Monte-Carlo Methods and Sampling for Computing Estimating Averages, Quantiles, and Ratios

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Monte-Carlo Algorithms Introduction

- In simple Monte-Carlo, we typically want to estimate three possible quantities:
 - Averages/Expected values
 - Median values/Quantiles
 - Ratios

Monte-Carlo: Estimating Averages

Monte-Carlo Algorithms Estimating Averages

- In a simple Monte-Carlo problem, we random variable *Y*; i.e., $\mu = \mathbb{E}(Y)$.
- To achieve that, we draw *n* independently and random samples, Y_1, \ldots, Y_n , that have *Y* distribution.
- Finally, we average them:

where $\hat{\mu}_n$ is our estimate of μ .

• In a simple Monte-Carlo problem, we want to estimate the expected value of a

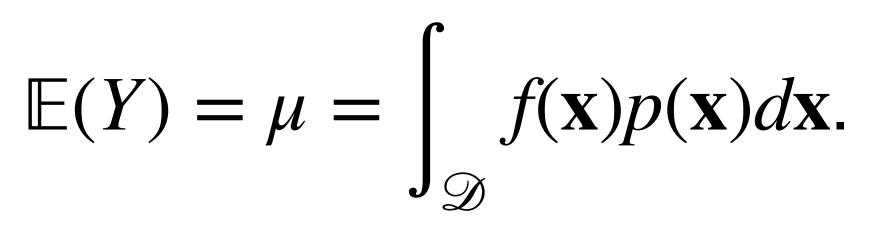
$$\hat{u}_n = \frac{1}{n} \sum_{i=1}^n Y_i$$

Monte-Carlo Algorithms Estimating Averages

• Typically, we have that:

- where $\mathbf{x} \in \mathcal{D} \subset \mathbb{R}^d$ that has a PDF $p(\mathbf{x})$.
- Therefore:

 $Y = f(\mathbf{X}),$



Monte-Carlo Algorithms Estimating Averages: Law of Large Numbers

drawn according to Y distribution. The weak law of large numbers tells us:

$$\lim_{n\to\infty} P\bigg(|\hat{\mu}_n - \mu| \le \epsilon \bigg) = 1 \qquad \forall \epsilon > 0.$$

• More interesting is the strong laws:

$$P\bigg(\lim_{n\to\infty}|\hat{\mu}_n-\mu|$$

• Here the error will get below ϵ .

• Let's assume that $\mu = \mathbb{E}(Y)$ for Y exists, and we have i.i.d. samples Y_1, \ldots, Y_n

 $u \mid = 0 = 1$

Monte-Carlo Algorithms Estimating Averages: Law of Large Numbers

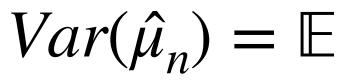
• Let's suppose that:

Var(Y

• Note that $\hat{\mu}_n$ is a random variable with mean:

$$\mathbb{E}(\hat{\mu}_n) = \frac{1}{n} \sum_{i=1}^n \mathbb{E}(Y_i) = \mu.$$

and variance:



$$) = \sigma^2 < \infty.$$

$$E\left((\hat{\mu}_n - \mu)^2\right) = \frac{\sigma^2}{n}.$$

Monte-Carlo Algorithms Estimating Averages: Law of Large Numbers

• $\hat{\mu}_n = \mu$ tells us that simple Monte-Carlo is **unbiased**.

•
$$\mathbb{E}((\hat{\mu}_n - \mu)^2) = \frac{\sigma^2}{n}$$
 tells us another in

- The root mean squared error (RMSE) of $\hat{\mu}_n$ is:

$$\sqrt{\mathbb{E}((\hat{\mu}_n - \mu)^2)} = \frac{\sigma}{\sqrt{n}}.$$

• This means that if we want to improve our estimate by one more decimal (i.e., 1/10) we need a 100-fold more samples!

interesting thing:

• Typically, we can have a rough idea of the error:

• Note that the average squared error is:

• It is rare to know σ^2 , but we use estimates of it:

$$s^{2} = \frac{1}{n-1} \sum_{i=1}^{n} (Y_{i} - \hat{\mu}_{n})^{2} \qquad \hat{\sigma}^{2} = \frac{1}{n} \sum_{i=1}^{n} (Y_{i} - \hat{\mu}_{n})^{2}.$$

$$\hat{\mu}_n - \mu$$
.

 σ^2 N

• So, if we use s^2 ($\mathbb{E}(s^2) = \sigma^2$), the error is on the order of:

- distribution with mean 0 and variance σ^2/n .
- Normal distribution for a variable $X \sim \mathcal{N}(0,1)$:

$$\phi(x) = \frac{e^{-\frac{1}{2}z^2}}{\sqrt{2\pi}}$$

$$\frac{s}{\sqrt{n}}$$

• From the Center Limit Theorem (CLT), we know that $\hat{\mu}_n - \mu$ has more or less a normal

$$\Phi(y) = \int_{-\infty}^{y} \phi(x) dx.$$

• CLT: given X_1, \ldots, X_n i.i.d. random variable with mean μ and finite variance $\sigma^2 > 0$, where $\hat{\mu}_n = \frac{1}{n} \sum_{i=1}^n Y_i$. Then, we have:

$$\forall_{x \in \mathbb{R}} \quad P\left(\frac{\sqrt{n}}{\sigma}(\hat{\mu}_n - \mu) \leq x\right) \to \Phi(x),$$

as $n \to \infty$.

• Note, we can change s with σ for $n \to \infty$, and we obtain:

$$P\left(\frac{\sqrt{n}}{s}(\hat{\mu}_n - \mu) \le x\right) \to \Phi(x).$$

• So we have:

• At this point, we set $\Delta = x$, and we move things around obtaining:

• We find for $\Delta > 0$ that:

$$P\left(|\hat{\mu}_n - \mu| \ge \frac{\Delta s}{\sqrt{n}}\right) = P\left(\sqrt{n}\frac{\hat{\mu}_n - \mu}{s} \le -\Delta\right) + P\left(\sqrt{n}\frac{\hat{\mu}_n - \mu}{s} \ge \Delta\right) \to \Phi(-\Delta) + \left(1 - \Phi(\Delta)\right)$$

• By symmetry of $\mathcal{N}(0,1)$:

 $\Phi(-\Delta) + (1)$

$$P\left(\frac{\sqrt{n}}{s}(\hat{\mu}_n - \mu) \le x\right) \to \Phi(x)$$

$$P\left(|\hat{\mu}_n - \mu| \ge \frac{\Delta s}{\sqrt{n}}\right)$$

$$-\Phi(\Delta)) = 2\Phi(-\Delta).$$

• Assuming a 99% of coverage, we have that:

$$2\Phi(-\Delta) = 1 - 0.99 = 0.01 \rightarrow \Phi(-\Delta) = 0.005.$$

• Finally:

 $\Delta = -\Phi^{-1}(0.005)$

• Therefore, a 99% confidence interval for μ is computed as:

$$\left[\hat{\mu}_n - 2.58 \frac{s}{\sqrt{n}}, \hat{\mu}_n + 2.58 \frac{s}{\sqrt{n}}\right]$$

• This leads to
$$\hat{\mu}_n \pm 2.58 \frac{s}{\sqrt{n}}$$
.

$$5) = \Phi^{-1}(0.995) = 2.58.$$

- to store samples!
- A solution would be to compute it as:

$$\hat{\sigma}^2 = \frac{1}{n-1} \sum_{i=1}^n y_i^2 - \left(\frac{1}{n} \sum_{i=1}^n y_i\right)^2,$$

but this version is not numerically stable.

• Note that s requires a two-pass algorithm that is not very ideal; i.e., we need

• There are other two popular solutions. The first one:

$$\delta_i = y_i - \hat{\mu}_{i-1}$$
 $\hat{\mu}_i = \hat{\mu}_{i-1} + \frac{1}{i}\delta_i$ $S_i = S_{i-1} + \frac{i-1}{i}\delta_i^2$.

where $\hat{\mu}_1 = y_1$ and $S_1 = 0$.

• The other option is:

$$\tilde{\sigma}^2 = \frac{1}{n} \sum_{i=1}^{\frac{n}{2}} \left(x_{2i} - x_{2i-1} \right)^2$$

, which works well for a large n.

Monte-Carlo Algorithms Estimating Averages: How Many Samples?

- If we know $Var(Y) = \sigma_0^2$, we can say something about *n*.
- Given a random variable X, Chebychev's inequality tells us:
 - $P(|X \mathbb{E}(X)| \ge \epsilon$
- In our case, $X = \hat{\mu}_n$, $\mathbb{E}(X) = \mu$, and $Var(\hat{\mu}_n) = \sigma_0^2/n$:
 - $P(|\hat{\mu}_n \mu$

$$\epsilon \in \frac{Var(X)}{\epsilon^2}$$
, for $\epsilon > 0$.

$$| \ge \epsilon) \le \frac{\sigma_0^2}{n} \frac{1}{\epsilon^2}$$

Monte-Carlo Algorithms Estimating Averages: How Many Samples?

• So if at confidence level α :

$$P(|\hat{\mu}_n - \mu| \ge \epsilon) \le \frac{\sigma_0^2}{n} \frac{1}{\epsilon^2} = 1 - \alpha,$$

• Solving for *n*, we obtain:

 $n \geq -$

$$\frac{\sigma_0^2 \quad 1}{\epsilon^2 \quad 1 - \alpha}.$$

Monte-Carlo: Estimating Quantiles

Monte-Carlo Algorithms Estimating Averages: Quantiles

- Given a random variable X, the β quantile is defined as: $P(X \leq$
- To estimate Q^{β} with $\beta \in [0,1]$, we use the corresponding quantile of the sample.
- We draw sample, X_1, \ldots, X_n , from X, and then these are sorted. Obtaining:

 $X_{s(1)}$

• The quantile estimation is given by:

 \hat{Q}_n^β =

$$\leq Q^{\beta} = \beta.$$

$$,\ldots,X_{s(n)}$$

$$= X_{s(\lceil \alpha n \rceil)}.$$

Monte-Carlo Algorithms **Estimating Averages: Quantiles**

• When we estimate quantiles, we need to generate at least:

$$n > \frac{1}{\min(\beta)}$$

otherwise $\hat{Q}_n^{\beta} = X_{s(1)}$ or $\hat{Q}_n^{\beta} = X_{s(n)}$

 $\beta, 1 - \beta$) samples,

n)"

Monte-Carlo Algorithms Estimating Averages: Quantiles

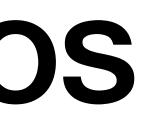
• In this case, the 99%, $\alpha = 0.01$, confidence interval is:

where:

$$L = \max\left[l \in \{0, \dots, n+1\} \middle| \sum_{x=0}^{l-1} \binom{n}{x} \theta^x (1-\theta)^{n-x} \ge \frac{\alpha}{2}\right] \text{ and,}$$
$$R = \min\left[r \in \{0, \dots, n+1\} \middle| \sum_{x=r}^n \binom{n}{x} \theta^x (1-\theta)^{n-x} \ge \frac{\alpha}{2}\right].$$

$$\left[Y_{s(L)}, Y_{s(R)}\right];$$

Monte-Carlo: Estimating Ratios



Monte-Carlo Algorithms Estimating Averages: Ratios

• Given two random variables X and Y, we would like to compute their ratio:

where:

 $\hat{X}_n = -\sum_{n=1}^n X$ $n \underset{i=1}{\underline{}}$

 $\theta = \frac{\mathbb{E}(X)}{\mathbb{E}(Y)}.$

• To estimate θ , we draw n independent pairs (X_i, Y_i) from the target distribution, and we compute the ratio as:

$$\hat{\theta}_n = \frac{\hat{X}_n}{\hat{Y}_n},$$

$$X_i \qquad \hat{Y}_n = \frac{1}{n} \sum_{i=1}^n Y_i.$$

Monte-Carlo Algorithms Estimating Averages: Ratios

In this case, the 99% confidence interval is:

where:

 $\hat{Var}(\hat{\theta}) = \frac{1}{n^2 \hat{X}^2} \sum_{i=1}^n \left(Y_i - \hat{\theta} X_i \right)^2.$

 $\hat{\theta} \pm 2.58 \sqrt{\hat{Var}(\hat{\theta})};$

Monte-Carlo: Failure

Monte-Carlo Algorithms When MC fails

- Monte-Carlo methods are typically robust; but it can fail:
 - We may have a failure when $\mu = \mathbb{E}(X)$ does not exist. Its existence is linked to:

- We may have a failure when μ is finite, $\mathbb{E}(X) < \infty$, but the variance is infinite; i.e., $Var(X) = \infty$:
 - The Law of Large Numbers still converge!

We lose the rate
$$O\left(n^{-\frac{1}{2}}\right)$$
 and the

 $\mathbb{E}(X) < \infty.$

CLT's confidence intervals.

Monte-Carlo Algorithms When MC Fails: Saint Petersburg Lottery

- A fair coin will be flipped until tails appear for the first time.
- X = x is the total number of flips.
- If X = x then you will get 2^x euros.
- For independent coin flips $\forall_{i>0} P(X)$

$$\mu = \sum_{i=1}^{\infty} P(X=i) \cdot 2^{i} = \sum_{i=1}^{\infty} 2^{-i} \cdot 2^{i} = \sum_{i=1}^{\infty} 1 = \infty.$$

$$=i$$
) = 2^{-i} . Therefore, the expected pay off is

Monte-Carlo Algorithms When MC Fails: Saint Petersburg Lottery

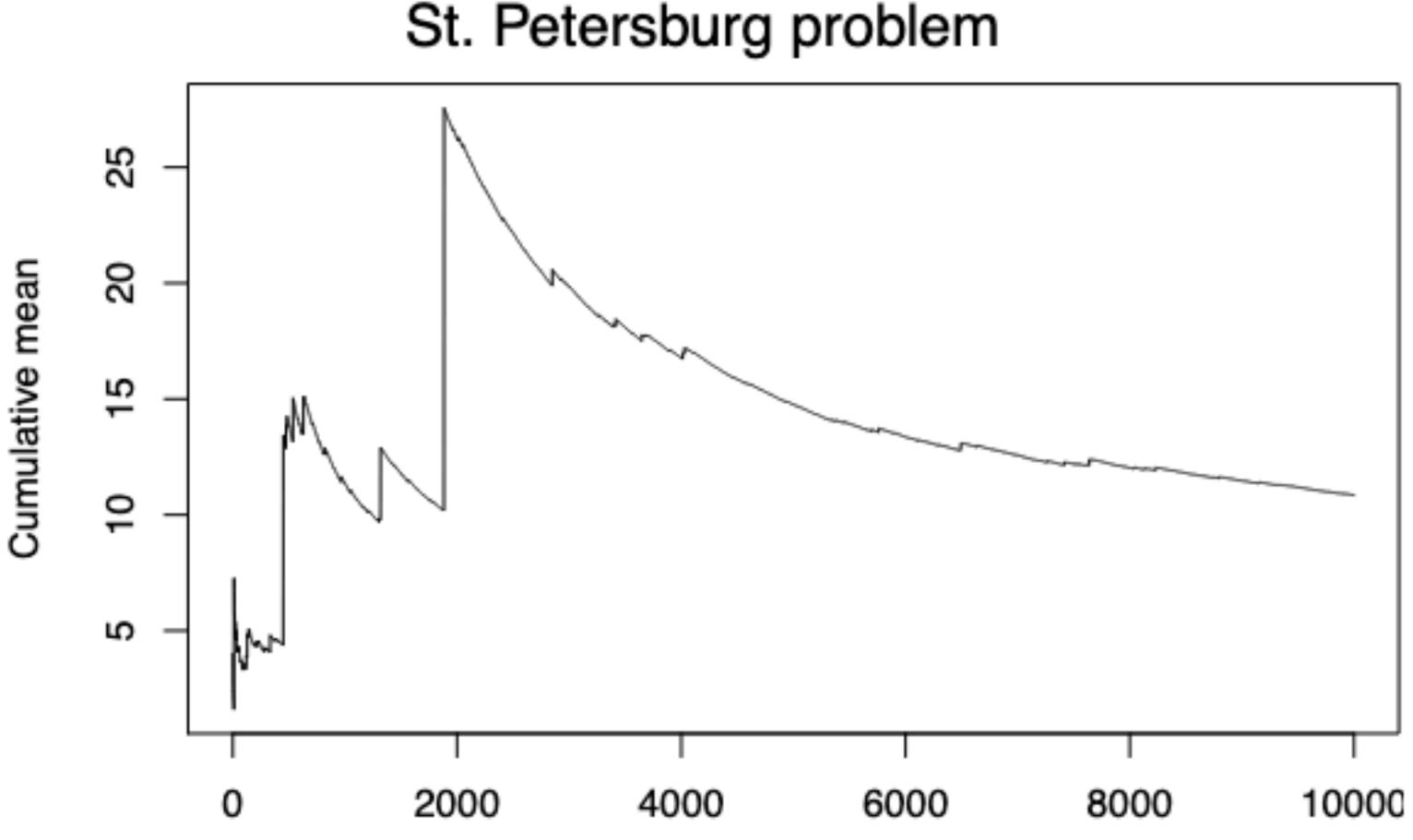


Image from Art Owen book - Chapter 2.

Monte-Carlo Algorithms When MC Fails: Long Lived Comets

- lived comet.
- A comet has an energy level x_{ρ} :
 - if $x_{\rho} > 0$ it leaves the solar system.
 - Otherwise, the comet completes an orbit in $(-x_{\rho})^{-\frac{3}{2}}$ time.
 - x_{ρ} varies when the comet interacts with planets:
 - Model: $x_e + Z$ $Z \sim \mathcal{N}(0,\sigma^2)$

Hammersley and Handscomb proposed how to calculate the lifetime of a long

Monte-Carlo Algorithms When MC Fails: Long Lived Comets

How long does the comet stay in the solar system?

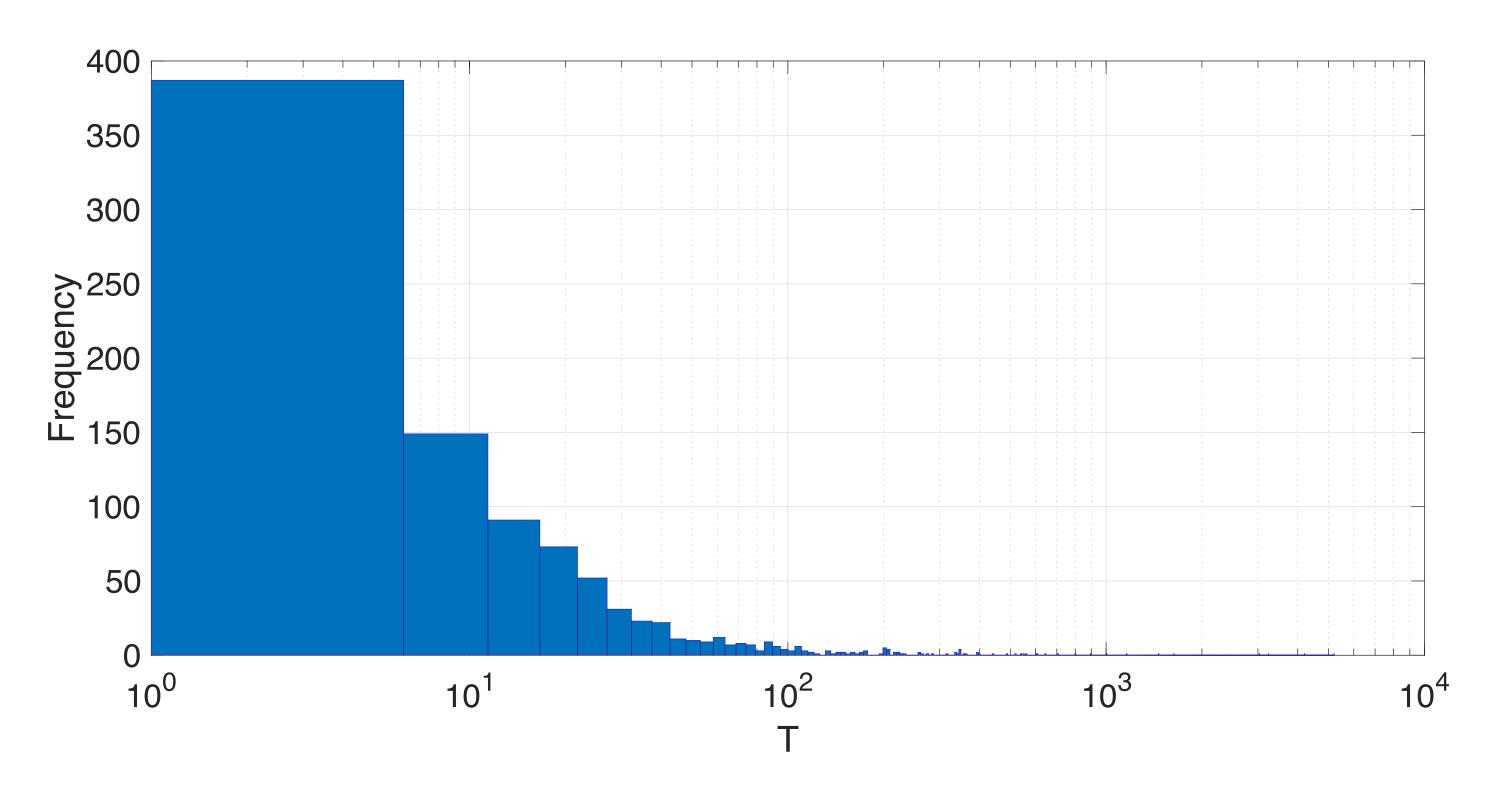
$$T = \sum_{i=1}^{n} (-x_i)$$

• *n* is random itself -> difficult to study this analytically!

$$-\frac{3}{2}$$
 $x_{i+1} = x_i + z_i$

Monte-Carlo Algorithms When MC Fails: Long Lived Comets

means that $\mathbb{E}(T) = \mathbb{E}(T^2) = \infty$, and so the variance is infinite!



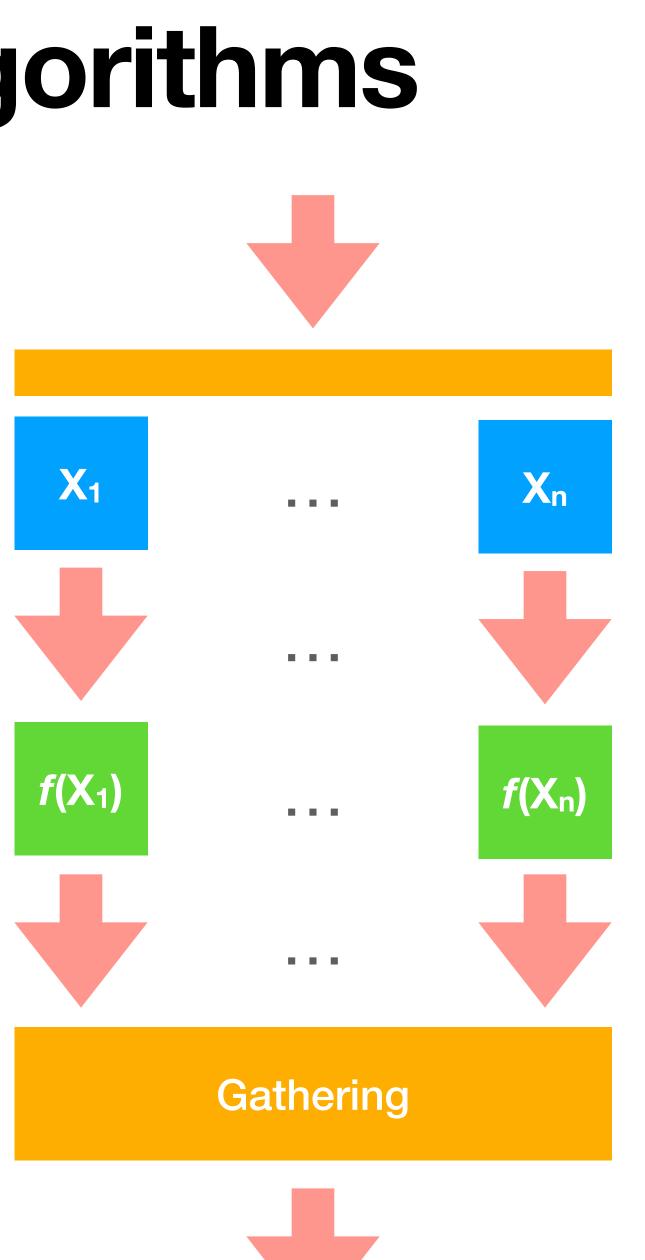
• Hammersely showed that $P(T > t) \propto t^{-\frac{3}{2}}$ for large *t*; so $f_T(t) \propto t^{-\frac{5}{3}}$. This

Monte-Carlo: A Final Note

Monte-Carlo Algorithms A Final Note

- In this process, we draw independently samples that are distributed with a given PDF.
- The fact that samples are independent is extremely important:
 - We can generate samples in parallel on different threads, cores, CPUs, and machines.
 - This means that Monte-Carlo algorithms are massively parallel.

Monte-Carlo Algorithms A Final Note



Bibliography

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- Peter Shirley, Changyaw Wang, Kurt Zimmerman. "Monte Carlo Techniques for Direct Lighting Calculations". ACM Transactions on Graphics. Volume 15. Issue 1. Jan. 1996.

Thank you for your attention!