

Today: Monte Carlo methods and sampling problems

Monte Carlo methods: computational algorithms that rely on repeated random sampling to obtain numerical results.

General strategy:

1. Define input domain

2. Generate samples from a probability distribution over the domain

3. Compute output for each input and aggregate the results

ex. Monte Carlo integration

$$I(f) = \int_0^1 f(x) dx$$

Numerical integration method:

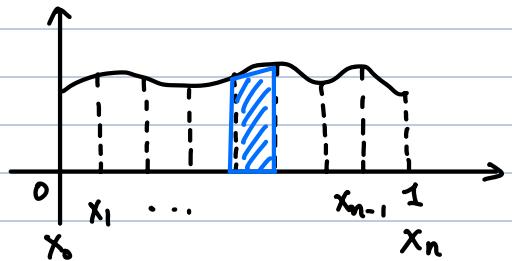
Trapezoidal rule

$$I(f) \approx \sum_{i=1}^n \frac{1}{2} [f(x_i) + f(x_{i-1})] h$$

$$= \left[\frac{1}{2} f(x_0) + \sum_{i=1}^{n-1} f(x_i) + \frac{1}{2} f(x_n) \right] h$$

$$=: I_h(f)$$

$$| I(f) - I_h(f) | \leq \frac{1}{12} h^2 \| f \|_\infty = O\left(\frac{1}{n^2}\right)$$



$$h = x_i - x_{i-1} = \frac{1}{n}$$

Monte Carlo integration view $I(f)$ as the mathematical expectation $I(f) = \mathbb{E} f(X)$

where X is uniformly distributed over $[0, 1]$.

According to the Law of Large Numbers, a natural estimator of $E[f(X)]$ is

$$I(f) = E[f(X)] \approx \frac{1}{n} \sum_{i=1}^n f(X_i) =: I_n(f)$$

where X_1, \dots, X_n are identically independently distributed samples from $\text{Unif}[0, 1]$.
(i.i.d.)

Actually we know $I_n(f)$ is unbiased:

$$E[I_n(f)] = \frac{1}{n} \sum_{i=1}^n E[f(X_i)] = I(f)$$

and the error $e_n := |I_n(f) - I(f)|$ has variance

$$E|e_n|^2 = \frac{1}{n^2} E \left[\sum_{i=1}^n (f(X_i) - I(f)) \right]^2$$

$$= \frac{1}{n^2} \sum_{i,j=1}^n E[(f(X_i) - I(f))(f(X_j) - I(f))]$$

$$= \frac{1}{n^2} \sum_{i=1}^n E(f(X_i) - I(f))^2$$

$$= \frac{1}{n} E[(f(X) - I(f))^2] = \frac{1}{n} \text{Var}(f)$$

$$\Rightarrow E|e_n| \leq \sqrt{E|e_n|^2} \leq \sqrt{\frac{\text{Var}(f)}{n}} = O\left(\frac{1}{n^{1/2}}\right)$$

For general integral

$$\int f(x) p(x) dx$$

with $p(x)$ being a probability density function. We can still do

$$\int f(x) p(x) dx \approx \frac{1}{n} \sum_{i=1}^n f(X_i)$$

where X_1, \dots, X_n are i.i.d. random variables sampled from $p(x)$

Remark: One can reduce the variance by importance sampling technique, i.e., take a probability density function $q(x)$, and $x_1, \dots, x_n \stackrel{iid}{\sim} q(x)$, and

$$\int f(x) p(x) dx = \int f(x) \frac{p(x)}{q(x)} q(x) dx \approx \frac{1}{n} \sum_{i=1}^n f(x_i) \frac{p(x_i)}{q(x_i)}$$

$$\text{and } \mathbb{E}[e_n] \leq \sqrt{\frac{\text{Var}(f \frac{P}{q})}{n}}$$

by appropriate choice of $q \approx f$, we should have $\text{Var}(f \frac{P}{q}) < \text{Var}(f)$

For high-dimensional integration, we can extend the trapezoidal rule to a grid with n^d grid points, and the approximation error is still $O(\frac{1}{n^2})$

But for Monte Carlo integration, with n samples, we still have $O(\frac{1}{n^{1/2}})$ error

So as soon as $d > 4$, the Monte Carlo method's computational cost is smaller than standard trapezoidal rule.

Key problem: given a probability density $p(x)$ over \mathbb{R}^d how to sample $x_1, \dots, x_n \stackrel{iid}{\sim} p$

Method 1: Inverse transform

Let $Z_1, \dots, Z_n \stackrel{iid}{\sim} \text{Unif}[0,1]$

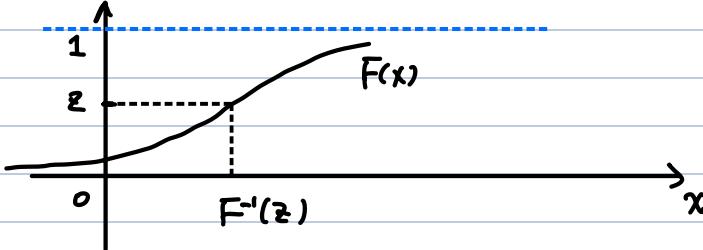
$$F(x) := P(X \leq x)$$

cumulative distribution func.

$$F^{-1}(z) := \inf \{x \in \mathbb{R} : F(x) \geq z\}$$

Then $X_i := F^{-1}(Z_i)$ and $X_1, \dots, X_n \stackrel{iid}{\sim} p(x)$

$$\text{since } P(X \leq x) = P(F^{-1}(Z) \leq x) = P(Z \leq F(x)) = F(x)$$



extension to high-dim suffers from curse of dimensionality

Method 2 : Markov chain Monte Carlo

$$\begin{array}{ccc} X_1, \dots, X_n & \xrightarrow{t \rightarrow \infty} & X_1^*, \dots, X_n^* \\ \text{iid} & & \text{iid} \\ p_0(x) & \xrightarrow{t \rightarrow \infty} & p_*(x) \propto \exp(-V(x)) \end{array}$$

Start from samples that are sampled from a simple distribution, evolve each sample independently, hopefully after large enough # steps, the samples become iid samples from target distribution $p_*(x)$

A standard way to evolve the samples is the following (over-damped) Langevin algorithm

$$X_i(t+1) = X_i(t) - \underbrace{h \nabla V(X_i(t))}_{\text{GD}} + \sqrt{2h} \xi_i(t) \quad (h > 0)$$

where $\xi_i(t) \sim N(0, \text{Id})$ GD + noise

Since all $X_i(t)$'s are independent, we only focus on the distribution of a single sample, denoted by p_t .
hopefully, $p_t \approx p_*$ as $t \rightarrow \infty$

Actually, this process is running GD for p_t w.r.t.
a special functional

Optimization over \mathbb{R}^d

Objective $f: \mathbb{R}^d \rightarrow \mathbb{R}$

$$\min_{x \in \mathbb{R}^d} f(x)$$

Optimization over probability measure space

Objective $E: P(\mathbb{R}^d) \rightarrow \mathbb{R}$

$$\min_{p \in P(\mathbb{R}^d)} E[p]$$

Gradient flow:

$$\frac{dx}{dt} = -\nabla f(x(t))$$

Wasserstein gradient flow:

$$\begin{aligned} \frac{dp_t}{dt} &= -\nabla_{w_2} E[p] \\ &= \nabla \cdot (p_t \nabla \frac{\delta E}{\delta p}[p_t]) \end{aligned}$$

$$\Updownarrow X_t \sim p_t$$

$$\frac{dX_t}{dt} = -\nabla \frac{\delta E}{\delta p}[p_t](X_t)$$

Over-damped Laggerin algorithm can be viewed as

a discretization of the Wasserstein GF for

$$\text{Kullback-Leibler divergence } KL(p \parallel p_*):= \int_{\mathbb{R}^d} p(x) \log \frac{p(x)}{p_*(x)} dx$$

By this equivalence, we can prove the following theorem

Thm : Suppose V is α -strongly convex, and β -smooth, then

$$W_2^2(p_t, p_*) \leq (1 - \alpha h)^t W_2^2(p_0, p_*) + \underbrace{\frac{2\beta}{\alpha} h d}_{\hookrightarrow \text{bias}}$$

Other MCMC methods :

- (Under-damped) Lagerin algorithm is a generalization of the heavy-ball method in optimization

Heavy-ball flow :

$$\begin{cases} \frac{dx}{dt} = v \\ \frac{dv}{dt} = -\gamma v - \nabla V(x) \end{cases}$$

Under-damped Lagerin :

$$\begin{cases} dx = v dt \\ dv = -\gamma v dt - \nabla V(x) dt + \sqrt{2\gamma} dW_t \end{cases}$$

tight non-asymptotic convergence rate is still open

- Hamiltonian Monte Carlo

Hamiltonian dynamic

$$\begin{cases} \frac{dx}{dt} = v \\ \frac{dv}{dt} = -\nabla V(x) \end{cases}$$

Idea :
At each step,

1. Sample fresh momentum $v(0) \sim N(0, I_d)$
2. Simulate Hamiltonian dynamics up to time T (deterministic random)
3. Prop momentum, keep new position