

# MCMC and Lagrangian data assimilation

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# Overview

- Problem set-up
- The solution
- Computing the solution: optimisation
- Computing the solution: Markov chain Monte Carlo
- Comparison of two problems
- Some insightful visualisations throughout

## The forward problem

We start with the linearised shallow water equations

$$\frac{\partial \underline{u}}{\partial t} = J \underline{u} - \nabla h, \quad J = \begin{pmatrix} 0 & 1 \\ -1 & 0 \end{pmatrix}$$
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We consider a truncated Fourier expansion and seek solutions of the form

$$u(x, y, t) = -2\pi \sin(2\pi x) \cos(2\pi y) u_0 + \cos(2\pi y) u_1(t)$$

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- Algebraic wizardry gives

$$\dot{w} := \begin{cases} \dot{u}_0 = 0 \\ \dot{u}_1 = v_1 \\ \dot{v}_1 = -u_1 - 2\pi h_1 \\ \dot{h}_1 = 2\pi v_1 \\ \dot{\underline{z}} = \underline{u}(\underline{z}(t), t) \end{cases} \quad (1)$$

with initial condition

$$w(0) := (u_0(0), u_1(0), v_1(0), h_1(0), \underline{z}(0)) \quad (2)$$

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- The *forward* problem:

*Given (1) and (2), find  $w(t)$ ,  $t > 0$ .*

# Video

Cool video 1



## The inverse problem

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and data

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find  $w(0)$ .

- This is called the *inverse* problem.
- Data assimilation: the act of incorporating  $\underline{y}$  into (3) to obtain  $w(0)$ .

## The optimiser's approach

- We want to find the best  $w(0)$ . What does best mean?
- Define

$$J(\cdot) = \frac{1}{2} \|y - \mathcal{G}(\cdot)\|^2$$

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- There is a problem with this; ill-posedness.



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$$J(\cdot) = \frac{1}{2} \|y - \mathcal{G}(\cdot)\|^2 + \frac{1}{\gamma} \|\cdot\|^2$$

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- Instead of finding  $\operatorname{argmin}_w J(w)$ , we will sample the probability distribution

$$p(x) = \exp(-J(x))$$

Now we shall tackle the problem from a Bayesian perspective...

## The posterior

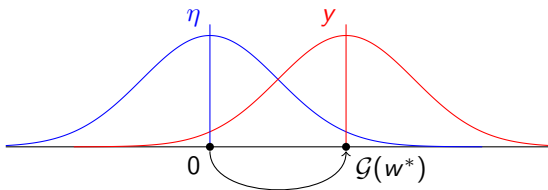
- Given  $y$ , find  $w^* := w(0)$ ; i.e., want to know what  $\mathbb{P}(w^*|y)$  looks like.
- $\mathbb{P}(w^*|y)$  is called the *posterior* ('after' the data) distribution

$$\begin{aligned}\mathbb{P}(w^*|y) &= \frac{\mathbb{P}(y|w^*)\mathbb{P}(w^*)}{\mathbb{P}(y)} \\ &\propto \mathbb{P}(y|w^*)\mathbb{P}(w^*)\end{aligned}$$

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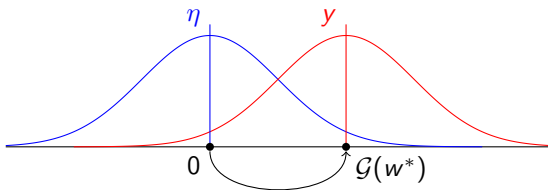
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- $\mathcal{G}$  must be linear (see why later).

# Gaussians

- Fact: Gaussian probability distribution function (pdf) has the form

$$\exp(-(ax^2 + bx + c))$$

- Note: Product of two Gaussians is Gaussian

$$\begin{aligned} & \exp(-(a_1x^2 + b_1x + c_1)) \exp(-(a_2x^2 + b_2x + c_2)) \\ &= \exp(-((a_1 + a_2)x^2 + (b_1 + b_2)x + (c_1 + c_2))) \end{aligned}$$

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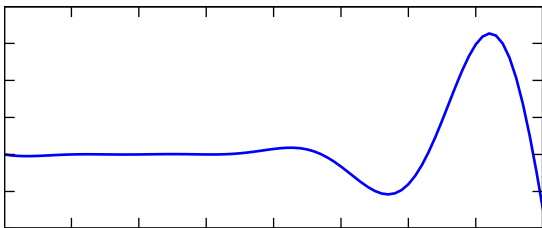
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- So

$$\mathbb{P}(y|w^*), \mathbb{P}(w^*) \text{ Gaussian} \Rightarrow \mathbb{P}(y|w^*)\mathbb{P}(w^*) \propto \mathbb{P}(w^*|y) \text{ Gaussian}$$

## The prior

- We need  $\mathbb{P}(w^*)$ . Called the *prior* ('before' the data) distribution.
- 'Prior knowledge' means have idea of some property of  $w^*$ . E.g., Temperature vs. Time:



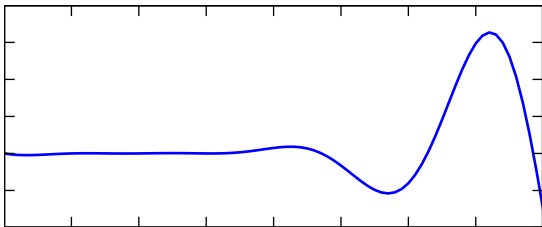
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This 'prior knowledge' is usually either

1. Given to us
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This 'prior knowledge' is usually either

1. Given to us
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3. A complete guess. Ours will be  $\mathbb{P}(w^*) = \mathcal{N}(0, I)$ .

## Finding 'the answer'

- $f : \mathcal{S} \rightarrow \mathbb{R}$  a probability density function if

$$f(x) \geq 0 \quad \forall x \in \mathcal{S} \quad \text{and} \quad \int_{\mathcal{S}} f(x) \, dx = 1$$

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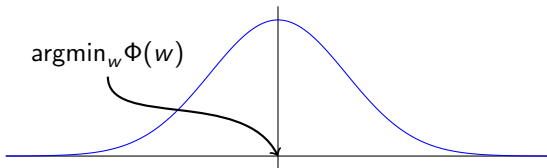
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- Can turn into a probability density function

$$\exp(-\Phi(\cdot)) = \exp\left(-\frac{1}{2} \|\mathcal{G}(\cdot) - y\|_B^2\right).$$



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- Idea: Construct  $\{w_j\}_{j=1}^{\infty}$  cleverly such that  $\{w_j\}_{j=1}^{\infty} \stackrel{\text{i.i.d}}{\sim} \mathbb{P}(w^*|y)$ 
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$$w_{k+1} = \begin{cases} \hat{w} & \text{with probability } \alpha(w_k, \hat{w}) \\ w_k & \text{with probability } 1 - \alpha(w_k, \hat{w}) \end{cases}$$



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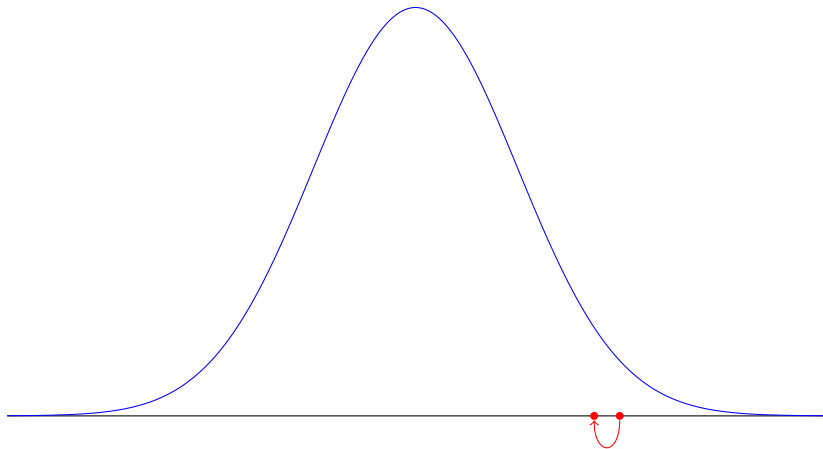
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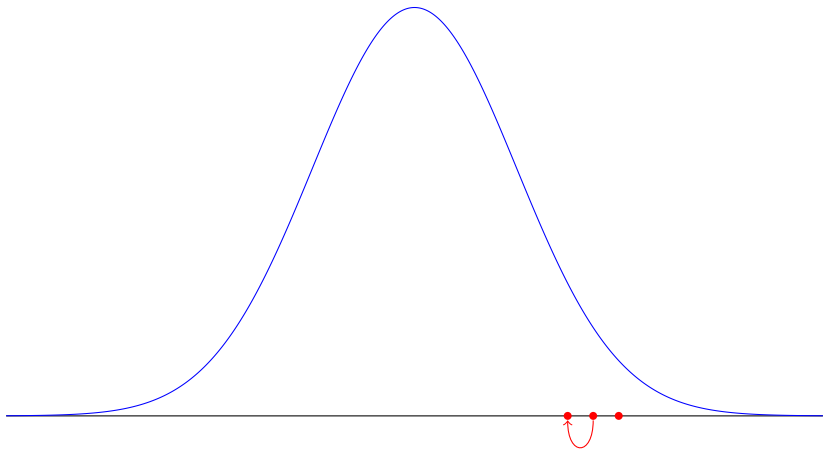
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- Take  $w_1$  to be a draw from  $\mathcal{N}(0, I)$

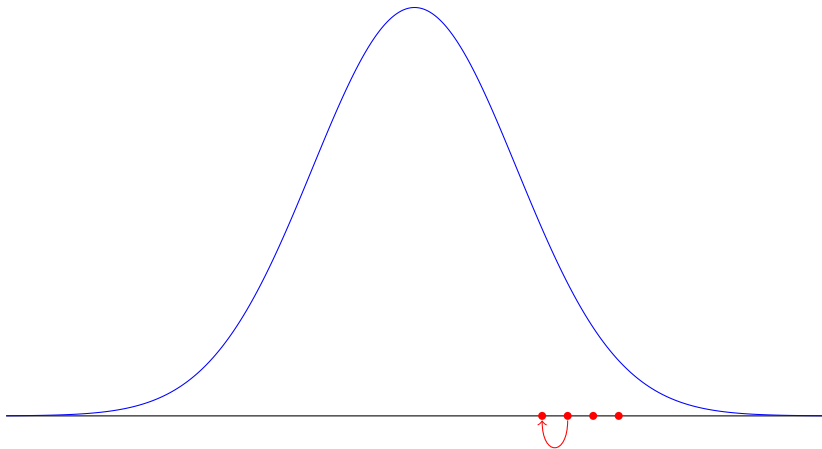
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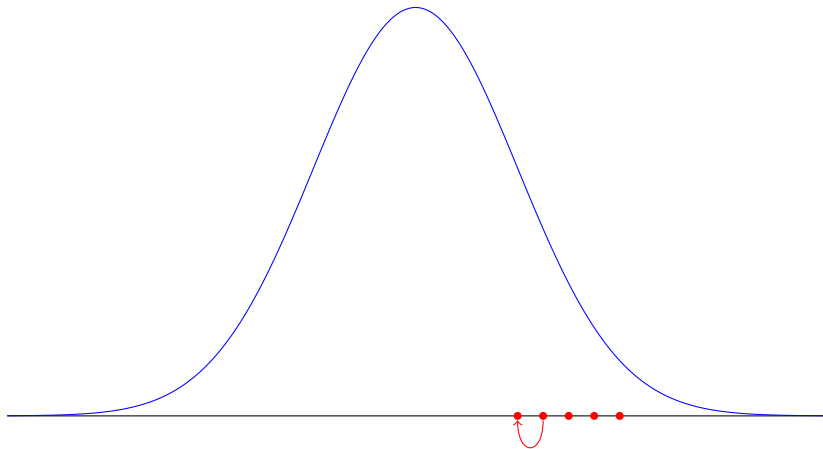
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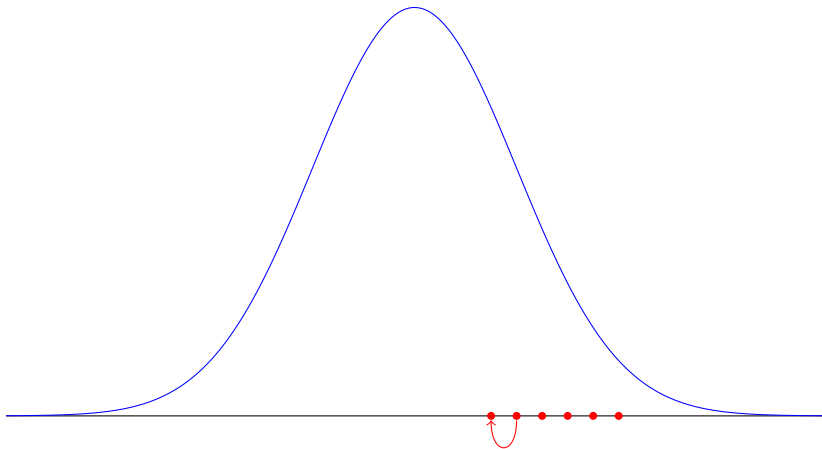
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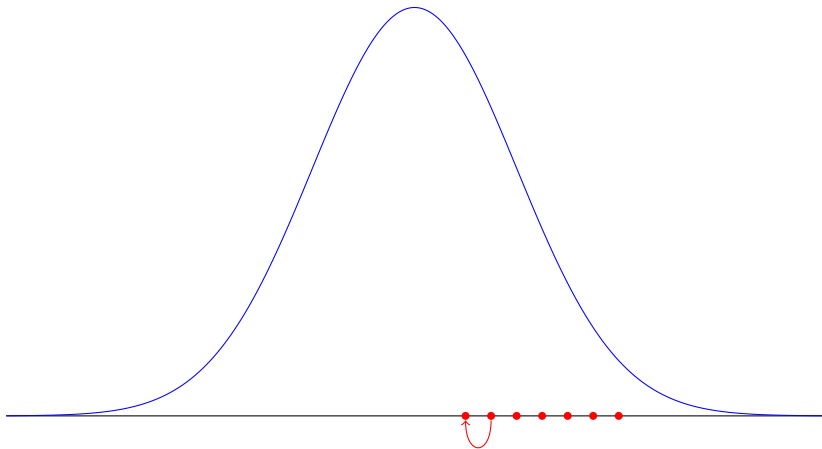
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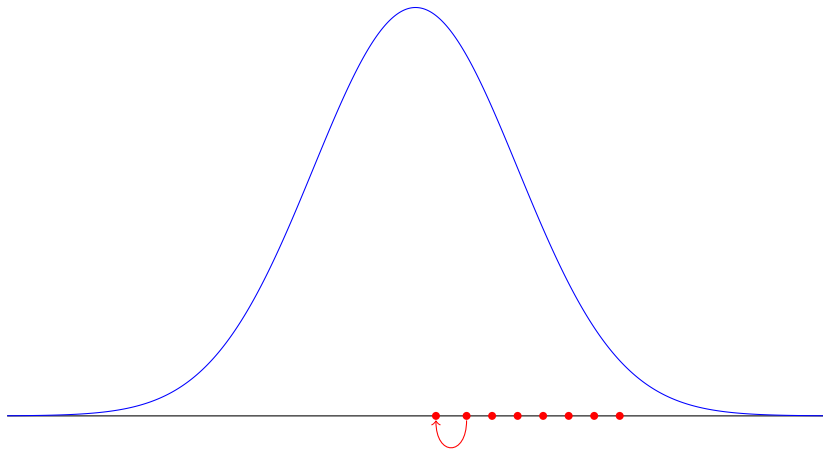


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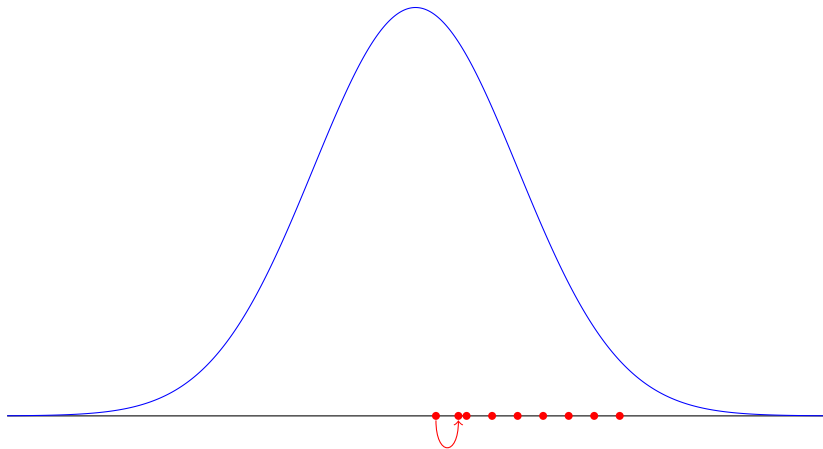




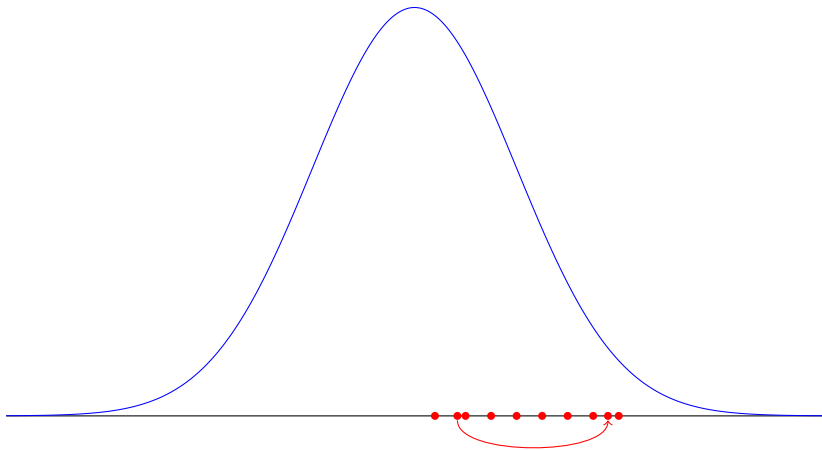
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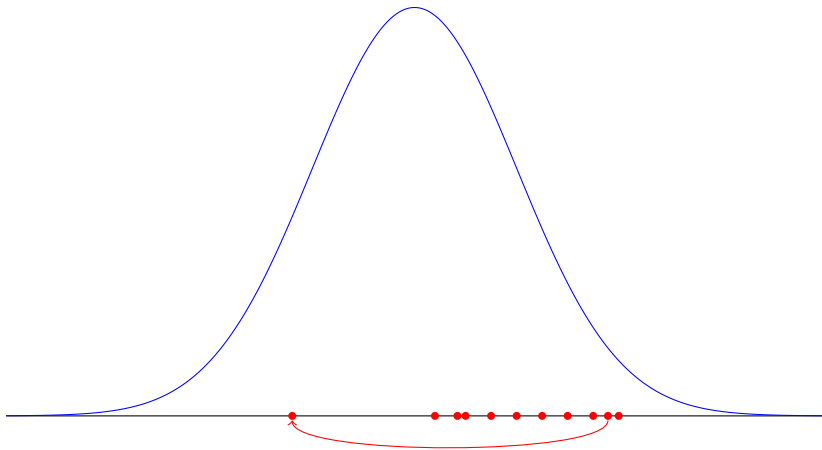
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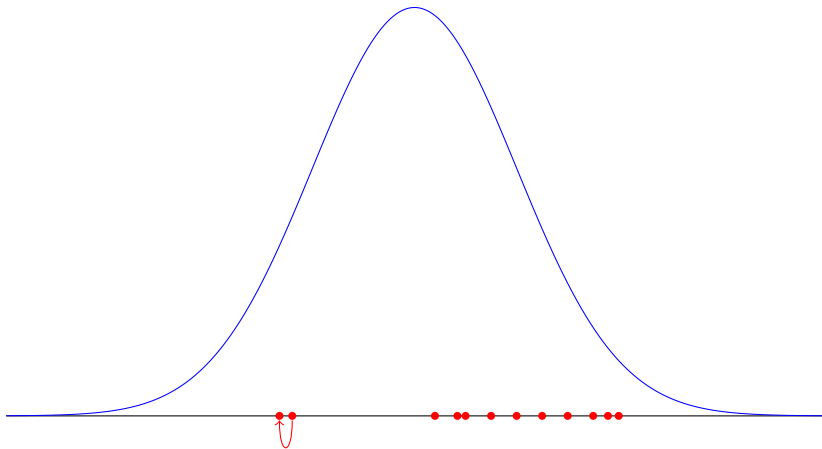
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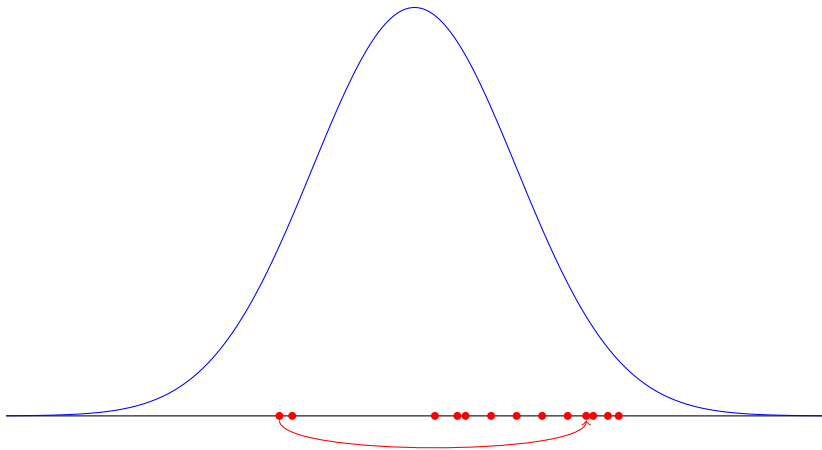
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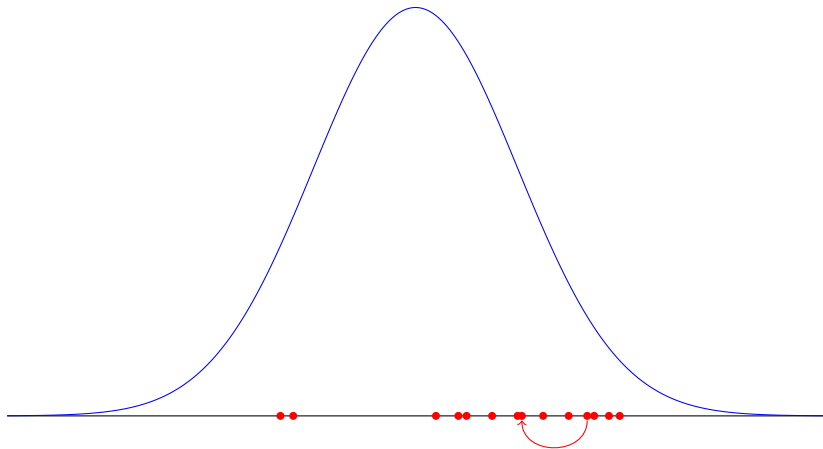
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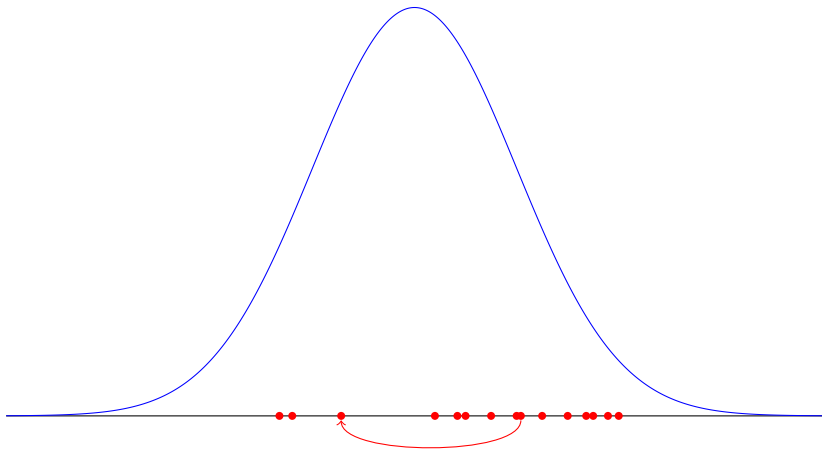
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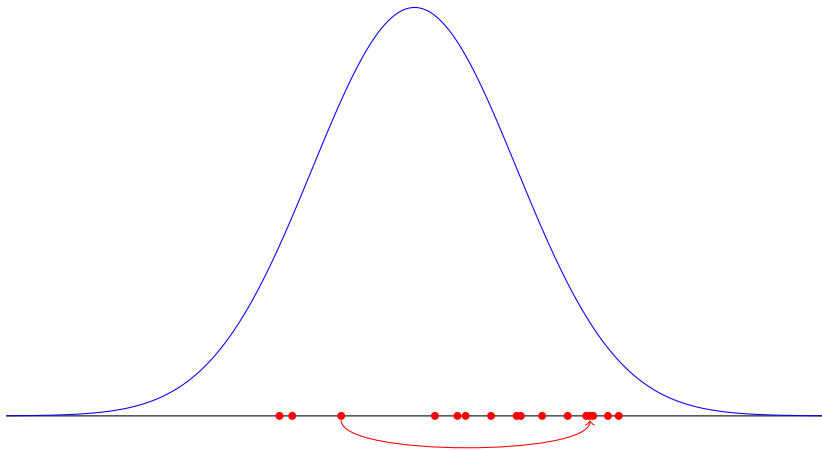


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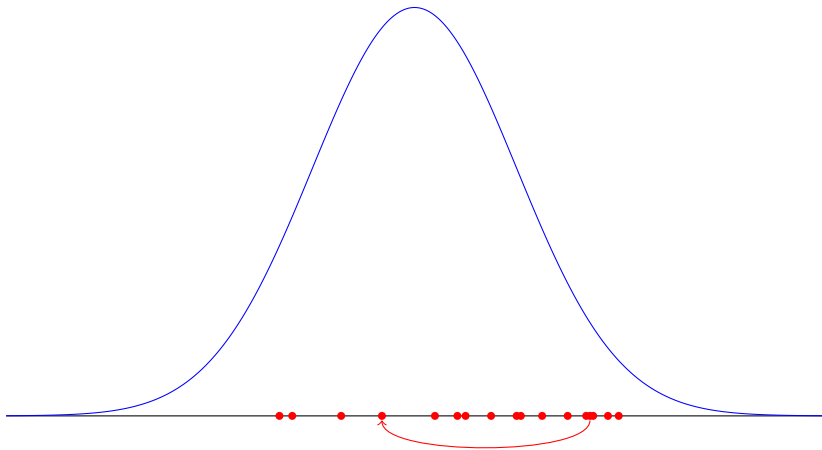




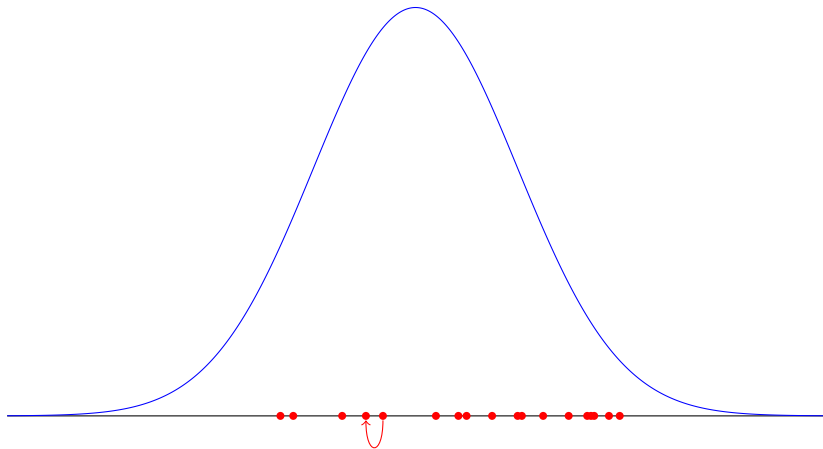
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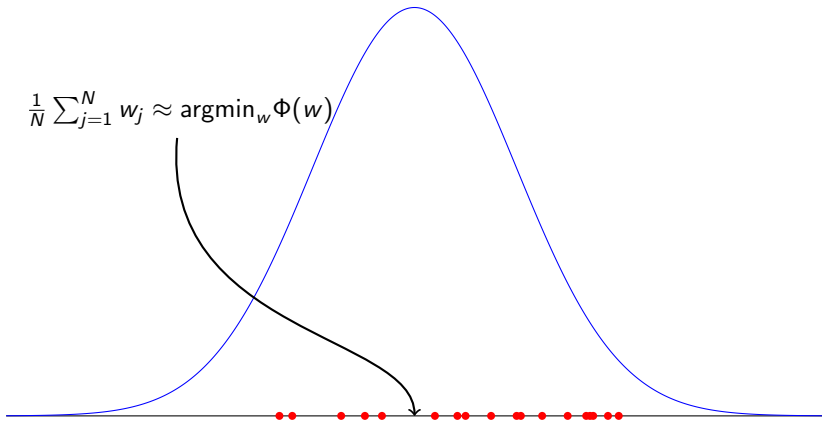


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$$\frac{1}{N} \sum_{j=1}^N w_j \approx \operatorname{argmin}_w \Phi(w)$$



## Sampling $\mathbb{P}(\underline{z}(0)|y)$

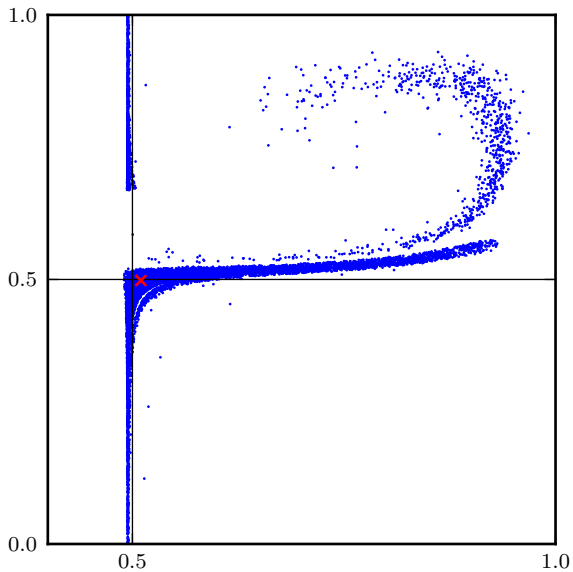
- Back to our model

$$\text{(PDE)} \quad \dot{w} := \begin{cases} \dot{u}_0 = 0 \\ \dot{u}_1 = v_1 \\ \dot{v}_1 = -u_1 - 2\pi h_1 \\ \dot{h}_1 = 2\pi v_1 \\ \dot{\underline{z}} = \underline{u}(\underline{z}(t), t) \end{cases}$$

$$\text{(IC)} \quad w(0) = (u_0(0), u_1(0), v_1(0), h_1(0), \underline{z}(0))$$

- For demonstration, try to find  $\underline{z}(0)$  and assume  $u_0(0)$ ,  $u_1(0)$ ,  $v_1(0)$ , and  $h_1(0)$  are known.
- Make observations  $y_k = \underline{z}(t_k) + \eta_k$ .
- Now pretend we don't know  $\underline{z}(0)$ .
- See if we can recover  $\underline{z}(0)$  from  $y$  by sampling  $\mathbb{P}(\underline{z}(0)|y)$ .

## Sampling $\mathbb{P}(\underline{z}(0)|y)$



# Video

Cool video 2

# The glider problem

- Use autonomous gliders instead of passive tracers,

$$\dot{\underline{z}} = \underline{u}(\underline{z}(t), t) + \underline{f}(\underline{z}(t)).$$

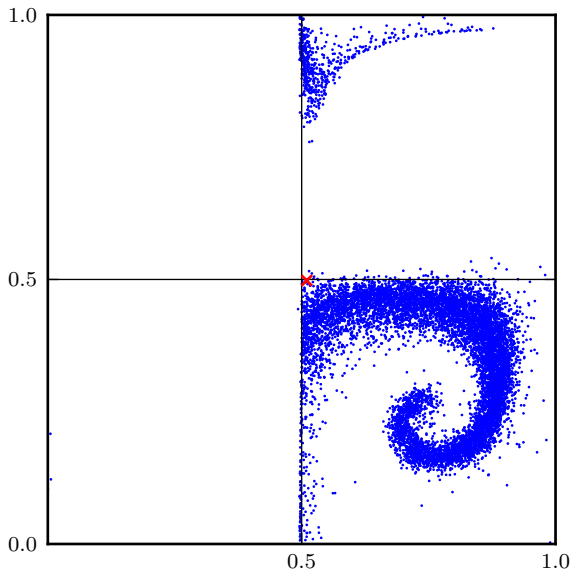
- Force it to stay in the bottom-right cell. How? Good question.
- Observe

$$\underline{y}_k = \underline{z}(t_k) + \underline{\eta}_k$$

- What does the posterior look like?



## The glider problem



# Video

Cool video 3

# Summary

I have told you

- what an inverse problem is;
- the link between inverse problems and DA for a toy ocean model;
- how to pose the problem in a Bayesian framework;
- how to solve the problem: optimisation;
- how to solve the problem: Markov chain Monte Carlo;
- a comparison between this model and a forced model.

Thank you