

# Metody Monte Carlo

## Laboratorium 2

### Zadanie 2

#### Kod (C++)

```
#include <iostream>
#include <random>
#include <map>
#include <vector>
#include <gsl/gsl_rng.h>

std::map<unsigned long int, unsigned long int> generator(const gsl_rng_type
*type, int k, int n)
{
    gsl_rng_env_setup();

    const gsl_rng_type *T = type;
    gsl_rng *r = gsl_rng_alloc(T);

    std::map<unsigned long int, unsigned long int> samples;

    for (int i = 0; i < k; i++)
    {
        samples.insert(std::pair<unsigned long int, unsigned long int>(i, 0));
    }

    for (int i = 0; i < n; i++)
    {
        unsigned long int s = gsl_rng_uniform(r) * k;
        ++samples[int(s)];
    }

    gsl_rng_free(r);

    return samples;
}

int main()
{
    std::vector<int> keys;
    keys.push_back(11);
    keys.push_back(51);
    keys.push_back(101);

    std::vector<double> critical_values_0_05;
    critical_values_0_05.push_back(18.307); // for df = 10
    critical_values_0_05.push_back(67.505); // for df = 50
    critical_values_0_05.push_back(124.342); // for df = 100

    int n = 100000;

    // Good generator case
    for (int i = 0; i < 3; i++)
    {
        int k = keys[i];
        double average_value = n / k;
        std::map<unsigned long int, unsigned long int> samples =
generator(gsl_rng_ranlux, k, n);
```

```

    unsigned long int sum = 0;

    for (int i = 0; i < k; i++)
    {
        sum += samples[i] * samples[i];
    }

    double result = ((double)k * (double)sum) / (double)n - (double)n;

    std::cout << std::endl;
    std::cout << "Result from GOOD rng generator for " << n << " total samples
and " << k << " intervals is " << result << std::endl;

    if (result > critical_values_0_05[i])
    {
        std::cout << "Result " << result << " is higher than critical value of "
<< critical_values_0_05[i] << std::endl;
    }
    else
    {
        std::cout << "Result " << result << " is lower than critical value of " <<
critical_values_0_05[i] << std::endl;
    }
}

// Bad generator case
for (int i = 0; i < 3; i++)
{
    int k = keys[i];
    double average_value = n / k;
    std::map<unsigned long int, unsigned long int> samples =
generator(gsl_rng_rand, k, n);
    unsigned long int sum = 0;

    for (int i = 0; i < k; i++)
    {
        sum += samples[i] * samples[i];
    }

    double result = ((double)k * (double)sum) / (double)n - (double)n;

    std::cout << std::endl;
    std::cout << "Result from BAD rng generator for " << n << " total samples
and " << k << " intervals is " << result << std::endl;

    if (result > critical_values_0_05[i])
    {
        std::cout << "Result " << result << " is higher than critical value of "
<< critical_values_0_05[i] << std::endl;
    }
    else
    {
        std::cout << "Result " << result << " is lower than critical value of " <<
critical_values_0_05[i] << std::endl;
    }
}
return 0;
}

```

# Wyniki

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## Wynik programu dla $n = 1000$ (tysiąc)

Result from GOOD rng generator for 1000 total samples and 11 intervals is 20.58  
Result 20.58 is higher than critical value of 18.307

Result from GOOD rng generator for 1000 total samples and 51 intervals is 67.226  
Result 67.226 is lower than critical value of 67.505

Result from GOOD rng generator for 1000 total samples and 101 intervals is 142.714  
Result 142.714 is higher than critical value of 124.342

Result from BAD rng generator for 1000 total samples and 11 intervals is 8.942  
Result 8.942 is lower than critical value of 18.307

Result from BAD rng generator for 1000 total samples and 51 intervals is 63.044  
Result 63.044 is lower than critical value of 67.505

Result from BAD rng generator for 1000 total samples and 101 intervals is 114.232  
Result 114.232 is lower than critical value of 124.342

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## Wynik programu dla $n = 10000$ (dziesięć tysięcy)

Result from GOOD rng generator for 10000 total samples and 11 intervals is 11.6676  
Result 11.6676 is lower than critical value of 18.307

Result from GOOD rng generator for 10000 total samples and 51 intervals is 58.5464  
Result 58.5464 is lower than critical value of 67.505

Result from GOOD rng generator for 10000 total samples and 101 intervals is 120.624  
Result 120.624 is lower than critical value of 124.342

Result from BAD rng generator for 10000 total samples and 11 intervals is 10.6798  
Result 10.6798 is lower than critical value of 18.307

Result from BAD rng generator for 10000 total samples and 51 intervals is 56.588  
Result 56.588 is lower than critical value of 67.505

Result from BAD rng generator for 10000 total samples and 101 intervals is 98.7274  
Result 98.7274 is lower than critical value of 124.342

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## Wynik programu dla $n = 100000$ (sto tysięcy)

Result from GOOD rng generator for 100000 total samples and 11 intervals is 3.7698  
Result 3.7698 is lower than critical value of 18.307

Result from GOOD rng generator for 100000 total samples and 51 intervals is 39.5957

Result 39.5957 is lower than critical value of 67.505

Result from GOOD rng generator for 100000 total samples and 101 intervals is 89.7254

Result 89.7254 is lower than critical value of 124.342

Result from BAD rng generator for 100000 total samples and 11 intervals is 6.8201

Result 6.8201 is lower than critical value of 18.307

Result from BAD rng generator for 100000 total samples and 51 intervals is 53.4493

Result 53.4493 is lower than critical value of 67.505

Result from BAD rng generator for 100000 total samples and 101 intervals is 118.543

Result 118.543 is lower than critical value of 124.342

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### Wynik programu dla $n = 1000000$ (milion)

Result from GOOD rng generator for 1000000 total samples and 11 intervals is 6.53801

Result 6.53801 is lower than critical value of 18.307

Result from GOOD rng generator for 1000000 total samples and 51 intervals is 44.1295

Result 44.1295 is lower than critical value of 67.505

Result from GOOD rng generator for 1000000 total samples and 101 intervals is 95.0461

Result 95.0461 is lower than critical value of 124.342

Result from BAD rng generator for 1000000 total samples and 11 intervals is 6.39226

Result 6.39226 is lower than critical value of 18.307

Result from BAD rng generator for 1000000 total samples and 51 intervals is 57.7413

Result 57.7413 is lower than critical value of 67.505

Result from BAD rng generator for 1000000 total samples and 101 intervals is 121.386

Result 121.386 is lower than critical value of 124.342

Jak możemy zauważyć, im więcej iteracji w badaniu (liczba  $n$ ) tym dystrybucja elementów jest bardziej zróżnicowana. Dla przypadku  $n = 1000$  (tysiąc) zachodzi przekroczenie rozbieżności 5%, i co ciekawe jest to dla "dobrego" generatora (Ranlux), który został polecony w zadaniu:

*"wartości testu chi-kwadrat dla dwóch generatorów – „dobrego” (np. Mersenne Twister czy **Ranlux**) i „złego” (np. randu z biblioteki GSL)"*

Generator "zły", czyli rand z biblioteki GSL, wykazuje lepsze właściwości dla próby jedynie 1000 iteracji.

Sytuacja zmienia się dla iteracji większych od  $10^4$ . Tutaj możemy zaobserwować iż generator "dobry" (Ranlux) wykazuje wynik znacznie mniejszy od wartości krytycznej, w porównaniu do generatora złego (rand). Można tym samym uznać, że przy założeniu liczby iteracji na poziomie przynajmniej  $10^5$  dobry generator liczb pseudolosowych wykazuje wyższą entropię.

## Zadanie 3

### Kod (Python)

Program wykonuje pętlę iteracji, w liczbie zdefiniowanej parametrem **iterations**. Algorytm został umieszczony w metodzie **generate\_linear\_results**. Wykonuje on zadaną liczbę iteracji i zwraca trzy pożądane parametry w postaci listy:

1. **total\_number\_of\_tries** - Liczność próby
2. **pi\_estimations** - estymata wyniku
3. **standard\_deviations** - odchylenie standardowe

Wyniki te zostały zapisane z krokiem logarytmicznym, do pliku tekstowego zad3.txt i później użyte w generowaniu wykresu.

```
from random import uniform
from math import sqrt
from numpy import logspace

def generate_linear_results(number_of_tries):
    points_inside_radix = 0
    total_number_of_tries = []
    pi_estimations = []
    standard_deviations = []
    V = 4 # because we are operating in 2x2 area

    for n in range(number_of_tries):
        # Get random number form (-1, 1)
        x = uniform(-1, 1)
        y = uniform(-1, 1)

        # Calculate distance from center (0, 0)
        distance = x * x + y * y

        if distance <= 1:
            points_inside_radix += 1

        N = n + 1
        pi = 4 * points_inside_radix / N
        M = points_inside_radix
        standard_deviation = V * sqrt((1 / N) * (M / N) * (1 - (M / N)))

        total_number_of_tries.append(N)
        pi_estimations.append(pi)
        standard_deviations.append(standard_deviation)

    return (total_number_of_tries, pi_estimations, standard_deviations)

def main():
    iterations = 1000000

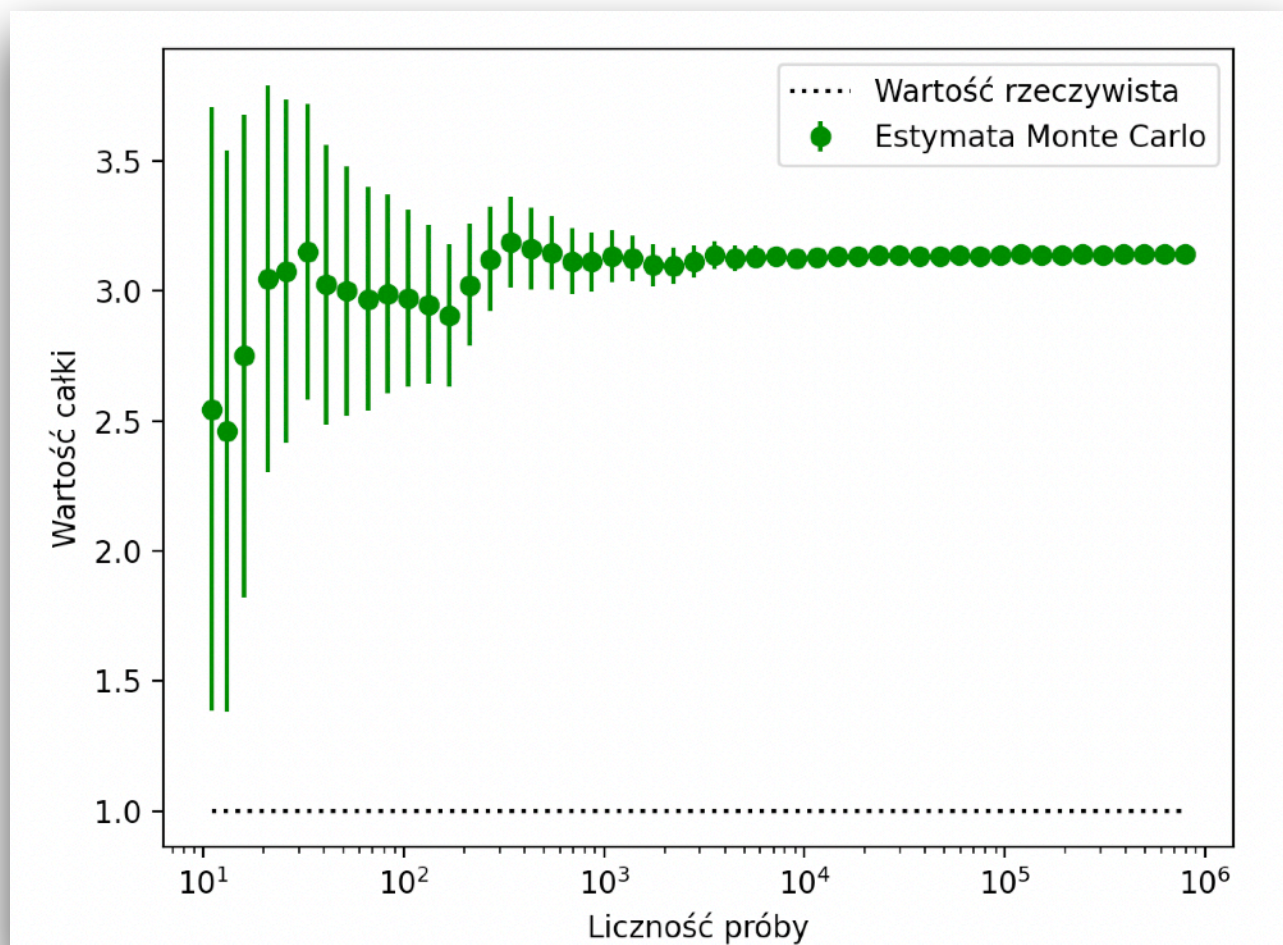
    total_number_of_tries, pi_estimations, standard_deviations =
generate_linear_results(iterations)

    with open("zad3.txt", "w") as file:
        for i in logspace(1, 6, dtype='int'):
            if i >= iterations:
                return
            file.write(f'{total_number_of_tries[i]} {pi_estimations[i]}
{standard_deviations[i]}\n')

if __name__ == '__main__':
    main()
```

## Wyniki

Wykres otrzymano wykorzystując gotowy kod w języku Python, dostępny na stronie przedmiotu. Jest to wykres z zaznaczonymi przedziałami ufności (errorbars).



Jak możemy zauważyć im większa liczność próby, tym słupek błędu mniejszy, a tym samym wynik jest dokładniejszy. Dla iteracji rzędu  $10^5$  możemy przyjąć, iż wynik jest wystarczająco dokładny do podstawowych obliczeń (dokładność rzędu dwóch miejsc po przecinku):

790605 **3.1424643153028375** 0.0018462117036397517

Jest to ostatni wiersz w pliku zad3.txt

## Bibliografia

- Wartości krytyczne dla funkcji chi-kwadrat, gdy znamy stopień swobody oraz procent maksymalnej rozbieżności 5% ze strony: <https://www.medcalc.org/manual/chi-square-table.php>