

# Markov chain Monte Carlo and Perfect simulation

Lecture at Aristotle University of Thessaloniki

Wilfrid S Kendall

15 May 2024

Handout available on the web:



# Introduction



Aristotle: “The more you know, the more you know you don’t know.”

Figure 1: Αριστοτέλης 384–322 BCE

## Sketch of MCMC (I)



Figure 2: Edward Teller (1908-2003)

The original Markov chain Monte Carlo method (**MCMC**) was introduced by Metropolis *et al.* (**1953**). The senior author was Edward Teller (“father of the H-bomb”).

# Sketch of MCMC (I)



Figure 2: Edward Teller (1908-2003)

The original Markov chain Monte Carlo method (**MCMC**) was introduced by Metropolis *et al.* (**1953**). The senior author was Edward Teller (“father of the H-bomb”).

[Fermi once said,] Teller was the only monomaniac he knew who had several manias: see Brown & May (**2004**).

# Sketch of MCMC (II)

- Markov chain basics:

# Sketch of MCMC (II)

- Markov chain basics:
  - ▶ Transition probabilities  $p(a, b)$  (or transition rates in continuous time: unified view using exponential distribution);

# Sketch of MCMC (II)

- Markov chain basics:

- ▶ Transition probabilities  $p(a, b)$  (or transition rates in continuous time: unified view using exponential distribution);
- ▶ Equilibrium probabilities  $\pi(a)$ , balance,  
detailed balance  $\pi(a)p(a, b) = \pi(b)p(b, a)$ , reversibility;



# Sketch of MCMC (II)

- Markov chain basics:

- ▶ Transition probabilities  $p(a, b)$  (or transition rates in continuous time: unified view using exponential distribution);
- ▶ Equilibrium probabilities  $\pi(a)$ , balance, detailed balance  $\pi(a)p(a, b) = \pi(b)p(b, a)$ , reversibility;
- ▶ Aperiodicity, recurrence (and uniform and geometric recurrence);

# Sketch of MCMC (II)

- Markov chain basics:

- ▶ Transition probabilities  $p(a, b)$  (or transition rates in continuous time: unified view using exponential distribution);
- ▶ Equilibrium probabilities  $\pi(a)$ , balance, detailed balance  $\pi(a)p(a, b) = \pi(b)p(b, a)$ , reversibility;
- ▶ Aperiodicity, recurrence (and uniform and geometric recurrence);
- ▶ under detailed balance we can condition by forbidding transitions;

# Sketch of MCMC (II)

- Markov chain basics:
  - ▶ Transition probabilities  $p(a, b)$  (or transition rates in continuous time: unified view using exponential distribution);
  - ▶ Equilibrium probabilities  $\pi(a)$ , balance, detailed balance  $\pi(a)p(a, b) = \pi(b)p(b, a)$ , reversibility;
  - ▶ Aperiodicity, recurrence (and uniform and geometric recurrence);
  - ▶ under detailed balance we can condition by forbidding transitions;
- We can modify any chain, transition probabilities  $p(a, b)$ , to leave a specified target distribution  $\pi(a)$  invariant, by censoring each possible transition  $a \rightarrow b$  with probability  $\alpha(a, b) \in [0, 1]$  such that
$$\alpha(a, b)\pi(a)p(a, b) = \alpha(b, a)\pi(b)p(b, a);$$

# Sketch of MCMC (II)

- Markov chain basics:

- ▶ Transition probabilities  $p(a, b)$  (or transition rates in continuous time: unified view using exponential distribution);
- ▶ Equilibrium probabilities  $\pi(a)$ , balance, detailed balance  $\pi(a)p(a, b) = \pi(b)p(b, a)$ , reversibility;
- ▶ Aperiodicity, recurrence (and uniform and geometric recurrence);
- ▶ under detailed balance we can condition by forbidding transitions;

- We can modify any chain, transition probabilities  $p(a, b)$ , to leave a specified target distribution  $\pi(a)$  invariant, by censoring each possible transition  $a \rightarrow b$  with probability  $\alpha(a, b) \in [0, 1]$  such that

$$\alpha(a, b)\pi(a)p(a, b) = \alpha(b, a)\pi(b)p(b, a);$$

- Common choice: Metropolis-Hastings

$$\alpha(a, b) = \min\{1, (\pi(b)p(b, a))/(\pi(a)p(a, b))\}.$$

# Sketch of MCMC (II)

- Markov chain basics:

- ▶ Transition probabilities  $p(a, b)$  (or transition rates in continuous time: unified view using exponential distribution);
- ▶ Equilibrium probabilities  $\pi(a)$ , balance, detailed balance  $\pi(a)p(a, b) = \pi(b)p(b, a)$ , reversibility;
- ▶ Aperiodicity, recurrence (and uniform and geometric recurrence);
- ▶ under detailed balance we can condition by forbidding transitions;

- We can modify any chain, transition probabilities  $p(a, b)$ , to leave a specified target distribution  $\pi(a)$  invariant, by censoring each possible transition  $a \rightarrow b$  with probability  $\alpha(a, b) \in [0, 1]$  such that

$$\alpha(a, b)\pi(a)p(a, b) = \alpha(b, a)\pi(b)p(b, a);$$

- Common choice: Metropolis-Hastings

$$\alpha(a, b) = \min\{1, (\pi(b)p(b, a))/(\pi(a)p(a, b))\}.$$

- If result still irreducible aperiodic, then  $\pi(a)$  is its long-term equilibrium.

# Sketch of MCMC (II)

- Markov chain basics:

- ▶ Transition probabilities  $p(a, b)$  (or transition rates in continuous time: unified view using exponential distribution);
- ▶ Equilibrium probabilities  $\pi(a)$ , balance, detailed balance  $\pi(a)p(a, b) = \pi(b)p(b, a)$ , reversibility;
- ▶ Aperiodicity, recurrence (and uniform and geometric recurrence);
- ▶ under detailed balance we can condition by forbidding transitions;

- We can modify any chain, transition probabilities  $p(a, b)$ , to leave a specified target distribution  $\pi(a)$  invariant, by censoring each possible transition  $a \rightarrow b$  with probability  $\alpha(a, b) \in [0, 1]$  such that

$$\alpha(a, b)\pi(a)p(a, b) = \alpha(b, a)\pi(b)p(b, a);$$

- Common choice: Metropolis-Hastings

$$\alpha(a, b) = \min\{1, (\pi(b)p(b, a))/(\pi(a)p(a, b))\}.$$

- If result still irreducible aperiodic, then  $\pi(a)$  is its long-term equilibrium.
- This is MCMC, now of intense interest to statisticians.

# Sketch of MCMC (II)

- Markov chain basics:

- ▶ Transition probabilities  $p(a, b)$  (or transition rates in continuous time: unified view using exponential distribution);
- ▶ Equilibrium probabilities  $\pi(a)$ , balance, detailed balance  $\pi(a)p(a, b) = \pi(b)p(b, a)$ , reversibility;
- ▶ Aperiodicity, recurrence (and uniform and geometric recurrence);
- ▶ under detailed balance we can condition by forbidding transitions;

- We can modify any chain, transition probabilities  $p(a, b)$ , to leave a specified target distribution  $\pi(a)$  invariant, by censoring each possible transition  $a \rightarrow b$  with probability  $\alpha(a, b) \in [0, 1]$  such that

$$\alpha(a, b)\pi(a)p(a, b) = \alpha(b, a)\pi(b)p(b, a);$$

- Common choice: Metropolis-Hastings

$$\alpha(a, b) = \min\{1, (\pi(b)p(b, a))/(\pi(a)p(a, b))\}.$$

- If result still irreducible aperiodic, then  $\pi(a)$  is its long-term equilibrium.
- This is MCMC, now of intense interest to statisticians.
- But, physicists always remind us, physicists got there fifty years earlier!

## Sketch of MCMC (III)

Given the  $\pi(a)$ , how to **design** a Markov chain to have this as equilibrium?

- ① **Independence sampler**: draw from a fixed probability distribution, apply Metropolis-Hastings;



## Sketch of MCMC (III)

Given the  $\pi(a)$ , how to **design** a Markov chain to have this as equilibrium?

- ❶ **Independence sampler**: draw from a fixed probability distribution, apply Metropolis-Hastings;
- ❷ **Random walk Metropolis** or **RWM**: propose move using a random walk, apply Metropolis-Hastings;

# Sketch of MCMC (III)

Given the  $\pi(a)$ , how to **design** a Markov chain to have this as equilibrium?

- ❶ **Independence sampler**: draw from a fixed probability distribution, apply Metropolis-Hastings;
- ❷ **Random walk Metropolis** or **RWM**: propose move using a random walk, apply Metropolis-Hastings;
- ❸ **Metropolis-adjusted Langevin** or **MALA**: make a Gaussian jump shifted using gradient of  $\log \pi$ , apply Metropolis-Hastings.

# Sketch of MCMC (III)

Given the  $\pi(a)$ , how to **design** a Markov chain to have this as equilibrium?

- ❶ **Independence sampler**: draw from a fixed probability distribution, apply Metropolis-Hastings;
- ❷ **Random walk Metropolis** or **RWM**: propose move using a random walk, apply Metropolis-Hastings;
- ❸ **Metropolis-adjusted Langevin** or **MALA**: make a Gaussian jump shifted using gradient of  $\log \pi$ , apply Metropolis-Hastings.

## Sketch of MCMC (III)

Given the  $\pi(a)$ , how to **design** a Markov chain to have this as equilibrium?

- ❶ **Independence sampler**: draw from a fixed probability distribution, apply Metropolis-Hastings;
- ❷ **Random walk Metropolis** or **RWM**: propose move using a random walk, apply Metropolis-Hastings;
- ❸ **Metropolis-adjusted Langevin** or **MALA**: make a Gaussian jump shifted using gradient of  $\log \pi$ , apply Metropolis-Hastings.

Can mix-and-match! RWM is often favourite: flexible, not too complicated.

## Sketch of MCMC (III)

Given the  $\pi(a)$ , how to **design** a Markov chain to have this as equilibrium?

- ❶ **Independence sampler**: draw from a fixed probability distribution, apply Metropolis-Hastings;
- ❷ **Random walk Metropolis** or **RWM**: propose move using a random walk, apply Metropolis-Hastings;
- ❸ **Metropolis-adjusted Langevin** or **MALA**: make a Gaussian jump shifted using gradient of  $\log \pi$ , apply Metropolis-Hastings.

Can mix-and-match! RWM is often favourite: flexible, not too complicated.

Issues:

- Ⓐ **Burn-in**: *How long* till approximate equilibrium?

## Sketch of MCMC (III)

Given the  $\pi(a)$ , how to **design** a Markov chain to have this as equilibrium?

- ❶ **Independence sampler**: draw from a fixed probability distribution, apply Metropolis-Hastings;
- ❷ **Random walk Metropolis** or **RWM**: propose move using a random walk, apply Metropolis-Hastings;
- ❸ **Metropolis-adjusted Langevin** or **MALA**: make a Gaussian jump shifted using gradient of  $\log \pi$ , apply Metropolis-Hastings.

Can mix-and-match! RWM is often favourite: flexible, not too complicated.

Issues:

- Ⓐ **Burn-in**: *How long* till approximate equilibrium?
- Ⓑ **Scaling**: *How big* should be the RWM jump?

## Sketch of MCMC (III)

Given the  $\pi(a)$ , how to **design** a Markov chain to have this as equilibrium?

- ❶ **Independence sampler**: draw from a fixed probability distribution, apply Metropolis-Hastings;
- ❷ **Random walk Metropolis** or **RWM**: propose move using a random walk, apply Metropolis-Hastings;
- ❸ **Metropolis-adjusted Langevin** or **MALA**: make a Gaussian jump shifted using gradient of  $\log \pi$ , apply Metropolis-Hastings.

Can mix-and-match! RWM is often favourite: flexible, not too complicated.

Issues:

- Ⓐ **Burn-in**: *How long* till approximate equilibrium?
- Ⓑ **Scaling**: *How big* should be the RWM jump?

## Sketch of MCMC (III)

Given the  $\pi(a)$ , how to **design** a Markov chain to have this as equilibrium?

- ❶ **Independence sampler**: draw from a fixed probability distribution, apply Metropolis-Hastings;
- ❷ **Random walk Metropolis** or **RWM**: propose move using a random walk, apply Metropolis-Hastings;
- ❸ **Metropolis-adjusted Langevin** or **MALA**: make a Gaussian jump shifted using gradient of  $\log \pi$ , apply Metropolis-Hastings.

Can mix-and-match! RWM is often favourite: flexible, not too complicated.

Issues:

- Ⓐ **Burn-in**: *How long* till approximate equilibrium?
- Ⓑ **Scaling**: *How big* should be the RWM jump?

Question (B) is about how to get fast mixing. There is a beautiful and useful theory, but that is for another day.



## Sketch of MCMC (III)

Given the  $\pi(a)$ , how to **design** a Markov chain to have this as equilibrium?

- ❶ **Independence sampler**: draw from a fixed probability distribution, apply Metropolis-Hastings;
- ❷ **Random walk Metropolis** or **RWM**: propose move using a random walk, apply Metropolis-Hastings;
- ❸ **Metropolis-adjusted Langevin** or **MALA**: make a Gaussian jump shifted using gradient of  $\log \pi$ , apply Metropolis-Hastings.

Can mix-and-match! RWM is often favourite: flexible, not too complicated.

Issues:

- Ⓐ **Burn-in**: *How long* till approximate equilibrium?
- Ⓑ **Scaling**: *How big* should be the RWM jump?

Question (B) is about how to get fast mixing. There is a beautiful and useful theory, but that is for another day.

Question (A) is what this lecture is all about.

# Sketch of MCMC (IV)

- MCMC practicalities: Burn-in: what to do about it?

# Sketch of MCMC (IV)

- MCMC practicalities: Burn-in: what to do about it?
  - ▶ Theory tends to be much too pessimistic. Example: Zanella (2015a, 2015b) developed statistical methods for Anglo-Saxon history: a *simplified* model appeared to converge approximately in  $10^5$  steps (about 1 week on compute cluster), *versus*  $10^9$  steps in theory (around 2 centuries);

# Sketch of MCMC (IV)

- MCMC practicalities: Burn-in: what to do about it?
  - ▶ Theory tends to be much too pessimistic. Example: Zanella (2015a, 2015b) developed statistical methods for Anglo-Saxon history: a *simplified* model appeared to converge approximately in  $10^5$  steps (about 1 week on compute cluster), *versus*  $10^9$  steps in theory (around 2 centuries);
  - ▶ Is (a) one long run better or (b) many short runs? (Option (b) requires starts of short runs spread “evenly” over the sample space — almost as hard in high dimensions as the original problem!)

# Sketch of MCMC (IV)

- MCMC practicalities: Burn-in: what to do about it?
  - ▶ Theory tends to be much too pessimistic. Example: Zanella (2015a, 2015b) developed statistical methods for Anglo-Saxon history: a *simplified* model appeared to converge approximately in  $10^5$  steps (about 1 week on compute cluster), *versus*  $10^9$  steps in theory (around 2 centuries);
  - ▶ Is (a) one long run better or (b) many short runs? (Option (b) requires starts of short runs spread “evenly” over the sample space — almost as hard in high dimensions as the original problem!)
  - ▶ Diagnostics? (Meta-theorem: for any diagnostic technique there is a chain for which the technique is deceptive!)

# Sketch of MCMC (IV)

- MCMC practicalities: Burn-in: what to do about it?
  - ▶ Theory tends to be much too pessimistic. Example: Zanella (2015a, 2015b) developed statistical methods for Anglo-Saxon history: a *simplified* model appeared to converge approximately in  $10^5$  steps (about 1 week on compute cluster), *versus*  $10^9$  steps in theory (around 2 centuries);
  - ▶ Is (a) one long run better or (b) many short runs? (Option (b) requires starts of short runs spread “evenly” over the sample space — almost as hard in high dimensions as the original problem!)
  - ▶ Diagnostics? (Meta-theorem: for any diagnostic technique there is a chain for which the technique is deceptive!)
  - ▶ Conclusion: effective MCMC requires very careful thought about appropriate length of run — think deeply about the problem!

# Sketch of MCMC (IV)

- MCMC practicalities: Burn-in: what to do about it?
  - ▶ Theory tends to be much too pessimistic. Example: Zanella (2015a, 2015b) developed statistical methods for Anglo-Saxon history: a *simplified* model appeared to converge approximately in  $10^5$  steps (about 1 week on compute cluster), *versus*  $10^9$  steps in theory (around 2 centuries);
  - ▶ Is (a) one long run better or (b) many short runs? (Option (b) requires starts of short runs spread “evenly” over the sample space — almost as hard in high dimensions as the original problem!)
  - ▶ Diagnostics? (Meta-theorem: for any diagnostic technique there is a chain for which the technique is deceptive!)
  - ▶ Conclusion: effective MCMC requires very careful thought about appropriate length of run — think deeply about the problem!
- Can there ever be a better way?

# Perfect Simulation

- The idea of exact simulation / Coupling from the Past (CFTP) / perfect simulation Propp & Wilson (1996) (Persi Diaconis: “Like seeing the landscape of Mars for the first time”);



# Perfect Simulation

- The idea of exact simulation / Coupling from the Past (CFTP) / perfect simulation Propp & Wilson (1996) (Persi Diaconis: “Like seeing the landscape of Mars for the first time”);
- Ideas (of “*classic CFTP*”):

# Perfect Simulation

- The idea of exact simulation / Coupling from the Past (CFTP) / perfect simulation Propp & Wilson (1996) (Persi Diaconis: “Like seeing the landscape of Mars for the first time”);
- Ideas (of “*classic CFTP*”):
  - ▶ extending simulation *backwards* through time,

# Perfect Simulation

- The idea of exact simulation / Coupling from the Past (CFTP) / perfect simulation Propp & Wilson (1996) (Persi Diaconis: “Like seeing the landscape of Mars for the first time”);
- Ideas (of “*classic CFTP*”):
  - ▶ extending simulation *backwards* through time,
  - ▶ exploit monotonicity by coupling maximal and minimal processes,

# Perfect Simulation

- The idea of exact simulation / Coupling from the Past (CFTP) / perfect simulation Propp & Wilson (1996) (Persi Diaconis: “Like seeing the landscape of Mars for the first time”);
- Ideas (of “*classic CFTP*”):
  - ▶ extending simulation *backwards* through time,
  - ▶ exploit monotonicity by coupling maximal and minimal processes,
  - ▶ seek coalescence;

# Perfect Simulation

- The idea of exact simulation / Coupling from the Past (CFTP) / perfect simulation Propp & Wilson (1996) (Persi Diaconis: “Like seeing the landscape of Mars for the first time”);
- Ideas (of “*classic CFTP*”):
  - ▶ extending simulation *backwards* through time,
  - ▶ exploit monotonicity by coupling maximal and minimal processes,
  - ▶ seek coalescence;
- Details for *random-walk-CFTP*, which can be boosted as above to provide simple image reconstruction of an image using Ising model, Propp & Wilson (1996) show how to vary a clever algorithm to get exact samples for **critical** Ising model (this is what impressed Diaconis);

# Perfect Simulation

- The idea of exact simulation / Coupling from the Past (CFTP) / perfect simulation Propp & Wilson (1996) (Persi Diaconis: “Like seeing the landscape of Mars for the first time”);
- Ideas (of “*classic CFTP*”):
  - ▶ extending simulation *backwards* through time,
  - ▶ exploit monotonicity by coupling maximal and minimal processes,
  - ▶ seek coalescence;
- Details for *random-walk-CFTP*, which can be boosted as above to provide simple image reconstruction of an image using Ising model, Propp & Wilson (1996) show how to vary a clever algorithm to get exact samples for **critical** Ising model (this is what impressed Diaconis);
- “Perfect simulation” (WSK, 1998): because everyone knows it isn’t going to be perfect, whereas people might imagine “exact simulation” would somehow miraculously defeat numerical approximation error :-).

## An example and some theory

- An intensely visual example, which helps many people see intuitively what is going on here, is *DeadLeaves-CFTP* (WSK & Thönnies, 1999) (technically, *Occluded CFTP*);

## An example and some theory

- An intensely visual example, which helps many people see intuitively what is going on here, is *DeadLeaves-CFTP* (WSK & Thönnies, 1999) (technically, *Occluded CFTP*);
- What about cases where monotonicity fails? or there isn't a sensible “maximal” process? WSK (1998):



## An example and some theory

- An intensely visual example, which helps many people see intuitively what is going on here, is *DeadLeaves-CFTP* (WSK & Thönnies, 1999) (technically, *Occluded CFTP*);
- What about cases where monotonicity fails? or there isn't a sensible “maximal” process? WSK (1998):
  - ▶ cross-couple upper and lower envelope processes,

## An example and some theory

- An intensely visual example, which helps many people see intuitively what is going on here, is *DeadLeaves-CFTP* (WSK & Thönnies, 1999) (technically, *Occluded CFTP*);
- What about cases where monotonicity fails? or there isn't a sensible "maximal" process? WSK (1998):
  - ▶ cross-couple upper and lower envelope processes,
  - ▶ dominate by amenable "dominating process" (time-reversible, can draw from equilibrium, can couple target processes below dominating process);

## An example and some theory

- An intensely visual example, which helps many people see intuitively what is going on here, is *DeadLeaves-CFTP* (WSK & Thönnies, 1999) (technically, *Occluded CFTP*);
- What about cases where monotonicity fails? or there isn't a sensible “maximal” process? WSK (1998):
  - ▶ cross-couple upper and lower envelope processes,
  - ▶ dominate by amenable “dominating process” (time-reversible, can draw from equilibrium, can couple target processes below dominating process);
- Theoretical limits: *in principle*

## An example and some theory

- An intensely visual example, which helps many people see intuitively what is going on here, is *DeadLeaves-CFTP* (WSK & Thönnies, 1999) (technically, *Occluded CFTP*);
- What about cases where monotonicity fails? or there isn't a sensible “maximal” process? WSK (1998):
  - ▶ cross-couple upper and lower envelope processes,
  - ▶ dominate by amenable “dominating process” (time-reversible, can draw from equilibrium, can couple target processes below dominating process);
- Theoretical limits: *in principle*
  - ▶ *Classical CFTP* equivalent to uniform ergodicity (Foss & Tweedie, 1998).

## An example and some theory

- An intensely visual example, which helps many people see intuitively what is going on here, is *DeadLeaves-CFTP* (WSK & Thönnies, 1999) (technically, *Occluded CFTP*);
- What about cases where monotonicity fails? or there isn't a sensible “maximal” process? WSK (1998):
  - ▶ cross-couple upper and lower envelope processes,
  - ▶ dominate by amenable “dominating process” (time-reversible, can draw from equilibrium, can couple target processes below dominating process);
- Theoretical limits: *in principle*
  - ▶ *Classical CFTP* equivalent to uniform ergodicity (Foss & Tweedie, 1998).
  - ▶ *Dominated CFTP* is achievable under geometric ergodicity (WSK, 2004).

## An example and some theory

- An intensely visual example, which helps many people see intuitively what is going on here, is *DeadLeaves-CFTP* (WSK & Thönnies, 1999) (technically, *Occluded CFTP*);
- What about cases where monotonicity fails? or there isn't a sensible “maximal” process? WSK (1998):
  - ▶ cross-couple upper and lower envelope processes,
  - ▶ dominate by amenable “dominating process” (time-reversible, can draw from equilibrium, can couple target processes below dominating process);
- Theoretical limits: *in principle*
  - ▶ *Classical CFTP* equivalent to uniform ergodicity (Foss & Tweedie, 1998).
  - ▶ *Dominated CFTP* is achievable under geometric ergodicity (WSK, 2004).
  - ▶ It is even possible to carry out Dominated CFTP in some **non**-geometrically ergodicity cases [Connor & WSK (2007); *nb* corrigendum];

# An example and some theory

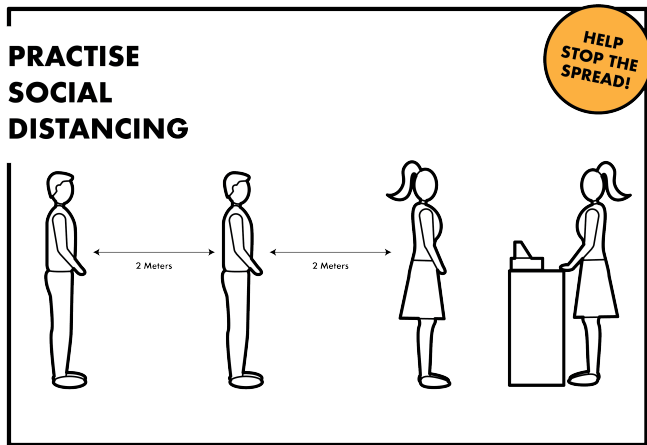
- An intensely visual example, which helps many people see intuitively what is going on here, is *DeadLeaves-CFTP* (WSK & Thönnies, 1999) (technically, *Occluded CFTP*);
- What about cases where monotonicity fails? or there isn't a sensible “maximal” process? WSK (1998):
  - ▶ cross-couple upper and lower envelope processes,
  - ▶ dominate by amenable “dominating process” (time-reversible, can draw from equilibrium, can couple target processes below dominating process);
- Theoretical limits: *in principle*
  - ▶ *Classical CFTP* equivalent to uniform ergodicity (Foss & Tweedie, 1998).
  - ▶ *Dominated CFTP* is achievable under geometric ergodicity (WSK, 2004).
  - ▶ It is even possible to carry out Dominated CFTP in some **non**-geometrically ergodicity cases [Connor & WSK (2007); *nb* corrigendum];
- We can use *Dominated CFTP* to carry out perfect simulation for stable point processes (WSK & Møller, 2000);

## An example and some theory

- An intensely visual example, which helps many people see intuitively what is going on here, is *DeadLeaves-CFTP* (WSK & Thönnies, 1999) (technically, *Occluded CFTP*);
- What about cases where monotonicity fails? or there isn't a sensible “maximal” process? WSK (1998):
  - ▶ cross-couple upper and lower envelope processes,
  - ▶ dominate by amenable “dominating process” (time-reversible, can draw from equilibrium, can couple target processes below dominating process);
- Theoretical limits: *in principle*
  - ▶ *Classical CFTP* equivalent to uniform ergodicity (Foss & Tweedie, 1998).
  - ▶ *Dominated CFTP* is achievable under geometric ergodicity (WSK, 2004).
  - ▶ It is even possible to carry out Dominated CFTP in some **non**-geometrically ergodicity cases [Connor & WSK (2007); *nb* corrigendum];
- We can use *Dominated CFTP* to carry out perfect simulation for stable point processes (WSK & Møller, 2000);
- Detailed expositions are given by WSK (2005), Huber (2015). WSK (2015) shows how to implement CFTP in R.



# Applications to Queues and Epidemics



<https://covidposters.github.io/>

Figure 3: An illustration introducing *both* queues *and* epidemics!

# Perfect Queues

The simplest queuing model (Poisson arrivals, exponential service times, single server) can be analyzed very thoroughly;

- Poisson arrivals are not unreasonable, but exponential service times are ludicrous. Fortunately the case of general service time can use the “embedded chain” (sample at instants of departure), if just 1 server;

# Perfect Queues

The simplest queuing model (Poisson arrivals, exponential service times, single server) can be analyzed very thoroughly;

- Poisson arrivals are not unreasonable, but exponential service times are ludicrous. Fortunately the case of general service time can use the “embedded chain” (sample at instants of departure), if just 1 server;
- Multi-server case: computation of eg waiting-time distribution is out of reach so use simulation (and insights from **Kiefer & Wolfowitz, 1955**);

# Perfect Queues

The simplest queuing model (Poisson arrivals, exponential service times, single server) can be analyzed very thoroughly;

- Poisson arrivals are not unreasonable, but exponential service times are ludicrous. Fortunately the case of general service time can use the “embedded chain” (sample at instants of departure), if just 1 server;
- Multi-server case: computation of eg waiting-time distribution is out of reach so use simulation (and insights from [Kiefer & Wolfowitz, 1955](#));
- Sigman (2011) shows how to do CFTP in the “super-stable” case (traffic so low that it could have been handled by just one server), using Dominated CFTP and comparing to a “Processor-sharing” discipline.

# Perfect Queues

The simplest queuing model (Poisson arrivals, exponential service times, single server) can be analyzed very thoroughly;

- Poisson arrivals are not unreasonable, but exponential service times are ludicrous. Fortunately the case of general service time can use the “embedded chain” (sample at instants of departure), if just 1 server;
- Multi-server case: computation of eg waiting-time distribution is out of reach so use simulation (and insights from [Kiefer & Wolfowitz, 1955](#));
- Sigman ([2011](#)) shows how to do CFTP in the “super-stable” case (traffic so low that it could have been handled by just one server), using Dominated CFTP and comparing to a “Processor-sharing” discipline.
- Connor & WSK ([2015](#)) show how to extend Sigman ([2011](#)), showing how Dominated CFTP can be applied to simulate (sub-critical!) queues perfectly (and this has now been generalized by others to the case of non-Poissonian inter-arrival times). (Technical point: pathwise domination requires service times to be assigned in order of commencement of service!)

# Perfect Epidemics

- Even the simple case of deterministic S-I-R permits only *partial* closed-form solution;

# Perfect Epidemics

- Even the simple case of deterministic S-I-R permits only *partial* closed-form solution;
- Suppose one can observe **only** the “removal times”? Can one do perfect simulation of the infection times? (Given basic parameters.)

# Perfect Epidemics

- Even the simple case of deterministic S-I-R permits only *partial* closed-form solution;
- Suppose one can observe **only** the “removal times”? Can one do perfect simulation of the infection times? (Given basic parameters.)
- **YES**: work in progress by Connor and Kendall. Here is a GIF illustrating this for a real-life small-pox epidemic;



# Perfect Epidemics

- Even the simple case of deterministic S-I-R permits only *partial* closed-form solution;
- Suppose one can observe **only** the “removal times”? Can one do perfect simulation of the infection times? (Given basic parameters.)
- **YES**: work in progress by Connor and Kendall. Here is a GIF illustrating this for a real-life small-pox epidemic;
- (be clear about assumptions!)

# Perfect Epidemics

- Even the simple case of deterministic S-I-R permits only *partial* closed-form solution;
- Suppose one can observe **only** the “removal times”? Can one do perfect simulation of the infection times? (Given basic parameters.)
- **YES**: work in progress by Connor and Kendall. Here is a GIF illustrating this for a real-life small-pox epidemic;
- (be clear about assumptions!)
- (indicate how the perfect simulation algorithm can be used as a high-dimensional integration device to enable simulation-based Bayesian inference!).

# Conclusion

- You don't always have to put up with burn-in issues when doing MCMC;

# Conclusion

- You don't always have to put up with burn-in issues when doing MCMC;
- CFTP works even for significantly complex and relevant models of real-life phenomena;

# Conclusion

- You don't always have to put up with burn-in issues when doing MCMC;
- CFTP works even for significantly complex and relevant models of real-life phenomena;
- *Of course* really detailed models are still going to resist perfect simulation: but it will always be helpful to compare with a simpler model (using fewer parameters!).

# Conclusion

- You don't always have to put up with burn-in issues when doing MCMC;
- CFTP works even for significantly complex and relevant models of real-life phenomena;
- *Of course* really detailed models are still going to resist perfect simulation: but it will always be helpful to compare with a simpler model (using fewer parameters!).
- CFTP is clearly an important tool to be considered by the investigator seeking to do accurate and informative MCMC.

# References I

- Brown, H. & May, M. (2004) Edward Teller in the Public Arena. *Physics Today*, **57**, 51–53.
- Connor, S.B. & WSK (2007) Perfect simulation for a class of positive recurrent Markov chains. *Annals of Applied Probability*, **17**, 781–808.
- Connor, S.B. & WSK (2015) Perfect simulation of M/G/c queues. *Advances in Applied Probability*, **47**, 1039–1063.
- Foss, S.G. & Tweedie, R.L. (1998) Perfect simulation and backward coupling. *Stochastic Models*, **14**, 187–203.
- Huber, M.L. (2015) *Perfect Simulation*. Boca Raton: Chapman; Hall/CRC.
- Kiefer, J. & Wolfowitz, J. (1955) On the Theory of Queues With Many Servers. *Transactions of the American Mathematical Society*, **78**, 1.
- Metropolis, N., Rosenbluth, A.W., Rosenbluth, M.N., Teller, A.H., & Teller, E. (1953) Equation of State Calculations by Fast Computing Machines. *The Journal of Chemical Physics*, **21**, 1087.
- Propp, J.G. & Wilson, D.B. (1996) Exact sampling with coupled Markov chains and applications to statistical mechanics. *Random Structures and Algorithms*, **9**, 223–252.
- R Development Core Team (2010) *R: A Language and Environment for Statistical Computing*.
- Sigman, K. (2011) Exact simulation of the stationary distribution of the FIFO M/G/c queue. *Journal of Applied Probability*, **48**, 209–213.

# References II

- WSK (1998) Perfect Simulation for the Area-Interaction Point Process. *Probability towards 2000* (Accardi, L. & Heyde, C.C. eds). Springer-Verlag, pp. 218–234.
- WSK (2004) Geometric ergodicity and perfect simulation. *Electronic Communications in Probability*, **9**, 140–151.
- WSK (2005) Notes on Perfect Simulation. Singapore: World Scientific, pp. 93–146.
- WSK (2015) Introduction to CFTP using R. *Stochastic geometry, spatial statistics and random fields, Lecture notes in mathematics*. Springer, pp. 405–439.
- WSK & Møller, J. (2000) Perfect simulation using dominating processes on ordered spaces, with application to locally stable point processes. *Advances in Applied Probability*, **32**, 844–865.
- WSK & Thönnies, E. (1999) Perfect simulation in stochastic geometry. *Pattern Recognition*, **32**, 1569–1586.
- Zanella, G. (2015a) Random partition models and complementary clustering of Anglo-Saxon place-names. *Annals of Applied Statistics*, **9**, 1792–1822.
- Zanella, G. (2015b) Bayesian Complementary Clustering, MCMC, and Anglo-Saxon Placenames (PhD Thesis).



# Image attributions

Image	Attribution	License
<a href="#">Aristotle</a>	After Lysippos	<i>Public domain</i> via Wikimedia Commons
<a href="#">Edward Teller</a>	Lawrence Livermore National Laboratory restored by w>User:Greg L, Papa Lima Whiskey	<a href="#">CC BY-SA 3.0</a> via Wikimedia Commons
Perfect Ising	Result of code written by WSK	<a href="#">CC BY-SA 3.0</a>
Dead leaves	Result of code written by WSK	<a href="#">CC BY-SA 3.0</a>
<a href="#">Queues</a>	<a href="https://covidposters.github.io/">https://covidposters.github.io/</a>	<i>Open source</i>
Epidemic	Result of code written by WSK	<a href="#">CC BY-SA 3.0</a>

These notes were produced from Thessaloniki-2024.qmd:

---

git repository information.

---

Version: 0.0.36 (Tue May 7 16:11:07 2024 +0100)  
Author: Wilfrid Kendall <W.S.Kendall@warwick.ac.uk>  
Date: Tue May 7 17:55:14 2024 +0100  
Still this early version.

---