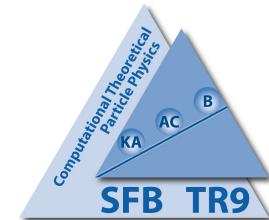
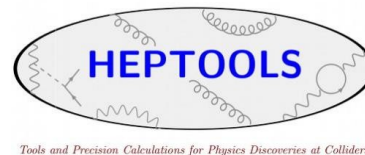
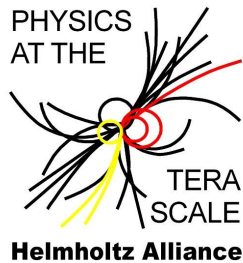


# Monte Carlo Methods in High Energy Physics

Peter Uwer



## 1 Introduction

- 1.1 Monte Carlo methods . . . . .
  - 1.1.1 Simulation of LHC physics . . . . .
  - 1.1.2 The Ising modell . . . . .
  - 1.1.3 Buffon's needle . . . . .
- 1.2 Probability and statistics . . . . .
  - 1.2.1 Basic facts . . . . .
  - 1.2.2 Specific probability distribution functions . . . . .
  - 1.2.3 The central limit theorem . . . . .

## 2 Generation of random numbers

- 2.1 Generation of uniform distributions . . . . .
  - 2.1.1 How to calculate random numbers . . . . .
  - 2.1.2 Testing random numbers . . . . .
- 2.2 Generation of non-uniform distributions . . . . .
  - 2.2.1 General algorithms . . . . .
  - 2.2.2 Specific distrubtions . . . . .

## 3 Monte Carlo integration

- 3.1 Introduction . . . . .
- 3.2 Variance Reduction . . . . .
- 3.3 A concrete example: Vegas by Peter Lepage . . . . .
- 3.4 A note on convergence of Monte Carlo methods — and how to compare results . . . . .

## 4 Phase integration

- 4.1 Flat phase space with RAMBO . . . . .
- 4.2 Sequential splitting à la Byckling and Kajantie . . . . .
- 4.3 Multi-channel methods . . . . .
- 4.4 From phase-space integration to a full Monte Carlo . . . . .

# Introduction

Simple definition:

*“A Monte Carlo technique is any technique making use of random numbers to solve a problem”*

[F.James '80]

Two different classes of problems:

## 1. Problems which are intrinsically of probabilistic nature

→ direct simulation, application of MC method appears naturally

## 1. Strictly deterministic problems

→ Application of MC method more tricky, need to map non-stochastic problem to a stochastic one from which information on the original problem can be inferred

# Introduction

Historically: The starting point of large scale application of MC methods were the simulations

Some of the pioneers:

Fermi, Ulam, vNeumann, Metropolis,...

→ Manhattan project...

Examples:

- Neutron scattering and absorption in a nuclear reactor
- Simulation of LHC physics
- Ising model
- Buffon's needle



# Simulation of LHC physics

Simulate the underlying theory and everything we know

→ Hard scattering (quantum mechanics), emission of soft and collinear partons (shower), hadronisation, detector response

→ important to develop and test tools

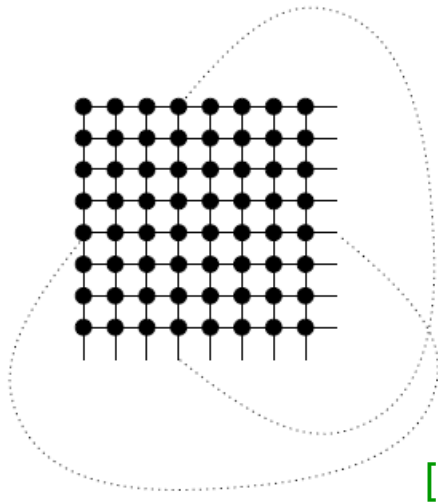
→ for specific problems sometimes the only method to obtain reliable results



# Ising model

Simple model of ferromagnetism

Consider d-dimensional cubic lattice with spin at each lattice site



Hamiltonian:

$$H = -\epsilon \sum s(x)s(y) + B \sum s(x)$$

next neighbor  
interaction

coupling to  
external B field

$s(x)$  spin  $\{+1, -1\}$  at position  $x$

From Thermodynamics/statistical mechanics:

Probability to find specific configuration of spins:

$$p(\{s\}) \sim \exp\left(-\frac{H(s)}{k_b T}\right) = \exp(-\beta H(s)) \quad \text{Boltzmann factor}$$

# Ising model

Expectation values:

$$\langle O \rangle \sim \sum_{\{s\}} O(s) \exp(-\beta H(s))$$

Note:

Not possible to evaluate by brute force:  
for a 10x10 lattice we have already  $2^{100}$  configurations

$$2^{100} \times 10^{-9} \text{ s} = 10^{15} \text{ years}$$

↑  
assume 1 FLOP on a GFLOP machine

Way out:

Generate random configurations distributed as

$$p(\{s\}) \sim \exp\left(-\frac{H(s)}{k_b T}\right) = \exp(-\beta H(s))$$

# Ising model

Sounds easy but...

No algorithm known which generates configurations independent from each other following the Boltzmann factor

(→ general problem for some specific solutions see later)

Solution here:

Metropolis algorithm

→ many downloadable simulations available...

(→ Example)

Ising model very important:

- Simple model for ferromagnetism
- Interesting testground for MC methods, in particular because 1- and 2-dim. are exactly solvable → Cluster algorithm [Wolff]
- Highly non-trivial test for (pseudo) random numbers



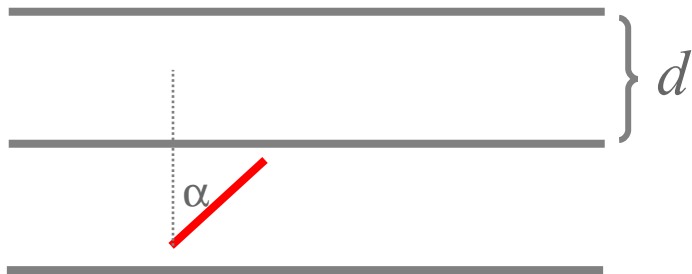
# Buffon's needle

Goal:

Calculate the value of  $\pi$

Buffon's (1777) idea:

Throw *randomly* a needle on a pattern of equidistant parallel lines, count the total number of throws together with the number of hits (=the needle touches a line)



(needle with length  $d$ )

$$2 \frac{\text{hits} + \text{miss}}{\text{hits}} \rightarrow \pi$$

# Buffon's needle

From a simulation I obtained:

n	result
10	2.85714,2.5,2.85714,3.33333,3.33333,10,3.33333,2.85714,4,2.22222
100	3.1746,3.33333,3.50877,3.33333,2.85714,3.125,3.38983,2.7027, 3.63636,3.125
1000	3.19489,3.2,3.15956,3.10078,3.09119,3.1746,3.07692,3.08642, 3.11526,3.10078
10000	3.1294,3.13087,3.16556,3.16456,3.16506,3.10849,3.11915,3.10318, 3.16006,3.10849
100000	3.13529,3.12774,3.14347,3.13416,3.14916,3.14268, 3.15288,3.14001,3.13996,3.1508
1000000	3.1416, 3.14053, 3.14156, 3.14013, 3.14159, 3.14656, 3.14291, 3.13951, 3.14345, 3.14075

Comments:

- Good news: In principle it works, but
- Bad news: it does not work very well

→ general feature of hit-and-miss MC's, for improvements be patient  
how do we estimate how well it will work?

# Buffon's needle

- We are actually doing a MC integration, since what we calculate is essentially the area under  $(1-\cos(x))$

This is in a certain sense actually true for every MC, every MC method can be understood as MC integration

- Although the method might not work very well we have still solved a non-stochastic problem using MC methods

*Exercise:*

Simulate Buffon's needle

# Exercise: Buffon's needle

## Buffon's needle

1. Simulate Buffon's needle, determine the value of  $\pi$  using  $n_{\max} = 1000, 10000, 1000000,$  and  $10000000$  shots. A shot consist of throwing the angle and the position.
2. Run the simulation 10 time for each  $n_{\max}$  and try to get an naiv estimate of the uncertainty.
3. Run the simulation 1000 times for each  $n_{\max}$  and plot the result as an histogramm.
4. The number of hits follow a binomial distribution, try to understand why the methods works not very well.

# Basic terminology

## Random events

An elementary random event is an event which we cannot decomposed into simpler events and cannot be predicted in advance.

Examples are: flipping a coin or throwing a dice.

## Probability

If we have  $X_1, \dots, X_N$  possible events we can attribute a probability  $p_i = p(X_i)$  to each event with the usual properties:

$$- 0 \leq p_i \leq 1$$

$$- p(E_i \text{ and/or } E_j) \leq p_i + p_j$$

$$- \text{for mutually exclusive events: } p(E_i \text{ and } E_j) = 0 \text{ and } p(E_i \text{ or } E_j) = p_i + p_j$$

$$- \text{for an exhaustive list of exclusive events: } p(\text{some } E_i) = \sum p_i = 1$$

[Kolmogorov]



# Basic terminology

## *Conventions:*

$p(X_1 + X_2 + \dots)$  probability to find event out of list

$p(X_1 \times X_2 \times \dots)$  probability to find  $X_1$  and  $X_2$  and so on

## *Conditional probability:*

Consider two elementary random events  $(X, Y)$

$p(X_i|Y_j)$  is the probability to find  $X_i$  when  $Y_j$  happened

We have:

$$p(X_i \times Y_j) = p(X_i|Y_j)p(Y_j) = p(Y_j|X_i)p(X_i)$$

Bayes theorem

→ basis of bayesian approach, subjective probability

# Basic terminology

## *Random variable*

For a set of events which are exhaustive and exclusive we may characterize each event by number  $x$ .  
The number  $x$  is called a random variable

## *Cumulative distribution function (CDF) $F(y)$*

$$F(y) = p(x \leq y)$$

## *Expectation value:*

$$\langle x \rangle = \int y dF(x)$$

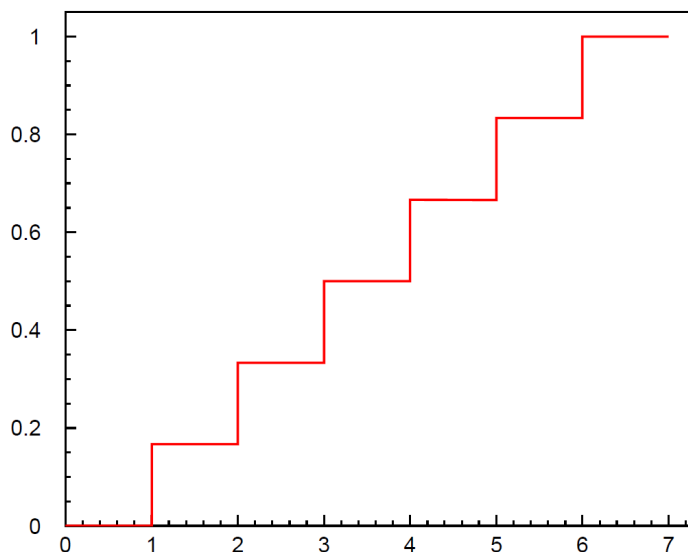
or more general for a function

$$\langle g(x) \rangle = \int g(x) dF(x)$$

# Basic terminology

For a finite number of events,  $F(y)$  becomes a step function

i.e. throwing a dice:



For the expectation value we get:

$$\langle g(x) \rangle = \sum_i g(x_i) p_i$$

# Basic terminology

## *Variance and standard deviation/standard error*

The mean deviation from the mean vanishes:

$$\langle x - \langle x \rangle \rangle = \int x dF(x) - \int x dF(x) = 0;$$

For the quadratic deviation this is no longer the case, we define the variance by;

$$\text{Var}(x) = \langle (x - \langle x \rangle)^2 \rangle = \int dF(x) (x - \langle x \rangle)^2 = \langle x^2 \rangle - \langle x \rangle^2.$$

The square root of the variance is a measure of the dispersion of the random variable.

$$\Delta x = \sqrt{\text{Var}(x)}$$

It is called standard deviation or standard error.

# Basic terminology

## *Probability distribution function (PDF)*

Extend concepts to continuous random variables

Define probability distribution function as probability to find the random variable between  $x$  and  $x + dx$

For differentiable  $F(x)$  we have  $f(x) = \frac{dF(x)}{dx}$

$$F(y) = \int_{-\infty}^y f(x) dx$$

$$\langle g(x) \rangle = \int g(x) dF(x) = \int g(x) f(x) dx$$

$$\langle (g(x) - \langle g(x) \rangle)^2 \rangle = \int (g(x) - \langle g(x) \rangle)^2 dF(x)$$



# Examples for probability distribution functions

## 1. Uniform distribution in $[a, b]$

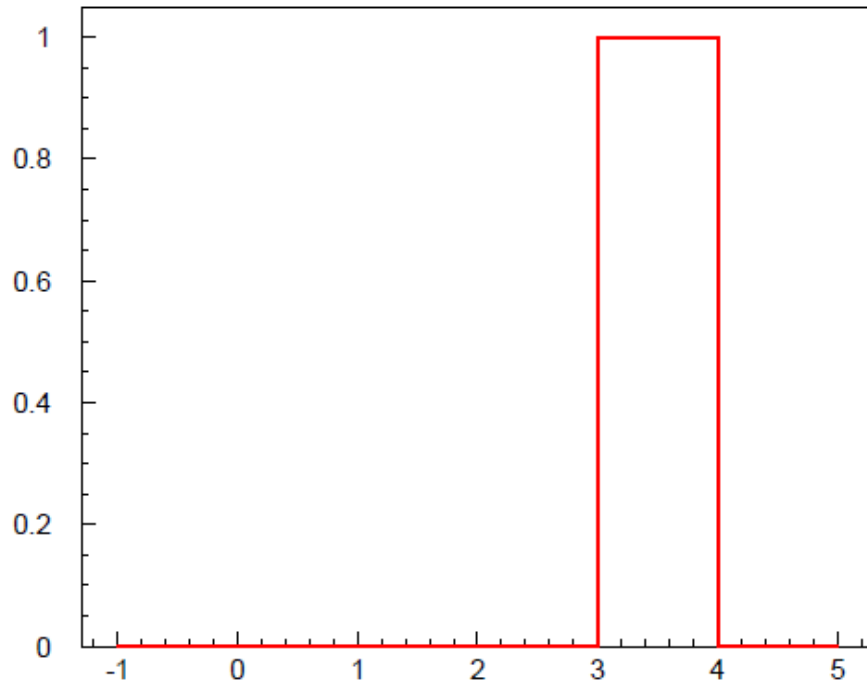
$$f(x, a, b) = \frac{1}{b-a} \quad (18)$$

$$F(x, a, b) = \begin{cases} 0 & \text{for } x < a \\ \frac{x-a}{b-a} & \text{for } a < x \leq b \\ 1 & \text{for } x > b \end{cases} \quad (19)$$

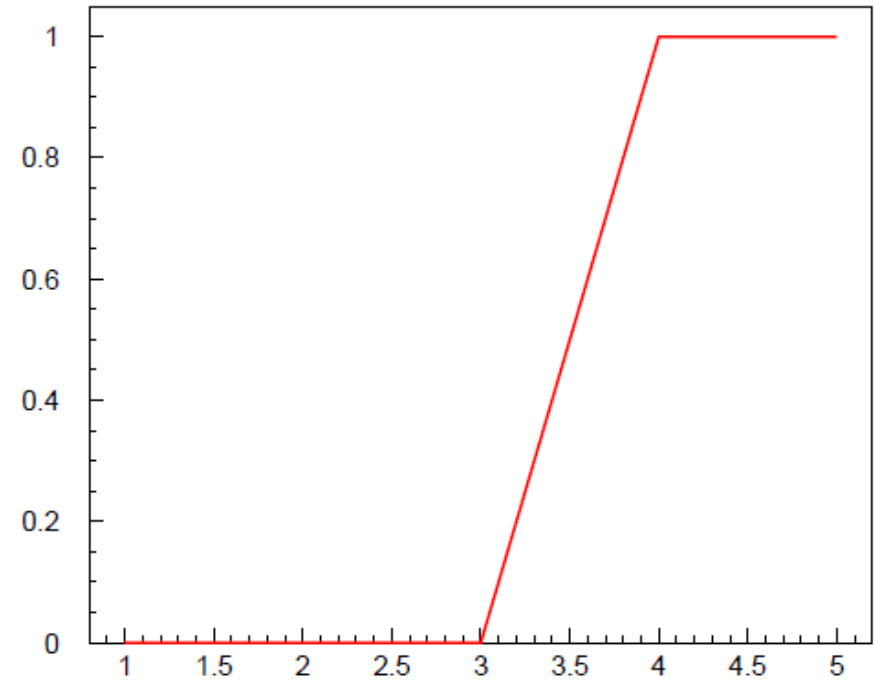
$$\langle x \rangle = \frac{1}{2}(b-a) \quad (20)$$

$$\text{Var}(x) = \frac{(b-a)^2}{12} \quad (21)$$

# Uniform distribution



$f(x)$



$F(x)$

# Gaussian distribution

## 2. Gaussian distribution / Normal distribution

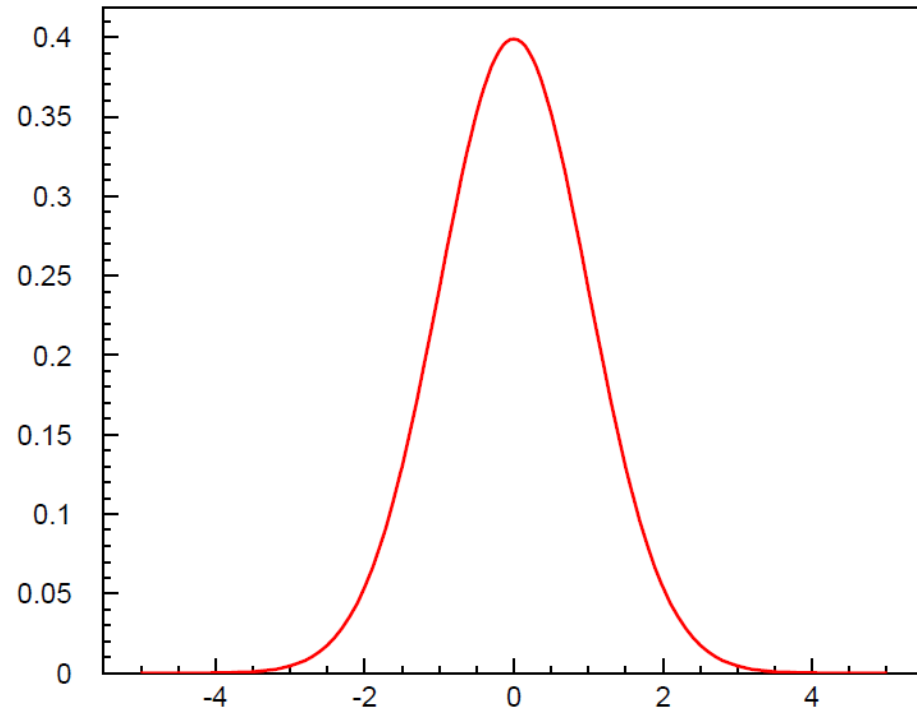
$$f(x, \bar{x}, \sigma) = \frac{1}{\sqrt{2\pi}\sigma} \exp\left(-\frac{(x - \bar{x})^2}{2\sigma^2}\right) \quad (22)$$

$$F(x, 0, 1) = \frac{1}{2}(1 + \operatorname{erf}(x/\sqrt{2})) \quad (23)$$

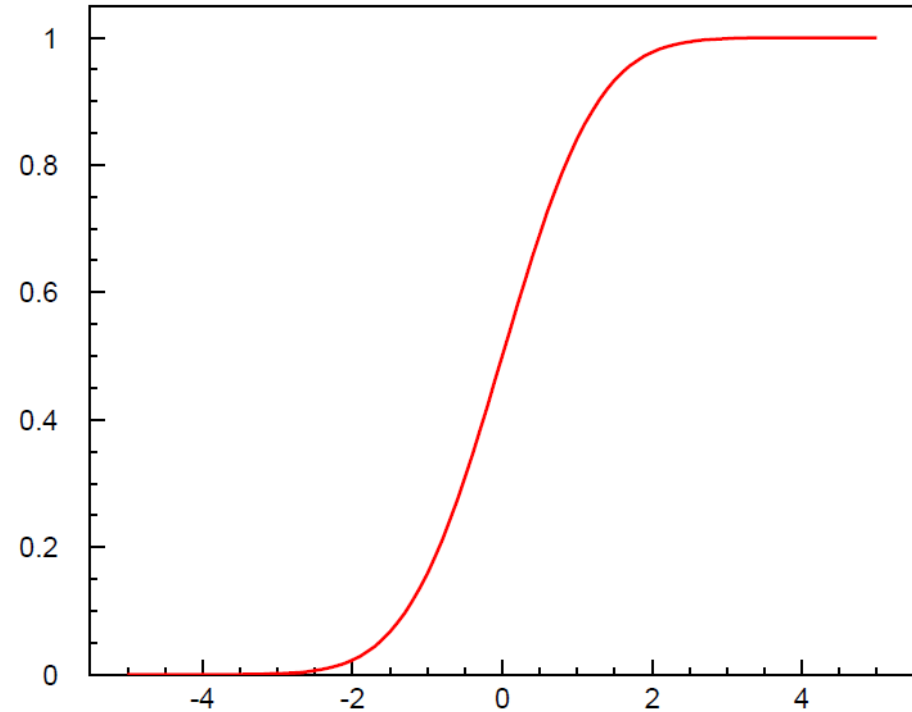
$$\langle x \rangle = \bar{x} \quad (24)$$

$$\operatorname{Var}(x) = \sigma^2 \quad (25)$$

# Gaussian distribution



$f(x)$



$F(x)$

# Poisson and $\chi^2$ -distribution

## 4. Poisson distribution

$$f(n, \nu) = \frac{\nu^n e^{-\nu}}{n!} \quad (29)$$

$$\langle n \rangle = \nu \quad (30)$$

$$\text{Var}(n) = \nu \quad (31)$$

## 5. $\chi^2$ -distribution

$$f(z, n) = \frac{z^{n/2-1} e^{-z/2}}{2^{n/2} \Gamma(n/2)} \quad (32)$$

$$\langle z \rangle = n \quad (33)$$

$$\text{Var}(z) = 2n \quad (34)$$

$$(35)$$



# Basic terminology

## *Composite random events*

Event consisting of several elementary random events

Important case:  $f(x) + g(y)$

What can we say about expectation value and variance ?

Expectation value:

$$\begin{aligned} \langle (\lambda_1 f(x) + \lambda_2 g(y)) \rangle &= \int dx dy \rho(x, y) (f(x) + g(y)) \\ &= \lambda_1 \int dx \rho_x(x) f(x) + \lambda_2 \int dy \rho_y(y) g(y) = \lambda_1 \langle f \rangle + \lambda_2 \langle g \rangle \end{aligned}$$

# Basic terminology

$$\begin{aligned}
 \text{Var}(\lambda_1 f(x) + \lambda_2 g(y)) &= \langle (\lambda_1 f(x) + \lambda_2 g(y) - \langle \lambda_1 f(x) + \lambda_2 g(y) \rangle)^2 \rangle \\
 &= \langle (\lambda_1 f(x) + \lambda_2 g(y) - \lambda_1 \langle f(x) \rangle + \lambda_2 \langle g(y) \rangle)^2 \rangle \\
 &= \lambda_1^2 \text{Var}(f(x)) + \lambda_2^2 \text{Var}(g(x)) \\
 &+ 2\lambda_1 \lambda_2 (\langle f(x)g(y) \rangle - \langle f(x) \rangle \langle g(y) \rangle)
 \end{aligned}$$

→ variance of the sum can be larger or smaller than sum of individual variances

## Covariance

$$\text{cov}(f(x), g(y)) = \langle f(x)g(y) \rangle - \langle f(x) \rangle \langle g(y) \rangle$$

## Correlation

$$\text{corr}(f(x), g(y)) = \frac{\text{cov}(f(x), g(y))}{\sqrt{\text{Var}(f(x))\text{Var}(g(y))}}$$

$$-1 \leq \text{corr}(f(x), g(y)) \leq 1$$

If  $x$  and  $y$  are independent we have

$$\rho(x, y) = \rho_x(x)\rho_y(y).$$

$$\langle f(x)g(y) \rangle = \int dx dy \rho_x(x)\rho_y(y) f(x)g(y) = \langle f(x) \rangle \langle g(y) \rangle$$

$$\text{cov}(f(x), g(y)) = \text{corr}(f(x), g(y)) = 0.$$

**Note that the opposite is in general not true!**

From  $\text{cov} = \text{corr} = 0$  we cannot conclude that  $x$  and  $y$  are independent

# The central limit theorem

Consider sum  $x$  of  $N$  independent random variables  $s_i$ :  $x = \sum_{i=1}^N s_i$ .

We get:

$$\begin{aligned} \langle x \rangle &= \left\langle \sum_{i=1}^N s_i \right\rangle = \langle s_1 + s_2 + \dots + s_N \rangle \\ &= \int ds_1 w_1(s_1) \dots \int ds_N w_N(s_N) (s_1 + s_2 + \dots + s_N) = \sum_{i=1}^N \langle s_i \rangle \end{aligned}$$

$$(\Delta x)^2 = \text{Var}(x) = \text{Var}\left(\sum s_i\right) = \sum \text{Var}(s_i) = \sum (\Delta s_i)^2$$

**and thus** 
$$\frac{\Delta x}{\langle x \rangle} = \frac{\sqrt{\sum \text{Var}(s_i)}}{\sum \langle s_i \rangle}$$



# The central limit theorem

Assuming

$$\sum_i \text{Var}(s_i) = O(N), \quad \sum \langle s_i \rangle = O(s_i)$$

we get the famous  $1/\sqrt{N}$  rule:

$$\frac{\Delta x}{\langle x \rangle} = O(1/\sqrt{N}).$$

For the special case that all  $s_i$  are due to the same pdf we get

$$\frac{\Delta x}{\langle x \rangle} = \frac{\sqrt{N \text{Var}(s)}}{N \langle s \rangle} = \frac{\sqrt{\text{Var}(s)}}{\langle s \rangle} \frac{1}{\sqrt{N}}$$

# The central limit theorem

Let us now study the distribution of  $x$  if we repeat the sum many times over different  $s_i$ , for simplicity we assume that all  $s_i$  follow the same distribution and that the higher moments exist:

$$\langle s^i \rangle = \int ds s^i w(s)$$

The probability distribution function is then given by

$$p(x) = \int ds_1 w(s_1) \int ds_2 w(s_2) \cdots \int ds_N w(s_N) \delta(x - \sum_{i=1}^N s_i).$$

Rewriting the delta function using

$$\delta(y) = \frac{1}{2\pi} \int_{-\infty}^{\infty} dk \exp(-iky)$$

# The central limit theorem

we get:

$$\begin{aligned}
 p(x) &= \frac{1}{2\pi} \int_{-\infty}^{\infty} dk \int ds_1 w(s) \int ds_2 w(s_2) \cdots \int ds_N w(s_N) \exp(-ik(x - \sum_{i=1}^N s_i)) \\
 &= \frac{1}{2\pi} \int_{-\infty}^{\infty} dk \exp(-ikx) \int ds_1 \exp(-iks_1) w(s) \int ds_2 \exp(-iks_2) w(s_2) \cdots \\
 &\quad \int ds_N \exp(-iks_N) w(s_N) \\
 &= \frac{1}{2\pi} \int_{-\infty}^{\infty} dk \exp(-ikx) W(k)^N
 \end{aligned} \tag{61}$$

# The central limit theorem

To calculate  $W(k)^N$  we expand

$$W(k) = \int ds \exp(-iks) w(s) = 1 + ik\langle s \rangle - \frac{1}{2}k^2\langle s^2 \rangle + \dots$$

use

$$\ln(1 + y) = y - y^2/2 + \dots$$

and obtain:

$$\begin{aligned} \ln([W(k)]^N) &= N \ln(1 + ik\langle s \rangle - \frac{1}{2}k^2\langle s^2 \rangle + \dots) \\ &= N(ik\langle s \rangle - \frac{1}{2}k^2 \text{Var}(s) + \dots) \end{aligned}$$

# The central limit theorem

If we drop higher order terms we get

$$W(k)^N = \exp(N(ik\langle s \rangle - \frac{1}{2}k^2 \text{Var}(s))) = \exp(ik\langle x \rangle - \frac{1}{2}k^2 \text{Var}(x))$$

and thus

$$\begin{aligned} p(x) &= \frac{1}{2\pi} \int_{-\infty}^{\infty} \exp(-ikx) \exp(ik\langle x \rangle - \frac{1}{2}k^2 \text{Var}(x)) \\ &= \frac{1}{2\pi} \int_{-\infty}^{\infty} \exp(ik(\langle x \rangle - x) - \frac{1}{2}k^2 \text{Var}(x)) \\ &= \frac{1}{2\pi\Delta x} \exp\left(-\frac{(x - \langle x \rangle)^2}{2\Delta x^2}\right) \end{aligned}$$

## 1 Introduction

- 1.1 Monte Carlo methods . . . . .
  - 1.1.1 Simulation of LHC physics . . . . .
  - 1.1.2 The Ising modell . . . . .
  - 1.1.3 Buffon's needle . . . . .
- 1.2 Probability and statistics . . . . .
  - 1.2.1 Basic facts . . . . .
  - 1.2.2 Specific probability distribution functions . . . . .
  - 1.2.3 The central limit theorem . . . . .

## 2 Generation of random numbers

- 2.1 Generation of uniform distributions . . . . .
  - 2.1.1 How to calculate random numbers . . . . .
  - 2.1.2 Testing random numbers . . . . .
- 2.2 Generation of non-uniform distributions . . . . .
  - 2.2.1 General algorithms . . . . .
  - 2.2.2 Specific distrubtions . . . . .

## 3 Monte Carlo integration

- 3.1 Introduction . . . . .
- 3.2 Variance Reduction . . . . .
- 3.3 A concrete example: Vegas by Peter Lepage . . . . .
- 3.4 A note on convergence of Monte Carlo methods — and how to compare results . . . . .

## 4 Phase integration

- 4.1 Flat phase space with RAMBO . . . . .
- 4.2 Sequential splitting à la Byckling and Kajantie . . . . .
- 4.3 Multi-channel methods . . . . .
- 4.4 From phase-space integration to a full Monte Carlo . . . . .

# The End

# Frequentist versus Bayesian probability

$$\frac{Hits}{Hits + miss}$$

$$P(\text{theory}|\text{data}) \propto P(\text{data}|\text{theory})P(\text{theory})$$