

# **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 want to estimate the expected value of a random variable  $Y$ ; i.e.,  $\mu = \mathbb{E}(Y)$ .
- To achieve that, we draw  $n$  independently and random samples,  $Y_1, \dots, Y_n$ , that have  $Y$  distribution.
- Finally, we average them:

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

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

# Monte-Carlo Algorithms

## Estimating Averages

- Typically, we have that:

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

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

- Therefore:

$$\mathbb{E}(Y) = \mu = \int_{\mathcal{D}} f(\mathbf{x})p(\mathbf{x})d\mathbf{x}.$$

# Monte-Carlo Algorithms

## Estimating Averages: Law of Large Numbers

- Let's assume that  $\mu = \mathbb{E}(Y)$  for  $Y$  exists, and we have i.i.d. samples  $Y_1, \dots, Y_n$  drawn according to  $Y$  distribution. The weak law of large numbers tells us:

$$\lim_{n \rightarrow \infty} P\left(|\hat{\mu}_n - \mu| \leq \epsilon\right) = 1 \quad \forall \epsilon > 0.$$

- More interesting is the strong laws:

$$P\left(\lim_{n \rightarrow \infty} |\hat{\mu}_n - \mu| = 0\right) = 1$$

- **Here the error will get below  $\epsilon$ .**

# Monte-Carlo Algorithms

## Estimating Averages: Law of Large Numbers

- Let's suppose that:

$$\text{Var}(Y) = \sigma^2 < \infty.$$

- 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:

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

# 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 interesting thing:

- 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!



# Monte-Carlo Algorithms

## Estimating Averages: Error Estimation

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

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

- Note that the average squared error is:

$$\frac{\sigma^2}{n}.$$

- It is rare to know  $\sigma^2$ , but we use estimates of it:

$$s^2 = \frac{1}{n-1} \sum_{i=1}^n (Y_i - \hat{\mu}_n)^2 \quad \hat{\sigma}^2 = \frac{1}{n} \sum_{i=1}^n (Y_i - \hat{\mu}_n)^2.$$

# Monte-Carlo Algorithms

## Estimating Averages: Error Estimation

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

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

- From the Center Limit Theorem (CLT), we know that  $\hat{\mu}_n - \mu$  has more or less a normal distribution with mean 0 and variance  $\sigma^2/n$ .
- Normal distribution for a variable  $X \sim \mathcal{N}(0,1)$ :

$$\phi(x) = \frac{e^{-\frac{1}{2}x^2}}{\sqrt{2\pi}} \quad \Phi(y) = \int_{-\infty}^y \phi(x)dx.$$

# Monte-Carlo Algorithms

## Estimating Averages: Error Estimation

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

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

as  $n \rightarrow \infty$ .

- Note, we can change  $s$  with  $\sigma$  for  $n \rightarrow \infty$ , and we obtain:

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

# Monte-Carlo Algorithms

## Estimating Averages: Error Estimation

- So we have:

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

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

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

- We find for  $\Delta > 0$  that:

$$P\left(|\hat{\mu}_n - \mu| \geq \frac{\Delta s}{\sqrt{n}}\right) = P\left(\sqrt{n}\frac{\hat{\mu}_n - \mu}{s} \leq -\Delta\right) + P\left(\sqrt{n}\frac{\hat{\mu}_n - \mu}{s} \geq \Delta\right) \rightarrow \Phi(-\Delta) + (1 - \Phi(\Delta))$$

- By symmetry of  $\mathcal{N}(0,1)$  :

$$\Phi(-\Delta) + (1 - \Phi(\Delta)) = 2\Phi(-\Delta).$$

# Monte-Carlo Algorithms

## Estimating Averages: Error Estimation

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

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

- Finally:

$$\Delta = -\Phi^{-1}(0.005) = \Phi^{-1}(0.995) = 2.58.$$

- Therefore, a 99% confidence interval for  $\mu$  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  $\hat{\mu}_n \pm 2.58 \frac{s}{\sqrt{n}}$ .

# Monte-Carlo Algorithms

## Estimating Averages: Error Estimation

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

# Monte-Carlo Algorithms

## Estimating Averages: Error Estimation

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

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

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

- The other option is:

$$\tilde{\sigma}^2 = \frac{1}{n} \sum_{i=1}^{\frac{n}{2}} (x_{2i} - x_{2i-1})^2, \text{ which works well for a large } n.$$

# 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:

$$P(|X - \mathbb{E}(X)| \geq \epsilon) \leq \frac{Var(X)}{\epsilon^2}, \text{ for } \epsilon > 0.$$

- In our case,  $X = \hat{\mu}_n$ ,  $\mathbb{E}(X) = \mu$ , and  $Var(\hat{\mu}_n) = \sigma_0^2/n$ :

$$P(|\hat{\mu}_n - \mu| \geq \epsilon) \leq \frac{\sigma_0^2}{n} \frac{1}{\epsilon^2}$$



# Monte-Carlo Algorithms

## Estimating Averages: How Many Samples?

- So if at confidence level  $\alpha$ :

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

- Solving for  $n$ , we obtain:

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

# Monte-Carlo: Estimating Quantiles

# Monte-Carlo Algorithms

## Estimating Averages: Quantiles

- Given a random variable  $X$ , the  $\beta$  quantile is defined as:

$$P(X \leq Q^\beta) = \beta.$$

- To estimate  $Q^\beta$  with  $\beta \in [0,1]$ , we use the corresponding quantile of the sample.
- We draw sample,  $X_1, \dots, X_n$ , from  $X$ , and then these are sorted. Obtaining:

$$X_{s(1)}, \dots, X_{s(n)}.$$

- The quantile estimation is given by:

$$\hat{Q}_n^\beta = X_{s(\lceil \alpha n \rceil)}.$$

# Monte-Carlo Algorithms

## Estimating Averages: Quantiles

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

$$n > \frac{1}{\min(\beta, 1 - \beta)} \text{ samples,}$$

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

# Monte-Carlo Algorithms

## Estimating Averages: Quantiles

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

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

where:

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

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

# Monte-Carlo: Estimating Ratios

# Monte-Carlo Algorithms

## Estimating Averages: Ratios

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

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

- To estimate  $\theta$ , we draw  $n$  independent pairs  $(X_i, Y_i)$  from the target distribution, and we compute the ratio as:

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

where:

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

# Monte-Carlo Algorithms

## Estimating Averages: Ratios

- In this case, the 99% confidence interval is:

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

where:

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



# 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:

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

- We may have a failure when  $\mu$  is finite,  $\mathbb{E}(X) < \infty$ , but the variance is infinite; i.e.,  $\text{Var}(X) = \infty$ :

- The Law of Large Numbers still converge!

- We lose the rate  $O\left(n^{-\frac{1}{2}}\right)$  and the 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  $\forall_{i>0} P(X = i) = 2^{-i}$ . Therefore, the expected pay off is:

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

# Monte-Carlo Algorithms

## When MC Fails: Long Lived Comets

- Hammersley and Handscomb proposed how to calculate the lifetime of a long lived comet.
- A comet has an energy level  $x_e$ :
  - if  $x_e > 0$  it leaves the solar system.
  - Otherwise, the comet completes an orbit in  $(-x_e)^{-\frac{3}{2}}$  time.
  - $x_e$  varies when the comet interacts with planets:
    - Model:  $x_e + Z \quad Z \sim \mathcal{N}(0, \sigma^2)$

# Monte-Carlo Algorithms

## When MC Fails: Long Lived Comets

- How long does the comet stay in the solar system?

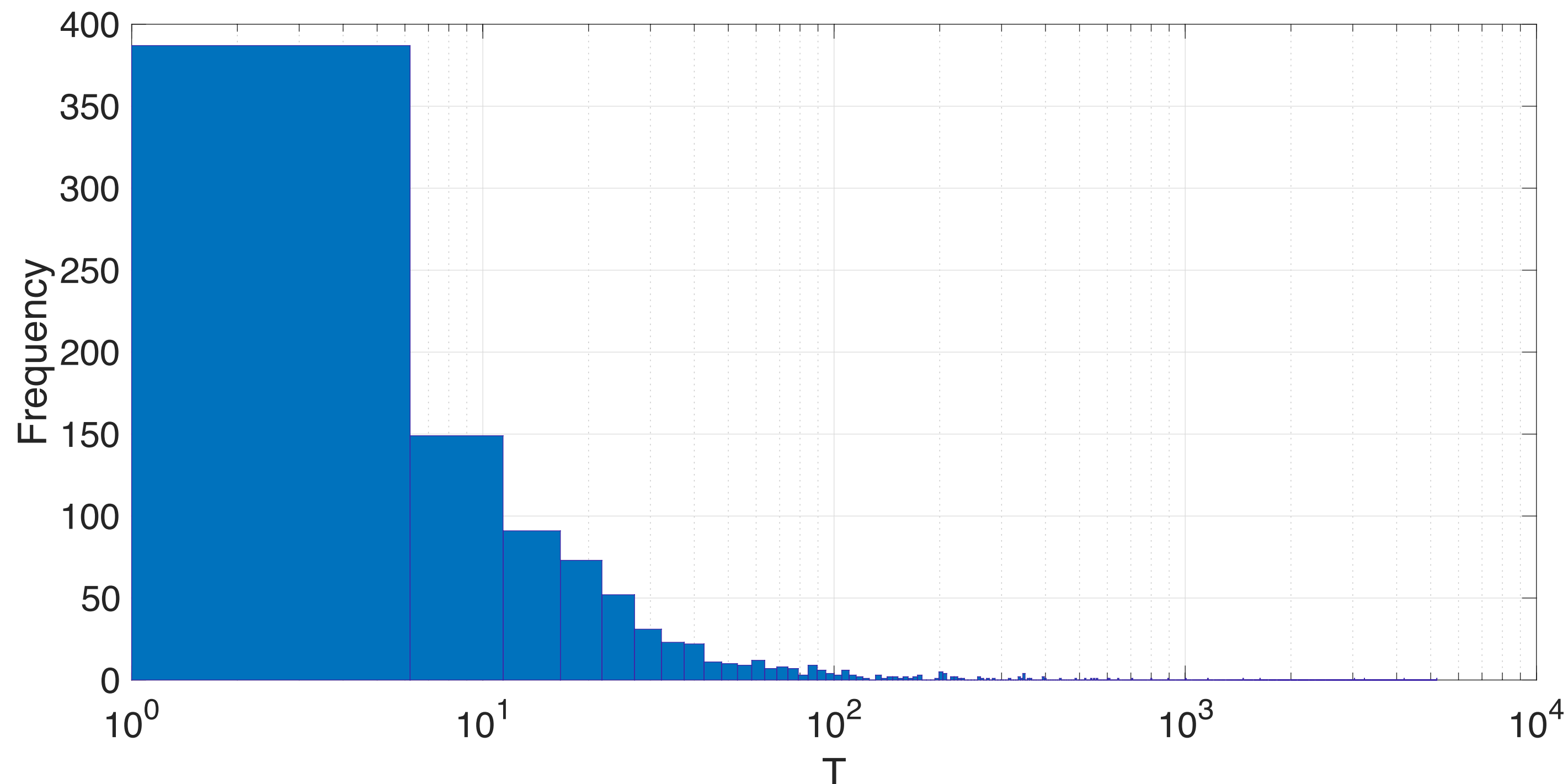
$$T = \sum_{i=1}^n (-x_i)^{-\frac{3}{2}} \quad x_{i+1} = x_i + z_i.$$

- $n$  is random itself  $\rightarrow$  difficult to study this analytically!

# Monte-Carlo Algorithms

## When MC Fails: Long Lived Comets

- Hammersely showed that  $P(T > t) \propto t^{-\frac{3}{2}}$  for large  $t$ ; so  $f_T(t) \propto t^{-\frac{5}{3}}$ . This means that  $\mathbb{E}(T) = \mathbb{E}(T^2) = \infty$ , and so the variance is infinite!



# Monte-Carlo: A Final Note

# Monte-Carlo Algorithms

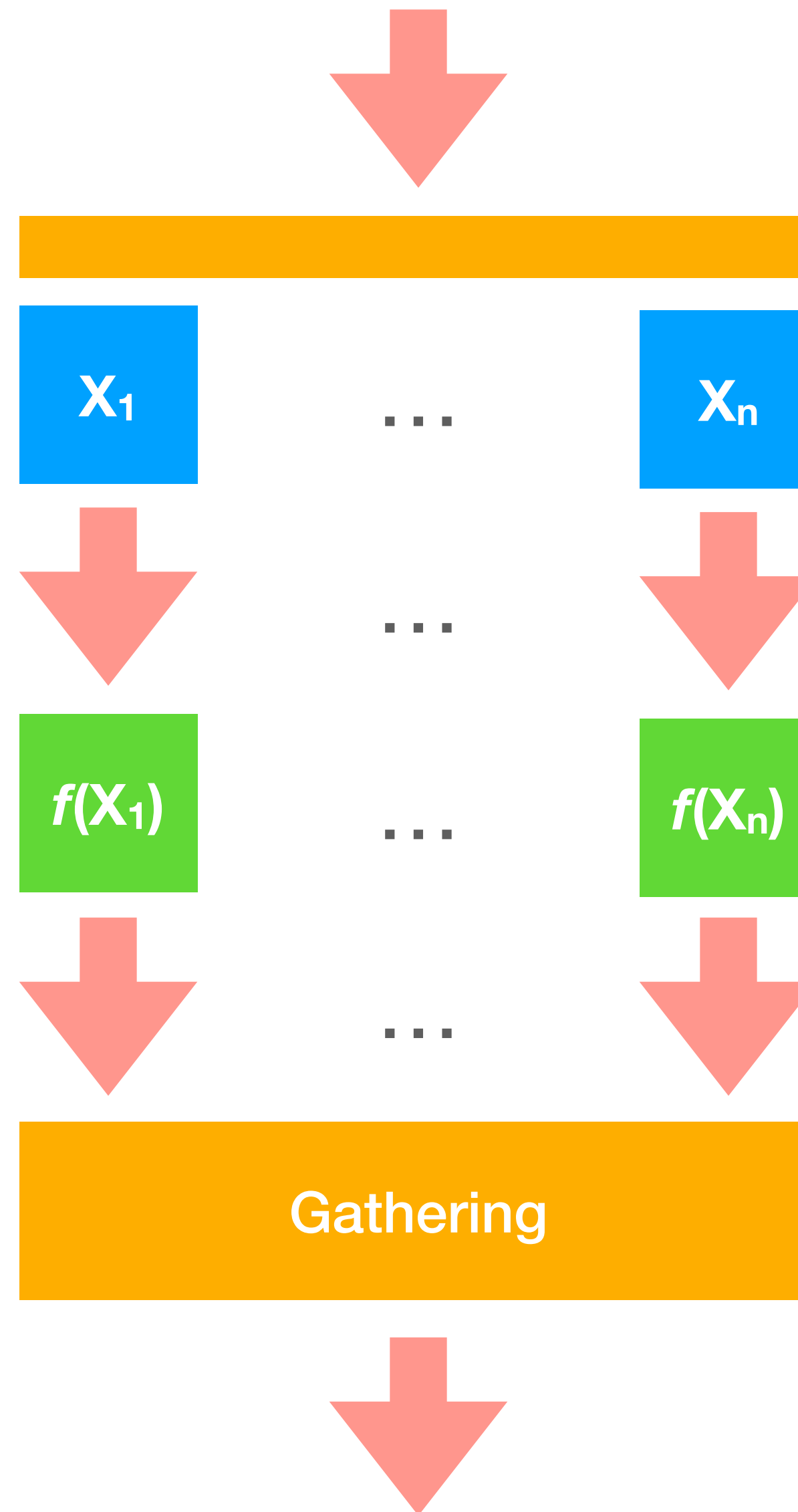
## A Final Note

- 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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**Thank you for your attention!**