# evolMC: a package for Monte-Carlo simulation

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## Getting the package

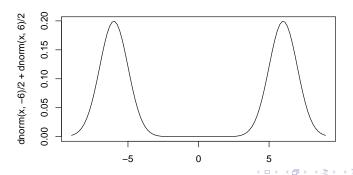
Package evolMC. http://github.com/grady/evol-mc

```
library(devtools)
install_github("evol-mc", "grady")
library(evolMC)
```

See the "example" package vignette for demo code.

#### The Problem

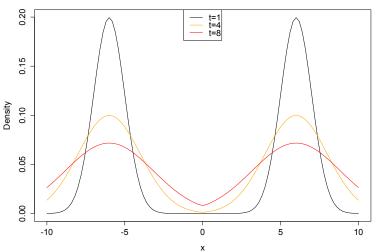
- ▶ We wish to sample from a distribution with multiple modes, separated by regions of very low probability density.
- ► Traditional Metropolis algorithms do not work well here.



# Heating a Distribution

- ▶ Consider a distribution  $f(x|t) \propto \exp\{-H(x)/t\}$ , where  $t \geq 1$  is called the *temperature* and H(x), called the *fitness function*, corresponds to the negative log-density of x, up to a constant.
- Increasing the temperature causes the distribution to become "flatter", i.e. to have thicker tails.

#### **Heating a Distribution**





# Genetic Algorithm Language

- ▶ A population **x** consists of *N* individuals  $x_i$ , i = 1, ..., N, where  $x_i \in \mathbb{R}^d$ .
- Associated with the population is a set of temperatures  $\mathbf{t} = (t_1, \dots, t_N)$ . It is assumed that the  $t_i$  are in descending order, terminating at the temperature of the target distribution. (In most cases this means  $t_N = 1$ .)
- ▶ Each individual  $x_i$  is independently sampled from the distribution  $f_i(x_i) \propto f(x_i|t_i)$ .



#### Algorithm 1 Evolutionary Monte Carlo

procedure  $\mathrm{EMC}$ 

with prob  $p_m$ 

 $\mathbf{Mutate}$ 

otherwise

Crossover

end w/prob

EXCHANGE

end procedure

 $\triangleright p_m$  is the mutation probability.

#### Algorithm 2 A Gaussian random-walk mutation.

```
procedure MUTATE

Copy the current population to x.

for all individuals x_i in x do

y \leftarrow \mathcal{N}_d(x_i, t_i \sigma^2 I)

with prob \min\{1, \exp(-H(y)/t_i + H(x_i)/t_i)\}

x_i \leftarrow y

end w/prob

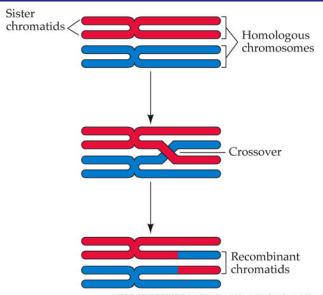
end for

Set current population to x.

end procedure
```

#### **Algorithm 3** The fitness-weighted *crossover*.

```
procedure Crossover
   Copy the current population to x.
   for all individuals x_i in x do
       w_i \leftarrow \exp(-H(x_i))
   end for
   Select k uniformly from \{1: d\}.
   Select i from \{1: N\} with weights proportional to \{w_i\}.
   Select j uniformly from \{1: N\}\setminus\{i\}.
   In x, swap elements k: d of individuals i and j.
   with prob · · ·
                                                           ▶ Metropolis update.
       Set the current population to x.
   end w/prob
end procedure
```







**Algorithm 4** The *exchange* attempts to swap individuals between neighboring temperature states.

```
procedure EXCHANGE

Copy the current population to x.

Select i uniformly from \{1: N\}.

Select j uniformly from \{i \pm 1\} \cap \{1: N\}.

Swap individuals i, j of x.

with prob \min\{1, \exp(-H(x_i)/t_i - H(x_j)/t_j + H(x_i)/t_j + H(x_j)/t_i)\}

Set the current population to x.

end w/prob

end procedure
```

## Simulation Setup

- ▶ Target distribution: 20 part  $\mathcal{N}(\mu, 0.1I_3)$  w/ equal mixing proporitions and  $\mu \in [-10, 10]^3$ .
- ▶ Mutation probabilities:  $p_m \in \{0.1, 0.5, 0.9, 1.0\}$
- ▶ Mutation updater:  $u_m \in \{uniform, Gaussian\}$
- ▶ Temperatures:  $\mathbf{t} \in \{(1,5), (1,2,4,8,15), (1,5,15,30,50)\}$
- MH: multivariate normal proposal distribution
- ▶ Iterations: 2e4



