

MOD300 Anvendt Python programmering og modellering

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06.10.2025



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Recaps

INFERENCE Probability distributions are a description of uncertainty (lack of knowledge).

DESCRIPTORS Probability distribution as description of a not-deterministic state (electrons moving).

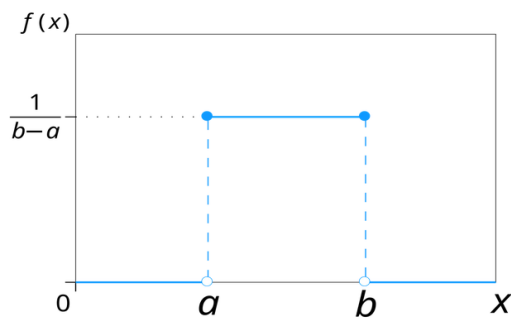
Common property of Probability distributions:

$$\int_{-\infty}^{\infty} p(x) dx = 1. \quad (13)$$

Uniform distribution function

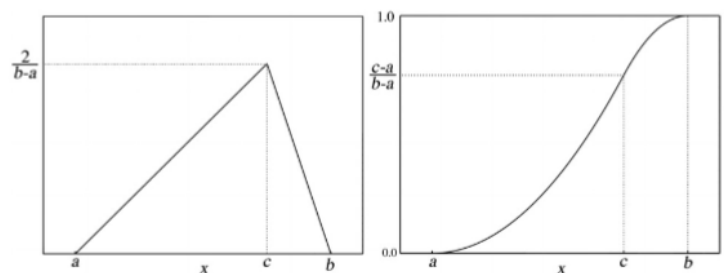
PDF: $f(x) =$

$$\frac{1}{b-a}, a \leq x \leq b$$



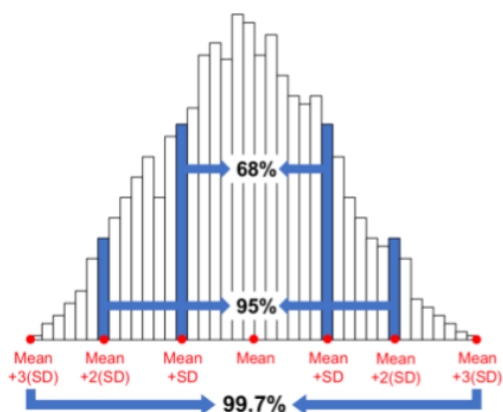
Triangular distribution function

Notation: $X \sim T(a, b, c)$

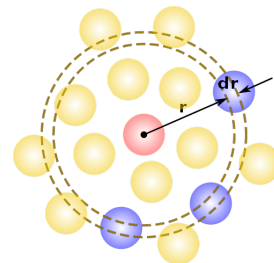


Normal Distribution

Notation: $X \sim G(\mu, \sigma)$



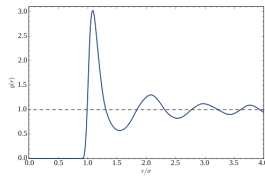
Radial distribution function



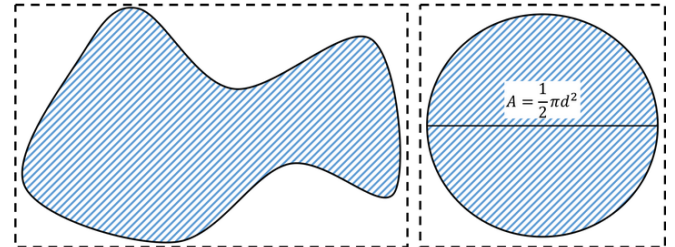
$$g(r) = \frac{dn_r}{4\pi r^2 dr \rho}$$

Radial distribution function

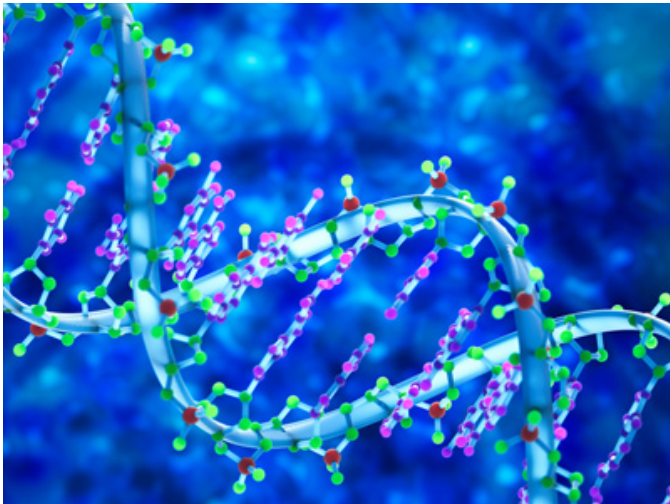
$$g(r) = \frac{dn_r}{4\pi r^2 dr \rho}$$



2D distributions



3D distributions



Hyper sphere

$$V(R) = \frac{\pi^{D/2}}{\Gamma(D/2 + 1)} R^D, \quad (20)$$

where D is the number of dimensions $\Gamma(D/2 + 1)$ is the gamma function, if n is an integer then $\Gamma(n) = (n-1)!$ and $\Gamma(n + 1/2) = (2n)!/(4^n n!) \sqrt{\pi}$. You can easily verify that for $D = 2, 3$, $V(R) = \pi R^2, 4/3\pi R^3$, respectively

Random Numbers

HRNG: Hardware random number generator

PRNG: Pseudo Random number generator

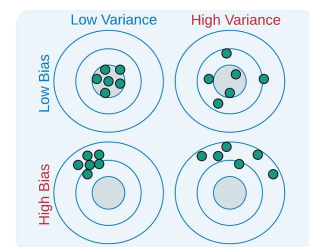
Make your random number!

MC method

Monte Carlo Integration "Hit and Miss"

Try and then count.

Bias and Variance?



Binomail distribution	P and coins
<p>Pond (p) or not pondi (q)? $p + q = p + (1 - p) = 1$</p> $p(k) = \frac{n!}{k!(n-k)!} p^k (1-p)^{n-k}. \quad (2)$ <p>$p(k)$ is the probability that an event happens k times after n trials.</p> <p>The mean, μ, and the variance, σ^2, of the binomial distribution is:</p> $\mu = \sum_{k=0}^{n-1} k p(k) = np, \quad (3)$ $\sigma^2 = \sum_{k=0}^{n-1} (k - \mu)^2 p(k) = np(1-p). \quad (4)$	<p>What is the probability to get only heads after 4 tosses?</p> $p(k=4) = \frac{4!}{4!(4-4)!} \frac{1}{2}^4 \left(1 - \frac{1}{2}\right)^{4-4} = \frac{1}{2^4} = \frac{1}{16}. \quad (5)$ <p>What is the probability to get 3 heads out of 4 tosses?</p> $p(k=3) = \frac{4!}{3!(4-3)!} \frac{1}{2}^3 \left(1 - \frac{1}{2}\right)^{4-3} = \frac{4}{2^4} = \frac{1}{4}. \quad (6)$
MC4pi	MC4all
<p>Calculate pi from a circle:</p> $A = \pi * r^2$ <p>How does it change as a function of the number of trials?</p>	<p>Calculate the Area of any object:</p> $A = N_{in}/N_{TOT} * A_{TOT}$ <p>How does it change as a function of the number of trials?</p>