Algorithms and Data Structures

Quadrature Monte Carlo Integration

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Learning goals

- Simple Monte Carlo
- Hit-or-Miss approach

SIMPLE MONTE CARLO

Goal: Calculate $I(f) = \int_a^b f(x) dx$

• We define

$$I(f) = (b-a) \int_a^b f(x) \cdot \frac{1}{b-a} \, dx = (b-a) \cdot \mathbb{E}[f(x)]$$

with $x \sim U(a, b)$

 With x_i ^{iid} ∼ U(a, b), i = 1, ..., n the Monte Carlo estimation is given by

$$Q_{MC}(f) = \frac{b-a}{n} \sum_{i=1}^{n} f(x_i)$$

• By "sampling" *n* independent random numbers from U(a, b) an estimate for the integral can be calculated.



SIMPLE MONTE CARLO / 2

Monte Carlo is a **non-deterministic** approach. The estimation for the integral $\int_{a}^{b} f(x) dx$ is subject to randomness:

- The strong law of large numbers states that Q_{MC}(f) converges almost certainly towards I(f) = E[f(x)] for n → ∞
- We can derive the variance from $Q_{MC}(f)$:

$$\operatorname{Var}\left(Q_{MC}(f)\right) = \operatorname{Var}\left(\frac{b-a}{n}\sum_{i=1}^{n}f(x_{i})\right)$$
$$\stackrel{iid}{=} \frac{(b-a)^{2}}{n^{2}}\cdot n\cdot\operatorname{Var}(f(x)) = \frac{(b-a)^{2}}{n}\sigma^{2}$$

where $\sigma^2 = \text{Var}(f(x))$ denotes the variance of the random variable f(x) with $x \sim U(a, b)$ which can be empirically estimated by $\hat{\sigma}^2 = \frac{1}{n-1} \sum_{i=1}^n \left(f(x_i) - \frac{1}{n} \sum_{i=1}^n f(x_i) \right)^2$, $x_i \stackrel{\text{iid}}{\sim} U(a, b)$.

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SIMPLE MONTE CARLO / 3

- If σ² < ∞ the variance of the estimate (and thus also the worst case error of the procedure) approaches 0 for n → ∞
- Monte Carlo also works well in multidimensional settings:
 - The Monte Carlo integration can simply be generalized to multidimensional integrals $\int_{\Omega} f(\mathbf{x}) d\mathbf{x}$ with $\Omega \subset \mathbb{R}^d$ by drawing the random variables uniformly distributed in the *d*-dimensional space Ω .
 - The variance is then

$$\operatorname{Var}\left(Q_{MC}(f)
ight)=rac{V^2}{n}\sigma^2, \quad V=\int_{\Omega}\,doldsymbol{x}$$

 In particular, the speed of convergence for the variance does not depend on the dimension of the function to be integrated. × < 0 × × ×

Idea:

We draw *n* independently uniformly distributed data points from a rectangle enclosing our function:



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"Hit-or-Miss" Approach:

We still consider the integral $\int_a^b f(x) dx$. We assume that $0 \le f(x) \le c$. If we count the number of hits (the points underneath the curve), we obtain the integral by:

$$(f) \approx \frac{Hits}{n} \cdot \text{area of the rectangle} = \frac{\sum_{i=1}^{n} \mathbf{1}_{y_i \leq f(x_i)}}{n} \cdot c \cdot (b - a)$$



m\$estimate # Estimation of area
[1] 2.288
m\$hits # Number of points underneath the curve
[1] 286

$$l(f) \approx \frac{286}{500} \cdot 1 * 4 = 2.288$$

This naive method works well for simple examples, but error rates are high for more complex applications.

Advantages:

- Monte Carlo integration does not require continuity for f
- Error does not depend on the dimension (in contrast to deterministic quadrature formulas), but only on the variance of the function *f* and the number of simulations *n*
 - $\bullet \ \rightarrow$ Improve precision through high number of simulations
 - $\bullet \ \rightarrow$ Improve precision by reducing variance

Disadvantages:

• Relatively slow convergence rates

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set.seed(333)

```
T = 10000; shape = 2; rate = 1 / 2
theta = rgamma(T, shape = shape, rate = rate)
```

```
hist(theta, freq = FALSE, ylim = c(0, 0.2), main = "")
lines(density(theta))
```





```
(Etheta = mean(theta)) # MC estimator
## [1] 4.007281
(se.Etheta = sqrt(var(theta) / T)) # variance
## [1] 0.02841768
shape * 1 / rate # Theoretical expectation
## [1] 4
(Ptheta = mean(theta > 5)) # MC Estimator
## [1] 0.2863
(se.Ptheta = sqrt(var(theta > 5) / T)) # variance
## [1] 0.004520539
1 - pgamma(5, shape = shape, rate = rate) # theo value
## [1] 0.2872975
f = function(x) {dgamma(x, shape = shape, rate = rate)}
integrate(f, 5, Inf) # Numerical integration in R
## 0.2872975 with absolute error < 9.3e-05
```

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