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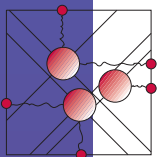
# A Gaussian approximation for stochastic non-linear dynamical processes with annihilation

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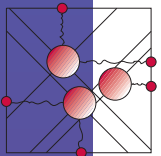
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# Contents

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- Motivation: stochastic optimal control
- Stochastic process with annihilation
- Relation with Kalman smoothing
- Path integral formulation
- Mode (optimal path), fluctuations + partition function
- Discussion



# Stochastic optimal control problem

- Consider a system with controlled stochastic dynamics

$$dx = (b(x, t) + u)dt + d\xi \quad d\xi \sim N(0, \nu dt)$$

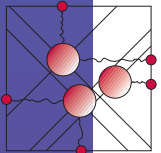
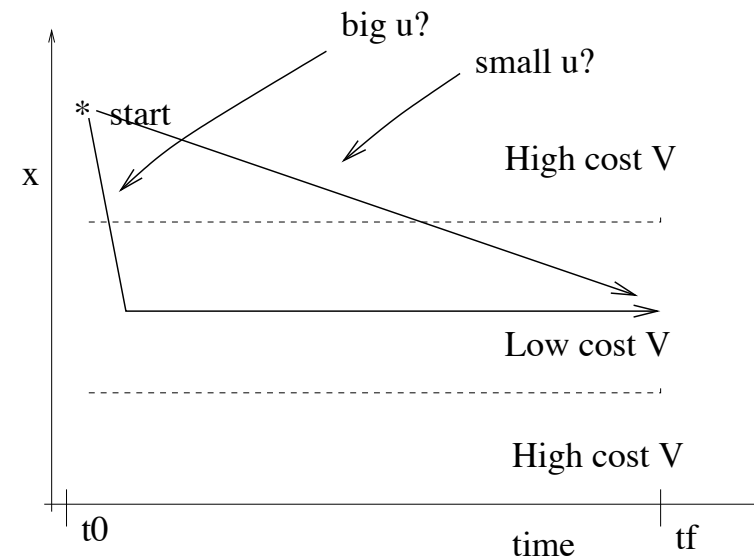
with control  $u$ .

- Find the control  $u(\cdot)$  that minimizes the *expected cost to end-time*  $t_f$

$$C(x_0, t_0, u(\cdot)) =$$

$$\left\langle \int_{t_0}^{t_f} \frac{1}{2} u(x(t), t)^2 + V(x(t), t) dt \right\rangle$$

- $u^2$  control costs
- $V$ : path costs



# Hamilton-Jacobi-Bellman equation

- Optimal (expected) cost-to-go

$$J(x, t) = \min_{u(\cdot)} C(x, t, u(\cdot)).$$

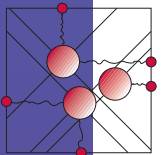
- $J$  satisfies the HJB eqn.,

$$-\partial_t J = \min_u \left( \frac{1}{2} u^2 + (b + u) \partial_x J + \frac{1}{2} \nu \partial_x^2 J + V \right)$$

with end-condition  $J(x, t_f) = 0$ .

- The minimization with respect to  $u$  yields

$$u = -\partial_x J,$$
$$-\partial_t J = -\frac{1}{2} (\partial_x J)^2 + b \partial_x J + \frac{1}{2} \nu \partial_x^2 J + V$$



# Log transformation and optimal control

The non-linear PDE of  $J$  can be transformed into a linear one by the log transform (W. Fleming, 1978, Kappen 2005). Set

$$J(x, t) = -\nu \log Z(x, t)$$

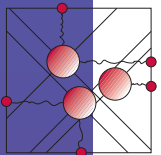
then the “partition function”  $Z$  can be written as

$$Z(x, t) = \int dy \rho(y, t_f | x, t)$$

in which  $\rho$  satisfies the linear pde

$$\begin{aligned} \partial_{t'} \rho(x', t' | x, t) = & -\partial_{x'} (b(x', t') \rho(x', t' | x, t)) + \frac{1}{2} \nu \partial_{x'}^2 \rho(x', t' | x, t) \\ & - \frac{V(x', t')}{\nu} \rho(x', t' | x, t). \end{aligned}$$

with begin condition  $\rho(x', t | x, t) = \delta(x' - x)$



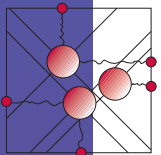
# Fokker-Planck with decay

Goal: compute  $\rho(x, t_f | x_0, t_0)$ , where

- $\rho(x', t_0 | x, t_0) = \delta(x' - x)$
- Evolution according to

$$\partial_t \rho(x, t | x_0, t_0) = -\partial_x (b(x, t) \rho(x, t | x_0, t_0)) + \frac{1}{2} \nu \partial_x^2 \rho(x, t | x_0, t_0) - V(x, t) \rho(x, t | x_0, t_0).$$

- $V = 0 \rightarrow$  reduces to the Fokker-Planck equation, modeling a process of drift and diffusion, due to the terms with  $b(x, t)$  and  $\nu$  respectively.
- The extra term with the potential  $V$  makes that “probability” is not conserved.



# A stochastic dynamical process with annihilation

FP with decay describes the following stochastic process with annihilation: particles start at  $x = x_0$  and evolve according

$$dx = b(x, t)dt + d\xi \quad d\xi \sim N(0, \nu dt)$$

$$x = x + dx, \quad \text{with probability } 1 - V(x, t)dt$$

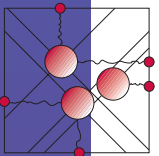
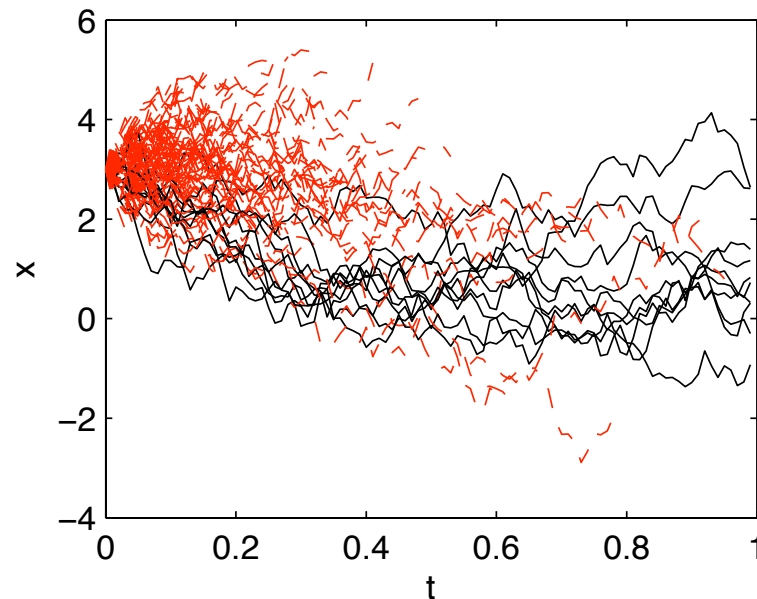
$$x = \text{annihilated with probability } V(x, t)dt$$

Example:

$$b = 0, V = \frac{1}{2}x^2$$

Red : annihilated

Black: survived until  $t_f$



# Relation with discrete time Kalman smoothing

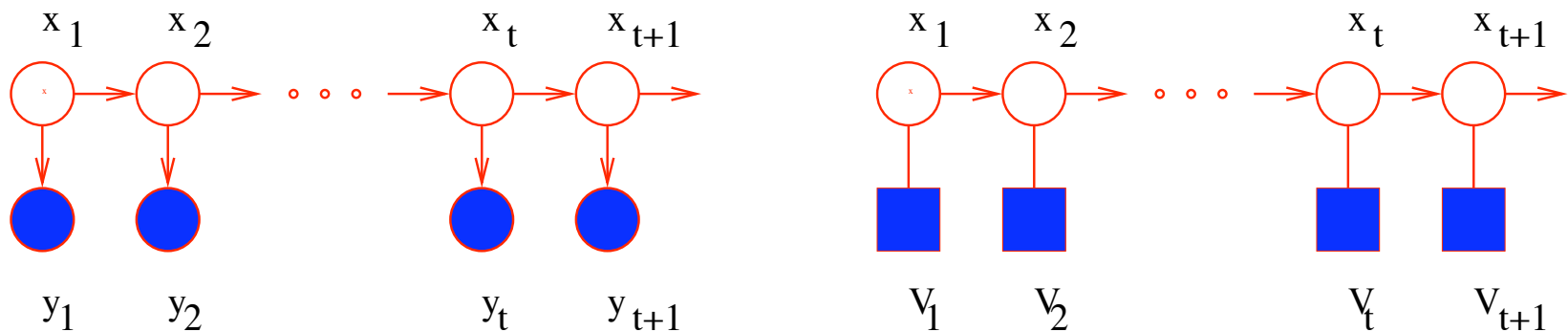
Dynamical system equations

$$x_{t+1} = x_t + b(x_t, t) + \epsilon \quad \epsilon \sim N(0, \nu) \quad \text{System dynamics}$$

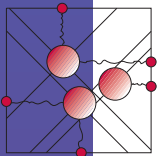
$$y_t = g(x_t) + \eta \quad \text{Observations}$$

Smoothing

$$p(x_{1:T} | y_{1:T}) \sim \prod_t p(x_{t+1} | x_t) p(y_t | x_t) = \prod_t p(x_{t+1} | x_t) \exp(-V(x_t, t))$$



- **Rejection sampling:** sample from dynamics  $p(x_{t+1} | x_t)$ , reject samples at time  $t$  with probability  $1 - \exp(-V(x, t))$





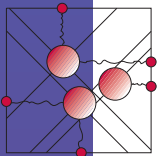
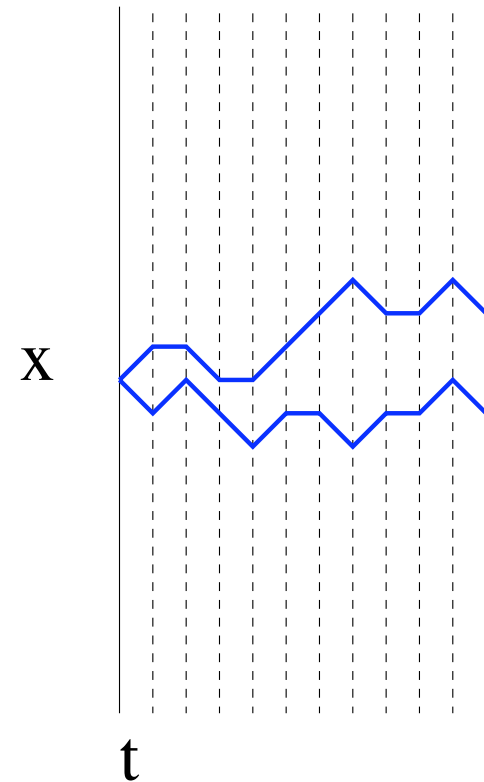
# The transition density

The transition density state  $x$  to  $y$  over an infinitesimal time step  $\Delta t$

$$\rho(y, t + \Delta t | x, t) \propto \exp \left( - \left[ \frac{(y - x - b(x, t)\Delta t)^2}{2\nu\Delta t} + V(x, t)\Delta t \right] \right)$$

Over  $n$  infinitesimal time steps  $\Delta t$

$$\rho(x_n, t_n | x_0, t_0) \propto \int \prod_{i=1}^{n-1} dx_i \exp \left( -\Delta t \sum_{i=0}^{n-1} \left[ \frac{1}{2\nu} \left( \frac{x_{i+1} - x_i}{\Delta t} - b(x_i, t_i) \right)^2 + V(x_{i+1}, t_{i+1}) \right] \right)$$



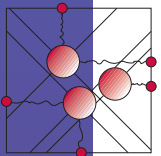
# Path integral formulation

In the limit:  $\Delta t \sum_{i=0}^{n-1} \rightarrow \int_t^{t_f} d\tau$ , and  $\int \prod_{i=1}^{n-1} dx_i$  becomes an integral over paths that start at  $x$  and end at  $y$ , denoted as  $\int [dx]$ .

$$\rho(y, t_f | x_0, t_0) = \int [dx]_x^y \exp(-S[x])$$

$$\begin{aligned} S[x] &= \int_{t_0}^{t_f} \left( \frac{(\dot{x}(\tau) - b(x(\tau), \tau))^2}{2\nu} + V(x(\tau), \tau) \right) d\tau \\ &= \int_{t_0}^{t_f} L(x(\tau), \dot{x}(\tau), \tau) d\tau \end{aligned}$$

$S$  is called the action, and  $L$  the Lagrangian.



# Euler-Lagrange equations

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The mode of the process. is the path  $x(t_0 \rightarrow t_f)$ , starting at given  $x_0$  and ending at arbitrary  $y$ , that minimizes the action  $S$ . We do this by applying variational calculus.

Defining “momentum” as

$$p(t) \equiv \partial_{\dot{x}} L(t, x, \dot{x})$$

the optimal path satisfies the well-known Euler-Lagrange equations

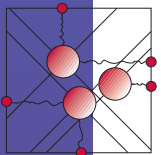
$$d/dt x = \dot{x}$$

$$d/dt p = \partial_x L$$

with begin condition for  $x$  (from the problem formulation) and an end-condition an end condition for  $p$  (which followed from the variational computation),

$$x(t_0) = x_0$$

$$p(t_f) = 0 .$$



# Euler-Lagrange equations

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In our problem, the Lagrangian is

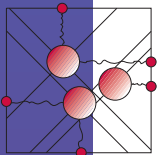
$$L(x, \dot{x}, t) = \frac{(\dot{x} - b(x, t))^2}{2\nu} + V(x, t)$$

The “momentum”  $p(t) \equiv \partial_{\dot{x}} L(t, x, \dot{x}) = \nu^{-1}(\dot{x} - b(x, t))$ , then the E-L eqns

$$\dot{x}(t) = b(x, t) + \nu p(t)$$

$$\dot{p}(t) = -\partial_x V$$

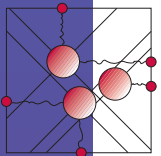
- Contribution of momentum proportional to noise: Thanks to the fluctuations the surviving particles avoided from running into regions of high annihilation rate and escaped to regions with lower annihilation rate.



# A formal forward-backward algorithm

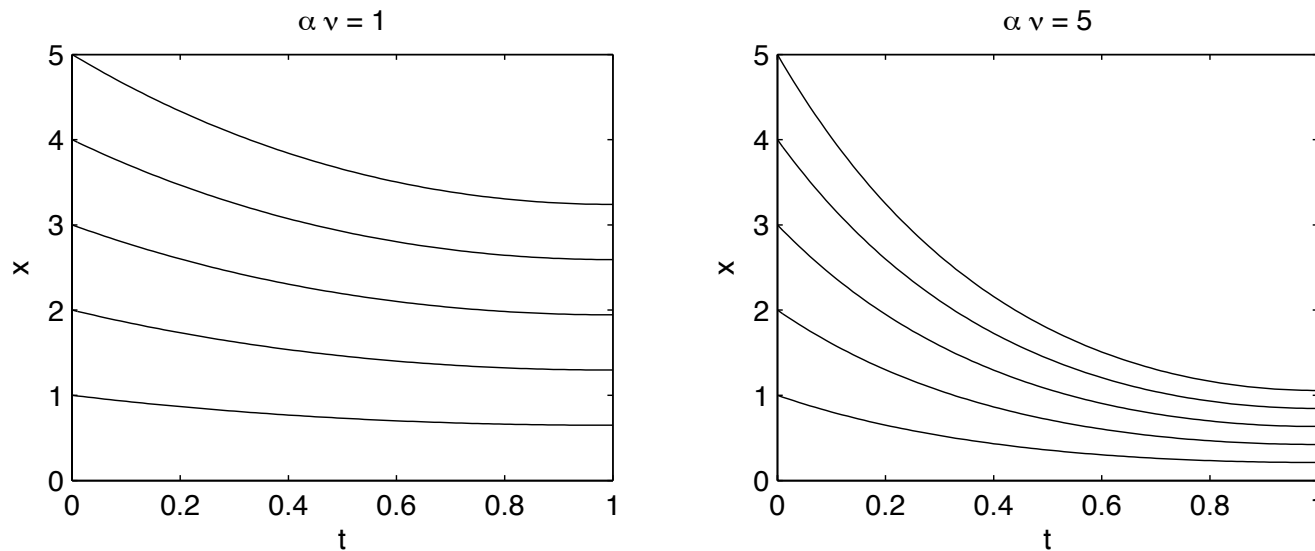
Solution formally found by forward-backward algorithm:

- 1: // \*\* Forward pass \*\* //
- 2: **for all** initial momenta  $p_0$  **do**
- 3:   prepare the system in  $(x(t_0) = x_0, p(t_0) = p_0)$
- 4:   integrate forwards in time  $t_0 \rightarrow t_f$
- 5:   **if**  $p(t_f) = 0$  **then**
- 6:     keep  $x_f = x(t_f)$
- 7:   **end if**
- 8: **end for**
- 9: // \*\* Backward pass \*\* //
- 10: **for all** kept end states **do**
- 11:   prepare the system in  $(x(t_f) = x_f; p(t_f) = 0)$
- 12:   propagate backwards in time  $t_0 \leftarrow t_f$
- 13:   **return**  $x_{opt}(t) = x(t)$
- 14: **end for**

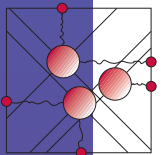


# Numerical example

We consider a system with  $V(x) = \frac{1}{2}\alpha x^2$  and  $b(x, t) = 0$ . The optimal path can be computed,  $x(t) = \frac{\cosh((\alpha\nu)^{1/2}(t_f - t))}{\cosh((\alpha\nu)^{1/2}(t_f))} x_0$

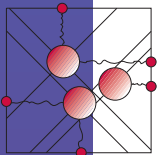


optimal paths starting at different initial points  $x_0$  with  $\alpha\nu = 1$  (left) and  $\alpha\nu = 5$  (right).



# Relation with classical mechanics ( $b = 0$ )

Stochastic system	Classical mechanics
$p = \nu^{-1} \dot{x}$	$p = m \dot{x}$
$L = \frac{\nu p^2}{2} + V$	$L = \frac{p^2}{2m} - V$
$d/dt p = \partial_x V$	$d/dt p = -\partial_x V$
$x(t_0) = x_0; p(t_f) = 0$	$x(t_0) = x_0; p(t_0) = p_0$ (e.g.0)
$H = \frac{\nu p^2}{2} - V$	$H = \frac{p^2}{2m} + V$
Typically, start with large $V$ and large $p$ in direction of min $V$ . End with small $V$ and zero $p$ .	Typically, particles start with large $V$ and zero $p$ . They end with smaller $V$ and larger $p$ , or large $V$ and small $p$



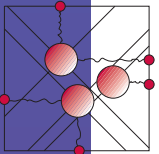
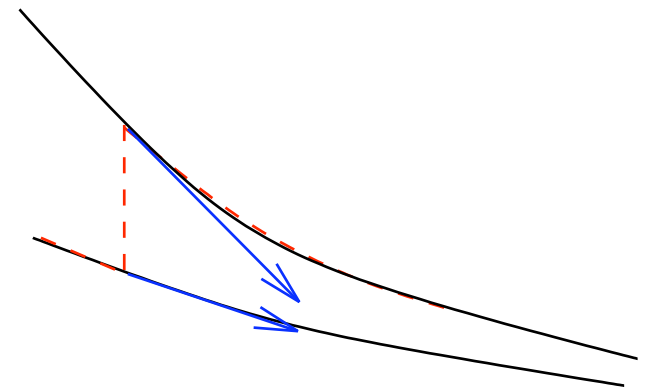
# Size of fluctuations: linear noise approximation

- Fluctuations dominate in short time scale ( $d\xi \propto \sqrt{dt}$ )
- Drift and annihilation dominate in long time scale ( $\propto dt$ )
- Drift + state dependent annihilation  $\rightarrow$  effective drift described by optimal path + state independent annihilation

$$dx = (b + \nu p)dt + \nu d\xi \equiv \beta(x, t)dt + d\xi \quad (1)$$

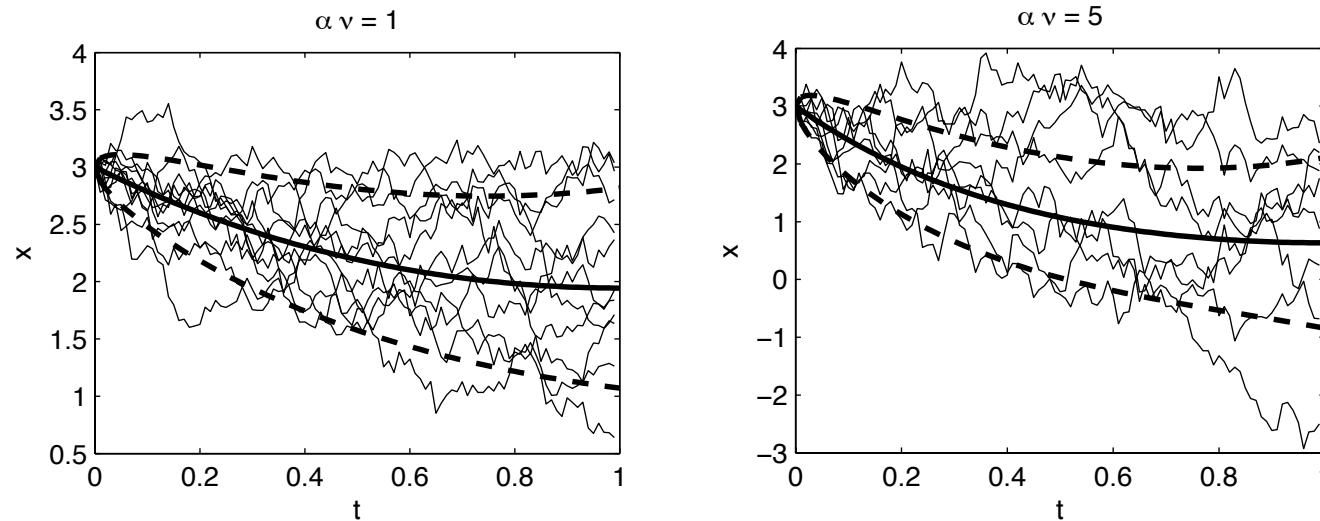
Dynamics of fluctuations  $\sigma^2(t)$  around mode follows from (1)

$$\partial_t \sigma^2(t) = 2 \partial_x \beta(x, t) \sigma^2(t) + \nu$$

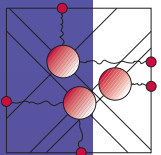




# Numerical example



$b = 0$ ,  $V(x) = \frac{1}{2}\alpha x^2$ . Optimal paths starting at different initial points  $x_0$  with  $\alpha\nu = 1$  (left) and  $\alpha\nu = 5$  (right). Bottom: optimal paths (fat lines) starting at  $x_0 = 3$ , plus indications of estimated noise  $\sigma(t)$  (fat dashed) and some random paths, with  $\nu = 1$  (left) and  $\nu = 5$  (right).  $\alpha = 1$  in both cases. Note: The simulations with  $\nu = 1$  started with 500 particles. The one with  $\nu = 5$  started with 200 particles.



# Partition function

Normalization constant = fraction of particles that survive the process

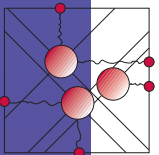
Approximation

- effective decay rate: fraction of particles that fluctuate towards path  $\times$  fraction of particles that survive decay along optimal path

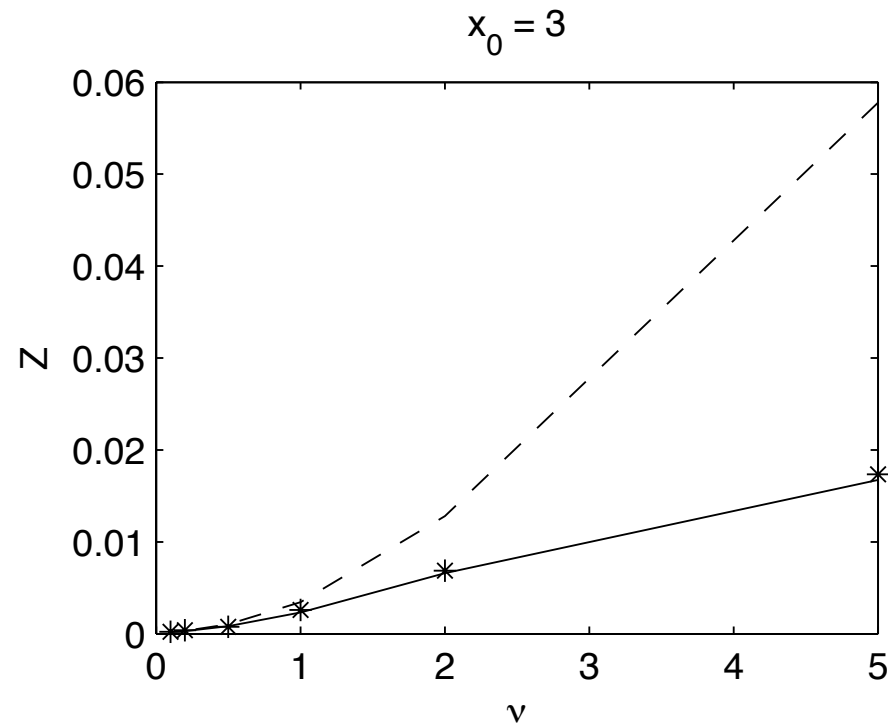
$$V^{\text{path}}(x, t) = \frac{(\beta(x, t) - b(x, t))^2}{2\nu} + V(x, t),$$

- Correction for fluctuations around optimal path

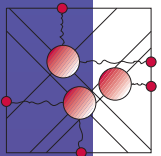
$$V^{\text{path, corrected}}(x, t) = \left\langle \frac{(\beta(x, t) - b(x, t))^2}{2\nu} + V(x, t) \right\rangle_{[x_{\text{opt}}, \sigma^2]} .$$



# Partition function: numerical result



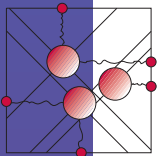
Estimate of the partition function (i.e. fraction of surviving particles)  $Z$  based on the mode (dashed) and with Gaussian corrections (drawn) as function of the noise  $\nu$ . All processes started at  $x = 3$ . Estimates are compared with results of stochastic simulations, each starting with 100000 particles (stars).



# Summary

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- Stochastic diffusion with annihilation
- Relevant for:
  - Stochastic optimal control
  - Continuous-time Kalman smoothing (?)
- Path integral formalism
  - Gaussian approximation,
  - mode: optimal path, Euler Lagrange equations
  - fluctuations
  - partition function
- Numerical result for zero drift and quadratic potential



# Discussion

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- Methods to solve the Euler Lagrange eqns
- Performance on more interesting potentials
- More general stochastic dynamical systems
- Applications of continuous time smoothing

