

Computational Physics

numerical methods with C++ (and UNIX)







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Computational Physics (Phys Dep IST, Lisbon)

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Computational Physics Monte-Carlo methods

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Monte-Carlo methods

any method using random variables for a numerical calculation

we ask for a statistical answer!

- founding article:
 - "The monte carlo method", N. Metropolis, S. Ulam (1949)
- ✓ applications: physics, engineering, finance, ...
- aims of the method:
 - ▶ generate samples of random variables (\vec{X}) according to a density probability distribution $p(\vec{X})$
 - estimate expectation values (<>) of variables or functions

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Statistical concepts

 \checkmark the expected value of a variable X sampled N times (X_1, X_2, \cdots, X_N)

$$E(X) = \langle X \rangle = \frac{1}{N} \sum_{i=1}^{N} X_i$$

✓ the variance of the sample:

$$Var(X) \equiv \sigma_X^2 \simeq \frac{1}{N} \sum_{i=1}^{N} (X_i - \langle X \rangle)^2 = \left\langle (X - \langle X \rangle)^2 \right\rangle = \left\langle X^2 \right\rangle - \left\langle X \right\rangle^2$$

the standard deviation of the sample:

$$\sigma_X \simeq \sqrt{\frac{1}{N} \sum_{i=1}^{N} (X_i - \langle X \rangle)^2}$$

PDFs - prob density distributions

✓ PDFs: the probability density function p(X) give us the probability of an event (a value X_i in this case) to occur

$$\int_{-\infty}^{+\infty} p(X) \ dX = 1$$

 \checkmark for a discrete variable X, its expectation value is given by:

$$\langle X \rangle = \frac{1}{N} \sum_{i=1}^{N} p(X_i) X_i$$

 \checkmark for a continuous variable X or function f(X), the expectation value is given by:

$$\langle X \rangle = \int_{-\infty}^{+\infty} p(X) \ X \ dX$$
$$\langle f \rangle = \int_{-\infty}^{+\infty} p(X) \ f(X) \ dX$$

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Important PDFs

 \checkmark uniform distribution: X[a,b]

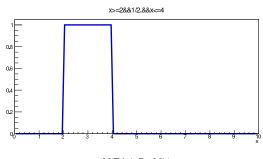
$$p(X) = \frac{1}{b-a}H(X-a)H(b-X)$$

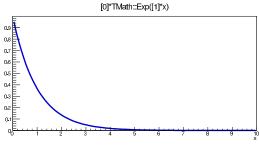
✓ exponential distribution: $X[0, \infty]$

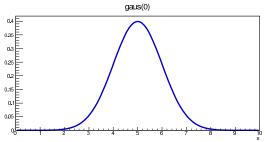
$$p(X) = \alpha e^{-\alpha X}$$

✓ normal distribution: $X[-\infty, +\infty]$

$$p(X) = \frac{1}{\sqrt{2\pi}\sigma} \alpha e^{-\frac{1}{2} \left(\frac{X-\mu}{\sigma}\right)^2}$$







Random numbers

the most common uniform random number generators are based on Linear Congruential relations

$$N_i = (aN_{i-1} + c) \% m$$

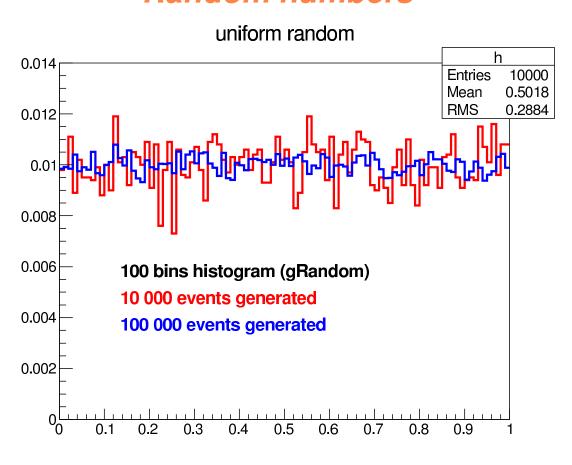
- For example, with the parameters: a=6, c=7, m=5 and a seed: $N_0=2$ we get a **period 5** generator: 4, 1, 3, 0, 2, 4, 1, 3, 0, 2, ...
- a good uniform random number generator:
 - produces a uniform distribution in the all the generation range
 - shows no correlations between random numbers
 - the period of sequence repetition is as large as possible
 - the generation algorithm shall be fast

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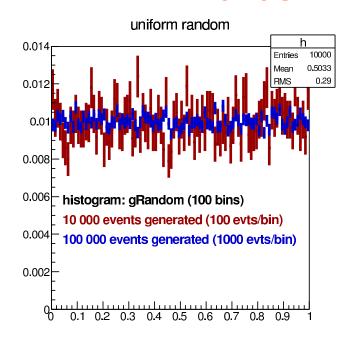
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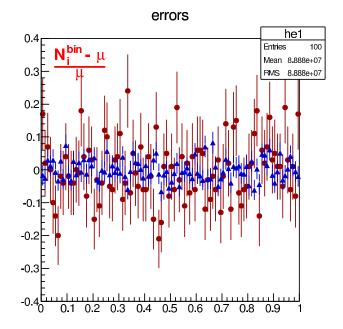


Random numbers



random numbers





- ✓ The number of random numbers per bin fluctuates wrt to the expected nb of events per bin $(Ngen/Nbins = \frac{10000}{100} = 100)$
- ✓ The deviation of the number of events per bin wrt to the expected mean of events per bin (μ) in percentage: $\frac{N_i^{bin} \mu}{\mu}$ error: $\frac{\sigma_N}{\mu} \sim \frac{1}{\sqrt{N}} \sim \frac{1}{\sqrt{100}}$

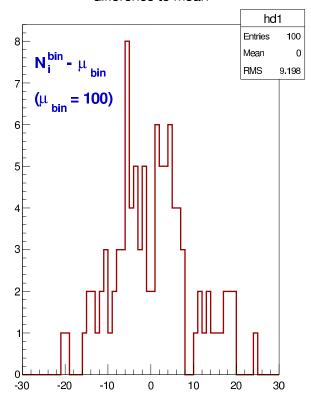
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random numbers

difference to mean



The differences of every bin statistics to the expected mean (μ) per bin

$$N_i^{bin} - \mu$$

distributes according to a **normal** (gaussian) distribution with

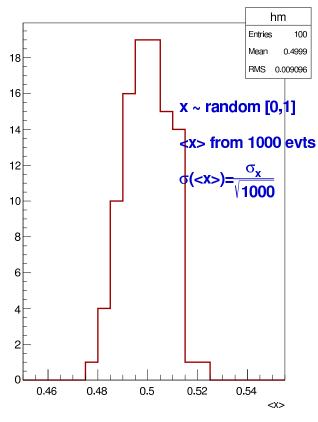
mean: μ

width: $\sigma \sim \sqrt{\mu}$

Consequence of the central limit theorem: the statistics accumulated in every bin

random numbers

100 measurements (samples)



Suppose we have N=100 data samples (experiments) and in every sample we throw n=1000 random numbers (measurement)

The mean of every sample $\langle x \rangle$ is distributed in the plot

$$< x > \sim 0.5$$
 $\sigma(< x >) = \frac{\sigma_x}{\sqrt{n}} \sim \frac{0.3}{33} \sim 0.01$

The distribution is gaussian (central limit theorem) with a mean

$$\mu = \frac{\langle x_1 \rangle + \langle x_2 \rangle + \dots + \langle x_N \rangle}{N}$$

and a width

$$\sigma < x > \sim \frac{\sigma_x}{\sqrt{n}} \sim 0.01$$

the average of our 100 measurements is very precise

$$\sigma_{\mu} = \frac{\sigma(\langle x \rangle)}{\sqrt{100}} \sim \frac{0.01}{10} = 0.001$$

This is equivalent to have 100*1000 measurements!