

Final

2019150432 임효진

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1

(a)

```
ISg1=function() {  
  u=runif(1)  
  return(u^2)  
}  
ISg2=function() {  
  u=runif(1)  
  return(2*u-u^2)  
}  
  
compY=function(){  
  i=rbinom(1, 1, 0.5)  
  if(i==0){y=ISg1()}  
  else{y=ISg2()}  
  return(y)  
}  
  
simY=replicate(10^4, compY())
```

First we generate an integer $k \in \{0, 1\}$ where $P(0) = P(1) = 0.5$. If $k=1$ we generate y from $g_1(y)$ and vice versa. To generate from each pdf, we will calculate the cdf for each pdf. and the inverse of the cdf which is

$$G_1(y)^{-1} = y^2$$

$$G_2(y)^{-1} = 2y - y^2$$

(b)

```
n=10^4  
f=function(x) 1/(pi*sqrt(x)*sqrt(1-x))  
g=function(x) (1/(2*sqrt(x))+1/(2*sqrt(1-x)))/2  
M=optimize(f=function(x){f(x)/g(x)},
```

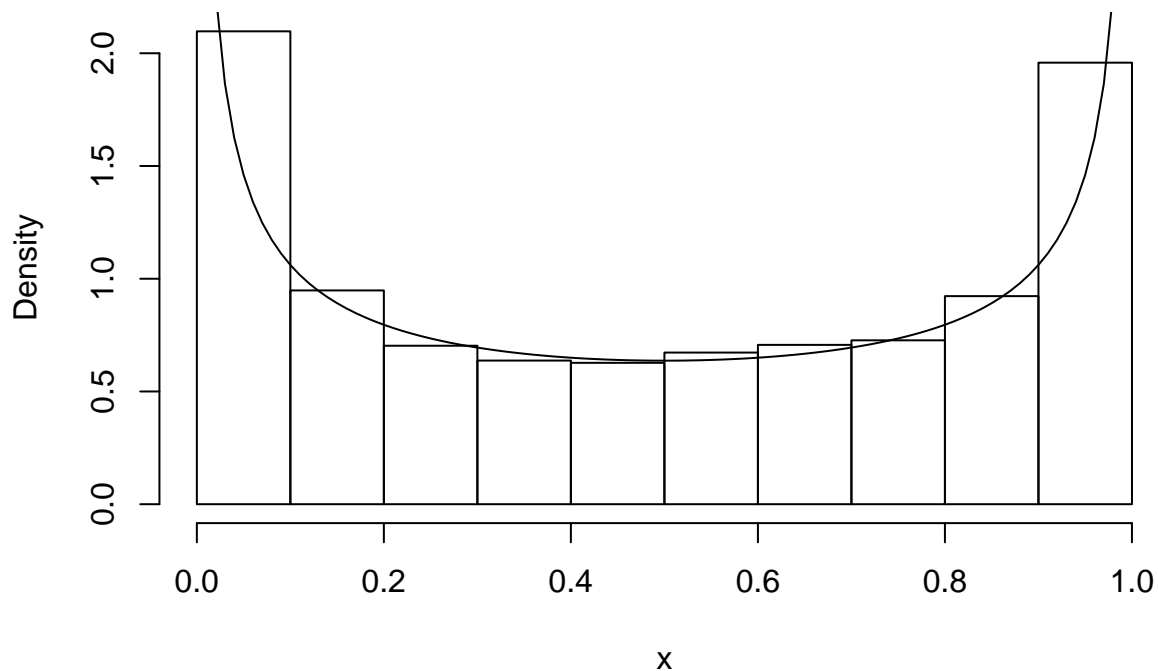
```

        maximum=T, interval=c(0,1))$objective
u=runif(n)
y=replicate(10^4, compY())
x=y[u<f(y)/(M*g(y))]

hist(x, freq = F)
curve(f(x), add=T)

```

Histogram of x



To simulate random variable X with rejection sampling using $g(y)$, first we should generate random variable Y from pdf $g(y)$. Here we used the `compY()` from (a). Then we should generate u which follows an uniform distribution. If $U < \frac{1}{M} f_X(Y)/g(Y)$, set $X=Y$. Else, discard Y and U , and start the process again.

(c)

Suppose that X follows an half-cauchy distribution with $\sigma=1$, and $Y|X$ follows a standard normal distribution. Then using the method of composition we can easily see that Y follows a beta distribution with $\alpha = \beta = 0.5$. When simulating $Y|X$ we can use the box-muller transformation.

2

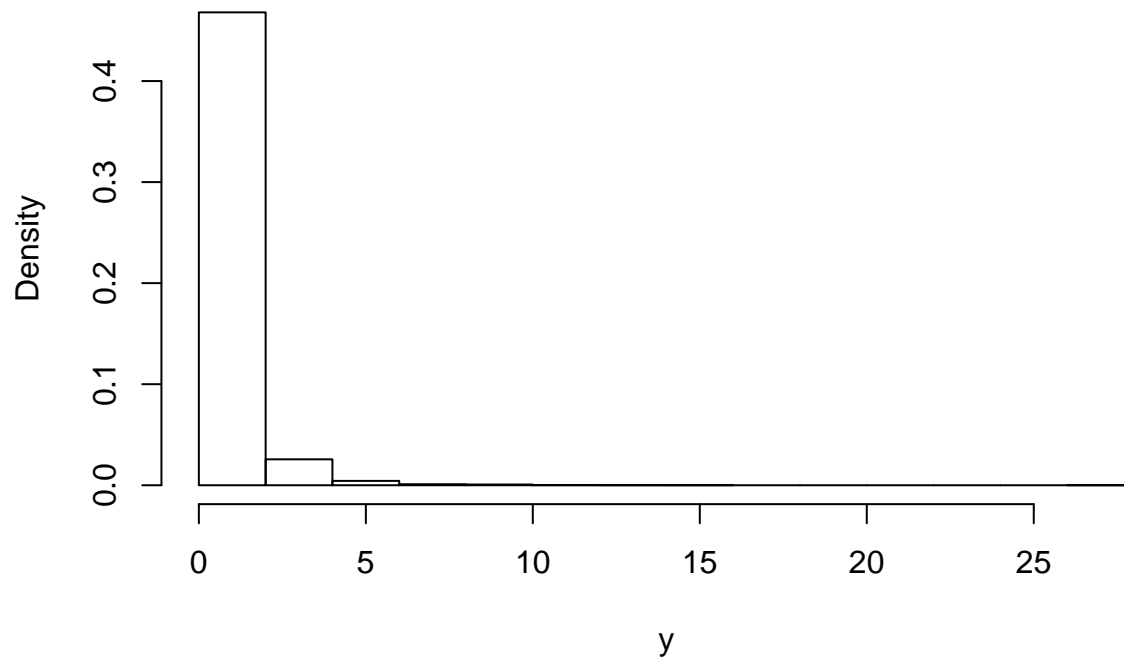
```
simT=function(r){  
  x=rnorm(1, 0, 1)  
  y=rchisq(1, r)  
  t=x/sqrt(y/r)  
  return(t)  
}  
  
x=replicate(10^4, simT(4))  
y=replicate(10^4, simT(5))  
mean(abs(x-y))  
  
## [1] 1.424602
```

3

(a)

```
n=10^4  
u=runif(n)  
y=(-16/(u-1))^(1/4)-2  
hist(y, freq = F)
```

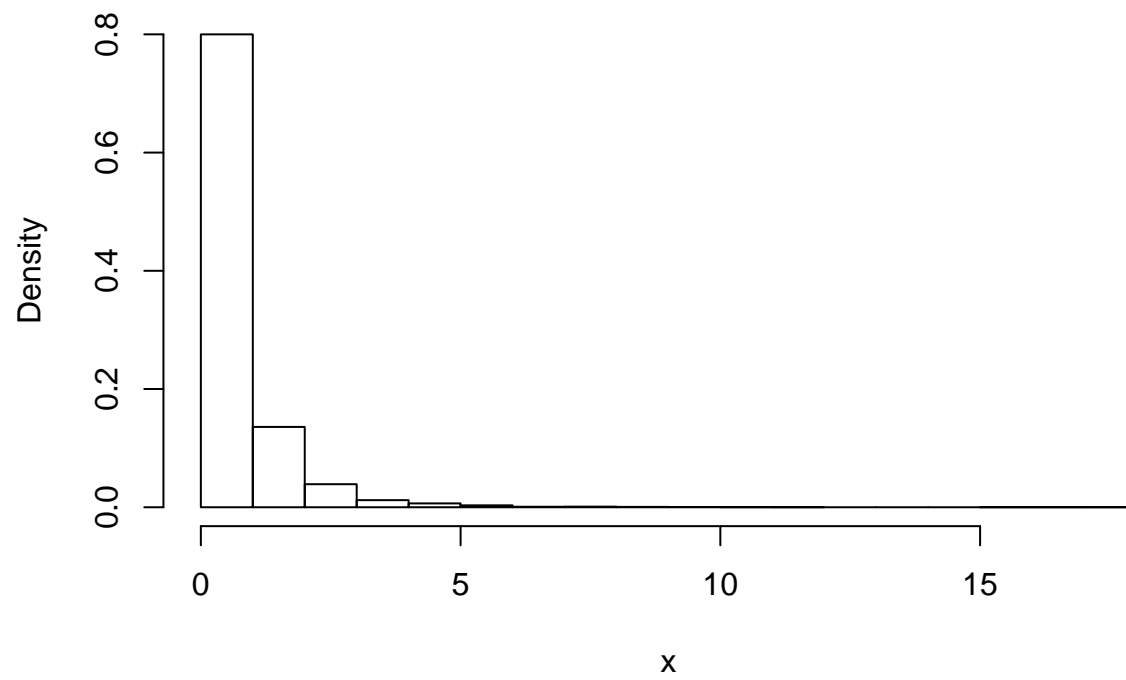
Histogram of y



(b)

```
n=10^4  
w=rgamma(n, 4, 2)  
x=rexp(n, w)  
hist(x, freq=F)
```

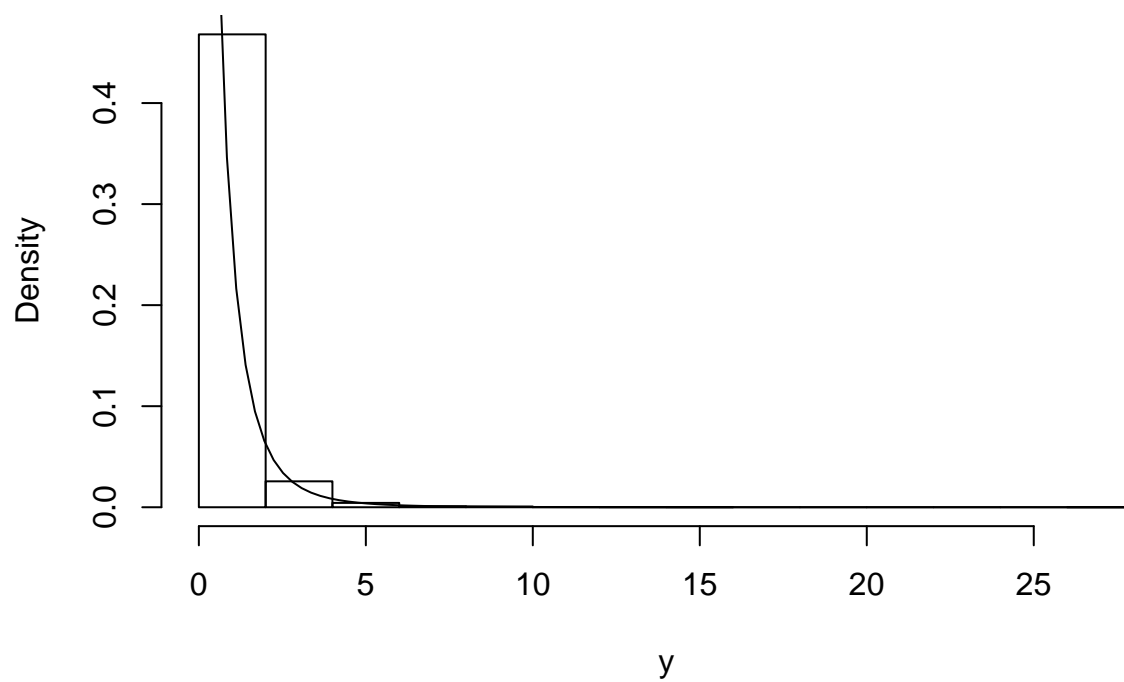
Histogram of x



(c)

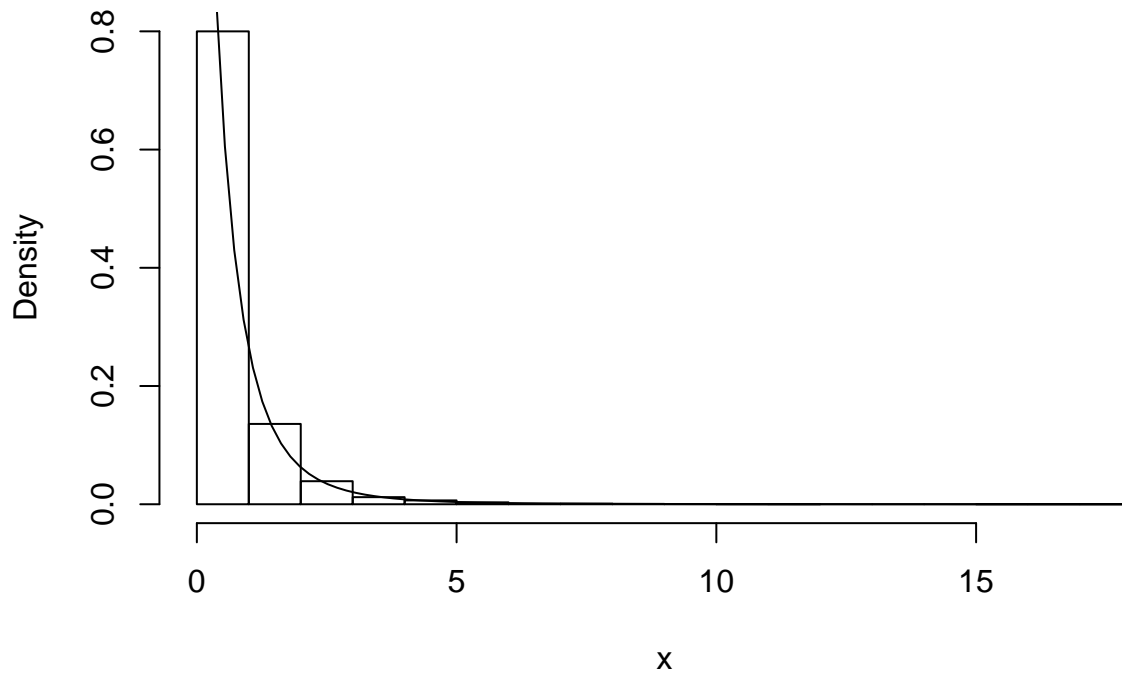
```
hist(y, freq = F)
curve(64/(2+x)^5, add=T)
```

Histogram of y



```
hist(x, freq=F)  
curve(64/(2+x)^5, add=T)
```

Histogram of x



```
mean(y)
```

```
## [1] 0.6777903
```

```
var(y)
```

```
## [1] 0.9236392
```

```
mean(x)
```

```
## [1] 0.6651359
```

```
var(x)
```

```
## [1] 0.8426813
```

From the above results we can assume that X and Y have the same distribution.

4

(a)

```
simF=function(y){  
  v1=rchisq(1, 3)  
  v2=rchisq(1, 4)
```

```

    f=(v1/3)/(v2/4)
    return(f)
}

randF=replicate(10^4, simF())

mean(randF>40)

```

```
## [1] 0.0018
```

```
pf(40, 3, 4, lower.tail = F)
```

```
## [1] 0.001929985
```

(b)

```

n=10^4

isF= function(z,n){
  u=runif(n)
  gx=function(x) {200/x^3}
  X=sqrt(100/(1-u))
  w = df(X, 3, 4)/gx(X)
  mean(w*(X>z))
}

isF(40, n)

```

```
## [1] 0.002011414
```

(c)

```

system.time({
  simF=function(y){
    v1=rchisq(1, 3)
    v2=rchisq(1, 4)
    f=(v1/3)/(v2/4)
    return(f)
  }

  randF=replicate(10^4, simF())

  mean(randF>40)
})

```

```

##      user  system elapsed
##    0.11    0.02    0.14

```



```

system.time({
  n=10^4

  isF= function(z,n){
    u=runif(n)
    gx=function(x) {200/x^3}
    X=sqrt(100/(1-u))
    w = df(X, 3, 4)/gx(X)
    mean(w*(X>z))
  }

  isF(40, n)

})

```

```

##      user  system elapsed
##    0.01    0.00    0.02

```

The second method is more efficient compared to the first one.

5

(a)

```

n=10^4
fx=function(x) {sqrt(2/pi)*exp(-x^2/2)*x^2}

simN=function(a, b){
  fx=function(x) {sqrt(2/pi)*exp(-x^2/2)}
  gx=function(x) {1/2*exp(-abs(x))}
  M=optimize(f=function(x){fx(x)/gx(x)}, maximum = T,
             interval=c(0, 100))$objective
  while(T){
    u=runif(1)
    X=log(2*u)*(u<=1/2)-log(2*(1-u))*(u>1/2)
    Y=runif(1, 0, M*gx(X))
    if(Y<fx(X)) return(b*(2*rbinom(1, 1, 1/2)-1)*X+a)
  }
}

randN1=replicate(n, simN(0, 1))
mean((randN1>1)*randN1^2)

## [1] 0.4042714

# true value
randN0=rnorm(n)

```

```
mean((randN0>1)*randN0^2)
```

```
## [1] 0.4053364
```

(b)

```
n=10^4
```

```
rnormt=function(n, range) {  
  F.a=pnorm(min(range))  
  F.b=pnorm(max(range))  
  
  u=runif(n, min = F.a, max = F.b)  
  
  qnorm(u)  
}  
  
isN1=function(z,n){  
  u=runif(n)  
  gx=function(x) {1/(sqrt(2*pi)*(1-pnorm(1)))*exp(-0.5*x^2)}  
  X=rnormt(n, c(1, Inf))  
  w = dnorm(X)/gx(X)  
  mean(w*(X>z)*X^2)  
}
```

```
isN1(1, n)
```

```
## [1] 0.4000806
```

```
# true value
```

```
randN0=rnorm(n)  
mean((randN0>1)*randN0^2)
```

```
## [1] 0.4100074
```

(c)

```
n=10^4
```

```
isN2= function(z,n){  
  u=runif(n)  
  hx=function(x) {x*exp((1-x^2)/2)}  
  X=sqrt(1-2*log(1-u))  
  w = dnorm(X)/hx(X)  
  mean(w*(X>z)*X^2)  
}
```

```
isN2(1, n)

## [1] 0.4032079
# true value
randN0=rnorm(n)
mean((randN0>1)*randN0^2)

## [1] 0.4054365
```

(d)

```
set.seed(1)

# (a)
mean((randN1>1)*randN1^2)

## [1] 0.4042714

sd((randN1>1)*randN1^2)

## [1] 1.121329

# (b)
n=10^4
z=1

u=runif(n)
gx=function(x) {1/(sqrt(2*pi)*(1-pnorm(1)))*exp(-0.5*x^2)}
randN2=rnormt(n, c(1, Inf))
w=dnorm(randN2)/gx(randN2)

mean(w*(randN2>z)*randN2^2)

## [1] 0.4003726

sd(w*(randN2>z)*randN2^2)

## [1] 0.2598597

# (c)
n=10^4
z=1

u=runif(n)
hx=function(x) {x*exp((1-x^2)/2)}
randN3=sqrt(1-2*log(1-u))
w = dnorm(randN3)/hx(randN3)

mean(w*(randN3>z)*randN3^2)
```

```
## [1] 0.3987094
```

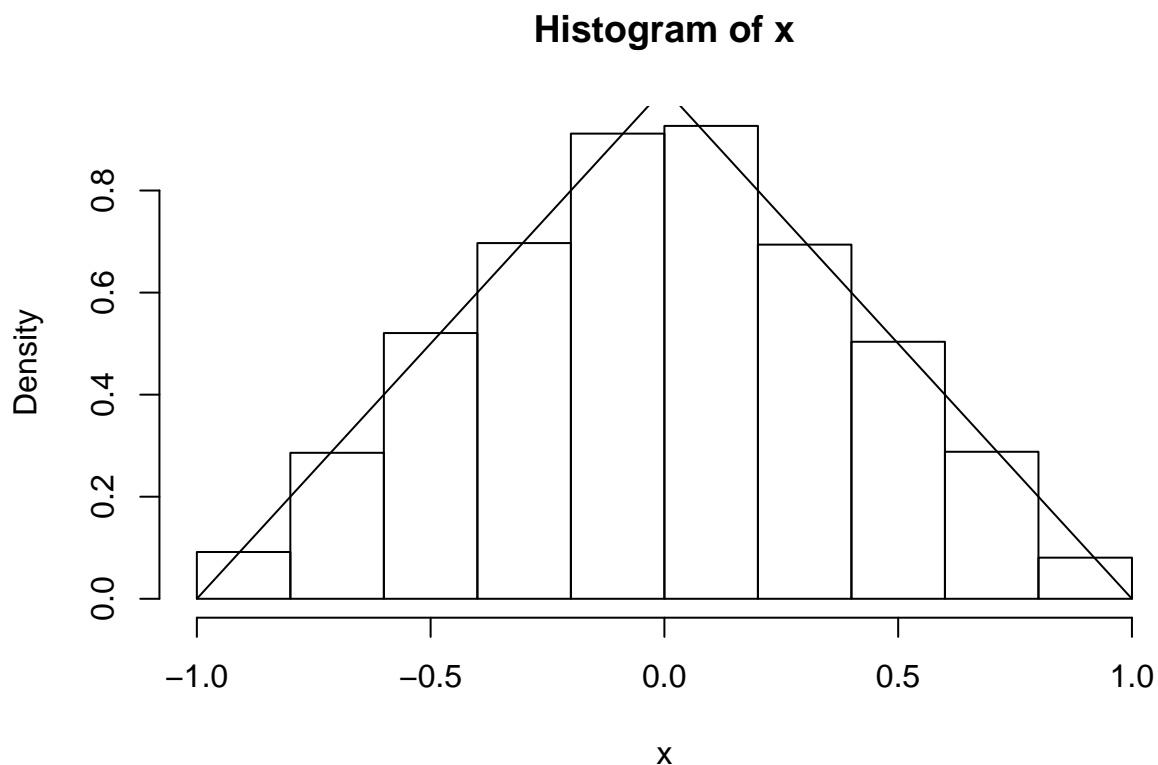
```
sd(w*(randN3>z)*randN3^2)
```

```
## [1] 0.1218829
```

The estimate of θ from (a), (b), (c) is shown above. All three estimates are close to the true estimate calculated with `rnorm()`. The standard error of each simulation differs though. The estimate sampled from rejection sampling shown in (a) has the largest standard error. The estimate sampled from importance sampling with the truncated normal distribution has the second largest standard error. Estimate from (c) has the smallest standard error.

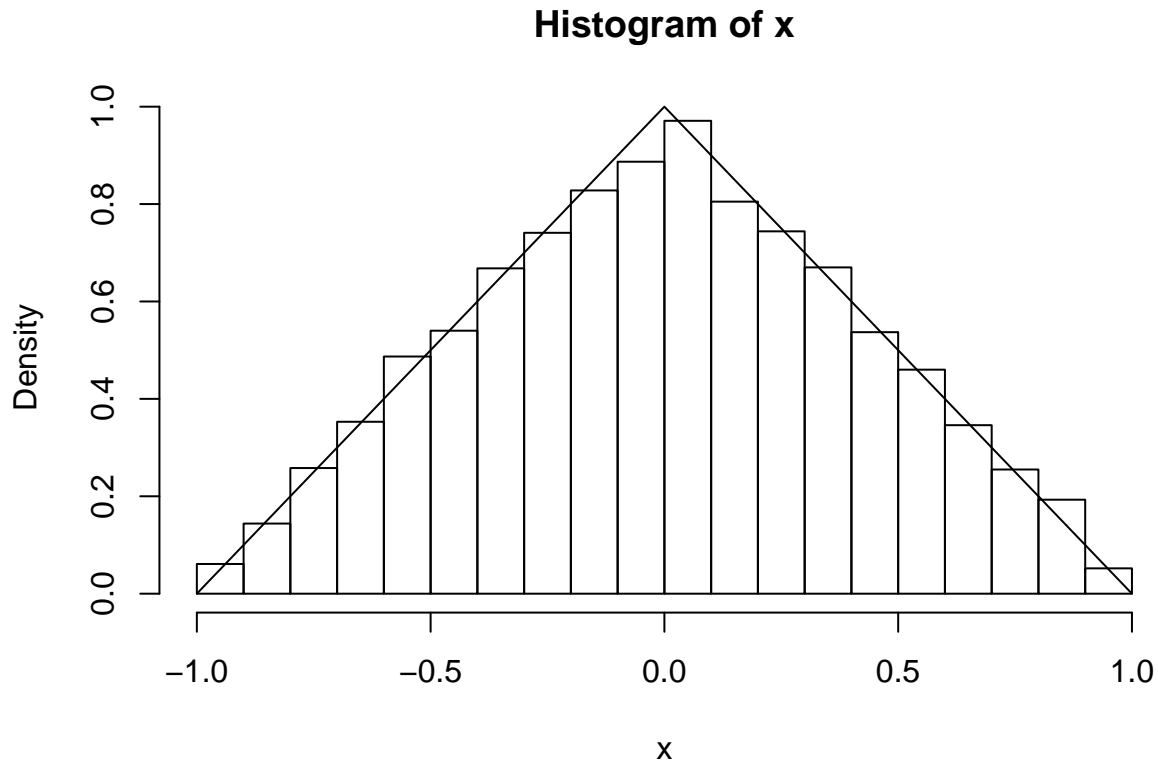
6

```
# rejection method  
u1=runif(10^4, -1, 1)  
u2=runif(10^4)  
x=u1[u2<(1-abs(u1))]  
hist(x, freq=F)  
curve(1-abs(x), add=T)
```



```
# inverse transform method  
n=10^4  
u=runif(n)
```

```
x=(-1+sqrt(2*u))*(u<1/2)+(1-sqrt(2*(1-u)))*(u>1/2)
hist(x, freq=F)
curve(1-abs(x), add=T)
```



The first method is simulating the random variable with rejection sampling. First simulate a point (u_1, u_2) uniformly in the rectangle. If (u_1, u_2) is located within the triangle region, accept u_1 as a random variable x . Else, reject it and return to the first step.

The second method is simulating by inverse transform method. From the triangular pdf provided we can calculate the cdf $F(x)$.

$$F(x) = \begin{cases} \frac{(x+1)^2}{2}, & -1 < x < 0 \\ 1 - \frac{(x-1)^2}{2}, & 0 \leq x \leq 1 \end{cases}$$

Equating the cdf to u which follows a uniform distribution, yields an inverse cdf $F(x)^{-1}$

$$F(u)^{-1} = \begin{cases} -1 + \sqrt{2u}, & 0 < u < \frac{1}{2} \\ 1 - \sqrt{(1-u)^2}, & \frac{1}{2} \leq u < 1 \end{cases}$$