## Progress with Uncertainty Quantification in Generic Monte Carlo Simulations

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### A simulation engine is needed when a given physical model is too much complicated to be analytically solved



Output for some observable + solver errors (statistical for MC)



**Result of the simulation are affected by a complex mix of various sources of uncertainties** 



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Validation of physical data needed for simulation: MC users should have accurate infos about confidence intervals (better PDFs) for each of the physical parameters used by the code (cross sections, models employed, ...) AND the possibility to make variations

Because depending on the experimental configuration small variations in some parameter may result in large variations of the output or large variations in some other parameter may have no practical effect at all



Because as we shall see it is out of human possibilities (and probably meaningless) to perform UQ over possibly hundreds of different parameters

Then (3<sup>rd</sup> step to UQ) we assume to have N <u>independent</u> source of uncertainty  $x_1, ..., x_N$  with their associate <u>known</u> PDFs (may be flat, normal or ...) and we want to derive the PDF for an observable Y in the range (y,y+dy) from a MC simulation encompassing N<sub>E</sub> events:

$$G_{MC}(y) = \int_{-\infty}^{+\infty} d\vec{x} f_1(x_1) \cdots f_N(x_N) \exp\left[-\frac{(y - y_0(\vec{x}))^2}{\sigma_{y_0}^2 / N_E}\right] \sqrt{\frac{N_E}{2\pi\sigma_{y_0}^2}}$$

from the Central Limit Theorem. This result trivially derives from probability composition

If the number of events is very large this distributions approaches

$$G(y) = \int_{-\infty}^{+\infty} d\vec{x} f_1(x_1) \cdots f_N(x_N) \delta(y - y_0(\vec{x}))$$

To do the job we need a way to easily handle this expression



# Parametric dependence of the physical output from input unknowns may be nonlinear

Example (1D): area of a circle (y) with (flat) uncertainty on its radius (x) (here we exactly know  $y_0(x) = \pi x^2$ )



METROPOLIS algorithm (a) Low MC statistics (b) Higher MC statistics

Thick black : exact result Histogram : sampled

For a single unknown we have no problems: it suffices to fit  $y_0(x)$  from few (say 10 or so) MC simulations

Saracco, Batic, Hoff, Pia – NSS 2012 and Prep. 2013 submitted to IEEE Trans. Nucl. Science

### For many unknowns: LINEARIZE over different intervals

THE FINAL (not easy) TASK is then to handle something like

$$G(y) = \int_{-\infty}^{+\infty} d\vec{x} f_1(x_1) \cdots f_N(x_N) \delta(y - \overline{y}_0 - \sum_{k=1}^N a_k(x_k - \overline{x}_k))$$

where parameters come from validation and/or problem specific analysis:  $\overline{x}_k$  are the means (or the modes) of the input unknowns, while

$$\overline{y}_0 = (x_1, ..., x_N)$$
 and  $a_k = \frac{\partial y_0}{\partial x_k} \cong \frac{y_0(x_1, ..., x_k + \Delta, ..., x_N) - \overline{y}_0}{\Delta}$  Statistical errors

can be obtained with N+1 (high statistics) simulations (not thousands !!!)

UQ "reduces" to a well known (not solved) problem of classical probability theory: G(y) is the probability that the (weighted) sum of N independent arbitrary distributed stocastic variables assume some specific value

### In some cases solutions exist

- All normal distributions
- All flat distributions
- All Lorentz distribustions

### NO GENERAL EXACT SOLUTION EXISTS

(common case: mixed flat and normal)

#### Find an approximate solution with prefixed accuracy

We found an exact expression holding for arbitrary polynomial distributions over finite different intervals

– Saracco, Pia 2013, submitted to Journ. Math. Phys.

Any distribution – if necessary constrained to a finite interval with some known confidence – can be approximated with arbitrary prefixed accuracy by a polynomial (spline) one (Weierstrass approximation theorem) TO SOLVE: the most efficient way to do this

Approximation errors

#### To be done:

- Track statistical errors from parameter estimates (simulation)
- Track approximation errors for input PDFs
- Automate the process: a software user friendly tool

# Validation of physics ingredients

- The validation of the physics "ingredients" of Monte Carlo codes is a (complex, slow) still ongoing process
  - at least regarding Monte Carlo particle transport
- Quantitative estimates of input uncertainties (cross sections, angular distributions, BR etc.) are necessary for uncertainty propagation
  - A qualitative plot is not enough...
- Epistemic uncertainties are often embedded in the code, without being documented
  - See M. G. Pia, M. Begalli, A. Lechner, L. Quintieri, P. Saracco, **Physics-related epistemic uncertainties of proton depth dose simulation**, *IEEE Trans. Nucl. Sci.*, vol. 57, no. 5, pp. 2805-2830, 2010

# Conclusion and outlook



- We have established
- A novel conceptual approach
- A mathematical framework
- **Calculation methods** for single and many parameter uncertainties

to determine the **intrinsic uncertainty** of the results of Monte Carlo simulation (beyond statistical uncertainty)

These developments are applicable to Monte Carlo simulation in general Particle transport Event generators

# Outlook • Verification in a realistic experimental scenarios • Application software system

In parallel, we pursue extensive **Geant4 physics validation**: http://www.ge.infn.it/geant4/papers

Collaboration with HEP experiments is welcome!