

Improving adaptive importance sampling simulation of Markovian queueing models using non-parametric smoothing

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Back in 1999...

- Reuven was just starting the cross-entropy method.
- I was working towards my PhD at the University of Twente, on rare-event simulation.
- Reuven visited the UT during summer ...
- ... and introduced me to the cross-entropy method.
- We experimented with it on Markovian queueing networks, using state-*independent* tilting to estimate overflow probabilities.

Later in 1999...

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- Just use CE with separate tilting parameters for each state:

$$q_{\ell m} = \frac{\sum_{Z=Z_1}^{Z_N} I(Z) L(Z) \sum_i 1_{z_i=\ell \wedge z_{i+1}=m}}{\sum_{Z=Z_1}^{Z_N} I(Z) L(Z) \sum_i 1_{z_i=\ell}}$$

new prob. from state ℓ to m

sum over samplepaths

sum over steps within samplepath

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- Problem: how to estimate so many parameters with relatively few samples?

Use the fact that adjacent states have similar optimal parameters:

- Local average
- Boundary layers
- Spline smoothing
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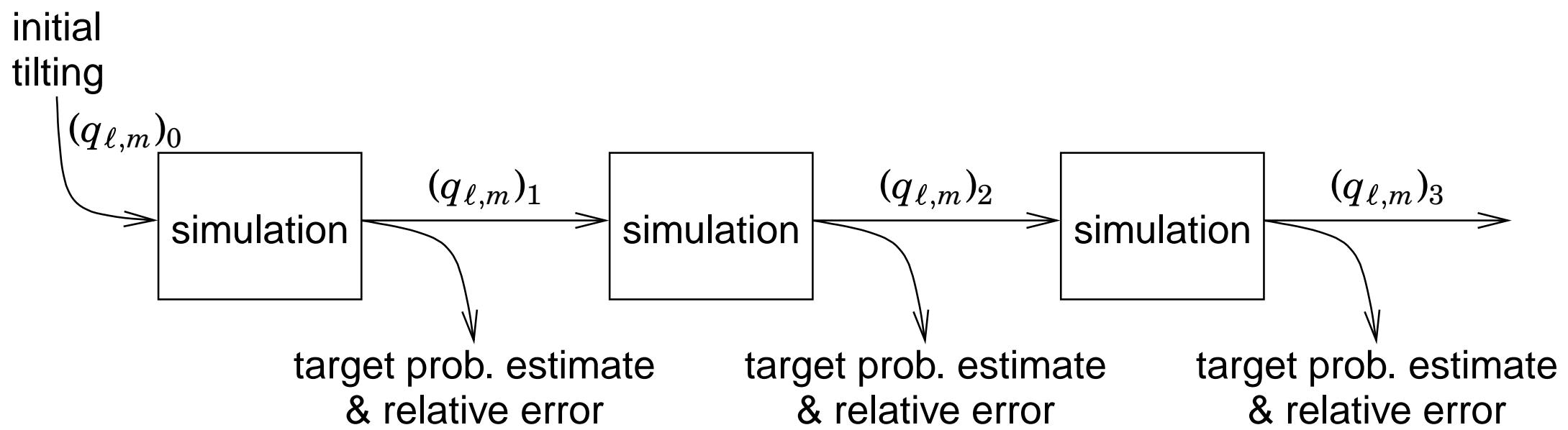
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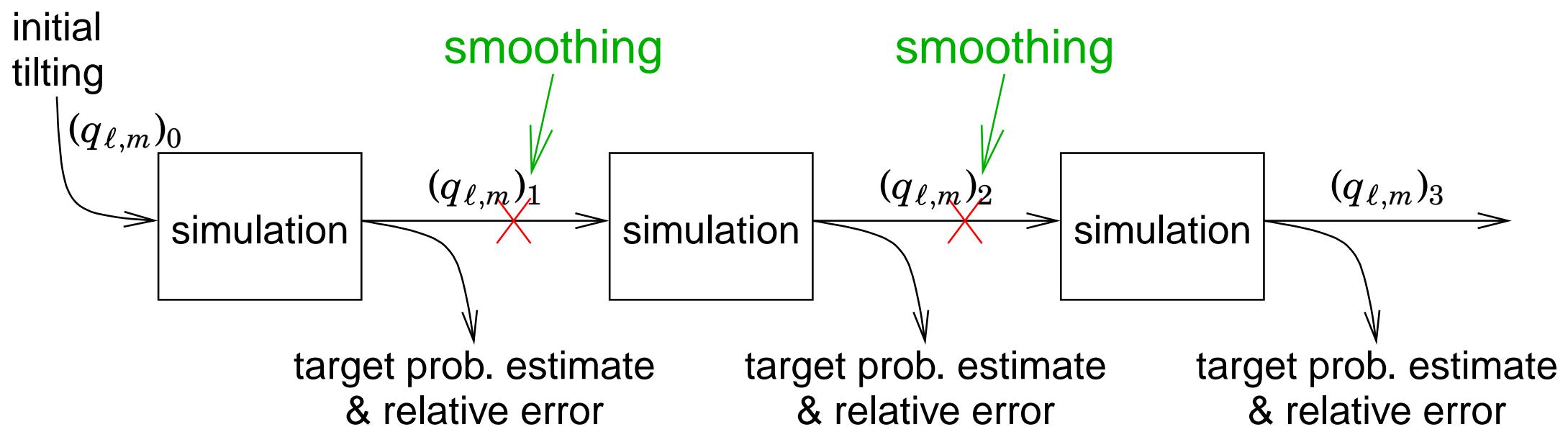
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- **2006/2007: non-parametric smoothing**

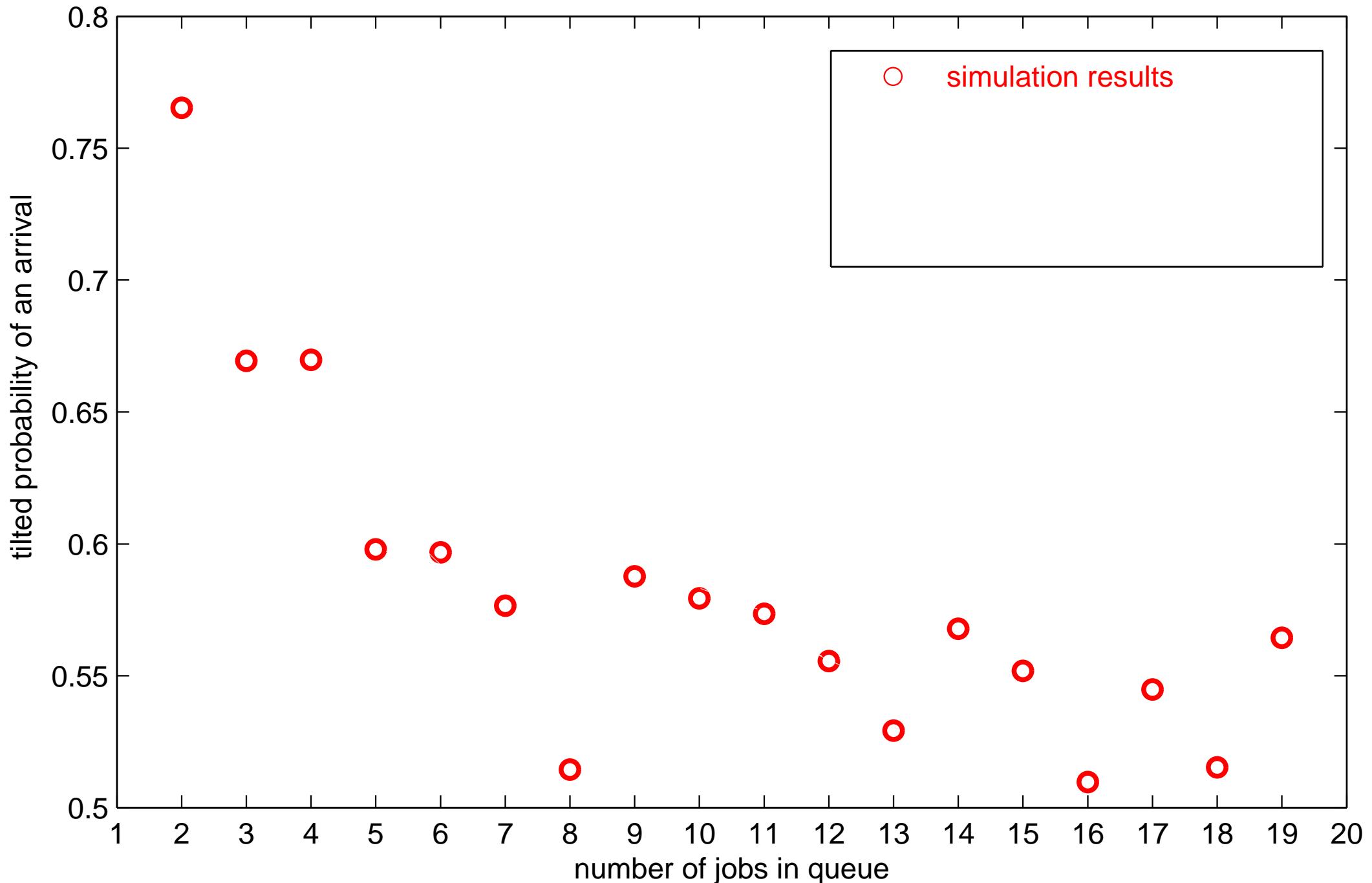
Iterative procedure



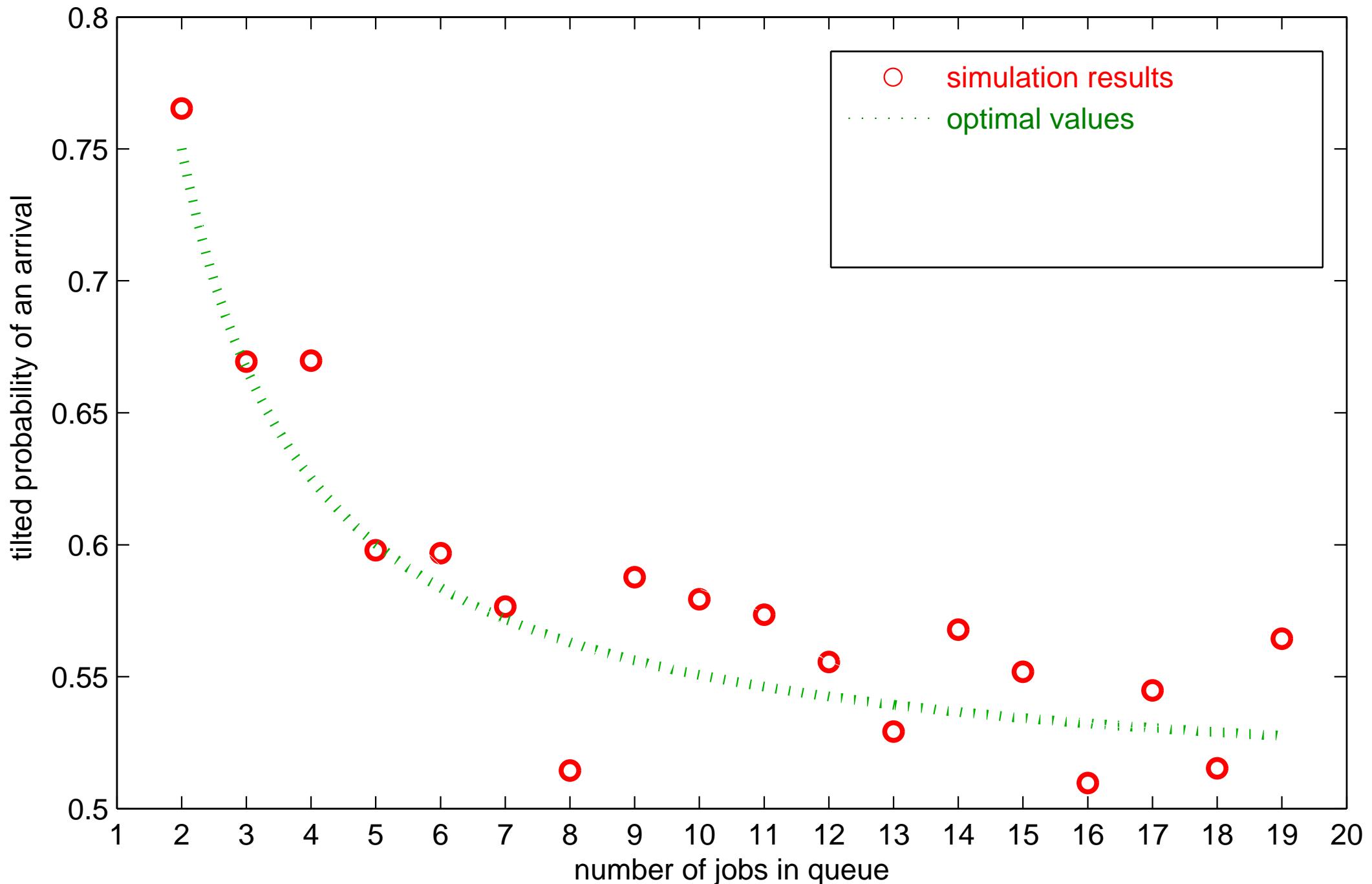
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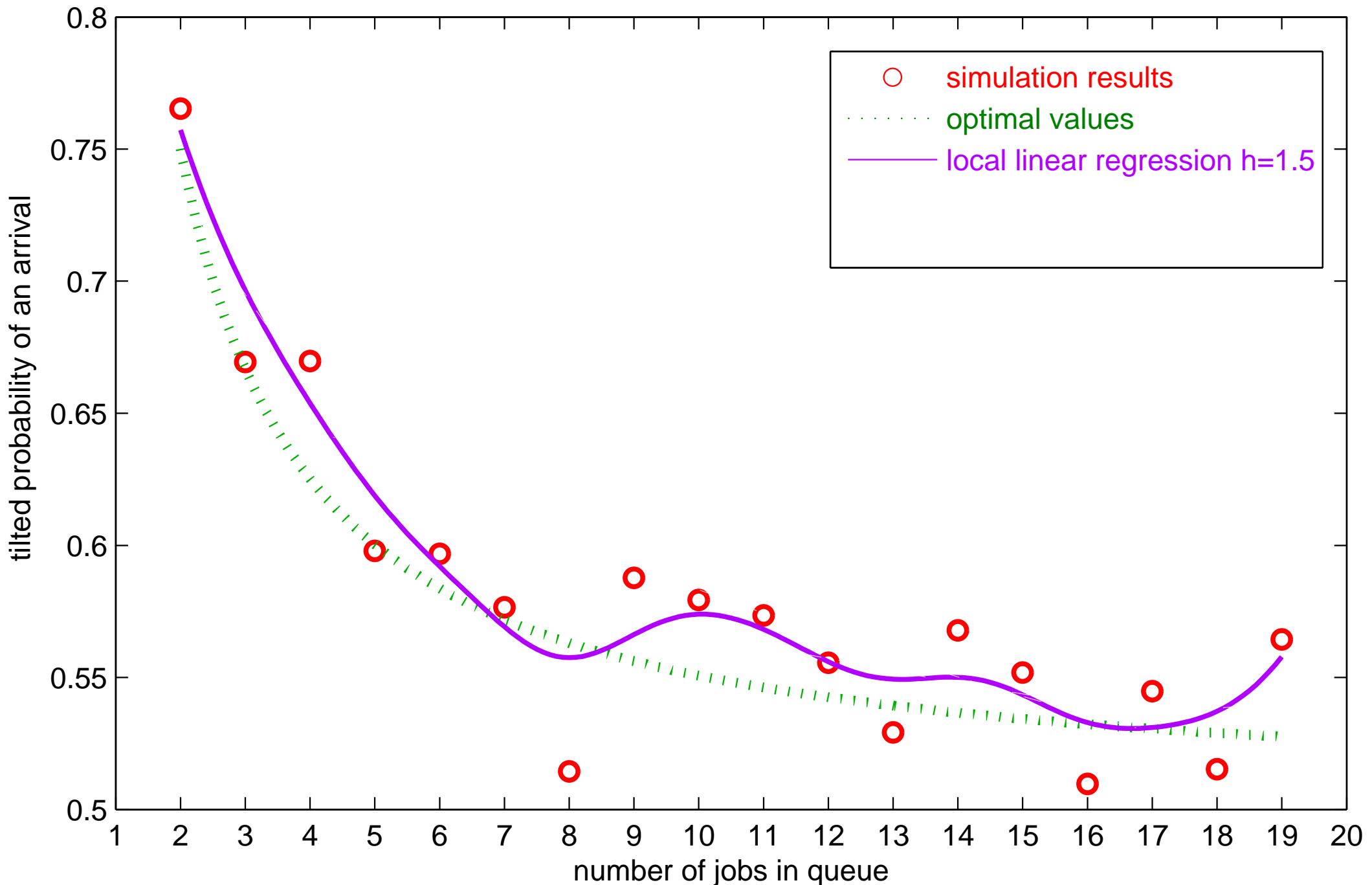
M/M/1/20 example



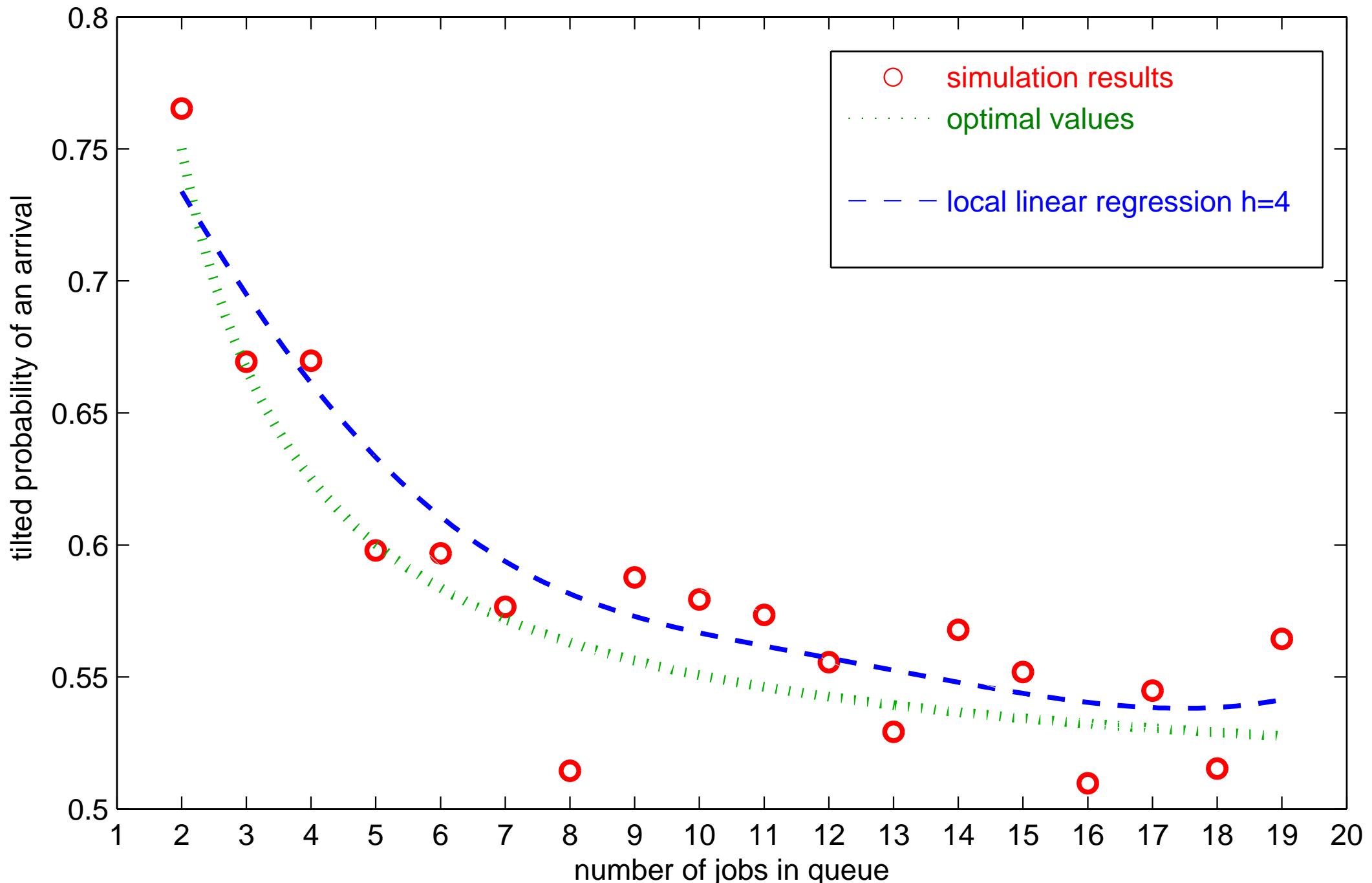
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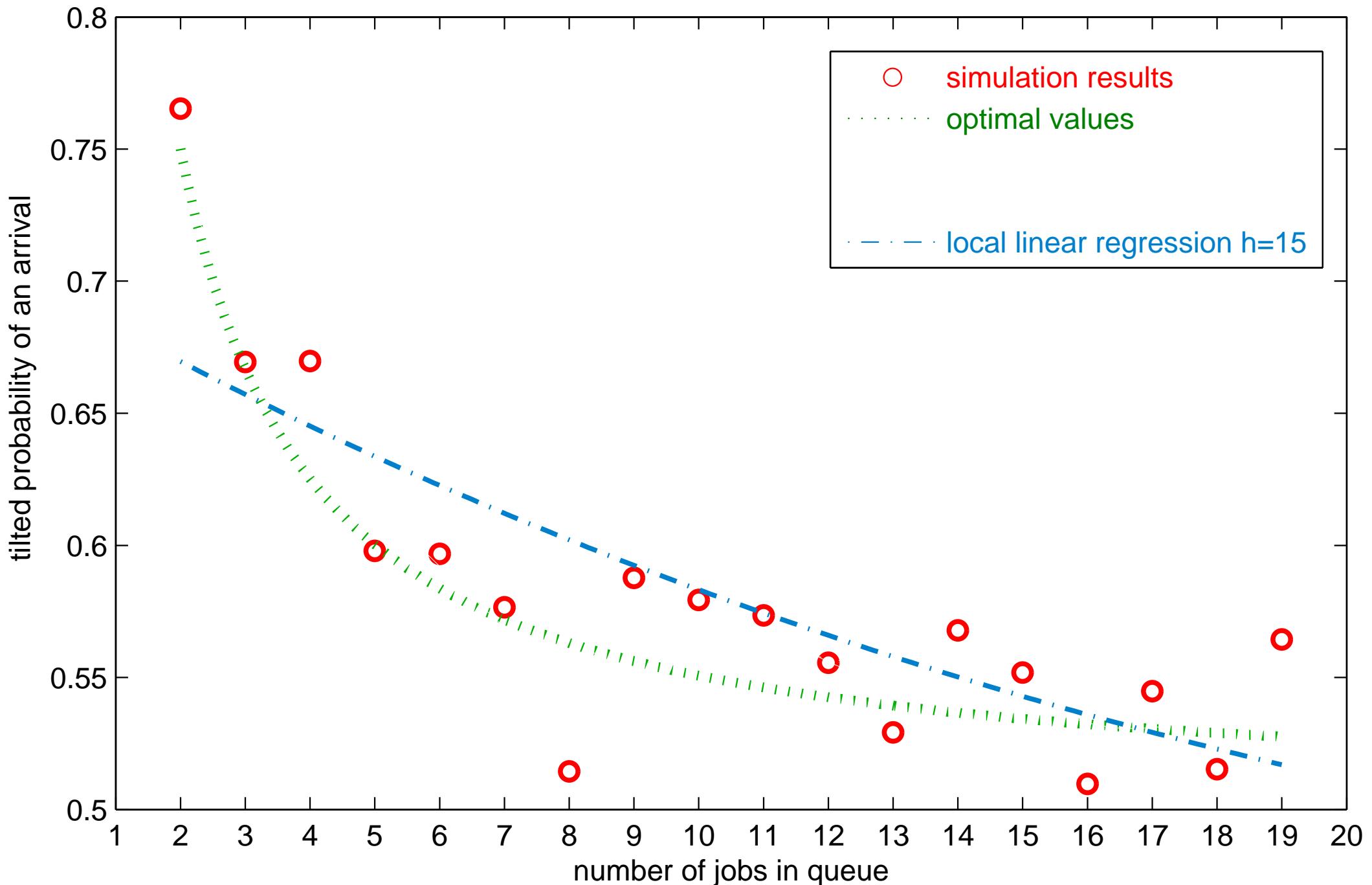
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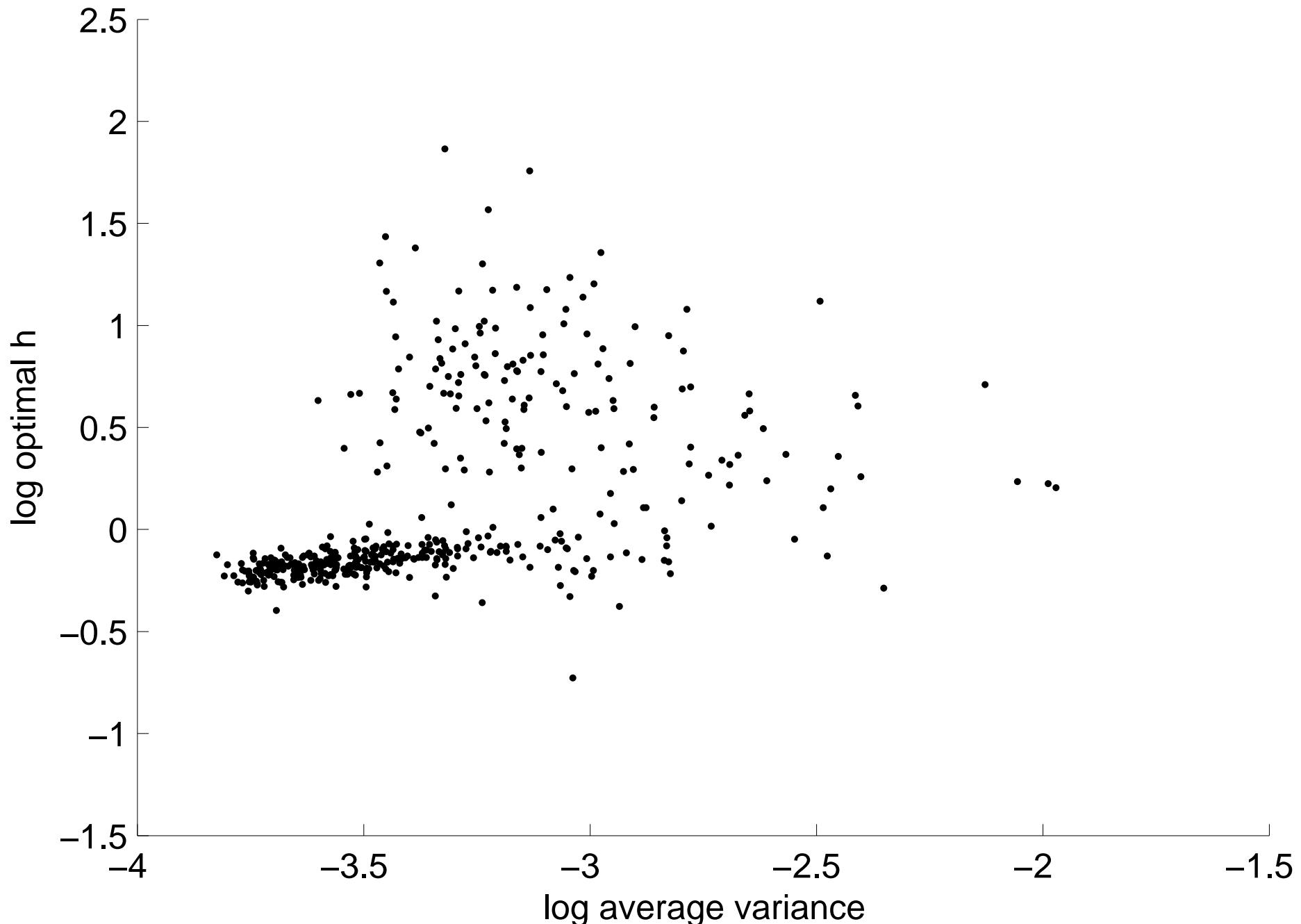
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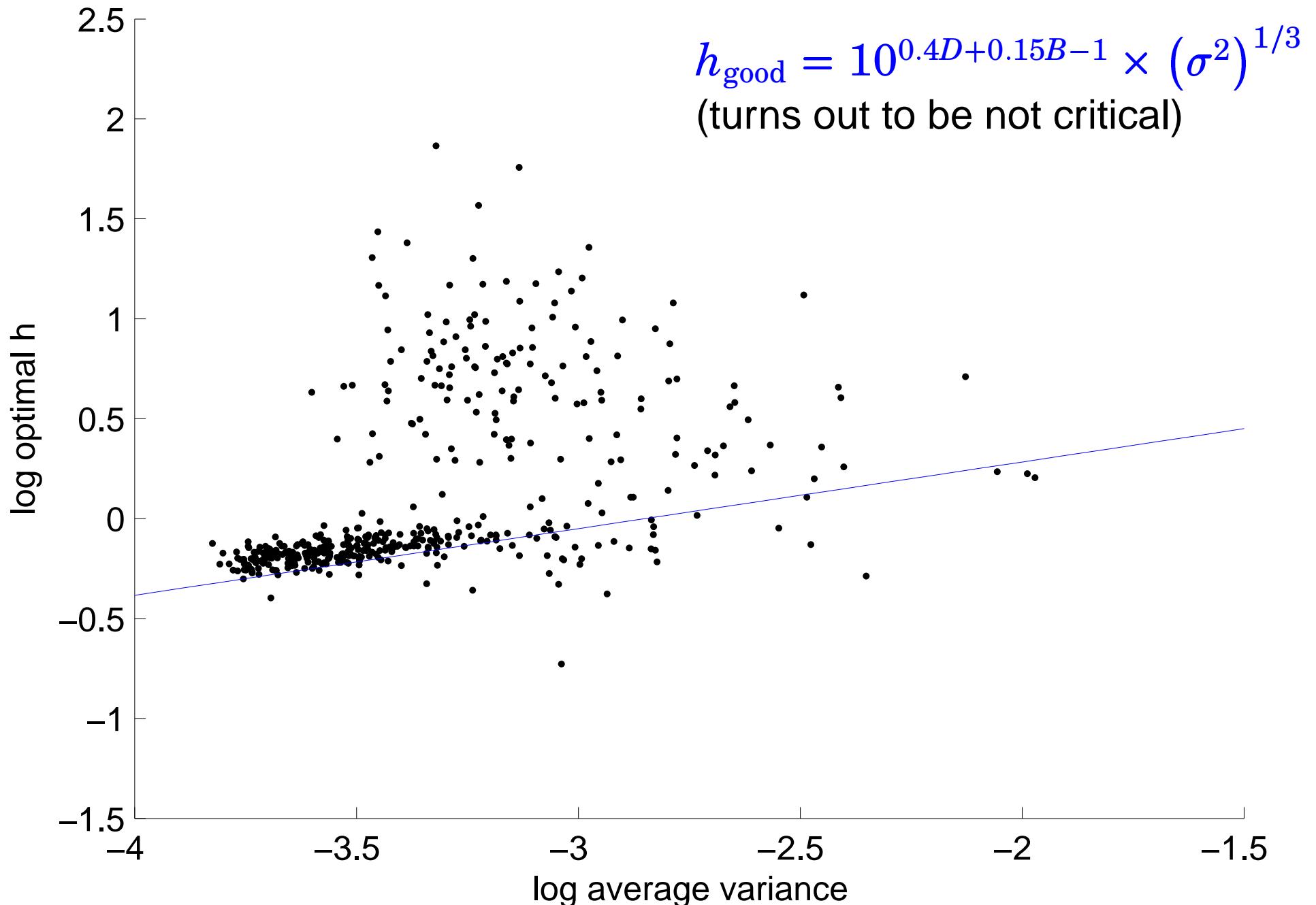
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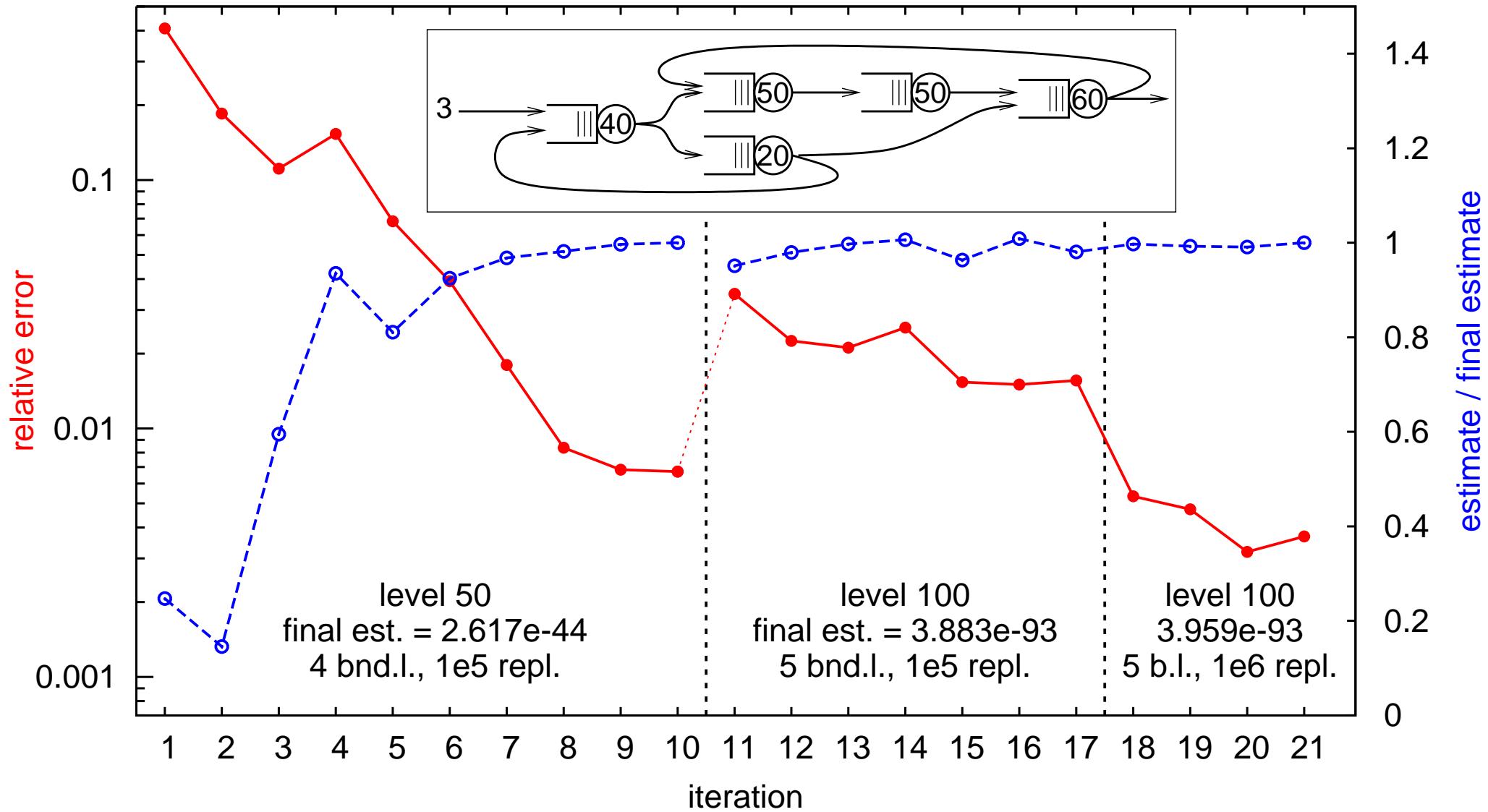
Choosing the kernel width h



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Example results



Concluding remarks

- Non-parametric smoothing works better than the old spline smoothing.
- Non-parametric smoothing is computationally feasible.
- Perhaps non-parametric smoothing is also useful in other CE problems with many parameters?