

**ORIE 4580/5580: Simulation Modeling and Analysis**

**ORIE 5581: Monte Carlo Simulation**

Unit 9: Variance Reduction

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## clicker question: back to the circle

generate  $n$  rv pairs  $(X_1, Y_1), (X_2, Y_2), \dots, (X_n, Y_n)$ , where all  $X_i, Y_i \sim U[-1, 1]$ , and compute  $n$  observations  $Z_i = \mathbb{1}_{\{X_i^2 + Y_i^2 \leq 1\}}$  which of the following is an estimator for  $\pi$ ?

(a)  $\frac{1}{n} \sum_{i=1}^n Z_i$

(b)  $\frac{1}{n} \sum_{i=1}^n Z_i^2$

(c)  $\frac{1}{2n} \sum_{i=1}^n Z_i$

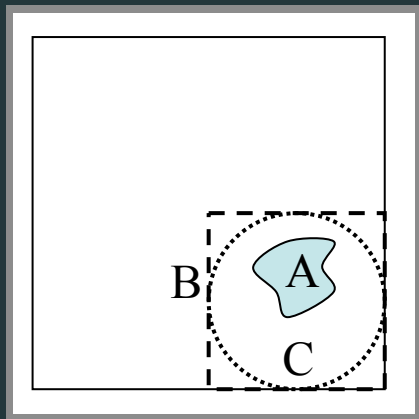
(d)  $\frac{2}{n} \sum_{i=1}^n Z_i$

(e)  $\frac{4}{n} \sum_{i=1}^n Z_i$

## variance reduction

- construct estimators with lower variance
- fewer replications to build CI of given width
- may need to exploit problem-specific information  
depending on application, this effort can be worthwhile

## importance of smaller variance estimators



- aim: compute volume  $v_A$  of region  $A$  in the unit square
- **method 1**: generate points uniformly over the unit square (outermost box) and compute the fraction of points falling in region  $A$

## importance of smaller variance estimators

- let  $X_1, \dots, X_n$  be  $n$  points uniformly distributed in  $[0, 1]^2$
- an estimator of  $v_A$  is

$$\tilde{V}_A =$$

- $\text{Var}(\mathbb{I}_{[X_i \in A]}) =$
- $\text{Var}(\tilde{V}_A) =$

## importance of smaller variance estimators

- **method 2:** generate  $n$  points  $Y_1, \dots, Y_n$  uniformly in square  $B$
- an estimator of  $v_A$  is

$$\hat{V}_A =$$

- $Var(\mathbb{I}_{[Y_i \in A]}) =$
- $Var(\hat{V}_A) =$
- $Var(\hat{V}_A) \leq Var(\tilde{V}_A) \Rightarrow \hat{V}_A$  gives more accurate estimates

## importance of smaller variance estimators

- **method 3:** generate  $n$  points  $Z_1, \dots, Z_n$  uniformly in circle  $C$
- an estimator of  $v_A$  is

$$\bar{V}_A =$$

- $Var(\mathbb{I}_{[Z_i \in A]}) =$
- $Var(\bar{V}_A) =$
- $Var(\bar{V}_A) \leq Var(\hat{V}_A) \leq Var(\tilde{V}_A)$

## complexity vs. variance reduction

- $\bar{V}_A$  requires points that are uniformly distributed over a circle
- to generate points uniformly in circle centered at  $(0,0)$  with radius  $a$ :
  1. generate  $U_1 \sim U[0,1]$ ,  $U_2 \sim U[0,1]$  and  $U_3 \sim U[0,1]$ .
  2. set  $R = a \max[U_1, U_2]$ ,  $\theta = 2\pi U_3$ .
  3. return  $(R \cos \theta, R \sin \theta)$ .
- requires cosine and sine computations
- faster to generate points uniformly in rectangle  
 $\Rightarrow$  more points in same computation time



## complexity vs. variance reduction

- although  $\bar{V}_A$  has smaller variance than  $\hat{V}_A$ , may be better to use  $\hat{V}_A$
- trade-off between reduction in variance and extra computation needed for variance reduction

variance reduction: techniques that help reduce estimator variance

- antithetic variates
- importance sampling
- control variates
- stratified sampling
- common random numbers

## running example: Monte Carlo integration

compute  $\int_a^b g(x)dx$

- we know how to compute  $\mathbb{E}[f(U)]$ , where  $U \sim U[0, 1]$

## running example: Monte Carlo integration

compute  $\int_a^b g(x) dx$

$$\begin{aligned}(b-a) \int_a^b g(x) \frac{1}{b-a} dx &= (b-a) \mathbb{E}[g(Z)] \\ &= (b-a) \mathbb{E}[g(a + (b-a)U)] \\ &= \mathbb{E}[f(U)]\end{aligned}$$

$$f(x) = (b-a)g(a + (b-a)x)$$

## antithetic variates

- observation:  $X, X' =$  identically distributed random variables

$$\mathbb{E} \left[ \frac{X + X'}{2} \right] =$$

$$\text{Var} \left( \frac{X + X'}{2} \right) =$$

## antithetic variates

- if  $X$  and  $X'$  are independent,

$$\text{Var}\left(\frac{X + X'}{2}\right) = \frac{1}{2}\text{Var}(X).$$

- if  $X$  and  $X'$  are negatively correlated,

$$\text{Var}\left(\frac{X + X'}{2}\right) < \frac{1}{2}\text{Var}(X).$$

- want simulation model to give two estimates of the performance measure  $X$  and  $X'$  such that  $\text{Cov}(X, X') < 0$ .

## antithetic variates in Monte Carlo integration

- compute  $\mathbb{E}[f(U)]$ , where  $U \sim U[0, 1]$
- if  $U_1, \dots, U_{2n} \sim U[0, 1]$ , the **regular MC** estimator of  $\mathbb{E}[f(U)]$  is

$$\alpha_{reg} =$$

- when  $U$  is large,  $1 - U$  is small
- $f(\cdot)$  monotone  $\Rightarrow f(U)$  and  $f(1 - U)$  are **negatively correlated**
- the **antithetic variates estimator** of  $\mathbb{E}[f(U)]$

$$\alpha_a =$$

## example: Monte Carlo integration

to see why this works, compute the variance:

$$\text{Var}(\alpha^r) =$$

$$\text{Var}(\alpha^a) =$$

- since  $\text{Cov}(f(U_i), f(1 - U_i)) \leq 0$ , we have  $\text{Var}(\alpha^a) \leq \text{Var}(\alpha^r)$ .
- a sufficient condition for antithetic variates to work is that the performance measure is monotone (increasing or decreasing)

## clicker question: variance of antithetic estimators

to estimate  $\mathbb{E}[f(U)]$ , use  $n$  uniform rv  $U_1, U_2, \dots, U_n$  to get  $2n$  observations:

$$Y_1 = f(U_1), Y_2 = f(U_2), \dots, Y_n = f(U_n)$$

$$Z_1 = f(1 - U_1), Z_2 = f(1 - U_2), \dots, Z_n = f(1 - U_n)$$

and use these to get the antithetic estimator:

$$M_n = \frac{1}{n} \sum_{i=1}^n \frac{Y_i + Z_i}{2}$$

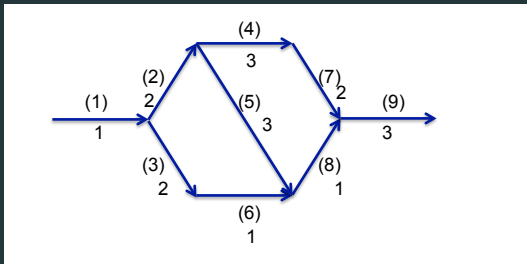
this estimator has variance  $\sigma^2/n$ , where  $\sigma^2$  is approximated by:

- (a) sample variance of all  $2n$  observations:  $\frac{1}{2n-1} \sum_{i=1}^n (Y_i - \mu_n)^2 + (Z_i - \mu_n)^2$
- (b) sample variance of combined observations:  $\frac{1}{n-1} \sum_{i=1}^n \left( \frac{Y_i + Z_i}{2} - \mu_n \right)^2$
- (c) average of  $\frac{1}{n-1} \sum_{i=1}^n (Y_i - \mu_n)^2$  and  $\frac{1}{n-1} \sum_{i=1}^n (Z_i - \mu_n)^2$
- (d) all of the above
- (e) none of the above



clicker question: variance of antithetic estimators

## example: critical paths



- arc length = duration of activity (assume  $Exp(\text{label})$ )
- activity durations are independent rvs  $X_1, \dots, X_9$
- project duration = length of longest source→sink path
- length of the critical path is

$$C(X_1, \dots, X_9) = X_9 + \max[X_1 + X_2 + X_4 + X_7, \\ \max[X_1 + X_2 + X_5, X_1 + X_3 + X_6] + X_8].$$

## example: critical paths

- $C(\cdot, \dots, \cdot)$  is nondecreasing
- want **identically distributed** samples  $\tilde{X}_1, \dots, \tilde{X}_9$  and  $\hat{X}_1, \dots, \hat{X}_9$  such that when  $C(\tilde{X}_1, \dots, \tilde{X}_9)$  is large,  $C(\hat{X}_1, \dots, \hat{X}_9)$  is small
- suppose  $X_i \sim F_i$  for each  $i \in \{1, 2, \dots, 9\}$

## example: critical paths

- $(U_1^n, \dots, U_9^n) = 9\text{-dim vector of iid } U[0, 1] \text{ rvs}$
- $C(F_1^{-1}(U_1^n), \dots, F_9^{-1}(U_9^n))$  and  $C(F_1^{-1}(1 - U_1^n), \dots, F_9^{-1}(1 - U_9^n))$  are negatively correlated
- the antithetic estimator

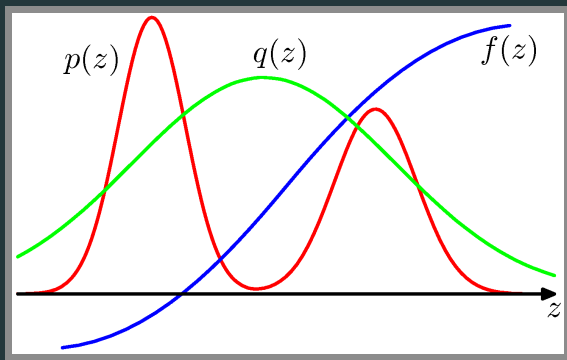
$$\hat{T} = \frac{1}{N} \sum_{n=1}^N \frac{C(F_1^{-1}(U_1^n), \dots, F_9^{-1}(U_9^n)) + C(F_1^{-1}(1 - U_1^n), \dots, F_9^{-1}(1 - U_9^n))}{2}$$

should have smaller variance than the estimator

$$\frac{1}{2N} \sum_{n=1}^{2N} C(F_1^{-1}(U_1^n), \dots, F_9^{-1}(U_9^n)).$$

# importance sampling

- given function  $\phi(\cdot)$ , want  $\mathbb{E}[\phi(X)]$  where  $X \sim P$
- can generate samples  $Z \sim Q$  (but not from  $P$ )

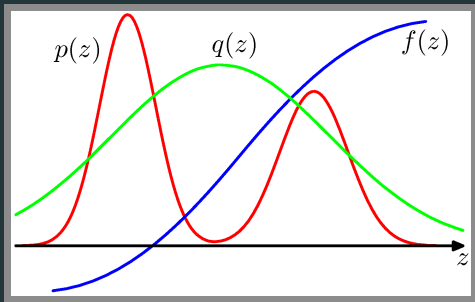


# importance sampling

- given function  $\phi(\cdot)$ , want  $\mathbb{E}[\phi(X)]$  where  $X \sim P$
- can generate samples  $Z \sim Q$

## importance sampling

1. generate  $Z_1, Z_2, \dots, Z_L \sim Q$
2. compute  $\mathbb{E}[\phi(X)] = \frac{1}{L} \sum_{i=1}^L w_i \phi(Z_i)$ , where  $w_i = p(Z_i)/q(Z_i)$



## importance sampling: why does it work?

given function  $\phi(\cdot)$ , want  $\mathbb{E}[\phi(X)]$  where  $X \sim P$

### importance sampling

1. generate  $Z_1, Z_2, \dots, Z_L \sim Q$
2. compute  $\mathbb{E}[\phi(X)] = \frac{1}{L} \sum_{i=1}^L w_i \phi(Z_i)$ , where  $w_i = p(Z_i)/q(Z_i)$

## importance sampling: variance

1. generate  $Z_1, Z_2, \dots, Z_L \sim Q$
2. compute  $\mathbb{E}[\phi(X)] = \frac{1}{L} \sum_{i=1}^L w_i \phi(Z_i)$ , where  $w_i = p(Z_i)/q(Z_i)$



## importance sampling: comments

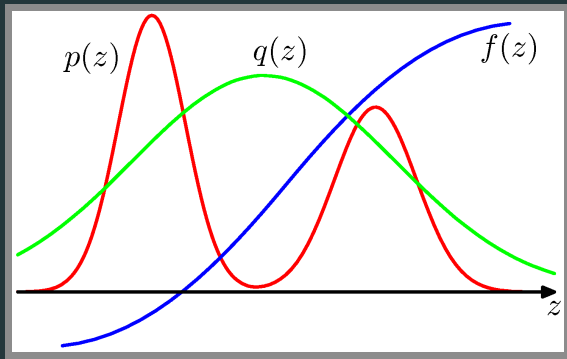
given function  $\phi(\cdot)$ , want  $\mathbb{E}[\phi(X)]$  where  $X \sim P$

### importance sampling

1. generate  $Z_1, Z_2, \dots, Z_L \sim Q$
2. compute  $\mathbb{E}[\phi(X)] = \frac{1}{L} \sum_{i=1}^L w_i \phi(Z_i)$ , where  $w_i = p(Z_i)/q(Z_i)$

## (advanced) sampling-importance-resampling (SIR)

what if we want samples from  $P$ ?



## (advanced) sampling-importance-resampling (SIR)

### sampling-importance-resampling (SIR)

1. generate  $Z_1, Z_2, \dots, Z_L \sim Q$
2. compute  $w_i = p(Z_i)/q(Z_i)$  for each  $i$
3. resample  $X_1, X_2, \dots, X_L$ , where  $X_i = Z_k$  with probability  $\frac{w_k}{\sum_{j=1}^L w_j}$





