

There are  $7 \times 10^{26\ 018\ 276}$  self-avoiding walks of  
38 797 311 steps on  $\mathbb{Z}^3$

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Nathan Clisby  
MASCOS, The University of Melbourne

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The University of Ballarat  
September 25, 2012



# Outline

- Self-avoiding walks
  - Enumeration
  - Direct sampling and weighted sampling (PERM)
  - Ingredients for efficiently estimating  $c_N$ 
    - Global error (good)
    - Efficient data structure (SAW-tree)
    - Choice of observable
    - Minimizing statistical error
  - Results and conclusion



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# Self-avoiding walk model

- A walk on a lattice, step to neighbouring site provided it has not already been visited.
- Models polymers in good solvent limit.
- Exactly captures universal properties such as critical exponents.
- $N$ -step SAW on  $\mathbb{Z}^d$  is a mapping  $\omega : \{0, 1, \dots, N\} \rightarrow \mathbb{Z}^d$  with  $|\omega(i+1) - \omega(i)| = 1$  for each  $i$  ( $|x|$  denotes the Euclidean norm of  $x$ ), and with  $\omega(i) \neq \omega(j)$  for all  $i \neq j$ .
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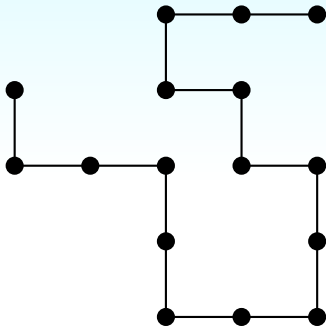
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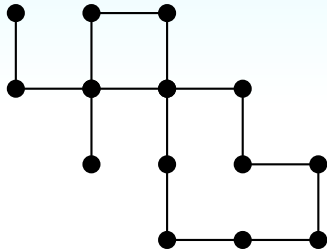
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SAW



Not a SAW





# Asymptotic behaviour

- The number of SAW of length  $N$ ,  $c_N$ , tells us about how many conformations are available to SAW of a particular length:

$$c_N \sim A N^{\gamma-1} \mu^N [1 + \text{corrections}]$$

- For  $\mathbb{Z}^2$ ,  $c_N = 1, 4, 12, 36, 100, 284, 780, 2172, \dots$
- For  $\mathbb{Z}^3$ ,  $c_N = 1, 6, 30, 150, 726, 3534, \dots$
- $\gamma$  is a *universal* exponent.
- $\mu$  is the connective constant; lattice dependent.
- (Also interested in the mean size of a SAW)



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- Long history, has been studied by physicists and mathematicians for 60 years.
- Rich and active research area (more than 1800 articles in Web of Science with SAW in title / abstract).
- Hard! No immediate prospect of exact solution, although recent progress with exact results for  $d = 2$ .
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- So, transform problem and count something else.
- For 2d lattices: finite lattice method extremely powerful. Count boundary states instead of walks,  $O(1.3^n)$  (unfortunately, still exponential). Recently, Iwan Jensen found  $c_{79} = 10194710293557466193787900071923676$  for  $\mathbb{Z}^2$ !
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- I think there are strong prospects to apply length-doubling algorithm to other problems, and improve its efficiency.
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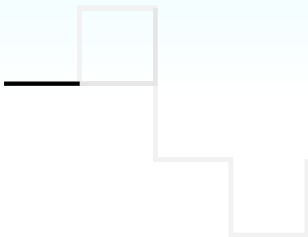


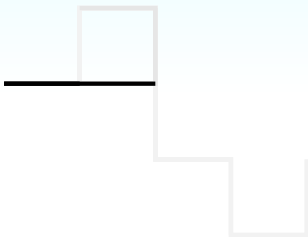
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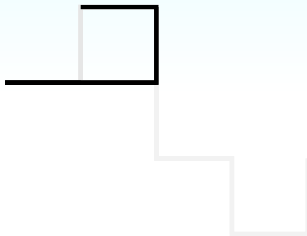


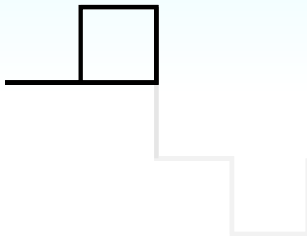




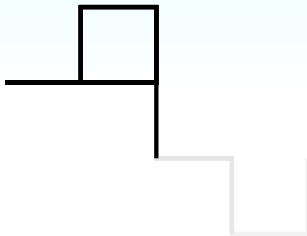


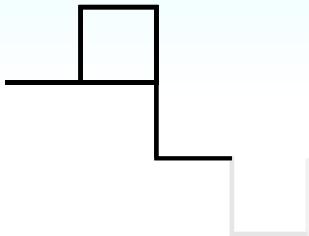


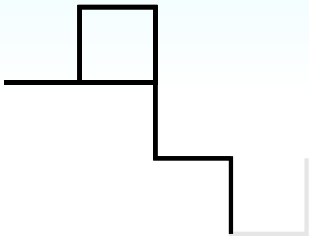


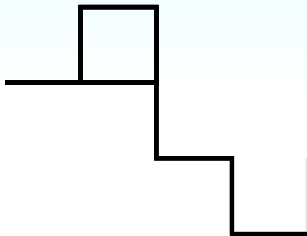


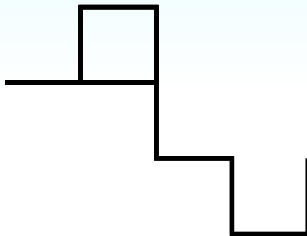














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- This introduces bias: compact walks which have few choices available are preferred.
- Correct bias by weighting walks.
- Weights provide an estimator of  $c_N$ ,  $c_N = \langle W_N \rangle$ .
- Two issues:
  - High variance (poor estimator of  $c_N$ )
  - Attention still required: short walks can become dominant. E.g.  $N=100$  only long walks (up to  $N$ ) of the order of hundred.



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High bias (compact walks are preferred)

Simple but expensive (up to  $N!$  in the order of magnitude)



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● High variance (over-sampling of compact walks)

● Low efficiency (many compact walks are rejected)

● Simple solution: sample the space of compact walks



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- PERM: Pruned Enriched Rosenbluth Sampling, a variant of sequential importance sampling.
- Prune: low weight walks, either discard with  $P = 0.5$  or double weight.
- Enrich: high weight walks, make copies, ensure total weight remains the same.
- PERM: sensible choices for enrichment ensure attrition is eliminated, variance reduced.
- Dramatically better than Rosenbluth sampling, arbitrarily large  $N$  achievable.
- Sophisticated choices for pruning and enrichment algorithms can reduce correlations and variance.





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## Factors limiting the efficiency of PERM.

- Correlations introduced by enrichment.
  - Variance of sample is reduced, but not eliminated. (In practice, variance can be essentially eliminated, at the expense of stronger correlation.)
  - Intrinsic limit: CPU time  $O(N)$  to produce a single walk. (Prohibitive for truly large  $N$ ).
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# Pivot algorithm

- Sample from the set of SAWs of a particular length.
- Markov chain:
  - Select a pivot site *uniformly at random*.
  - Randomly choose a lattice adjacency  $a$  (direction of reflection).
  - Apply this adjacency to one of the two sub-walks created by cutting the SAW at the pivot.
  - If walk is not crossing, accept the pivot and update the configuration.
  - If walk is not self-avoiding, reject the pivot and try again.
- Ergodic, samples SAWs uniformly at random.



# Pivot algorithm

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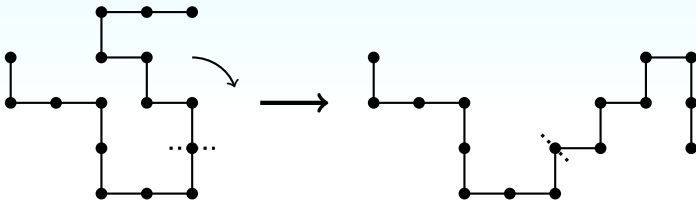
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Example pivot move



## Why is it so effective?

- Pivots are rarely successful,  $\Pr = O(N^{-p})$ ,  $p \approx 0.11$  for  $\mathbb{Z}^3$ .
- Every time a pivot attempt *is* successful there is a large change in global observables.
- Only need  $O(1)$  successful pivots before we have an *essentially new* configuration with respect to observables measuring size.
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# An efficient data structure for SAW

- Represent SAW as a binary tree.
- Enables global moves like pivots to be performed in CPU time  $T(N) = O(\log N)$ .
- c.f.  $O(N^{1-\rho})$  for hash table implementation<sup>2</sup>.
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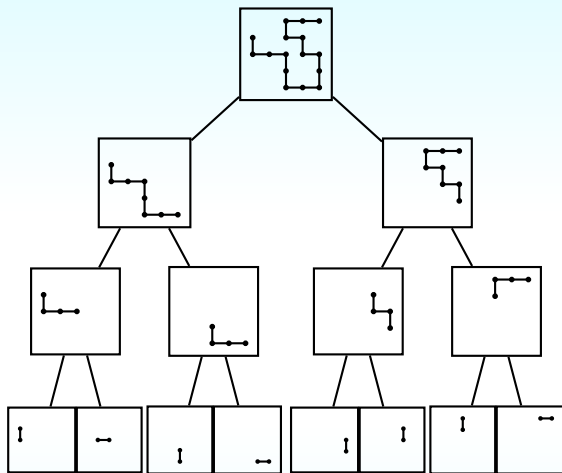
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SAW-tree representation of a walk.





## How to calculate $c_N$ ?

- Would like to apply pivot algorithm in canonical ensemble.
- Approach: measure probability that object from larger set is a SAW,  $|S| = P(x \in S | x \in T) |T|$ , with  $|T|$  known.
- Obvious choice: concatenating pairs of SAWs. Every  $M + N$ -step walk can be split into  $M$  and  $N$  step subwalks  $\Rightarrow c_{M+N} \leq c_M c_N$  for all  $M, N$ .
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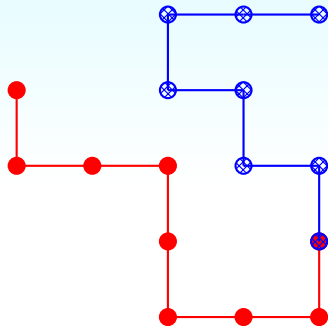


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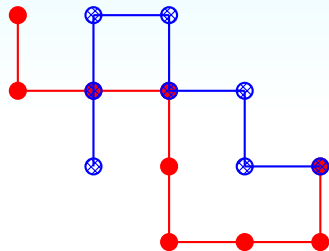
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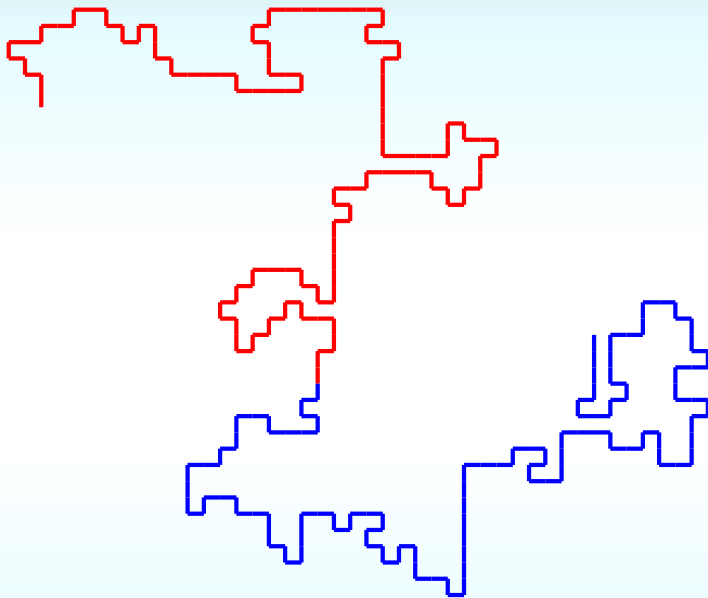


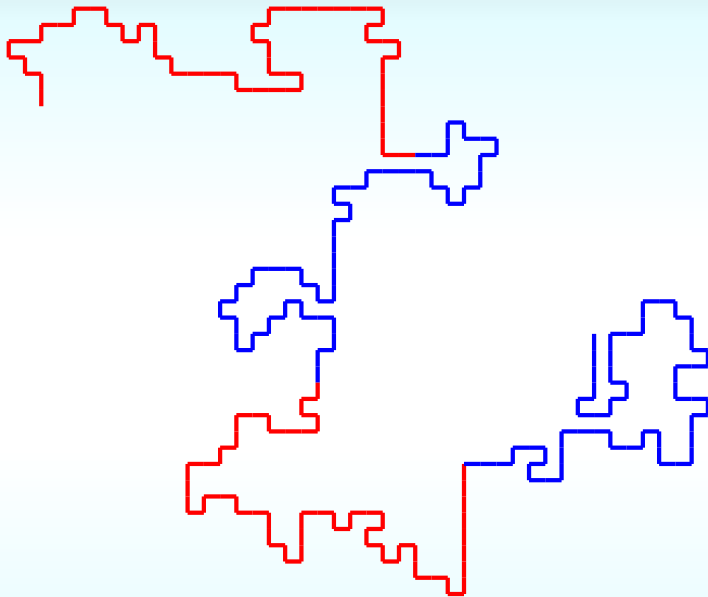
A long  $N$  step walk can be successively subdivided into smaller pieces.

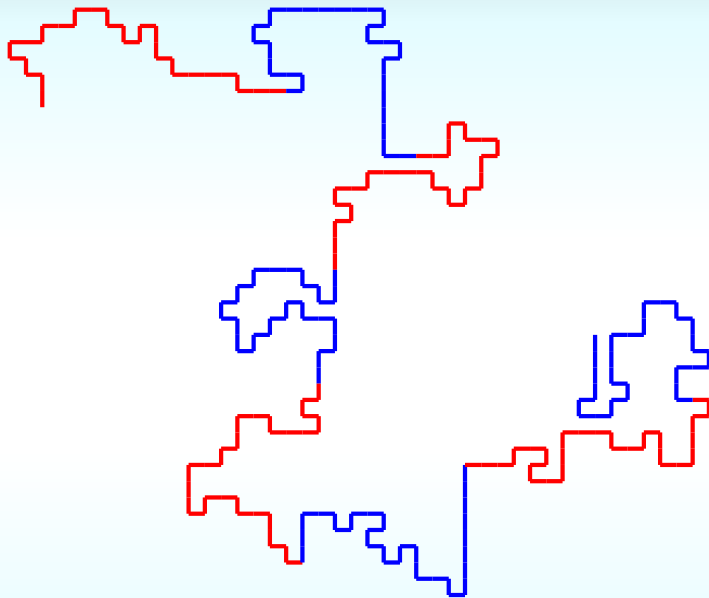


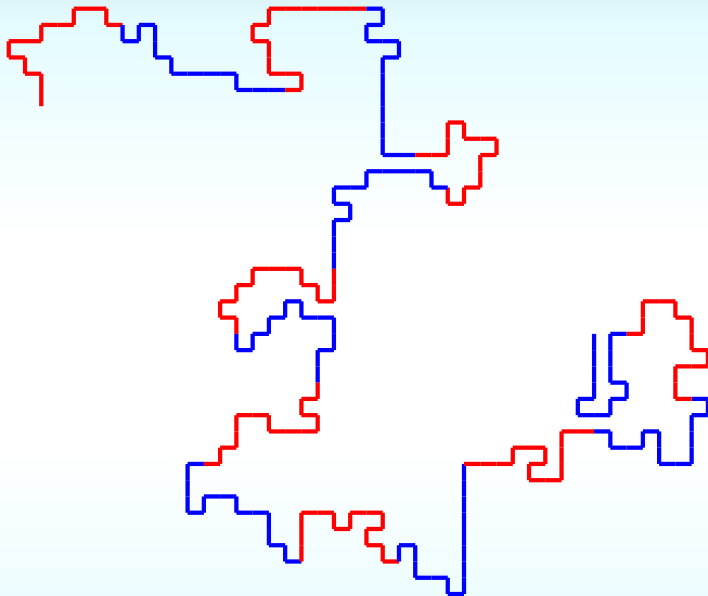


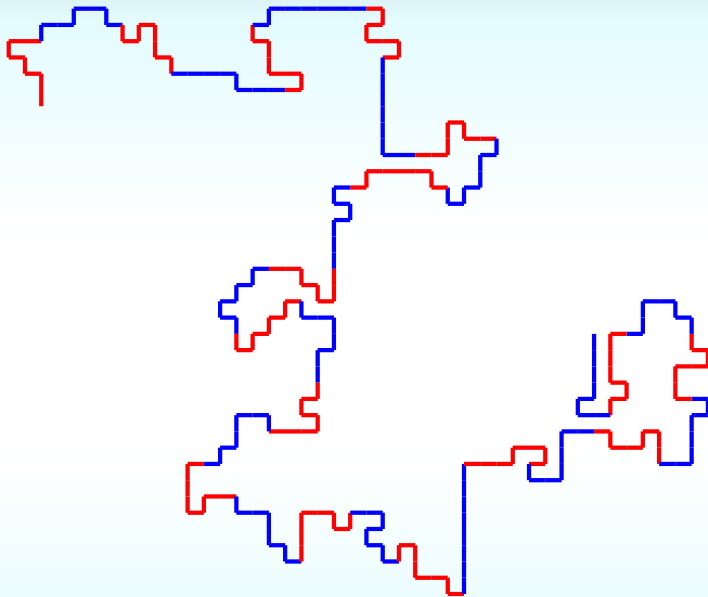


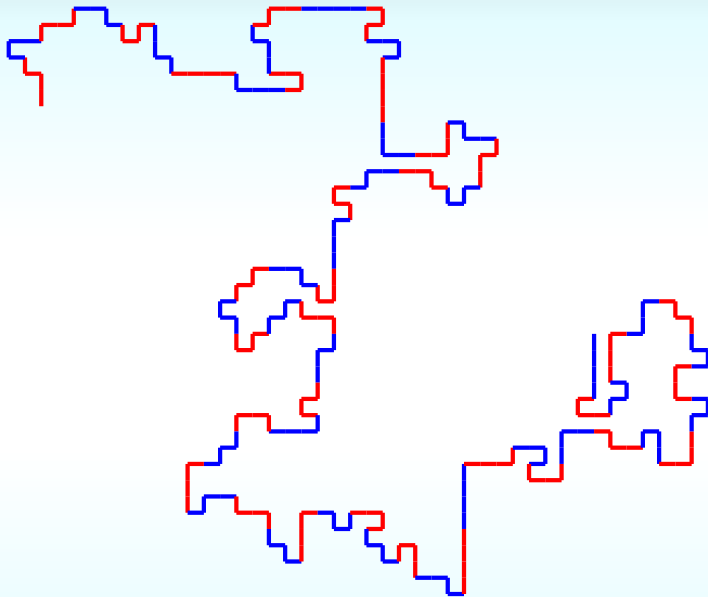






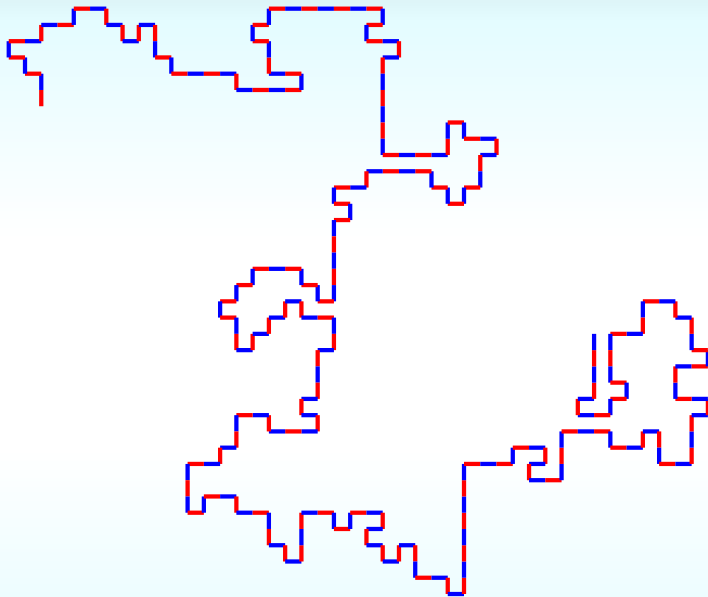












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$$\langle B_{36,36} \rangle = \frac{c_{72}}{c_{36} c_{36}}$$

- Iterate to obtain estimates for  $c_N$  for longer walks.

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- Can also use  $c_N \sim A\mu^N N^{\gamma-1}$  to estimate  $\mu$ :

$$\begin{aligned}\log \mu_N &= \frac{1}{k} \log c_k + \frac{1}{2k} \log \langle B_{k,k} \rangle + \frac{1}{4k} \log \langle B_{2k,2k} \rangle + \dots \\ &\quad \dots + \frac{1}{N} \log \langle B_{N/2,N/2} \rangle \\ &= \log \mu + \frac{(\gamma - 1) \log N}{N} + \frac{\log A}{N} + \text{corrections}\end{aligned}$$

- Corrections vanish with increasing  $N$ ! In limit of large  $N$  systematic error of estimator  $\rightarrow 0$ .



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# Scale free moves

- Need to calculate  $\langle B_{k,k} \rangle, \langle B_{2k,2k} \rangle, \dots$
- Use pivot algorithm / SAW-tree.
- How many pivots must be completed before two walks are “essentially new” configurations with respect to observable  $B$ ?
- Shape of walks close to the joint clearly important.
- Uniform pivot sites:  $\tilde{\tau}_{\text{int}} = \Omega(N)$ .
- Choose distance from joint uniformly from all distance scales, i.e.  $u = \log(\text{distance})$  chosen uniformly at random.
- Now:  $\tilde{\tau}_{\text{int}} = N^p \log^2 N$ .





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## Error estimate

- Expected error, for same CPU time, diminishes as a power law for higher order terms in the sum!

$$\log c_N = \frac{N}{k} \log c_k + \frac{N}{2k} \log \langle B_{k,k} \rangle + \dots + \log \langle B_{N/2, N/2} \rangle$$

- Partition CPU time amongst different terms to minimize overall statistical error (short test run).

$$\sigma^2 = \sum \frac{a_i^2}{t_i} \quad \text{Total time } t = \sum t_i$$

$$\Rightarrow t_i = \frac{a_i}{\sum a_i} t, \quad \sigma = \frac{\sum a_i}{\sqrt{t}}$$

- Can accurately predict error on estimate for  $c_N$  prior to start of computer experiment.
- Dominated by low  $k$  contribution, appropriate partitioning of effort reduced error by  $O(\sqrt{\log N})$ . Relative error in  $c_N$  proportional to  $1/k$ .



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## Results

- Calculated  $\log c_N$  with relative error of approximately  $4 \times 10^{-9}$  up to  $N = 38797311$  (about 60000 CPU hours).
- Concentrated on  $\mathbb{Z}^3$  because asymptotic behaviour for  $\mathbb{Z}^2$  well understood from series.
- $c_{9471} = 1.43323(8) \times 10^{6352}$
- $c_{38797311} = 7 \times 10^{26018276}$ . Confidence interval of mantissa is (6.6, 8.2).
- For comparison, see<sup>3</sup>. Relative error from PERM and related algorithms of the order of  $10^{-3}$  for short walks of 100 steps. Not a fair comparison:

● Not enough CPU time used for long series computation

- Estimates would degrade for large  $N$ . Best case error increasing as  $O(\sqrt{N})$ .

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  - PERM:  $\mu = 4.684038(6)$  (Hsu and Grassberger, “Polymers confined between two parallel plane walls”)
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# Conclusion

- **Simple computer experiment.**
- Different ingredients fit together to produce extremely accurate estimates.
- Choose a Monte Carlo scheme which enables efficient sampling (large jumps in state space)
- Efficient data structures help.
- Can you do better than incremental growth? (fusing objects and doubling size, or splitting in two)
- Is the self-avoiding walk model uniquely favourable, or can these ideas be applied elsewhere?



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