

# BasicProblems

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## 0.1 Starter Problems

**Note:** The 4 \* problems are from [https://lectures.quantecon.org/jl/julia\\_by\\_example.html](https://lectures.quantecon.org/jl/julia_by_example.html)

**Strang Matrix Problem** Use Julia's array and control flow syntax in order to define the  $N \times N$  Strang matrix:

$$\begin{bmatrix} -2 & 1 & & & \\ 1 & -2 & 1 & & \\ & \ddots & \ddots & \ddots & \\ & & \ddots & \ddots & 1 \\ & & & 1 & -2 \end{bmatrix}$$

i.e. a matrix with  $-2$  on the diagonal,  $1$  on the off-diagonals, and  $0$  elsewhere.

**Factorial Problem\*** Using a `for` loop, write a function `my_factorial(n)` that computes the  $n$ th factorial. Try your function on integers like `15`

Bonus: Use `BigInt` inputs like `big(100)`. Make your function's output type match the input type for `n`. You'll know that you'll successfully matched the input type if your output does not "overflow" to negative, and you can check `typeof(x)`. Hint, you may want to initialize a value using `one(x)`, which is the value `1` in the type that matches `x`.

**Binomial Problem\*** A random variable  $X \sim \text{Bin}(n, p)$  is defined the number of successes in  $n$  trials where each trial has a success probability  $p$ . For example, if `Bin(10, 0.5)`, then  $X$  is the number of coin flips that turn up heads in 10 flips.

Using only `rand()` (uniform random numbers), write a function `binomial_rv(n, p)` that produces one draw of  $\text{Bin}(n, p)$ .

**Monte Carlo  $\pi$  Problem\*** Use random number generation to estimate  $\pi$ . To do so, mentally draw the unit circle. It is encompassed in the square  $[-1, 1] \times [-1, 1]$ . The area of the circle is  $\pi r^2 = \pi$ . The area of the square is 4. Thus if points are randomly taken evenly from  $[-1, 1] \times [-1, 1]$ , then the probability they land in the circle ( $x^2 + y^2 \leq 1$ ) is  $\frac{\pi}{4}$ . Use this to estimate  $\pi$ .

## 0.2 Integration Problems

These problems integrate basic workflow tools to solve some standard data science and scientific computing problems.

**Timeseries Generation Problem\*** An AR1 timeseries is defined by

$$x_{t+1} = \alpha x_t + \epsilon_{t+1}$$

where  $x_0 = 0$  and  $t = 0, \dots, T$ . The shocks  $\epsilon_t$  are i.i.d. standard normal ( $N(0, 1)$ ), given by `randn()`. Using  $T = 200$

1.  $\alpha = 0$
2.  $\alpha = 0.5$
3.  $\alpha = 0.9$

use `Plots.jl` to plot a timecourse for each of the parameters. Label the lines for the values of  $\alpha$  that generate them using the `label` argument in `plot`.

**Logistic Map Problem** The logistic difference equation is defined by the recursion

$$b_{n+1} = r * b_n(1 - b_n)$$

where  $b_n$  is the number of bunnies at time  $n$ . Starting with  $b_0 = .25$ , by around 400 iterations this will reach a steady state. This steady state (or steady periodic state) is dependent on  $r$ . Write a function which plots the steady state attractor. This is done as follows:

- 1) Solve for the steady state(s) for each given  $r$  (i.e. iterate the relation 400 times).
- 2) Calculate "every state" in the steady state attractor. This means, at steady state (after the first 400 iterations), save the next 150 values. Call this set of values  $y_s(r)$ .
- 3) Do steps (1) and (2) with  $r \in (2.9, 4)$ ,  $dr = .001$ . Plot  $r$  x-axis vs  $y_s(r)$ =value seen in the attractor) using `Plots.jl`. Your result should be the [Logistic equation bifurcation diagram](#).