

A code-generated Monte Carlo Importance Function

Introduction

- Describes method that automatically chooses importance function for MC
 - simple
 - easily implemented
 - eliminates need for intuition
- WW generated by tracking particle weights entering and leaving a region

Automatic Weight Window Generation

- WW generation is at least as effective as importance sampling
- Choosing Whigh and Wlow for weight window is difficult
 - Booth describes a method where a problem with a specified importance function and produces the optimum weight window that can be used
 - This method defines
 - * $W_{low} = 1/(k*N) (\text{sumWin} + \text{sumWout})$
 - * $W_{high} = k*W_{low}$
 - * $k = \text{constant}$
 - * $N = \text{number of particles}$

Results

- Code generated WWs are as good as importance sampling by experienced MC user
- Energy-dependent WW is best geometrical importance sampling
- Generated WWs give insight as to the energy and geometry of the particles in each region
- This is very compatible with other VR techniques
- Disadvantage:
 - All regions of phase space are populated equally
 - can be controlled by using other VR techniques