

Problem 1 [50 pts]. Modified the programs provided with Lab 8 to calculate moments of a random-number distribution, $\langle r^k \rangle = \frac{1}{N} \sum_{i=1}^N r_i^k$, where $k=1$ (mean value), 2, and 3, for $N=100$, 1,000, 10,000 and 100,000 random real numbers over the interval $[0,1]$. Calculate the moments using the two random number generators in `randomSimple.hs` and `randomSystem.hs`. Compare your results with $\frac{1}{k+1}$. In addition, calculate $\sqrt{N} \left| \langle r^k \rangle - \frac{1}{k+1} \right|$ for each value of N and both random number generators. This quantities should be of order of 1 (or in the range of 0.1-10) for uncorrelated random numbers. Comment on your results and the quality of both generators. Include a copy of the piece of code with your answers.

Problem 2 [50 pts]. Write a program to determine π . Use that for a circular pond, centered at the origin and enclosed in a $2\text{m} \times 2\text{m}$ square, the area is $A_{\text{pond}} = \pi$ ($r=1\text{m}$). Throw N stones in random directions one after another and count how many will fall in the pond (N_{pond}). Assuming that we throw the stones uniformly and randomly, (N_{pond}/N) will be proportional to $(A_{\text{pond}}/A_{\text{sq}})$ and hence, $A_{\text{pond}} = \pi = (N_{\text{pond}}/N)A_{\text{sq}}$, where $A_{\text{sq}} = 4\text{m}^2$. Each of the stones will land within the square with random coordinates, x_i and y_i , where $-1\text{m} \leq x_i, y_i \leq 1\text{m}$. Generate the random coordinates, x_i and y_i , using the built-in $[0,1]$ random-number generator used in `randomSystem.hs` with a change in the interval size. For $N=100$, 10,000, and 100,000, report the number obtained for π . How good is the result ($\pi=3.14159265\dots$)? Include a copy of the piece of code with your answers.

