

## 1 Monte Carlo Methods

### 1.1 Measuring $\pi$ with MC Experiment

First we implement an MC experiment to calculate the value of  $\pi$ . Scatter points randomly on the square defined by  $(-0.5, -0.5)$  and  $(0.5, 0.5)$  and if  $x^2 + y^2 < \frac{1}{4}$  then the point is inside the circle. We can use the fraction of points inside as the area and from that determine the value of  $\pi$ .

First we use numpy's random module with a seed of 1. We can see 1 that the method does seem to converge but not very quickly and has a great amount of noise. When we switch to use the SystemRandom a function which uses the operating system to provide random numbers. This may be more random and therefore better. However, we can see that in 2 that this method does have a lot of noise and doesn't seem to converge as well as numpy's random did.

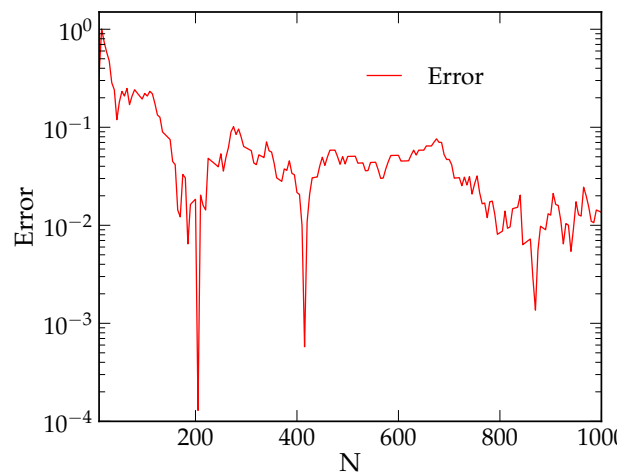


Figure 1: Convergence of Pi by MC experimental methods using numpy random.

### 1.2 The Birthday Paradox

Running multiple simulations, in 3 we do 5000 trials, of groups of people with various size. We can estimate the probability that at least two of them will share a birthday. We find that it is when there are 23 people that there is a 50% chance that two people will share a birthday.

### 1.3 Integration

We can use MC integration to evaluate integrals of monotonic functions over a region. We've estimated the integral for the function  $f(x) = x^2 + 1$ . The errors are shown in 4. To reduce noise in the image we average many trials to get the average error. We can see that this method does

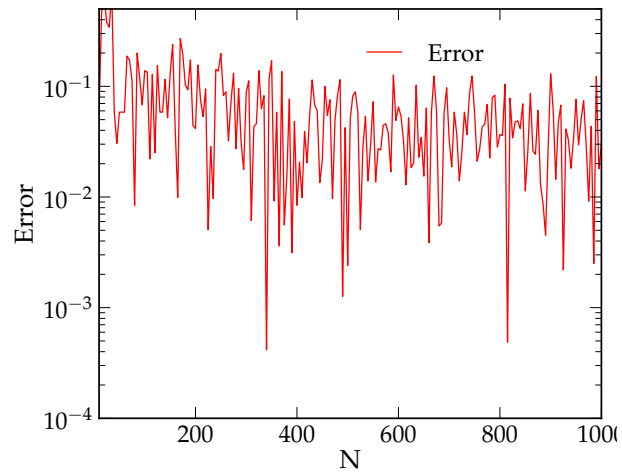


Figure 2: Convergence of Pi by MC experimental methods using OS generated random numbers.

converge to the correct result. However, for this simple function a method of direct, instead of random, estimation would be less computationally expensive.

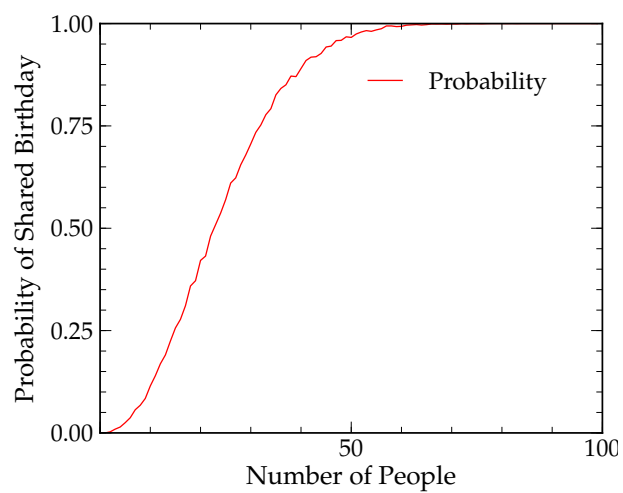


Figure 3: The probability that at least two people out of  $N$  share a birthday. Assuming birthdays are uniformly distributed.

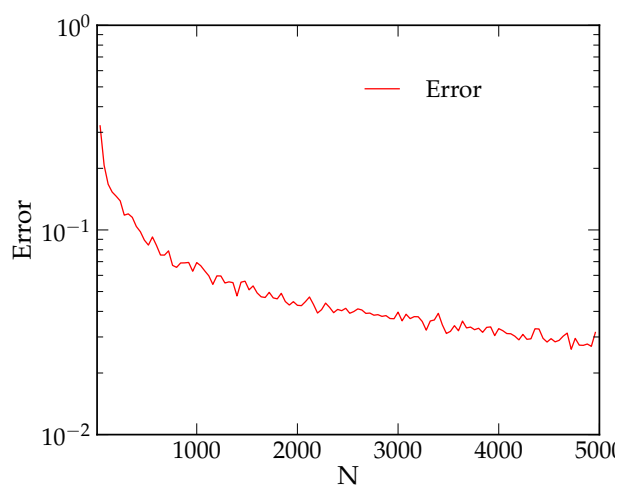


Figure 4: The average error from the true value for a given number of points.