Q(x)$
- height $u \sim \text{Uniform}[0, k\tilde{Q}(x)]$

Discard the point if above $\tilde{P}$, i.e. if $u > \tilde{P}(x)$

from *SIAM News*, Volume 33, Number 4

The Best of the 20th Century: Editors Name Top 10 Algorithms

By Barry A. Cipra

Algos is the Greek word for pain. *Algor* is Latin, to be cold. Neither is the root for *algorithm*, which stems instead from al-Khwarizmi, the name of the ninth-century Arab scholar whose book *al-jabr wa'l muqabalah* devolved into today's high school algebra textbooks. Al-Khwarizmi stressed the importance of methodical procedures for solving problems. Were he around today, he'd no doubt be impressed by the advances in his eponymous approach.

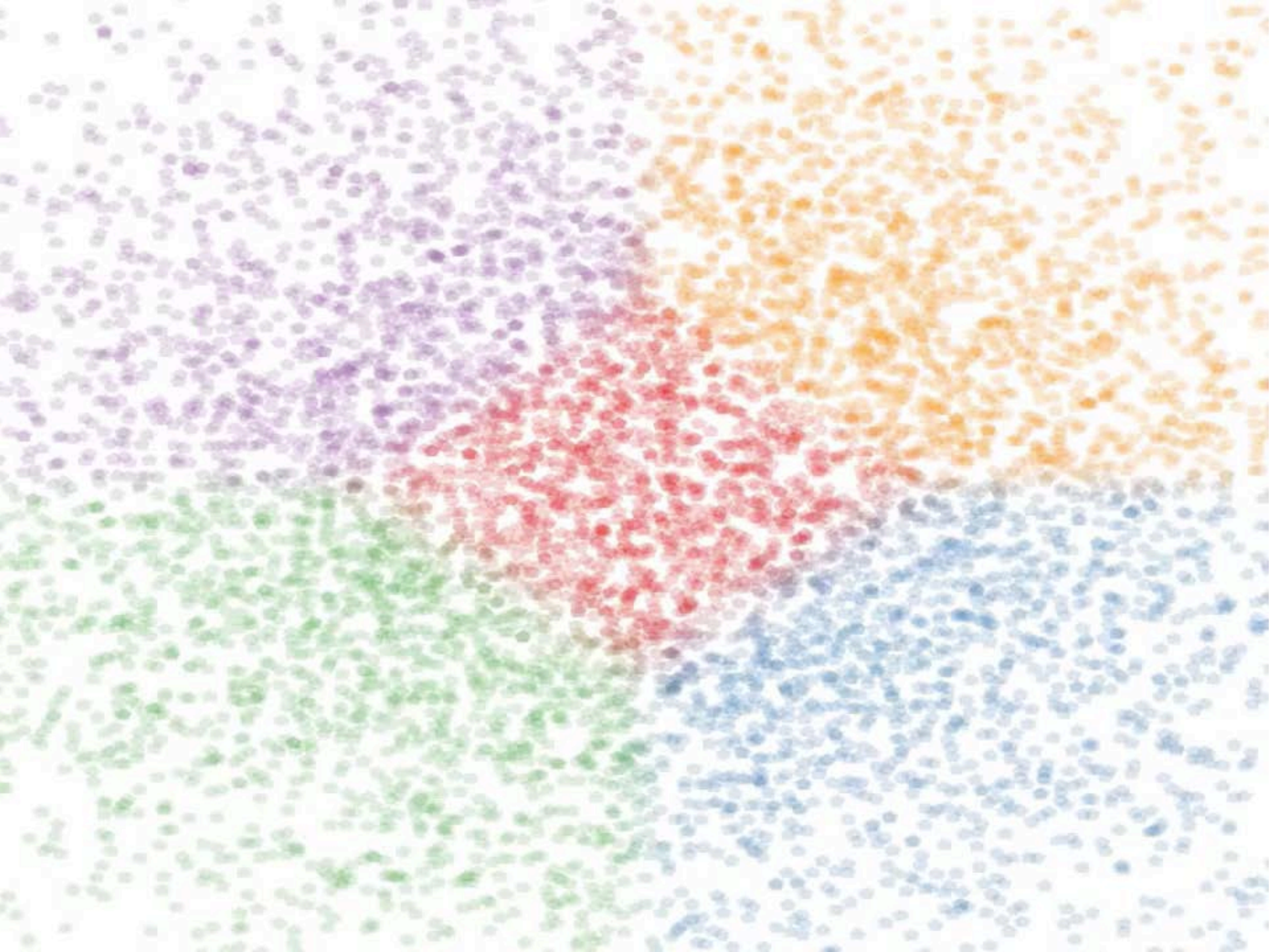
Some of the very best algorithms of the computer age are highlighted in the January/February 2000 issue of *Computing in Science & Engineering*, a joint publication of the American Institute of Physics and the IEEE Computer Society. Guest editors Jack Don-garra of the University of Tennessee and Oak Ridge National Laboratory and Fran-cis Sullivan of the Center for Comput-ing Sciences at the Institute for Defense Analyses put togeth-er a list they call the "Top Ten Algorithms of the Century."

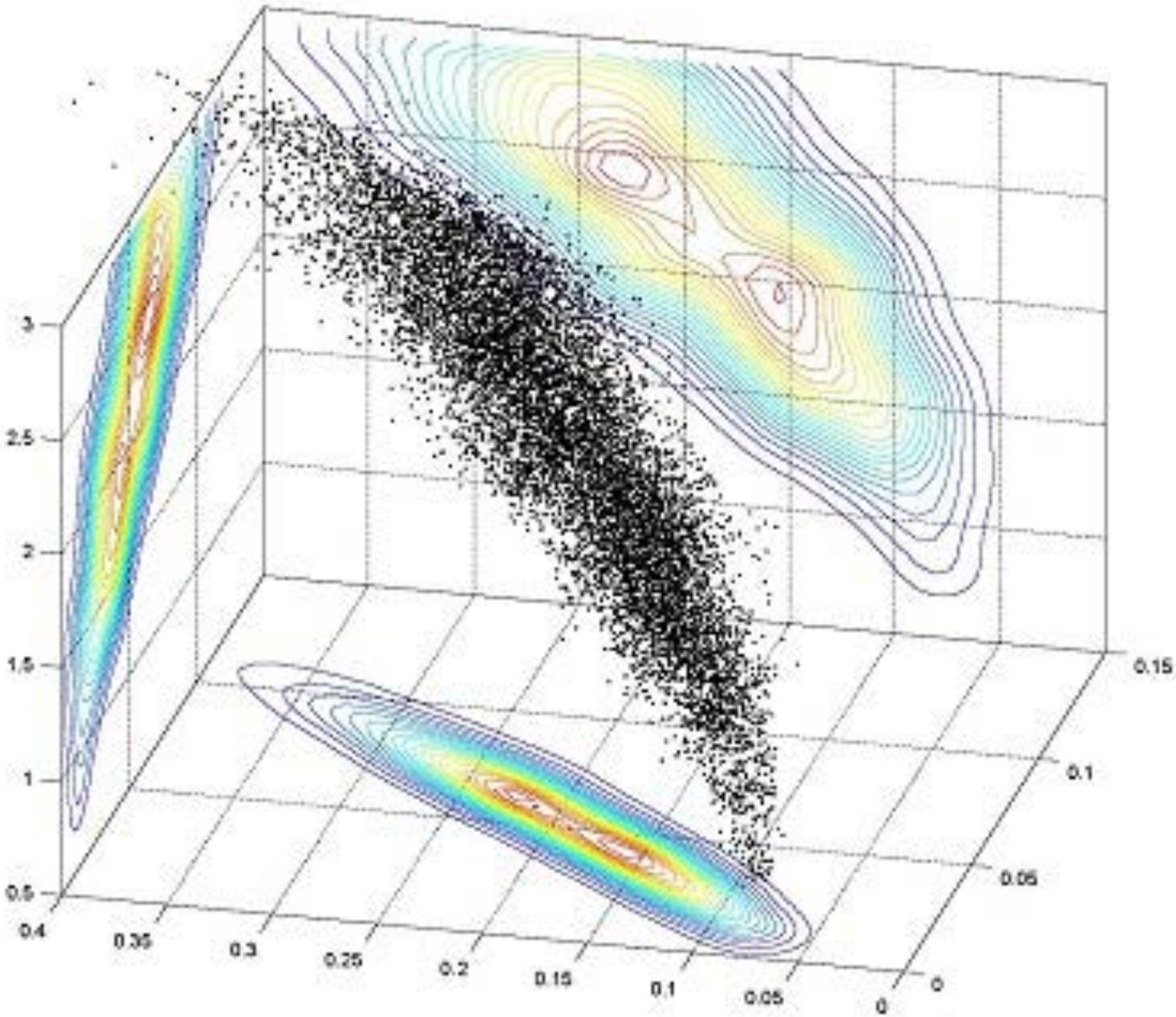
"We tried to assemble the 10 al-gorithms with the greatest influence on the development and practice of science and engineering in the 20th century," Dongarra and Sullivan write. As with any top-10 list, their selections—and non-selections—are bound to be controversial, they acknowledge. When it comes to picking the algorithmic best, there seems to be no best algorithm.

Without further ado, here's the CiSE top-10 list, in chronological order. (Dates and names associated with the algorithms should be read as first-order approximations. Most algorithms take shape over time, with many contributors.)

1946: John von Neumann, Stan Ulam, and Nick Metropolis, all at the Los Alamos Scientific Laboratory, cook up the Metropolis algorithm, also known as the **Monte Carlo method**.

The Metropolis algorithm aims to obtain approximate solutions to numerical problems with unmanageably many degrees of freedom and to combinatorial problems of factorial size, by mimicking a random process. Given the digital computer's reputation for deterministic calculation, it's fitting that one of its earliest applications was the generation of random numbers.





3
2.5
2
1.5
1
0.5
0.4
0.35
0.3
0.25
0.2
0.15
0.1
0.05
0
0.15
0.1
0.05
0

Markov Chain Monte Carlo

John von Neumann

Stan Ulam

Edward Teller

Nicholas Metropolis

Marshall Rosenbluth

Augusta Teller

?

Arianna Rosenbluth

THE JOURNAL OF CHEMICAL PHYSICS VOLUME 21, NUMBER 6 JUNE, 1953

Equation of State Calculations by Fast Computing Machines

NICHOLAS METROPOLIS, ARIANNA W. ROSENBLUTH, MARSHALL N. ROSENBLUTH, AND AUGUSTA H. TELLER,
Los Alamos Scientific Laboratory, Los Alamos, New Mexico

AND

EDWARD TELLER,* *Department of Physics, University of Chicago, Chicago, Illinois*

Probabilistic programming

Stan

http://mc-stan.org/

PyMC3

https://github.com/pymc-devs/pymc3

Edward

http://edwardlib.org/

https://github.com/uber/pyro