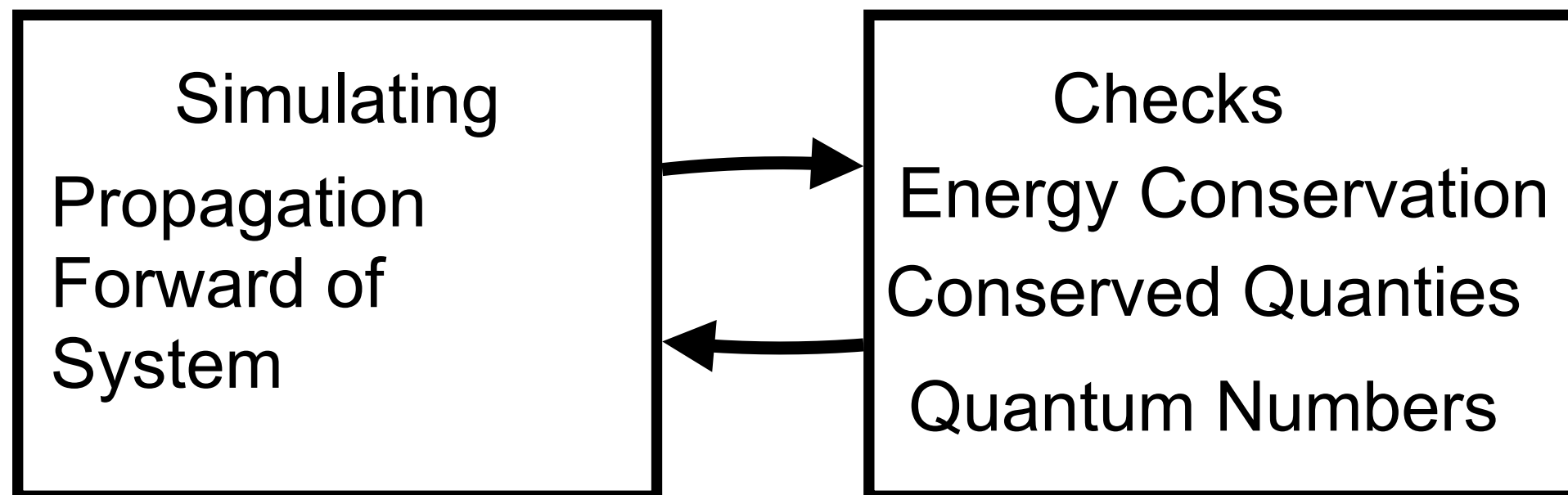


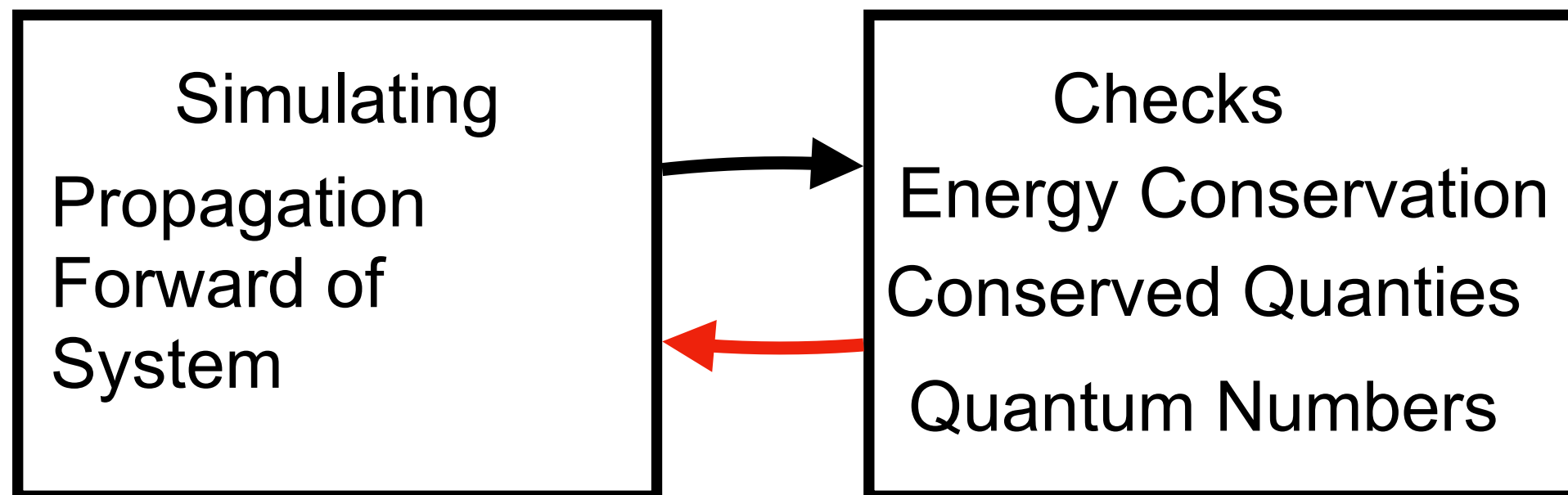
Making MC Better

- In this simulation part of this class
 - We have learned that simulations are not accurate
 - There are a few things we can do to make it better
 - Key is to have a notion of when we are going wrong



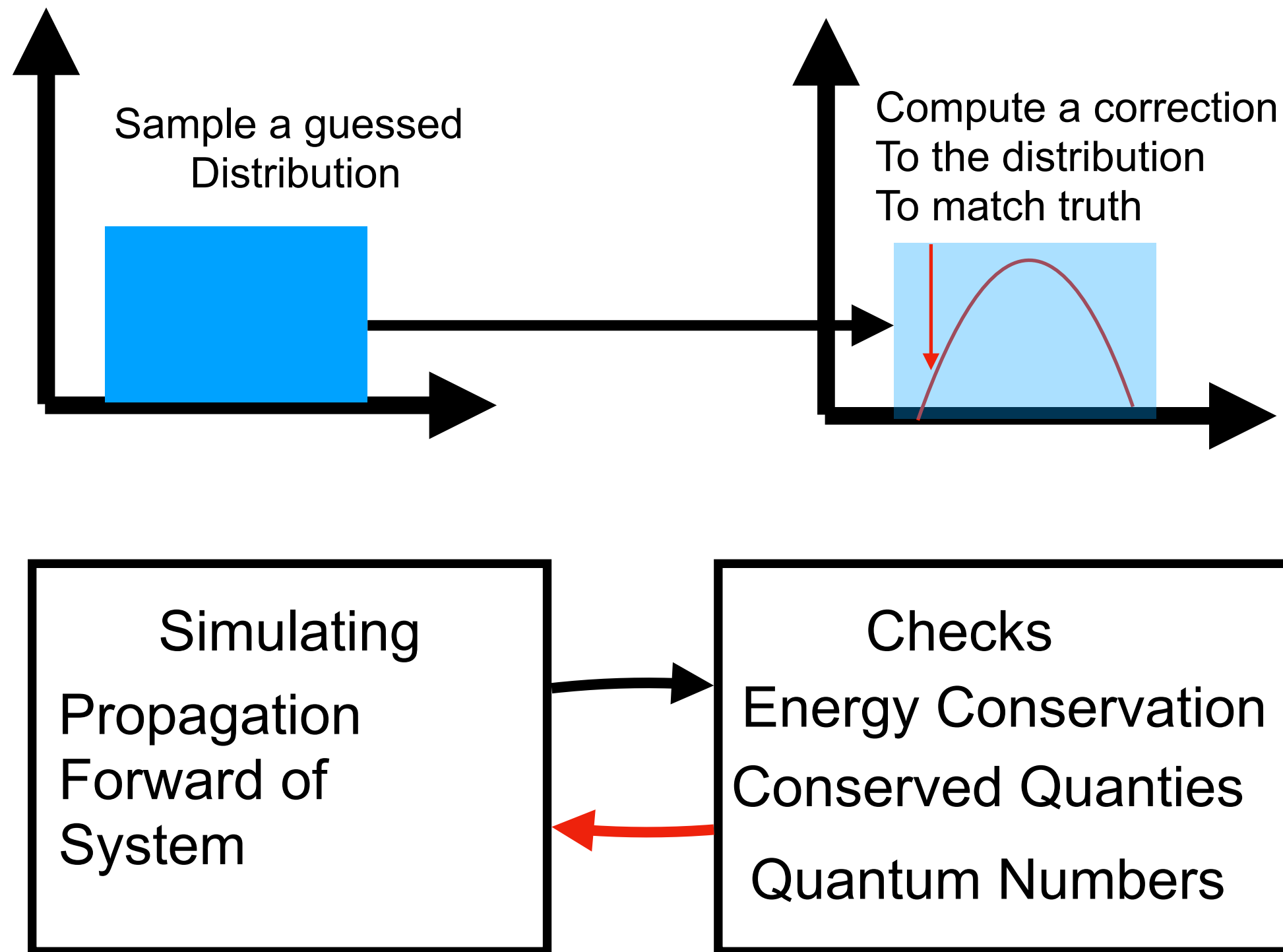
Correcting

- In this simulation part of this class
 - We have learned that simulations are not accurate
 - There are a few things we can do to make it better
 - Key is to have a notion of when we are going wrong



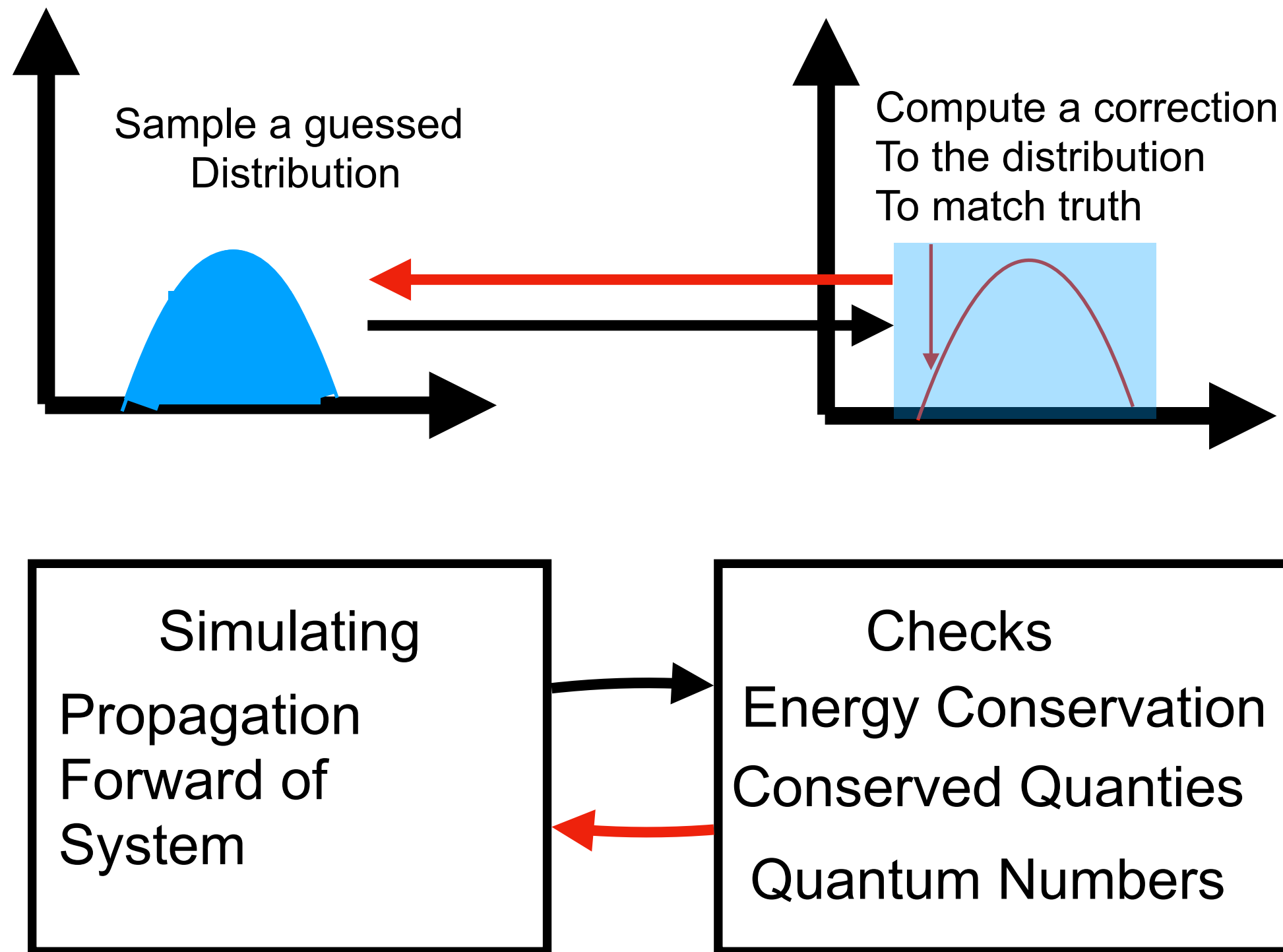
Correct Our Simulation Through a Probabilistic Rescaling

Markov Chain MC



Correct Our Simulation Through a Probabilistic Rescaling

Markov Chain MC



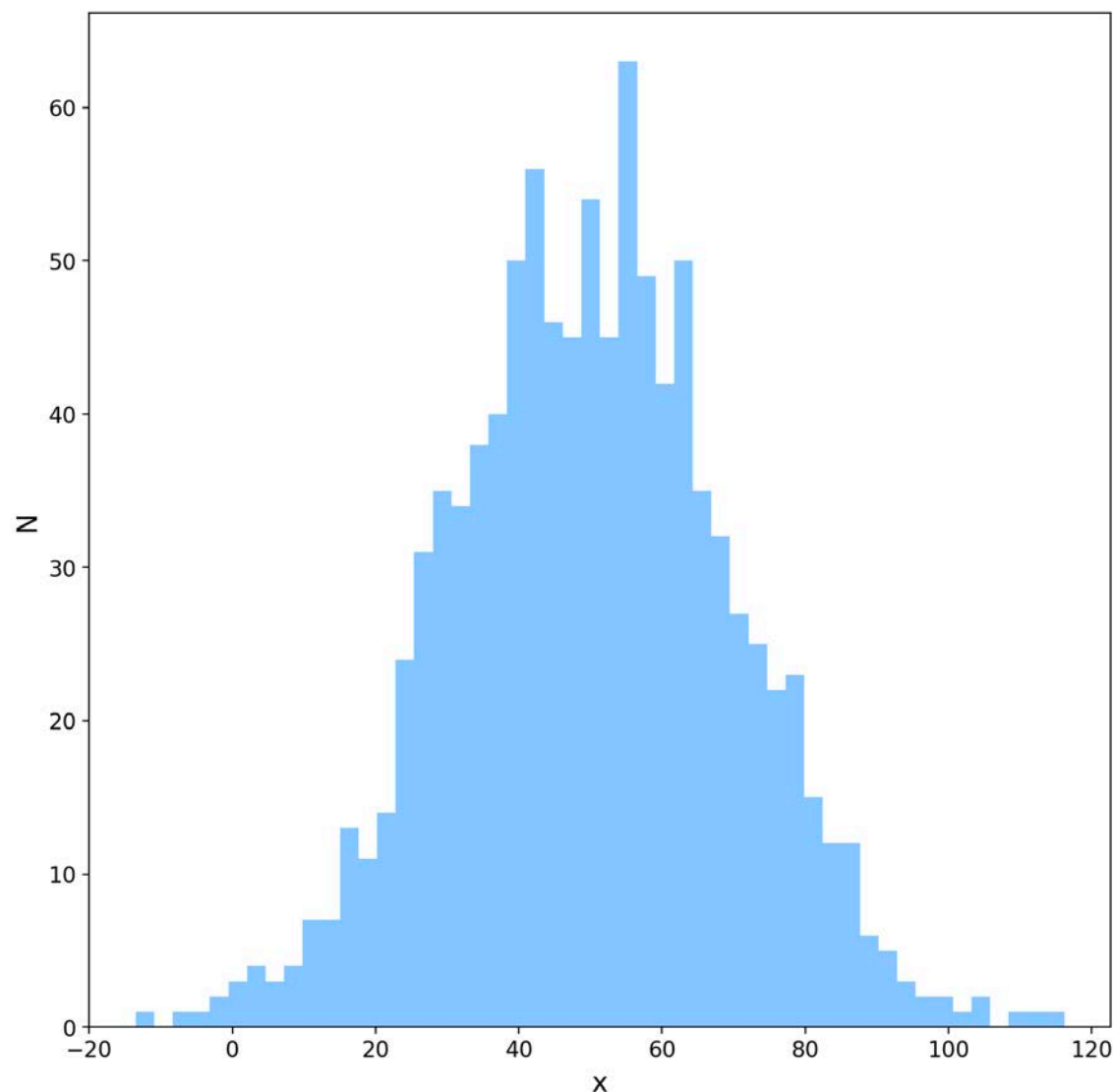
Correct Our Simulation Through a Probabilistic Rescaling

Metropolis-Hastings

- Step 0: Randomly sample a parameter \mathbf{x}_1
- Step 1: Sample a new parameter \mathbf{x}_2
 - Use a chosen “Proposal Function”
 - Compute the probability of stepping \mathbf{x}_2 to stepping \mathbf{x}_1
- Step 2: Sample a flat distribution from 0 to 1 (s_2)
 - Accept \mathbf{x}_2 if $s_2 < \frac{p(x_2)}{p(x_1)}$
- Step 3 : Go back to step 1

Fitting a Gaussian

- Strategy to randomly sample mean(μ) and sigma σ
- Accept the values for μ, σ if probability is higher
- Keep accepting/rejecting until we hit equilibrium

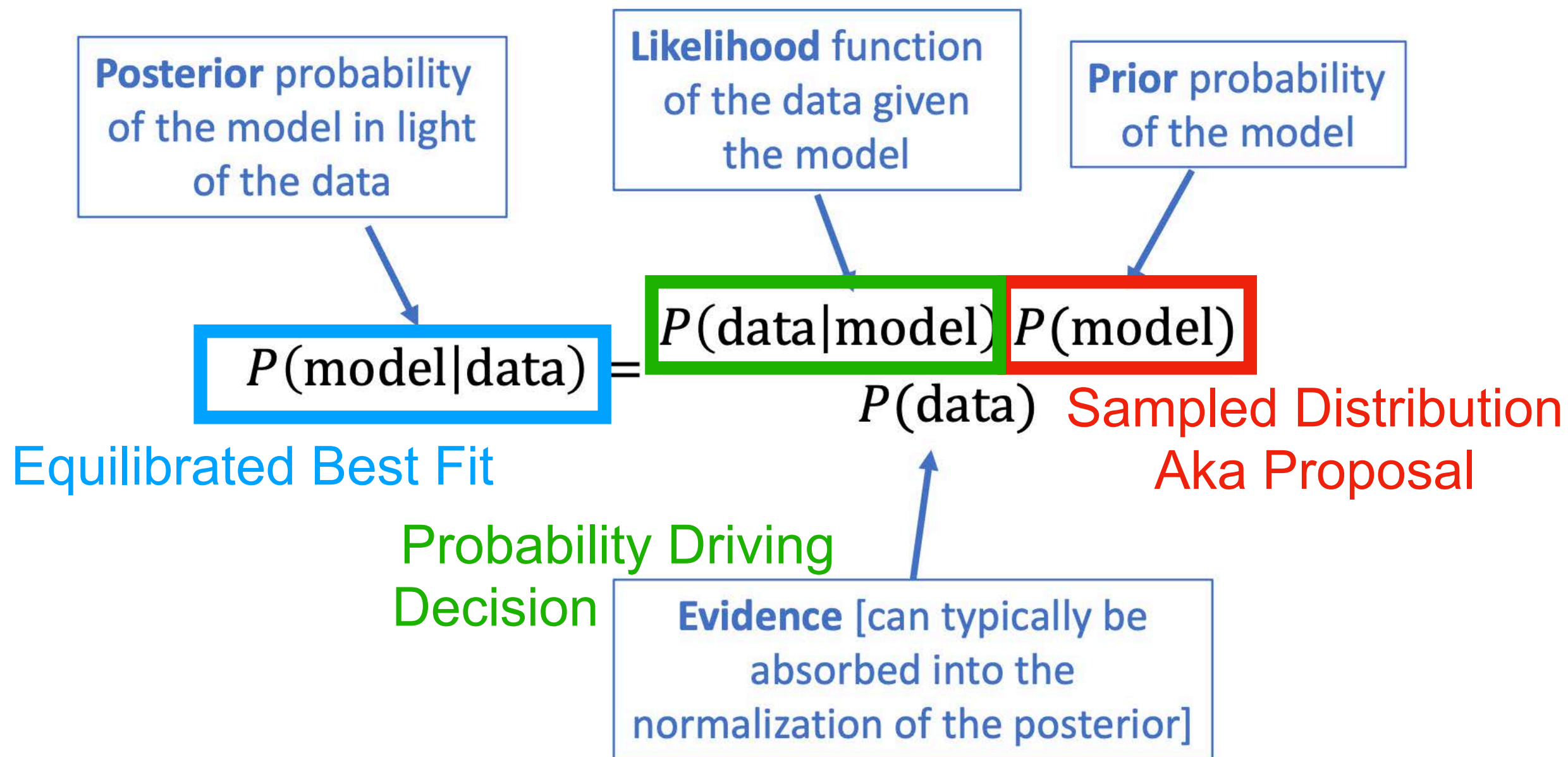


Log(Probability)

$$\begin{aligned}\log(\mathcal{L}) &= \sum_i \log\left(\frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{(\mu-x_i)^2}{\sigma^2}}\right) \\ &= \sum_i \left(\frac{x_i - \mu}{\sigma}\right)^2 - \frac{1}{2}\log(2\pi\sigma^2)\end{aligned}$$

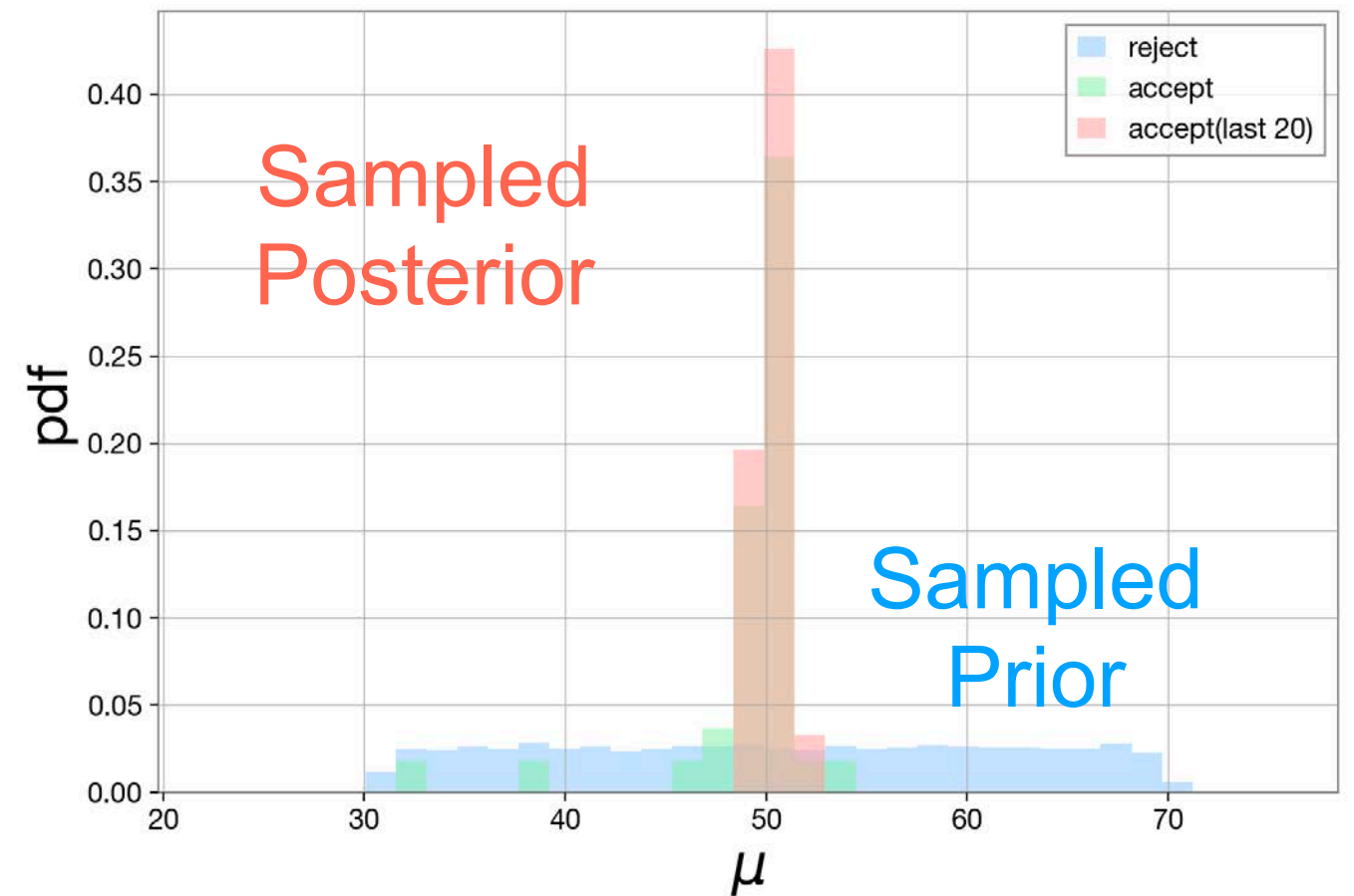
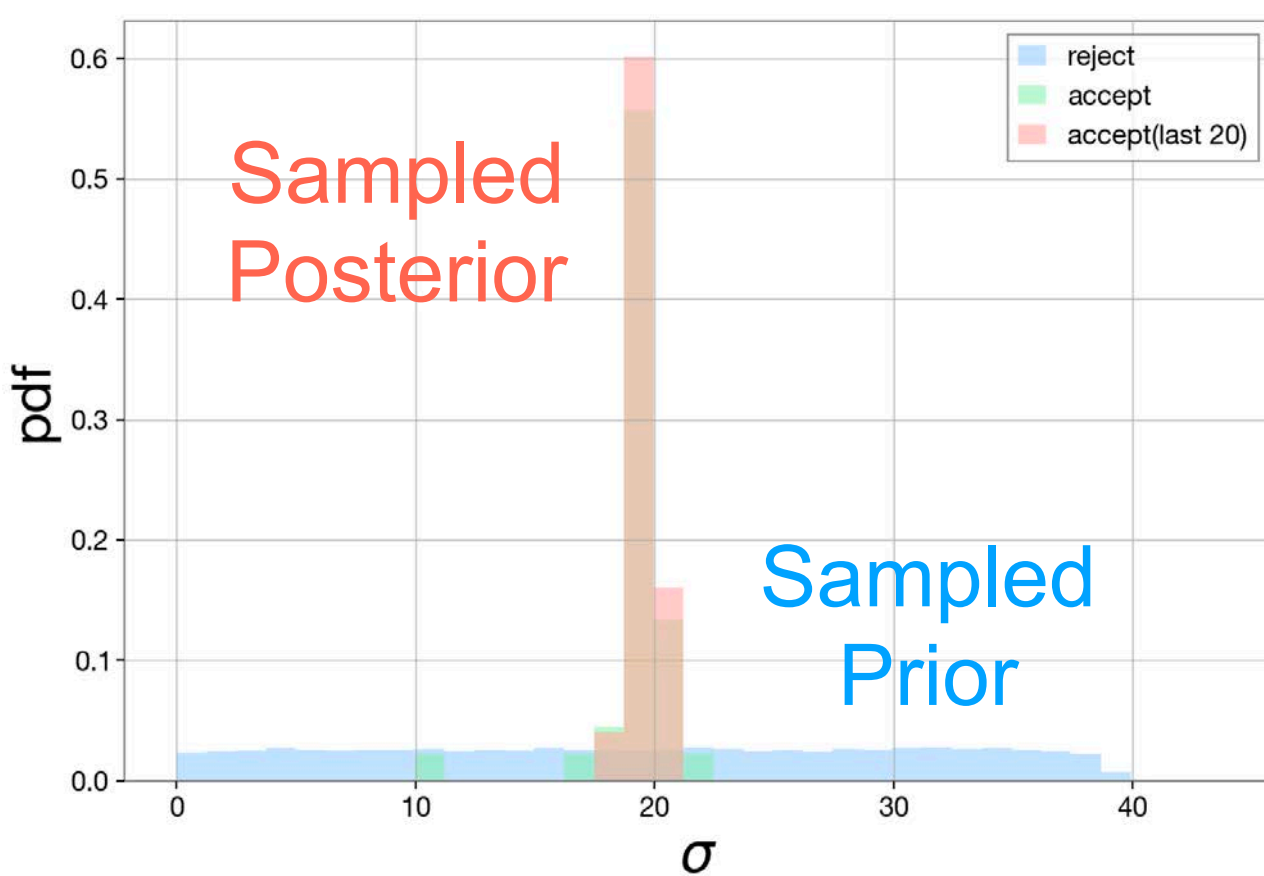
Accepted μ, σ yield the best fits

Visualizing in Bayes



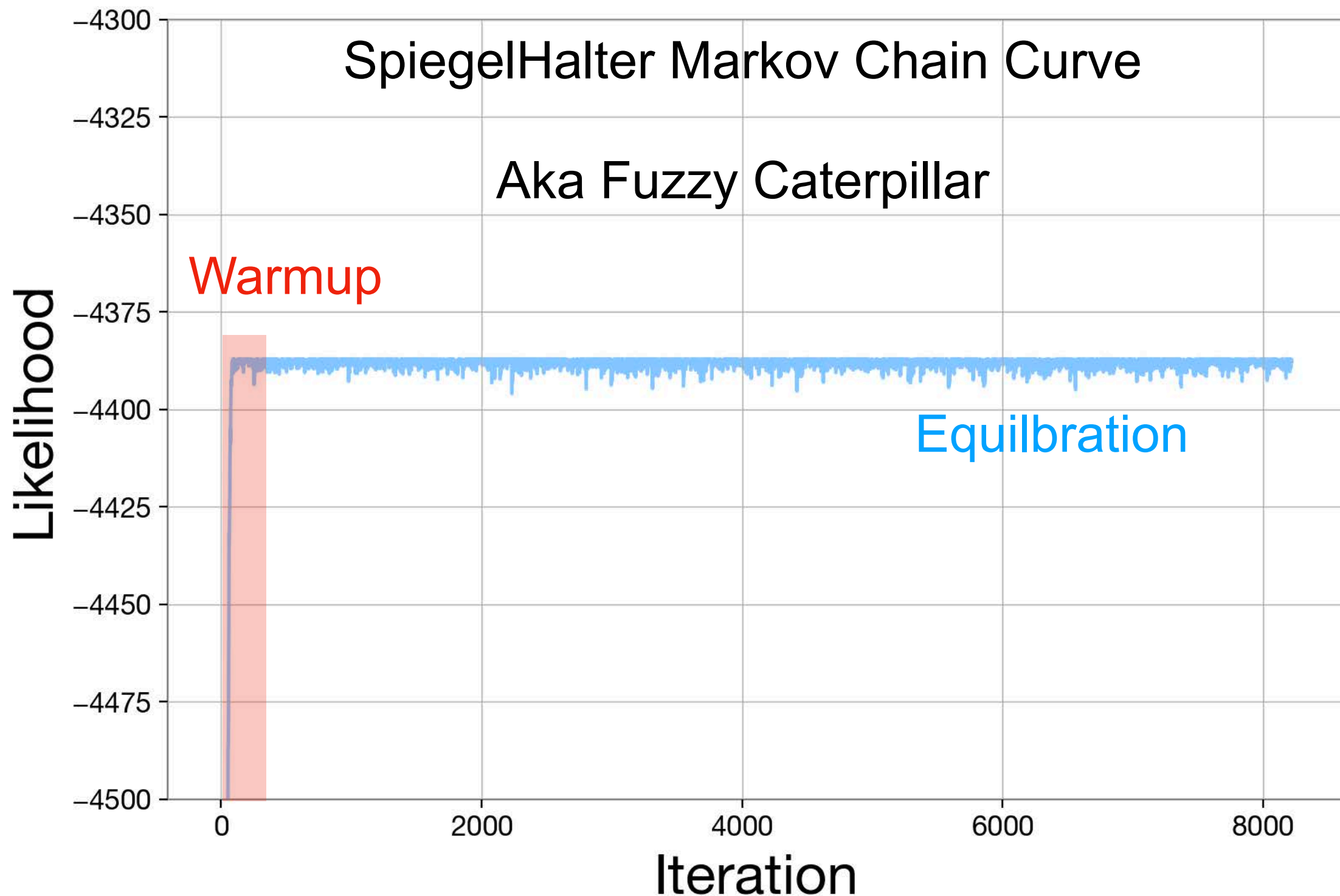
The Likelihood reweights the Prior to the Posterior

Best Fit Parameters

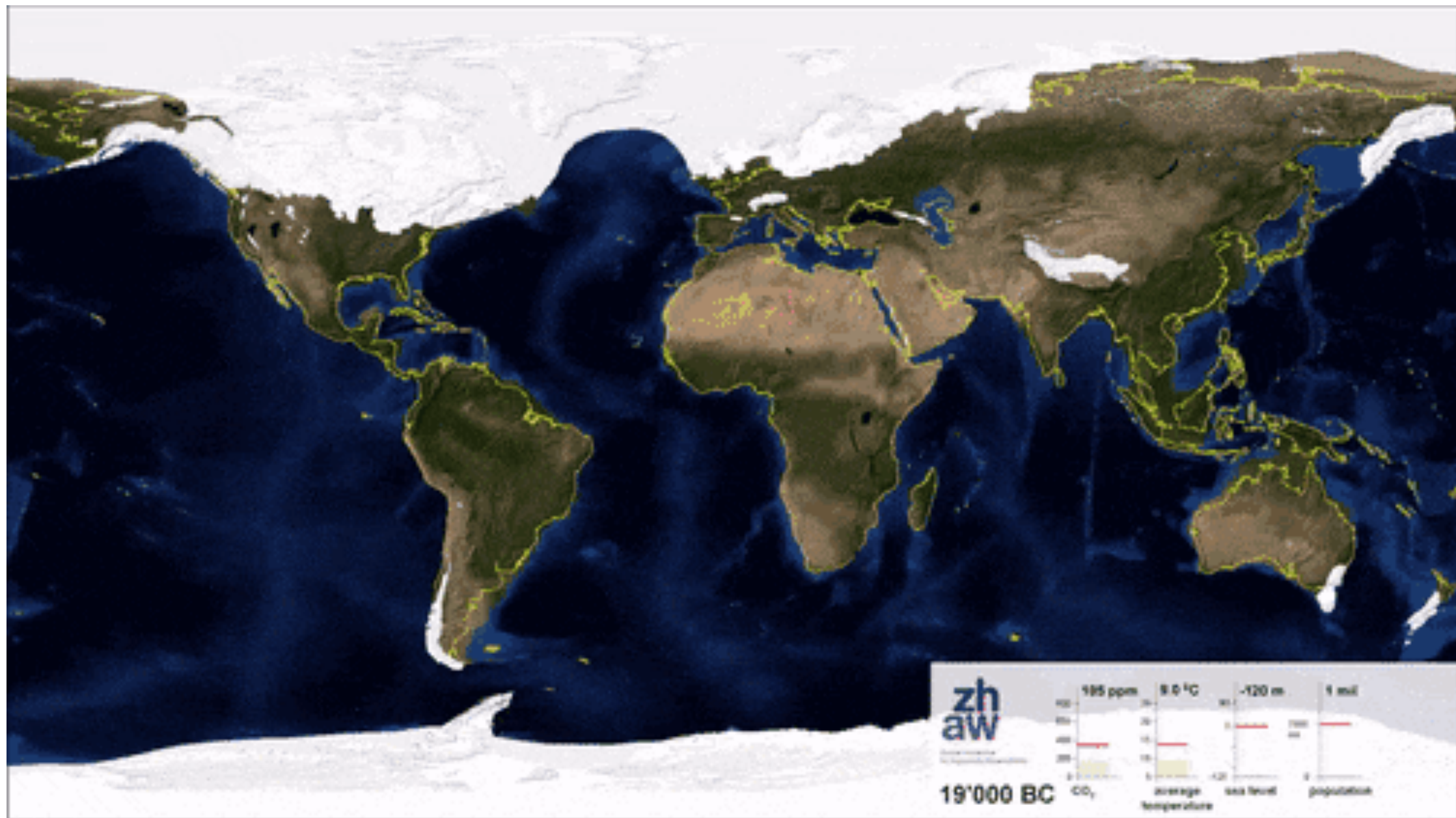


- This is where I start to hint that there are limitations here
- What we are doing is running a check
 - We are not taking a derivative (No gradients or Hessians)

Best Fit Paramters

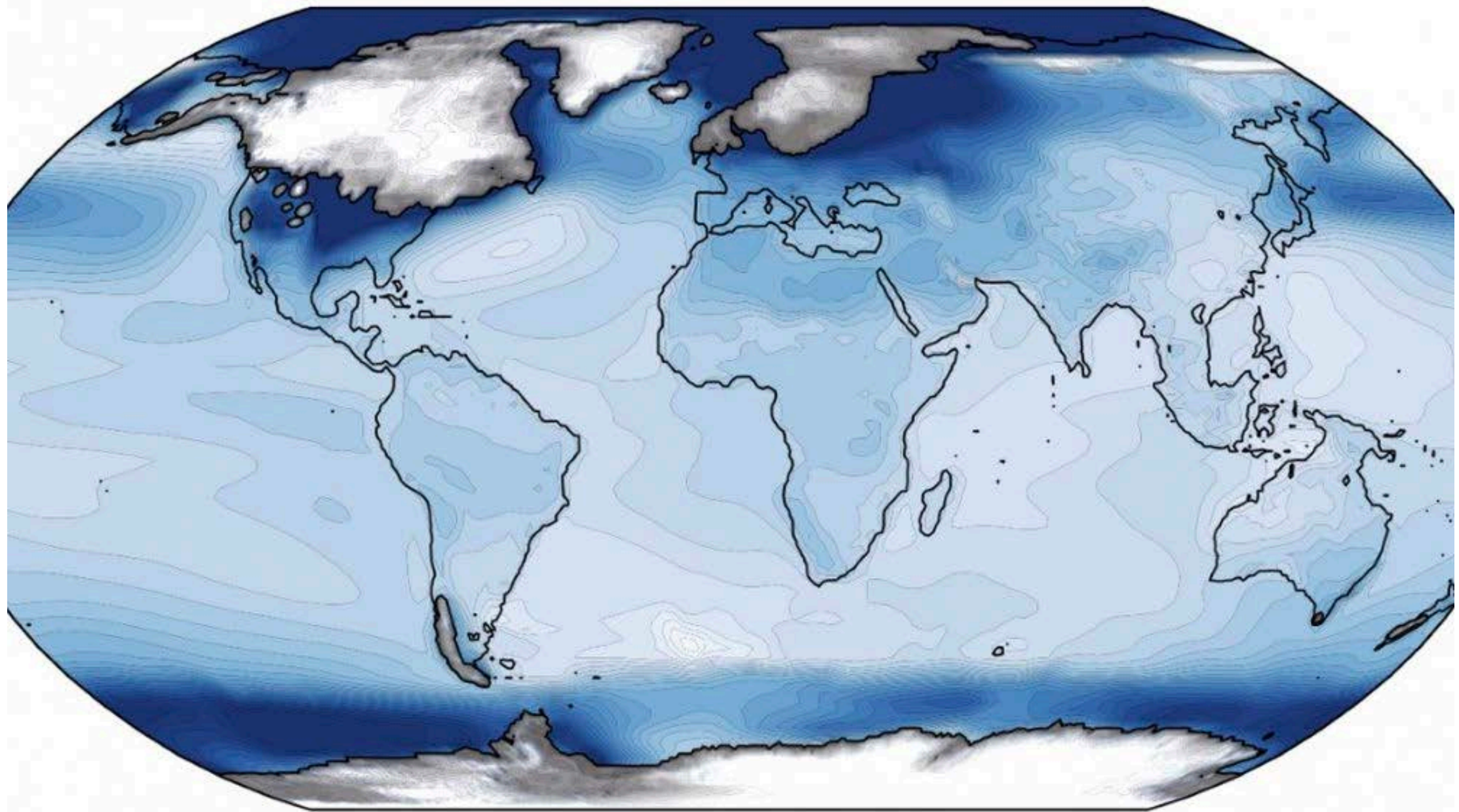


The Ice Age



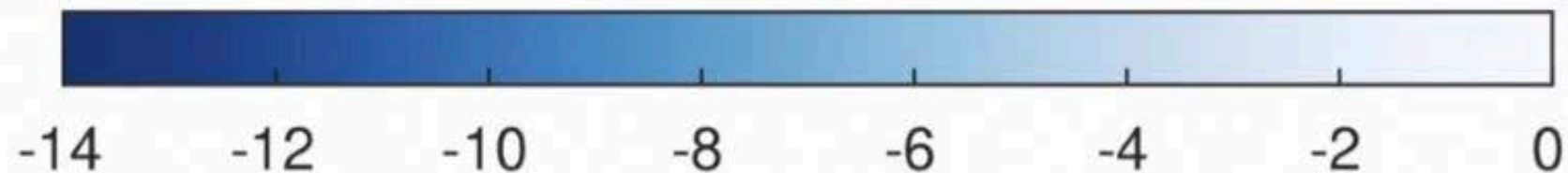
- Ice age had a profound impact on the earth
- Crazy to think humans were alive at this time

The Ice Age



Last Glacial Maximum Surface Air Temperature

Difference from Preindustrial ($^{\circ}\text{C}$)



Ice Core Temps



The dark band in this ice core from the West Antarctic Ice Sheet Divide (WAIS Divide) is a layer of volcanic ash that settled on the ice sheet approximately 21,000 years ago. — Credit: Heidi Roop, NSF

Ice Core

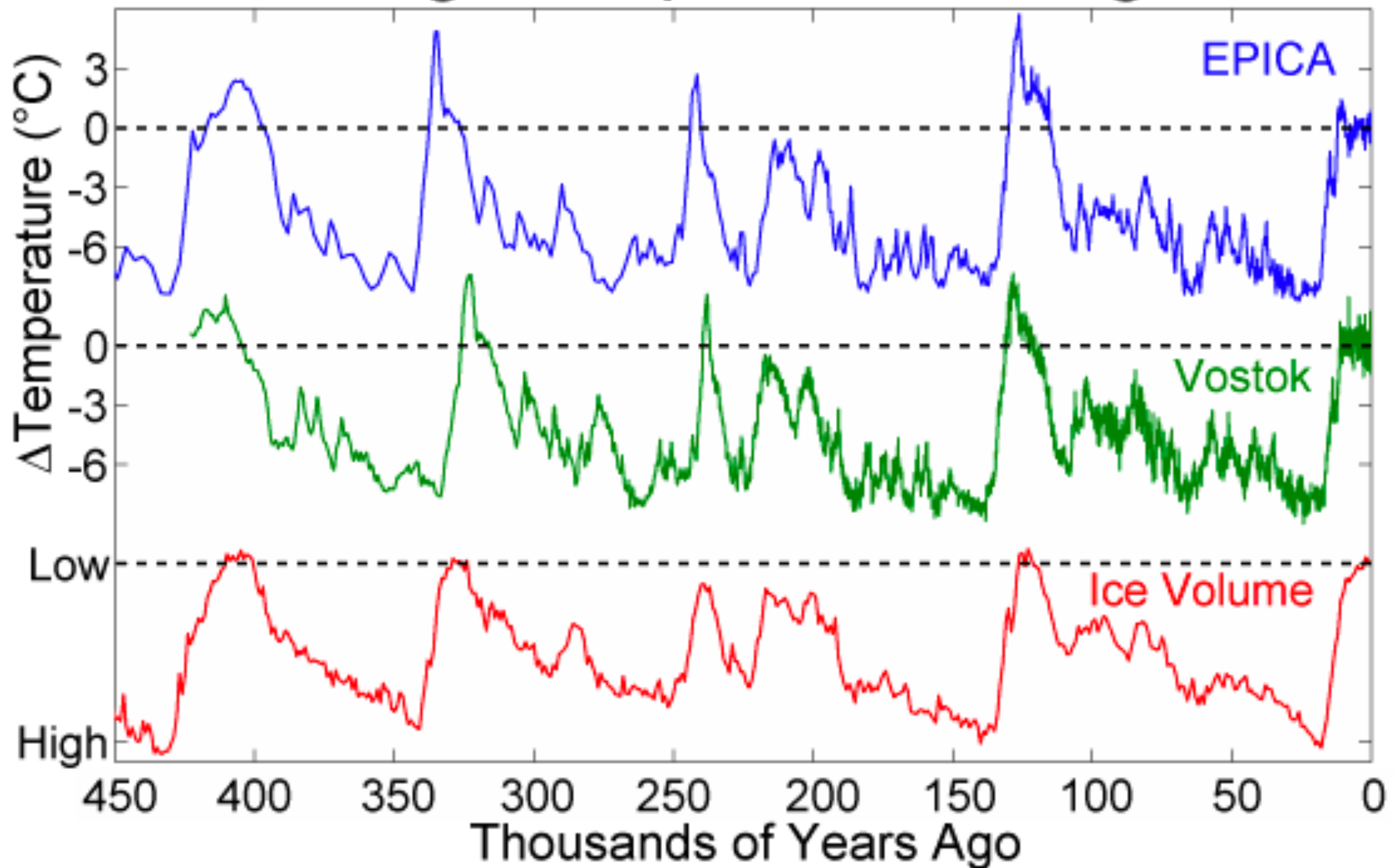


Ice Core recovery has been
A critical element In many
locations on earth

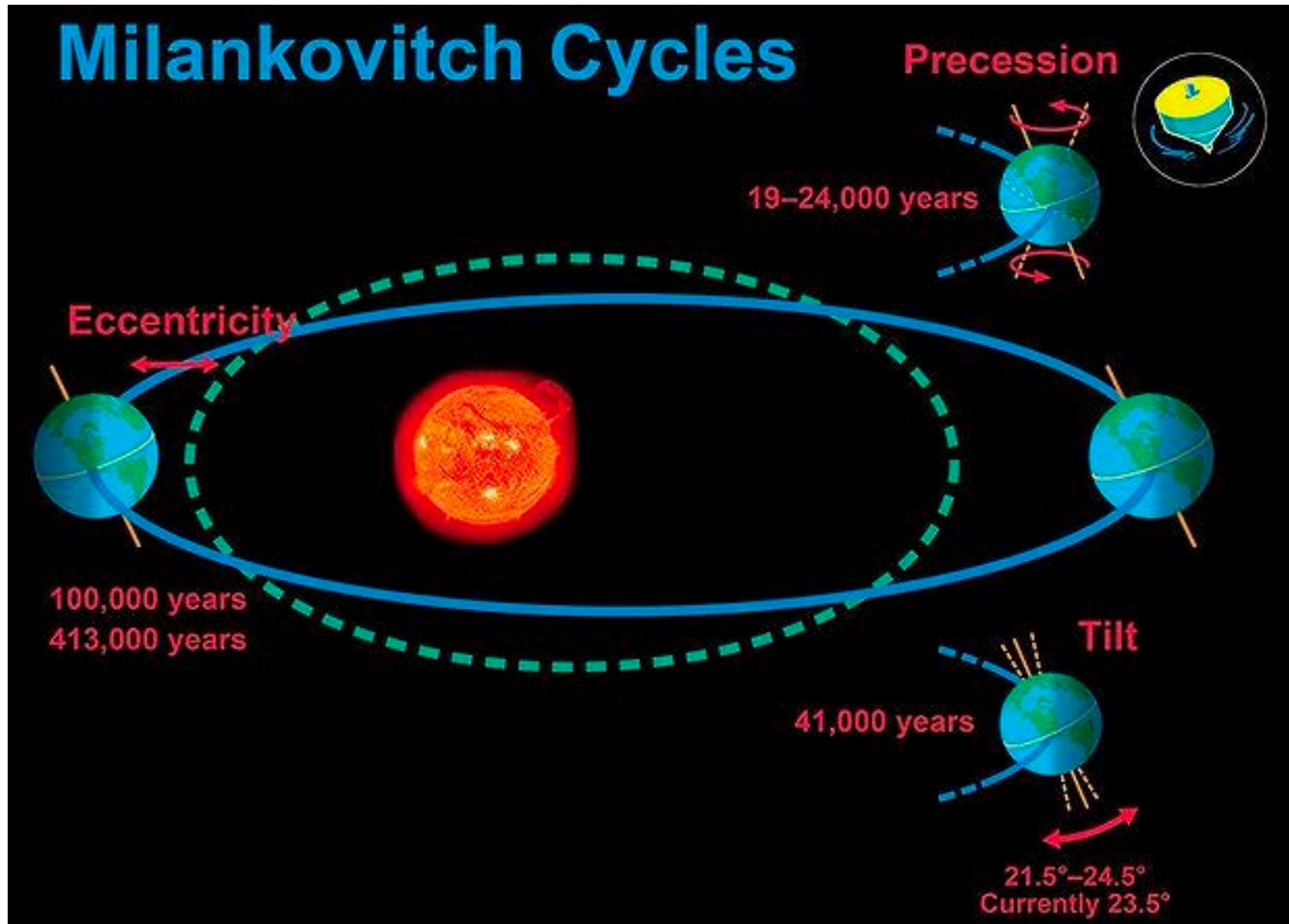


Ice Age over time

Ice Age Temperature Changes

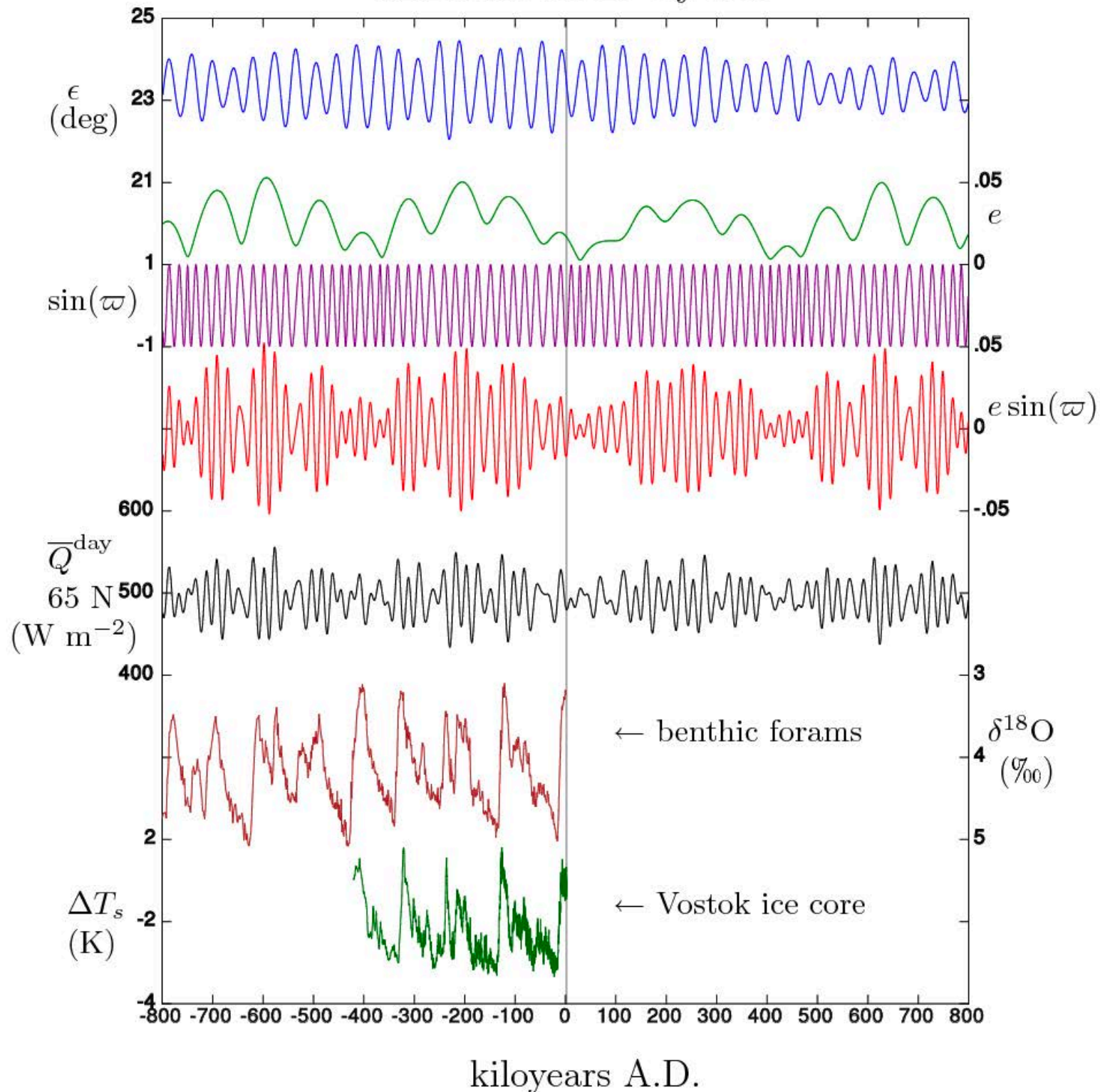


Milhanovitch Cycles



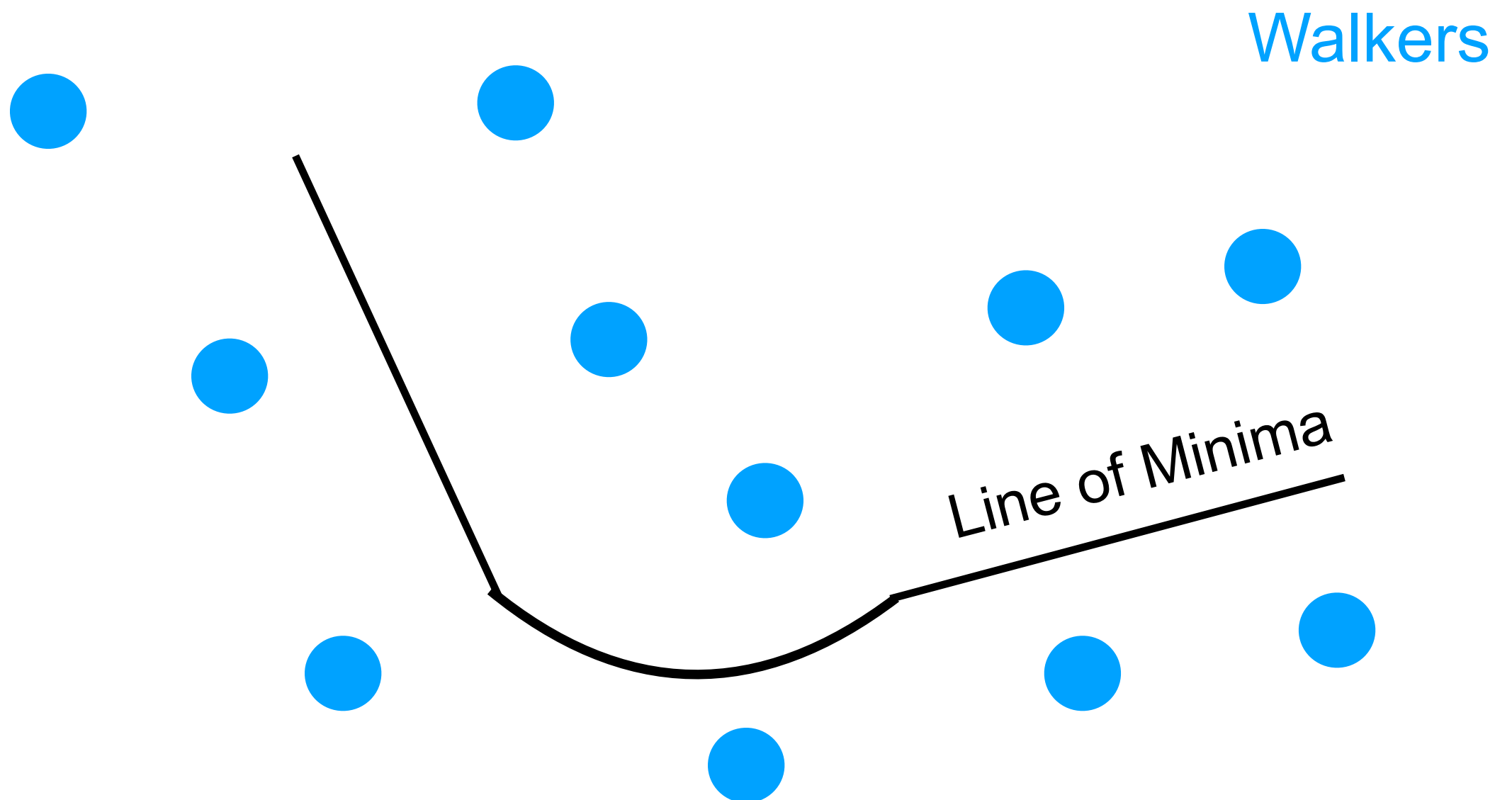
Scale of Eccentricity

Milankovitch Cycles



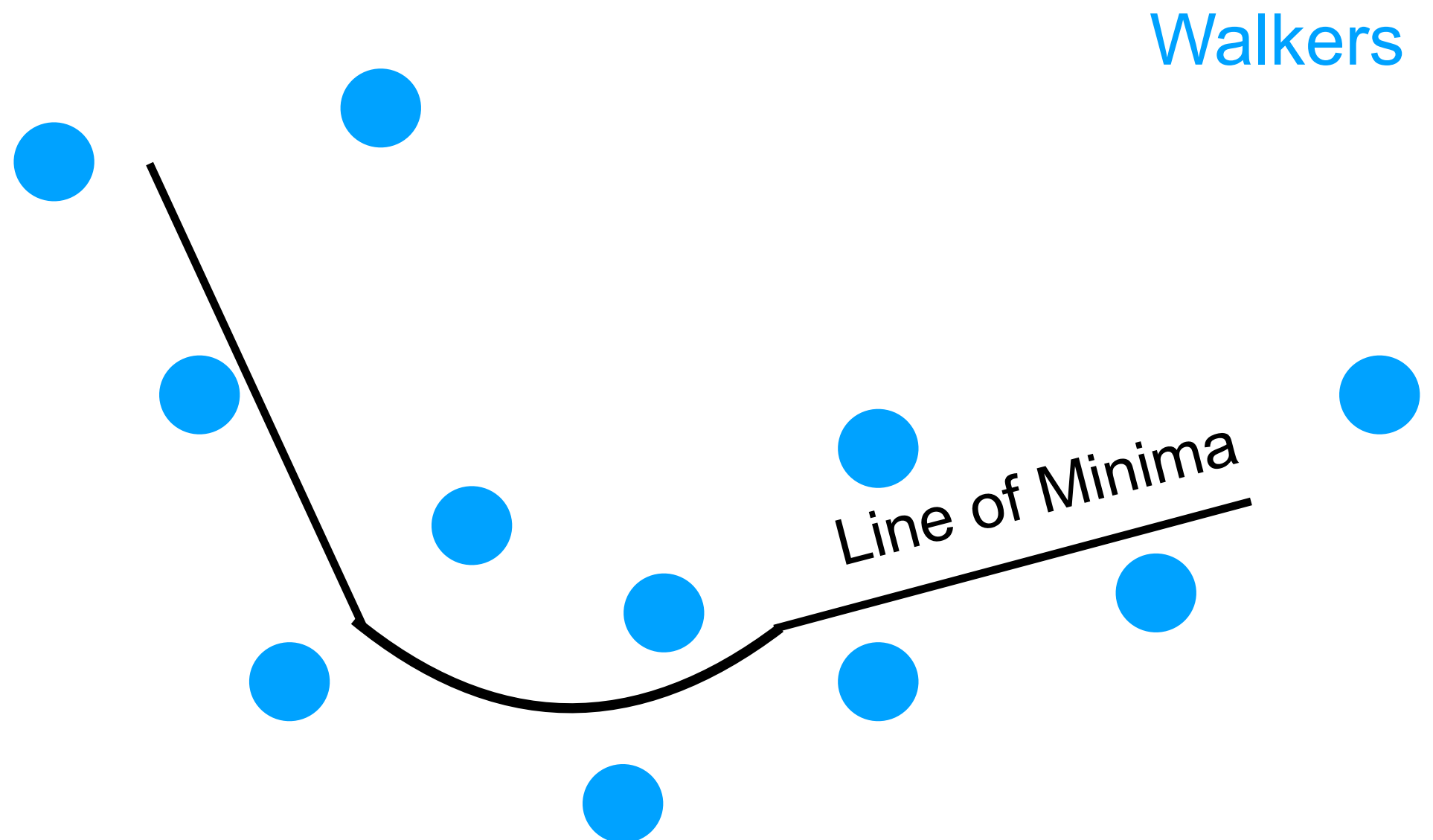
Speeding up MCMC

- We can consider having many walkers probe our space
- Many walkers at the same time speed up convergence



Speeding up MCMC

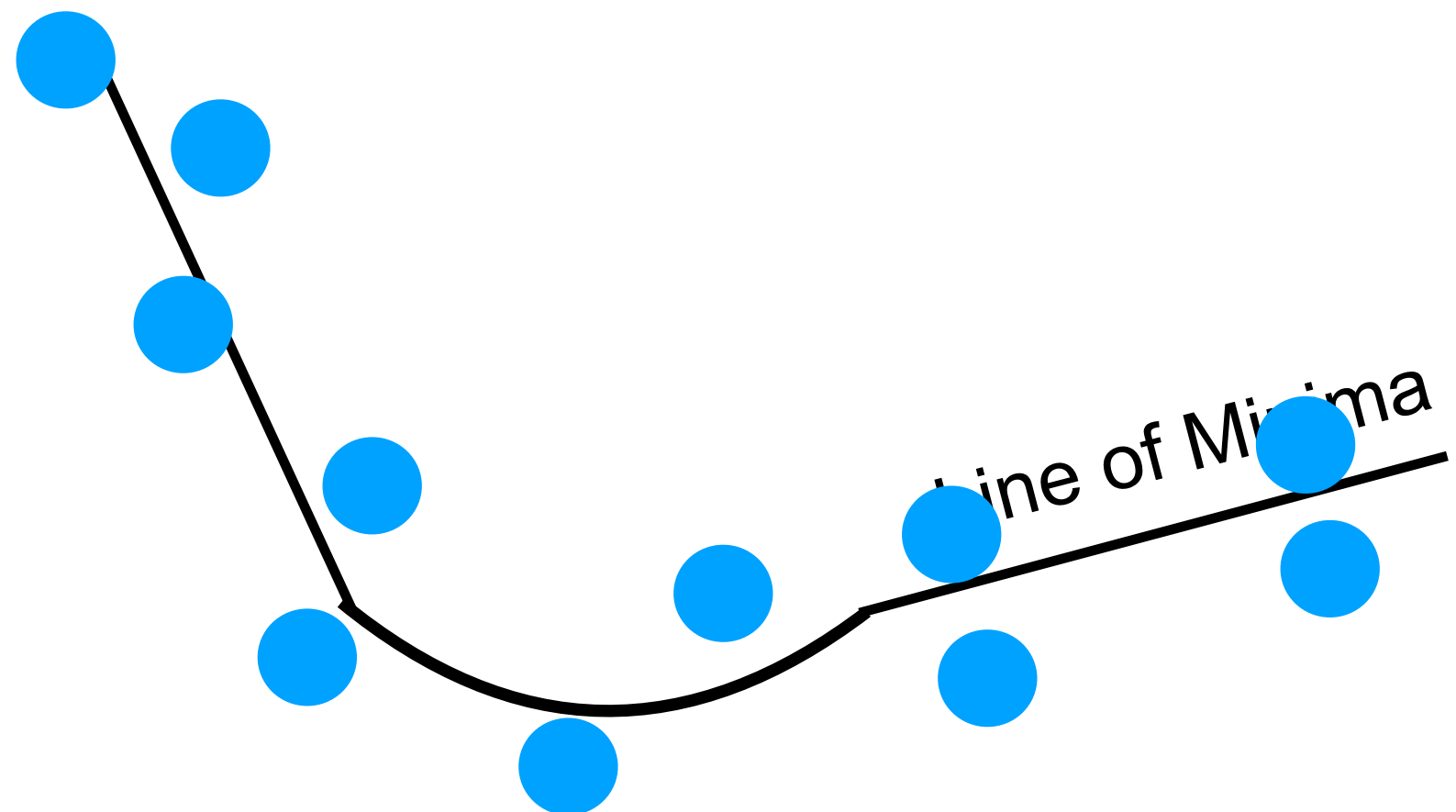
- We can consider having many walkers probe our space
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Speeding up MCMC

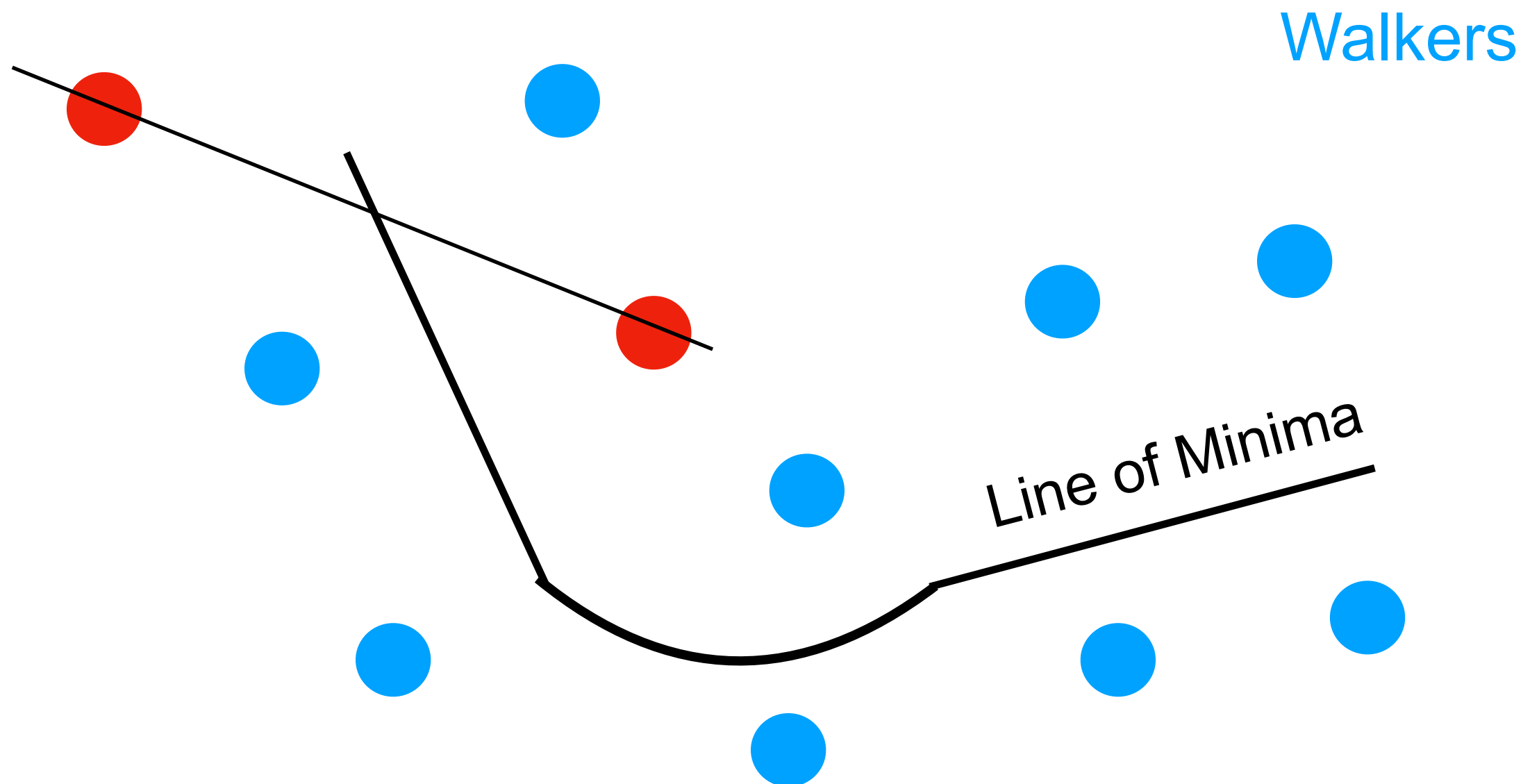
- We can consider having many walkers probe our space
- Many walkers at the same time speed up convergence

Walkers



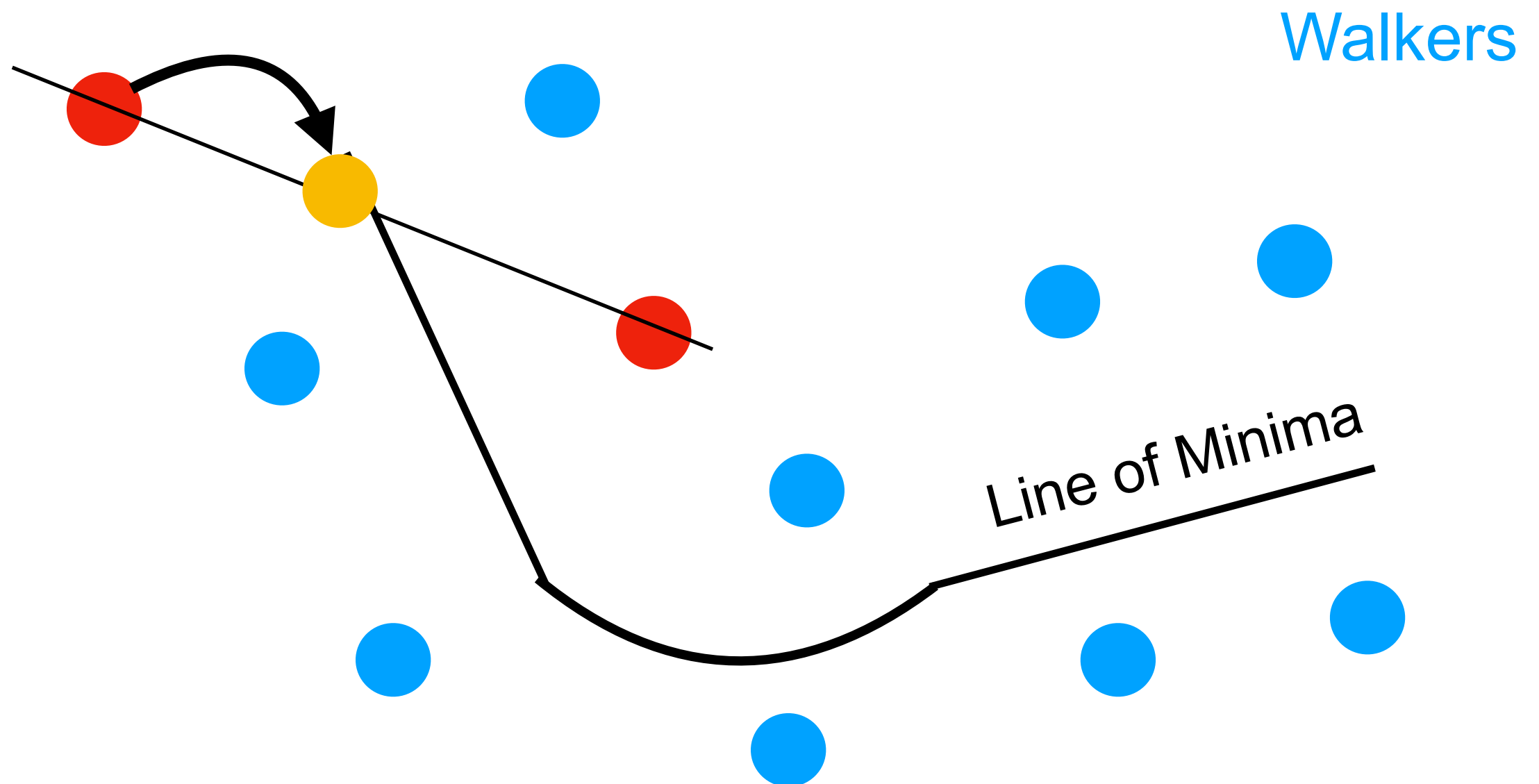
Updating w/Random Points

- We randomly choose a pair of points
- Move one of the points along the line between them



Updating w/Random Points

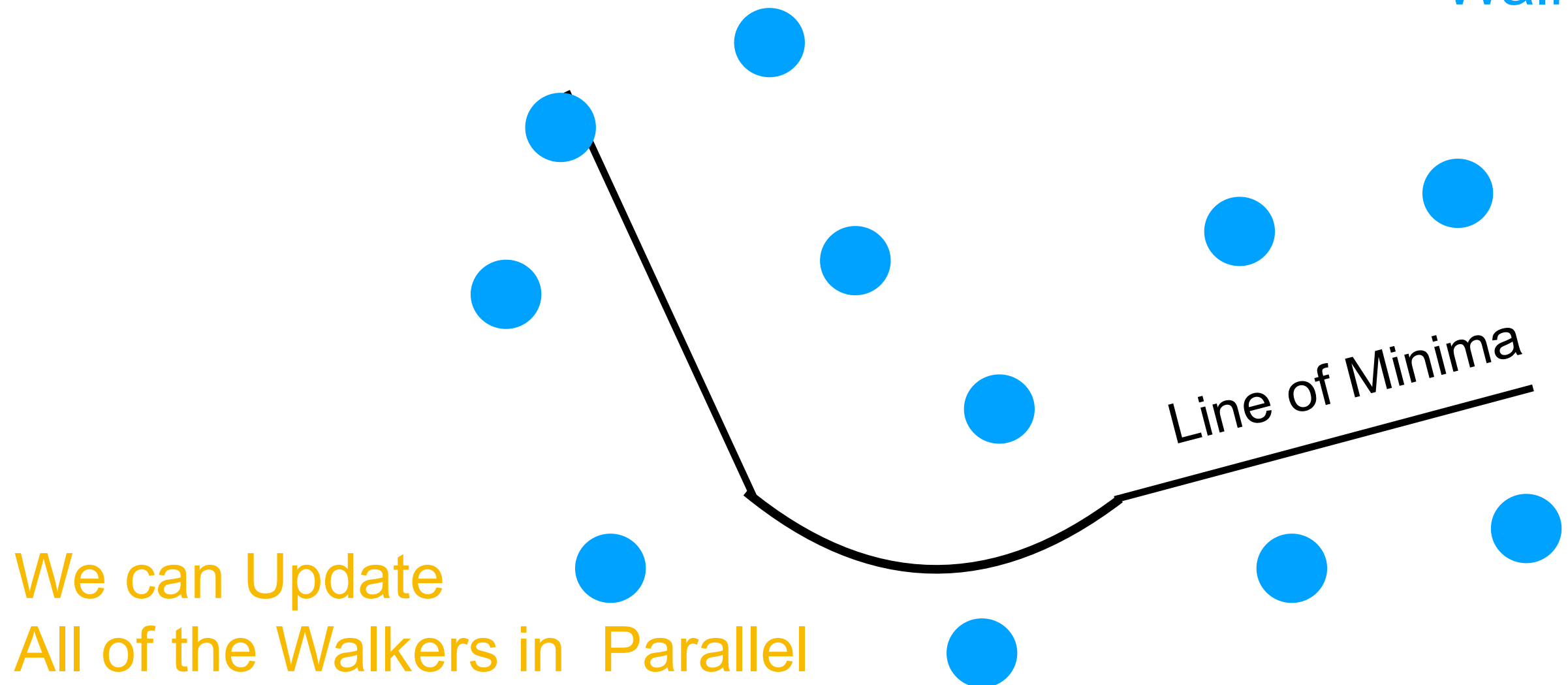
- We randomly choose a pair of points
- Move one of the points along the line between them



Updating w/Random Points

- We randomly choose a pair of points
 - Move one of the points along the line between them

Walkers



Quantum Monte Carlo

- Can use the same MCMC to populate a wave function
- We can then scan parameters to solve Shroedinger's Eq

$$\psi(\vec{r} | \vec{\theta}) = A e^{-r/\theta_0}$$

Guess a Form for
the wavefunction

$$p(\vec{r} | \vec{\theta}) = \frac{\psi^*(\vec{r} | \vec{\theta}) \psi(\vec{r} | \vec{\theta})}{\langle \psi | \psi \rangle}$$

We can define
probability from
wavefunction

$$w_{i+1} = \frac{p(\vec{r}_{i+1} | \vec{\theta})}{p(\vec{r}_i | \vec{\theta})}$$

Our proposal
Doesn't need integral
Aka $\langle \psi | \psi \rangle$

Multiple Walkers Populate

- The key is to MCMC evolve the wave function many times
- We can use the aggregate Particles solve QM stuff

$$\sum_j \psi_j(\vec{r} | \vec{\theta}) = A e^{-r/\theta_0}$$

Guess a Form for
the wavefunction

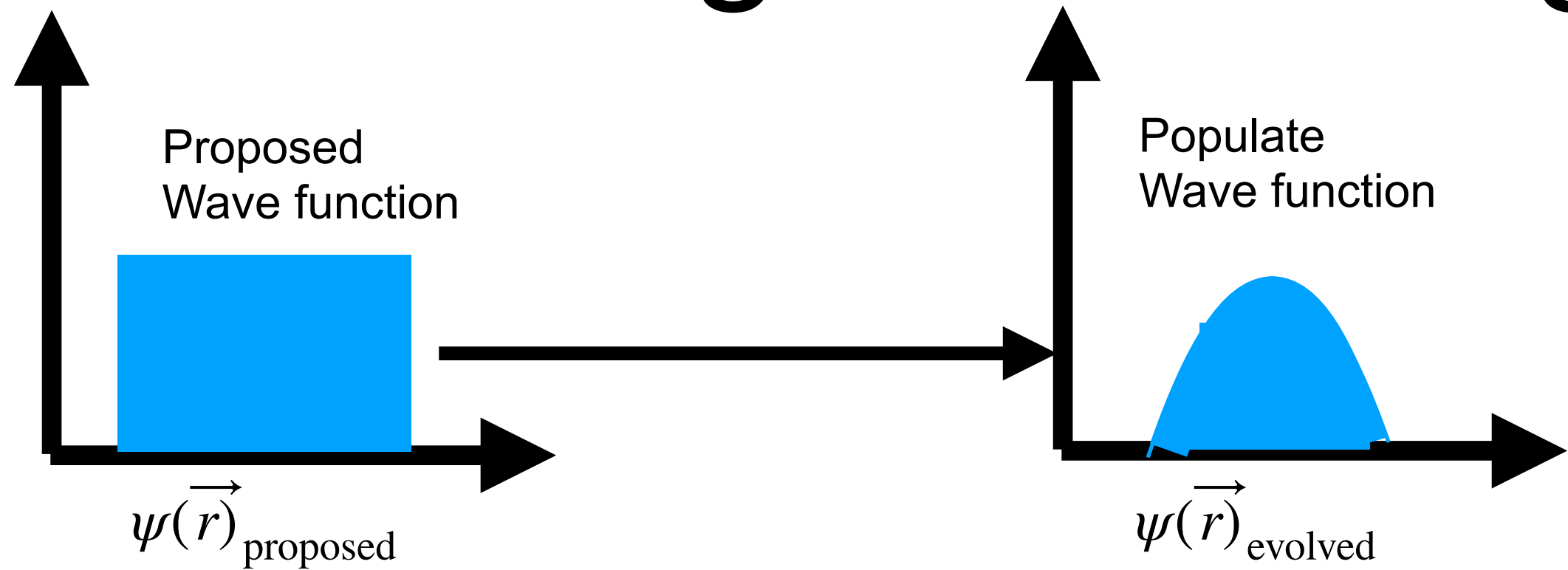
$$\sum_j p_j(\vec{r} | \vec{\theta}) = \frac{\psi_j^*(\vec{r} | \vec{\theta}) \psi_j(\vec{r} | \vec{\theta})}{\langle \psi | \psi \rangle}$$

We can define
probability from
wavefunction

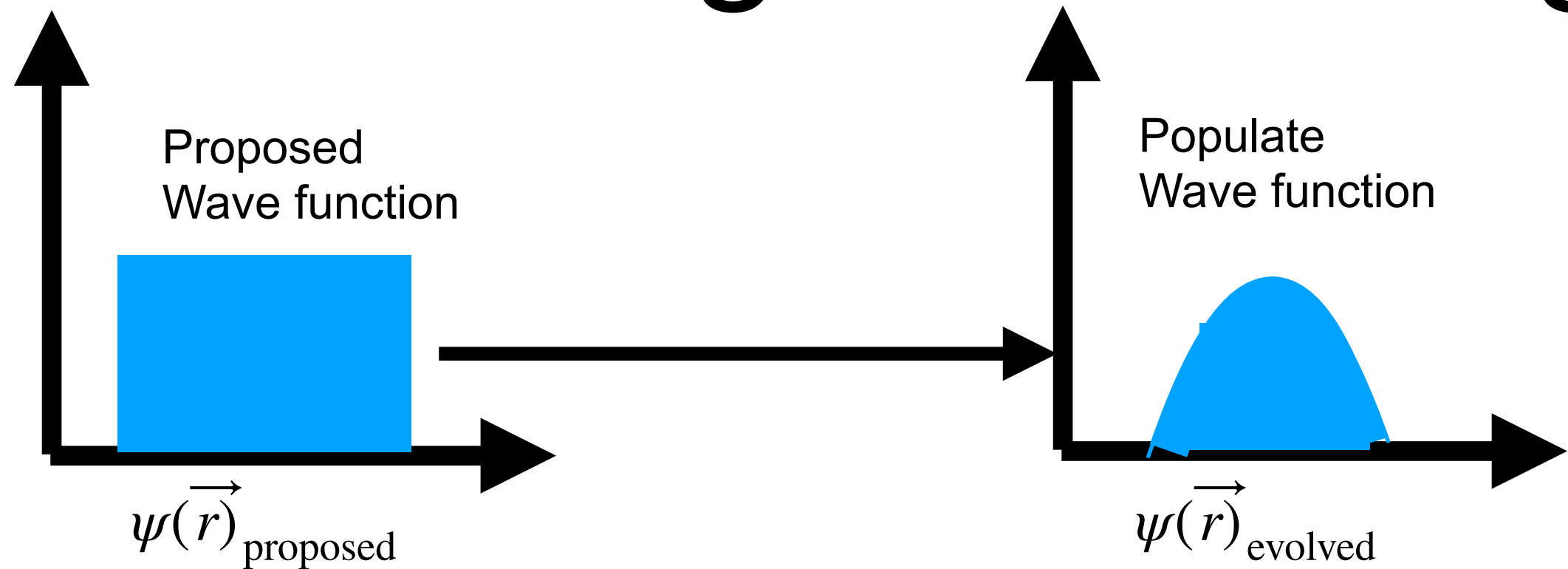
$$\sum_j w_{i+1}^j = \frac{p_j(\vec{r}_{i+1} | \vec{\theta})}{p_j(\vec{r}_i | \vec{\theta})}$$

Our proposal
Doesn't need
 $\langle \psi | \psi \rangle$

Solving Schroedinger



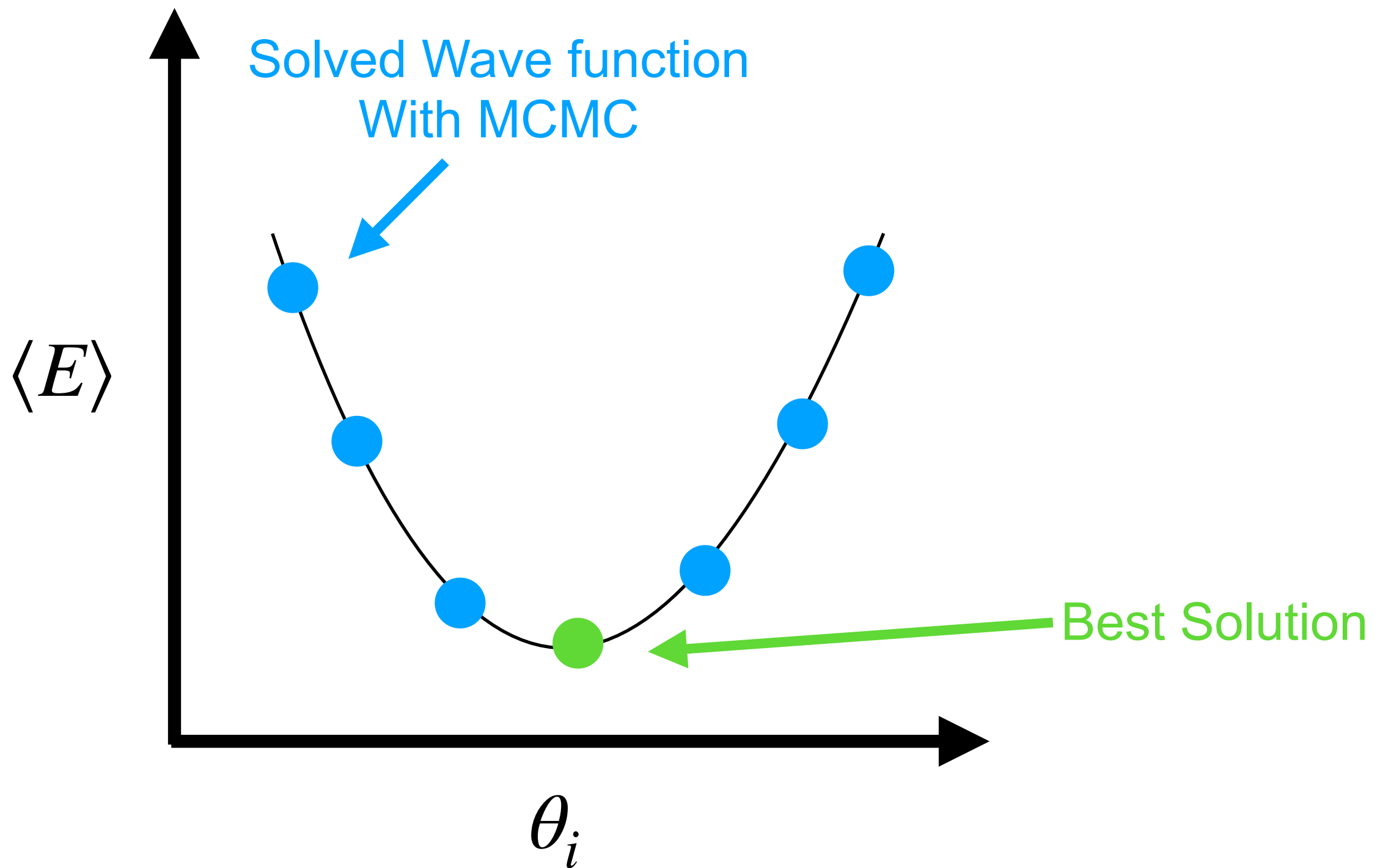
Solving Schroedinger



- Once we have the evolved wave function
- We can compute expectations
- No need to integrate (Really this is MC integration)

$$\langle E \rangle = \sum_j p_j(\vec{r} | \vec{\theta}) E_j(\vec{r} | \vec{\theta}) = \sum_j \psi_j^*(\vec{r} | \vec{\theta}) \psi_j(\vec{r} | \vec{\theta}) E_j(\vec{r} | \vec{\theta})$$

Solving Schroedinger



Our goal is to minimize the Energy given a wave functional form

Image Sources

ice age evolution gif

link: https://x.com/galka_max/status/839170821574832134

attribution: Max Galka: @galka_max

ice age surface air temperature

link: <https://www.smithsonianmag.com/smart-news/ice-age-temperature-science-how-cold-180975674/>

attribution: Jessica Tierney, via University of Arizona

ice core

link: <https://environment.uw.edu/news/2014/10/new-study-shows-three-abrupt-pulses-of-co2-during-last-deglaciation/>

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drilling

link: <https://icedrill.org/gallery/hand-auger-pico>

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refrigeration

link: <https://naturalrefrigerants.com/u-s-national-science-foundation-ice-core-facility-to-move-to-transcritical-co2-to-store-samples-dating-back-millions-of-years/>

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ice age temperature changes plots

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Milankovitch cycles

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