# Computing and Statistical Data Analysis Stat 3: The Monte Carlo Method



London Postgraduate Lectures on Particle Physics; University of London MSci course PH4515



Glen Cowan Physics Department Royal Holloway, University of London g.cowan@rhul.ac.uk www.pp.rhul.ac.uk/~cowan

#### Course web page:

www.pp.rhul.ac.uk/~cowan/stat\_course.html

Computing and Statistical Data Analysis / Stat 3

# The Monte Carlo method

What it is: a numerical technique for calculating probabilities and related quantities using sequences of random numbers.

The usual steps:

- (1) Generate sequence  $r_1, r_2, ..., r_m$  uniform in [0, 1].
- g(r) f(r) f(r) r 0 1
- Use this to produce another sequence x<sub>1</sub>, x<sub>2</sub>, ..., x<sub>n</sub> distributed according to some pdf f(x) in which we're interested (x can be a vector).
- (3) Use the *x* values to estimate some property of f(x), e.g., fraction of *x* values with a < x < b gives  $\int_a^b f(x) dx$ .

 $\rightarrow$  MC calculation = integration (at least formally)

MC generated values = 'simulated data'

 $\rightarrow$  use for testing statistical procedures

## Random number generators

- Goal: generate uniformly distributed values in [0, 1]. Toss coin for e.g. 32 bit number... (too tiring).
  - $\rightarrow$  'random number generator'
  - = computer algorithm to generate  $r_1, r_2, ..., r_n$ .

Example: multiplicative linear congruential generator (MLCG)

 $n_{i+1} = (a \ n_i) \mod m$ , where  $n_i = \text{integer}$  a = multiplier m = modulus $n_0 = \text{seed (initial value)}$ 

N.B. mod = modulus (remainder), e.g. 27 mod 5 = 2. This rule produces a sequence of numbers  $n_0, n_1, ...$ 

### Random number generators (2)

#### The sequence is (unfortunately) periodic!

Example (see Brandt Ch 4):  $a = 3, m = 7, n_0 = 1$ 

$$n_1 = (3 \cdot 1) \mod 7 = 3$$

$$n_2 = (3 \cdot 3) \mod 7 = 2$$

$$n_3 = (3 \cdot 2) \mod 7 = 6$$

$$n_4 = (3 \cdot 6) \mod 7 = 4$$

$$n_5 = (3 \cdot 4) \mod 7 = 5$$

$$n_6 = (3 \cdot 5) \mod 7 = 1 \quad \leftarrow \text{ sequence repeats}$$

Choose a, m to obtain long period (maximum = m - 1); m usually close to the largest integer that can represented in the computer.

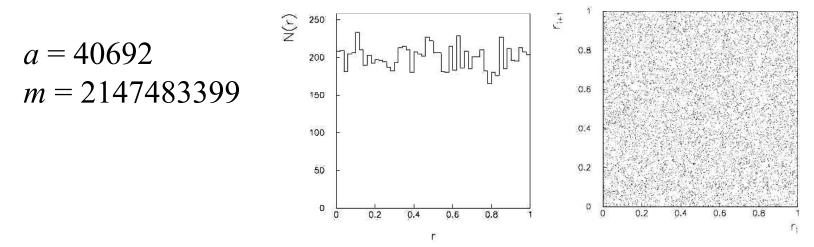
Only use a subset of a single period of the sequence.

#### Random number generators (3)

 $r_i = n_i/m$  are in [0, 1] but are they 'random'?

Choose *a*, *m* so that the  $r_i$  pass various tests of randomness: uniform distribution in [0, 1],

all values independent (no correlations between pairs), e.g. L'Ecuyer, Commun. ACM **31** (1988) 742 suggests



Far better generators available, e.g. TRandom3, based on Mersenne twister algorithm, period = 2<sup>19937</sup> - 1 (a "Mersenne prime").
See F. James, Comp. Phys. Comm. 60 (1990) 111; Brandt Ch. 4
G. Cowan Computing and Statistical Data Analysis / Stat 3

5