Monte Carlo simulations

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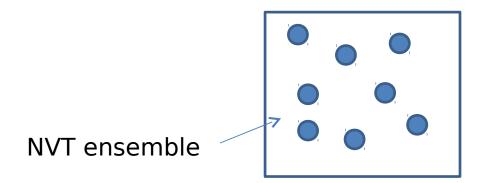
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Thermodynamic averages

From statistical mechanics $\langle A \rangle = \frac{[]^{d} \mathbf{p}^{N} d\mathbf{r}^{N} A(\mathbf{p}^{N}, \mathbf{r}^{N}) \exp(-\beta H(\mathbf{p}^{N}, \mathbf{r}^{N}))}{[]^{d} \mathbf{p}^{N} d\mathbf{r}^{N} \exp(-\beta H(\mathbf{p}^{N}, \mathbf{r}^{N}))}$

2dN dimensional integral





Thermodynamic averages

Suppose the property depends only on the position of the particles

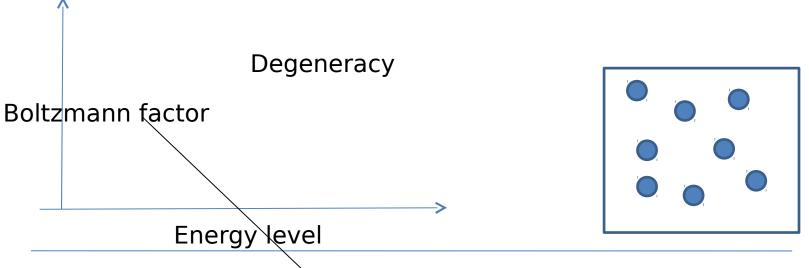
$$\langle A \rangle = \frac{\Box d\mathbf{r}^{N} A(\mathbf{r}^{N}) \exp(-\beta U(\mathbf{r}^{N}))}{\Box d\mathbf{r}^{N} \exp(-\beta U(\mathbf{r}^{N}))}$$

dN dimensional integral

Standard integration techniques - prohibitively expensive

Thermodynamic averages

$$\langle A \rangle = \frac{\Box d\mathbf{r}^{N} A(\mathbf{r}^{N}) \exp(-\beta U(\mathbf{r}^{N}))}{\Box d\mathbf{r}^{N} \exp(-\beta U(\mathbf{r}^{N}))} = \frac{\overset{}{\overset{i}{\overset{}}} A(\zeta_{i}) \exp(-\beta U(\zeta_{i}))}{\overset{}{\underset{i}{\overset{}}} \exp(-\beta U(\zeta_{i}))}$$





Evaluating thermodynamic averages Suppose the property depends only on the position of the particles $\langle A \rangle = \frac{\left[d\mathbf{r}^{N} A(\mathbf{r}^{N}) \exp(-\beta U(\mathbf{r}^{N})) \right]}{\left[d\mathbf{r}^{N} \exp(-\beta U(\mathbf{r}^{N})) \right]}$

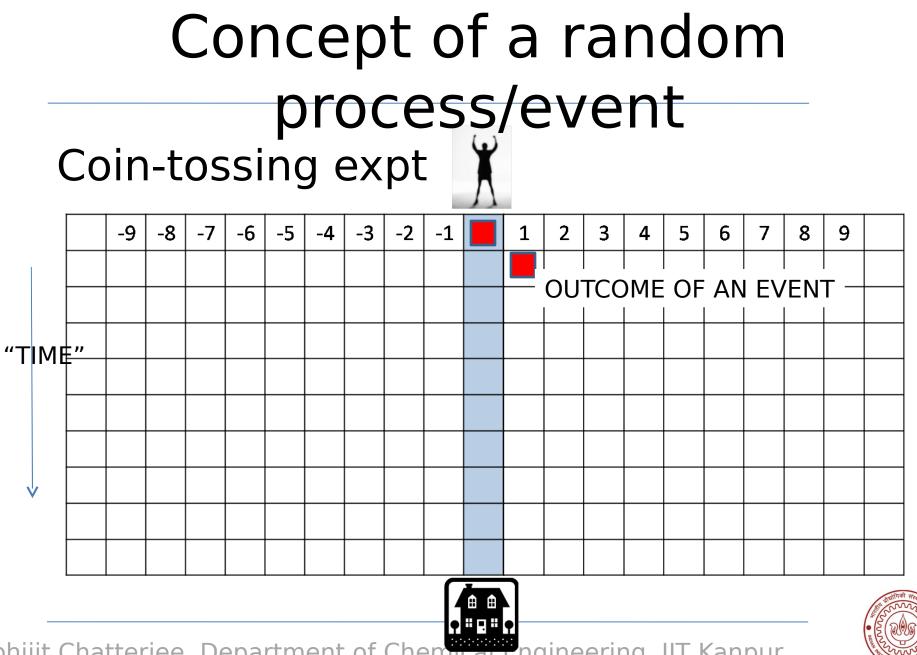
Monte Carlo can be used to sample the most probable states of the system

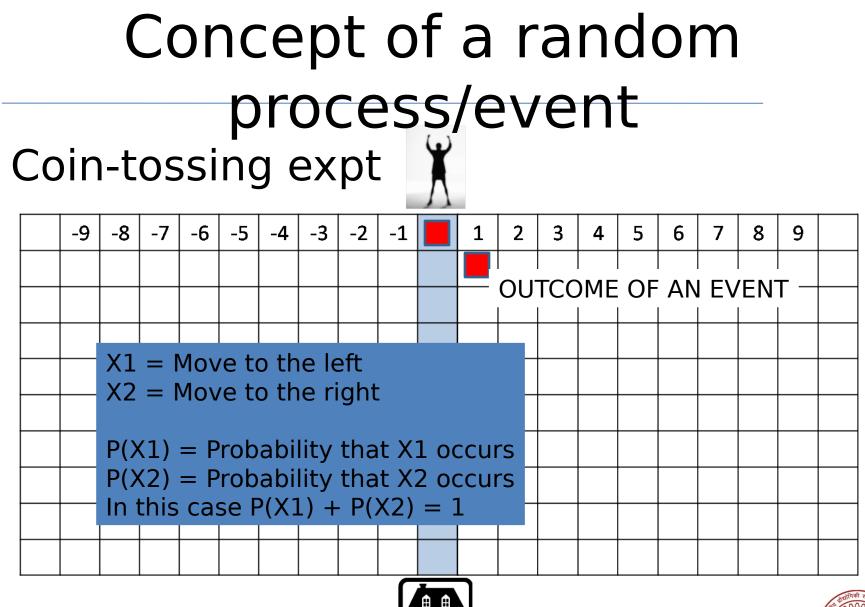


What is Monte Carlo?

- A class of techniques that employ random numbers
- Can be used to solve deterministic problems
- Convert deterministic problem to probabilistic analog
- Perform stochastic sampling experiment







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Probability of an event

Probability that the discrete random variable X assumes the value xj is denoted by p(j)

Probability mass function

$$P(X = x_j) = \lim_{n \square \square} \frac{n_j}{n} = P(j)$$

 $\mathbf{Y}P(\mathbf{j}) = 1$ Similarly, for continuous random variable X the probability density function is given by

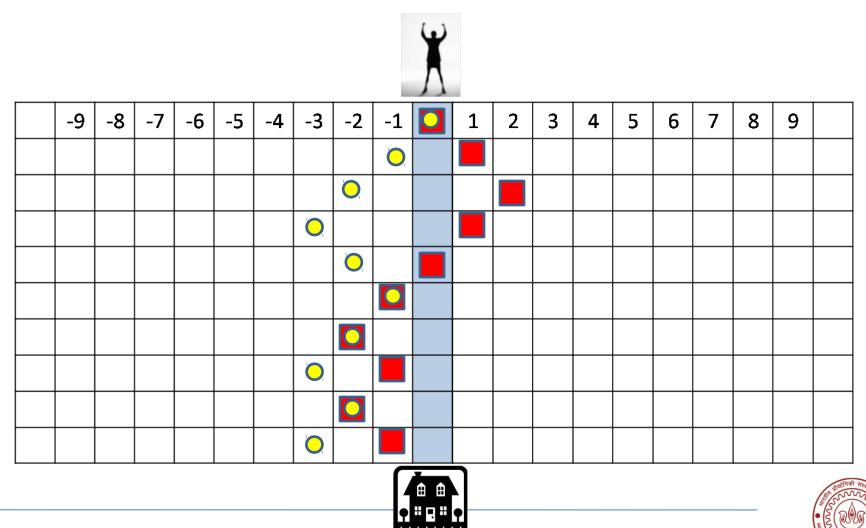
$$p(x)dx = \Pr ob\{x < X \Box x + dx\}$$

$$\Box$$
 p(x)dx =1

volume

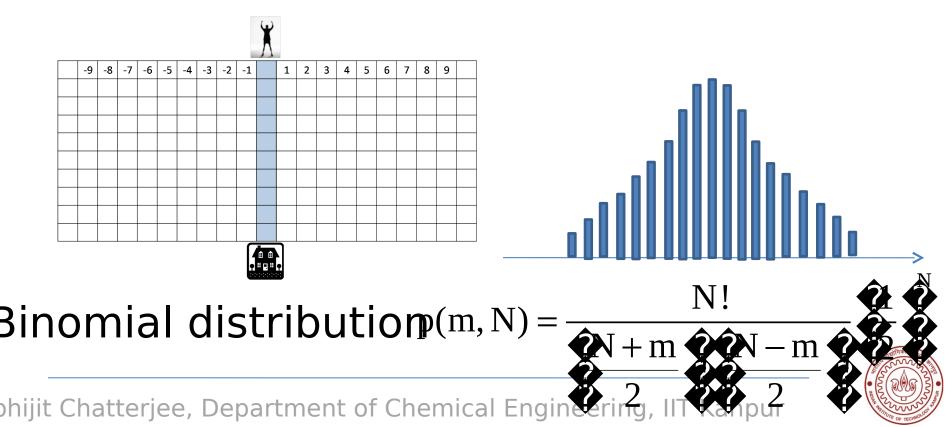


Random walk



Random walk

Probability of each outcome after 10 steps



Standard distributions available Uniform distribution

Binomial distribution

Poisson distribution

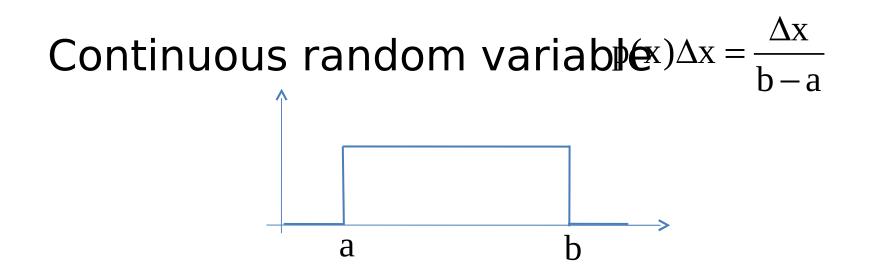
Normal distribution

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Example of sources: C, Fortran, MATLAB, Numerical recipes, ...



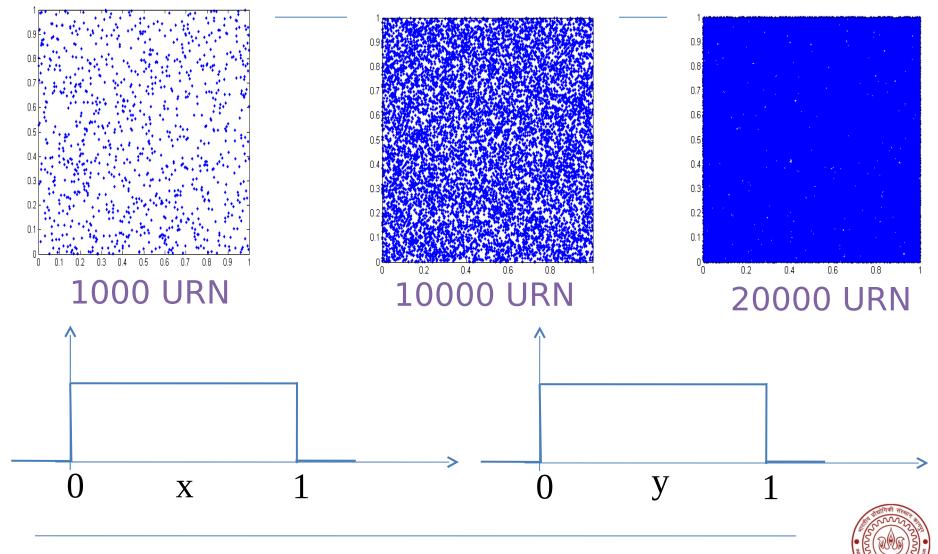
Uniform distribution



Uniform random numbers (URN) are built into C and Fortran languages CALL random_number(h) h=0.898456 CALL random_number(h) h=0.125385

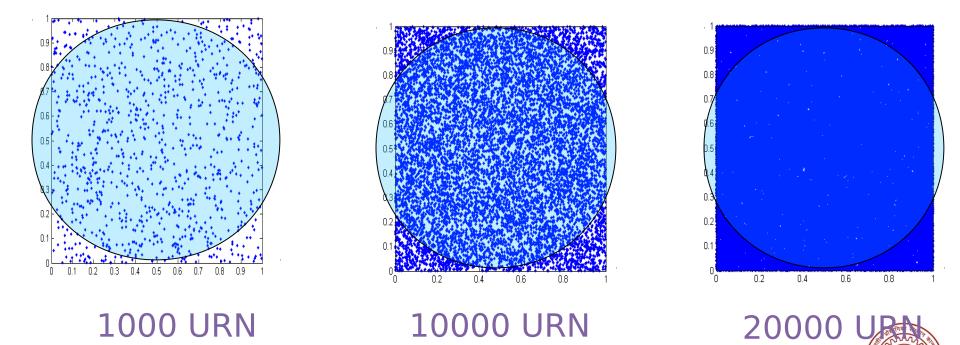


URNs for two dimensions



Application of URN: Example

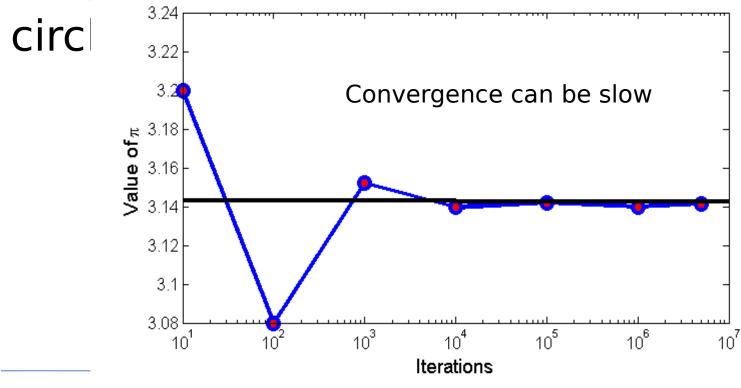
Example: Calculation of value of pi What is the fraction of dots lying in the



Application of URN: Example

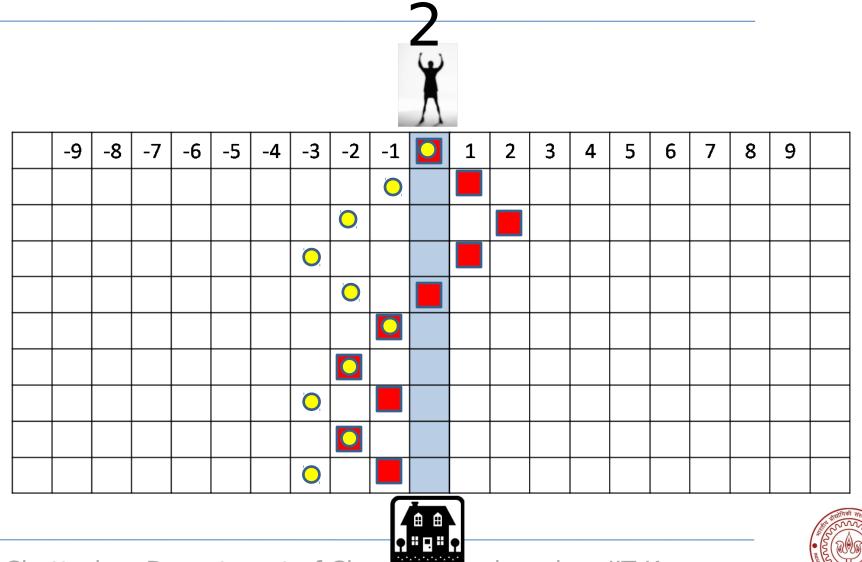
Example: Calculation of value of pi

What is the fraction of dots lving in the





Application of URN: Example



Generating a random walk using a computer Let perform the random walk, but now on a computer

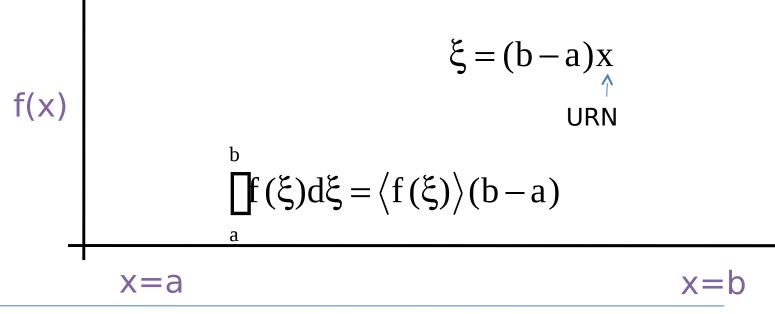
ALGORITHM FOR THE "COIN-TOSSING EXPERIMENT"

- 1. Obtain the initial condition
- 2. Generate a uniform random number and store the value in p
- $_{3.}$ If p<0.5 then jump to the left, otherwise jump to the right
- 4. If total number of jumps is equal to the desired number of jumps then stop. Otherwise go to step 2

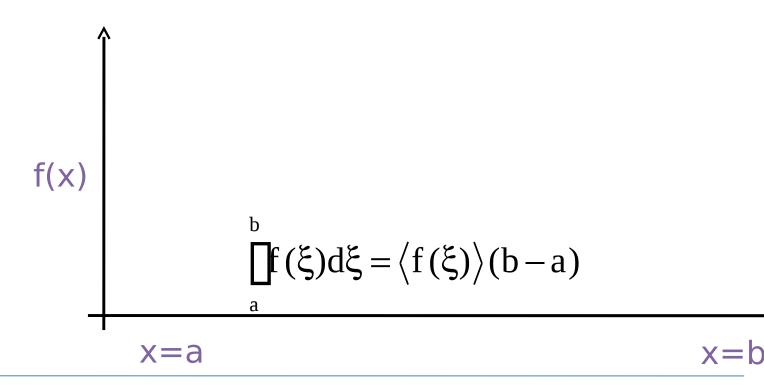


Application of URN: Simple integration Simple integration based on sampling

Find the average "height" of the function



Application of URN: Simple integration Can this be used for obtaining thermodynamic averages?





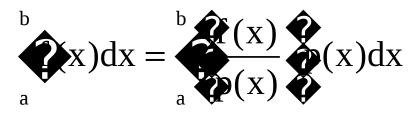
Normal/Gaussian distribution

 $\mu \text{ is the mean and } \mu \text{ is the standard} \\ \delta \epsilon \overline{\omega} \text{ is the mean and } \mu \text{ is the standard} \\ P(x;\mu,\sigma) = \frac{1}{\sqrt{2\pi\sigma}} \exp \left\{ \frac{1}{2} \underbrace{ \frac{\kappa}{\sigma} - \mu}{2 \sqrt{\sigma}} \right\}$



Importance sampling

Sample only the terms that are important to the integral



In our case $\langle A \rangle = \Box d\mathbf{r}^{N} \overbrace{p(\mathbf{r}^{N})}^{\mathbf{A}(\mathbf{r}^{N})} p(\mathbf{r}^{N}) \overbrace{p(\mathbf{r}^{N})}^{\mathbf{A}(\mathbf{r}^{N})} \mathbf{c}(\mathbf{r}^{N})$



Multivariate (joint) distributions For continuous random variables, the joint probability density function is $g_{i} (f_{x_1}, f_{x_2}, f_{x_3}) dx_1 dx_2 \dots dx_N =$ $Prob\{x_1 < X_1 \square x_1 + dx_1, ..., x_N < X_N \square x_N + dx_N\}$

 $p(x_1, x_2, ..., x_N) = p(x_1)...p(x_N)$

For independent RV $p(x_1)dx_1 = \Pr ob\{x_1 < X_1 \square x_1 + dx_1\}$ Marginal probability density function $= dx_1 \square p(x_1, x_2, ..., x_N)dx_2...dx_N$



Markov process

Generate a random walkr₀, r₁,..., r_t,...

In terms of conditional probability $P(\mathbf{r}_n) = P(\mathbf{r}_n | \mathbf{r}_0, \mathbf{r}_1, ..., \mathbf{r}_{n-1})P(\mathbf{r}_{n-1})$

Markov process $P(\mathbf{r}_n) = P(\mathbf{r}_n | \mathbf{r}_{n-1})P(\mathbf{r}_{n-1})$



Conditional probabilities

For two RVs,

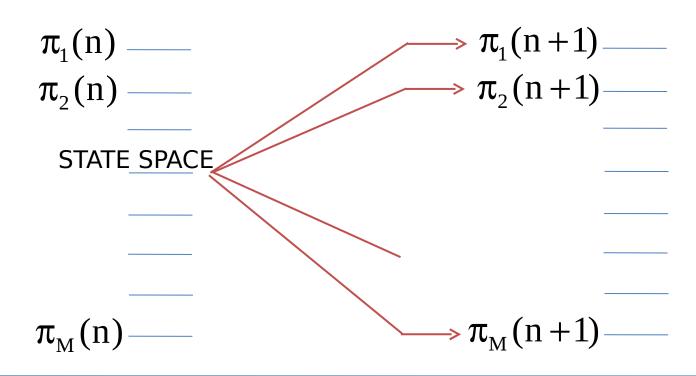
 $p(x_1 | x_2)dx_1 = Prob\{x_1 < X_1 \square x_1 + dx_1 \text{ if } X_2 = x_2\}$

From Bayes' rule one obtains $p(x_1, x_2) = p(x_1 | x_2)p(x_2) = p(x_2 | x_1)p(x_1)$



Markov process

Lets look at simple example with discrete number of states





Transition probability matrix

For the discrete M-state example $\pi_{j}(1) = \bigoplus_{i} p_{ij}(1)\pi_{i}(0) = \bigoplus_{i} p_{ij}\pi_{i}(0)$ Similarly, $\pi_{j}(2) = \bigoplus_{i} p_{ij}(2)\pi_{i}(0) = \bigoplus_{i} p_{ik}p_{kj} \bigoplus_{i} (0)$ In general

In general, $\pi(n) = \pi(0).\mathbf{P}^n$



Detailed balance

We obtain

$$\pi_{j}(n+1) - \pi_{j}(n) = \bigoplus_{\substack{i \\ i \square j}} p_{ij}\pi_{i}(n) - \bigoplus_{\substack{i \\ i \square j}} p_{ji}\pi_{j}(n)$$

At "equilibrium" the pdf is time-
invafiant¹) - $\pi_{j}(n) = 0 = \bigoplus_{\substack{i \\ i \square j}} p_{ij}\pi_{i}(n) - \bigoplus_{\substack{i \\ i \square j}} p_{ji}\pi_{j}(n)$
 $\lim_{\substack{i \\ i \square j}} p_{ij}\pi_{i}(n) = \bigoplus_{\substack{i \\ i \square j}} p_{ji}\pi_{i}(n)$
Hence, $\lim_{\substack{i \\ i \square j}} p_{ij}\pi_{i} = p_{ji}\pi_{j}$



Metropolis algorithm

Generate a random walk the underlying probability distribution $p(\mathbf{r}^{N}) = \frac{exp(-\beta U(\mathbf{r}^{N}))}{Q_{NVT}}$

The detailed balance condition requires $p(old \square new) = \pi(new)p(new \square old)$ $\frac{p(old \square new)}{p(new \square old)} = exp\{-\beta(U_{new} - U_{old})\}$



Metropolis algorithm

 $\pi(\text{old})p(\text{old} \square \text{ new}) = \pi(\text{new})p(\text{new} \square \text{ old})$ $\frac{p(\text{old} \square \text{ new})}{p(\text{new} \square \text{ old})} = \exp\{-\beta(U_{\text{new}} - U_{\text{old}})\}$

$$p(i \Box j) = \begin{bmatrix} \sum p_i \left\{ -\beta(U_i - U_j) \right\}, \rho_i < \rho_j \\ 1, \rho_i \Box \rho_j \end{bmatrix}$$

Others transition probabilities can be hijit devised end Baker sampling Kanpur

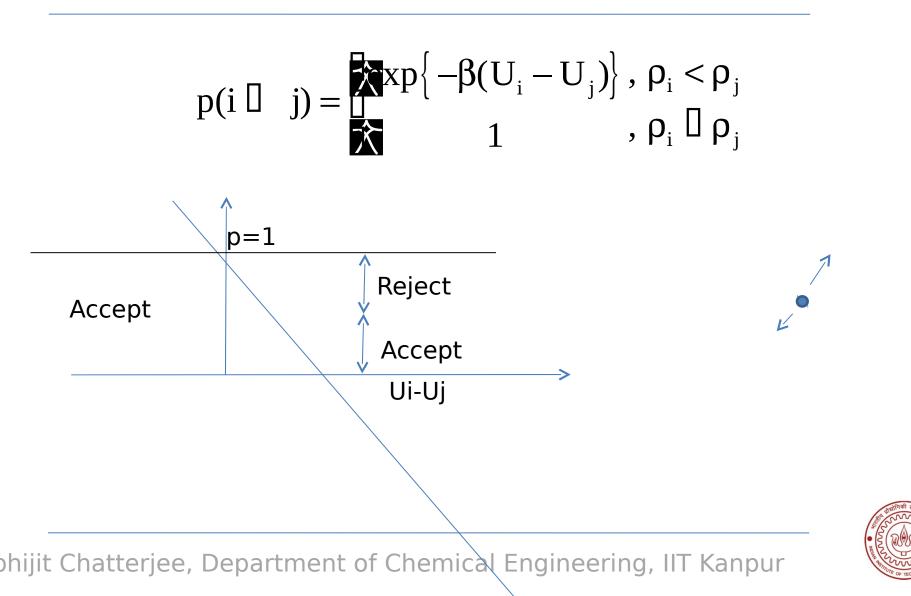


Baker sampling

$$p(m \square n) = \frac{\alpha_{mn} \pi_n}{\pi_n + \pi_m}$$
$$p(m \square m) = 1 - \mathbf{Y} p(m \square n)$$



Metropolis algorithm



Metropolis algorithm

Pseudocode

- Step 1. Obtain initial condition, find U_{old}
- Step 2. Generate a new configuration
- Step 3. Evaluate $p = min(1, exp(-\beta(U_{new} U_{old})))$
- Step 4. Generate a URN ξ
- Step 5. Accept the new configuration provided $\,\xi\,{<}\,p$
- Step 6. If the new configuration is accepted, $U_{old} \Box U_{new}$ Step 7. Go to step 2

