Homework 9: Monte Carlo Application

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1 Question 1: Multi-dimensional integration

In this question I evaluated the 10 dimensional integration and checked with the analytic result.

The solution directory is:

location : hw9/qn1 provided code : int_10d.f90 source code : hw9qn1.f90

datafiles : hw9qn1b.dat and hw9qn1c.dat

plots : hw9qn1c.eps

1.1 part : a

I conducted 16 trials and took the average value as the result.

1.2 part : b

I took the sample sizes N = 2, 4, 8, ..., 8196

1.3 part : c

I plotted the graph for absolute error vs. $1/\sqrt{N}$ and did a linear fit.

Plot of error vs. 1/sqrt(n)

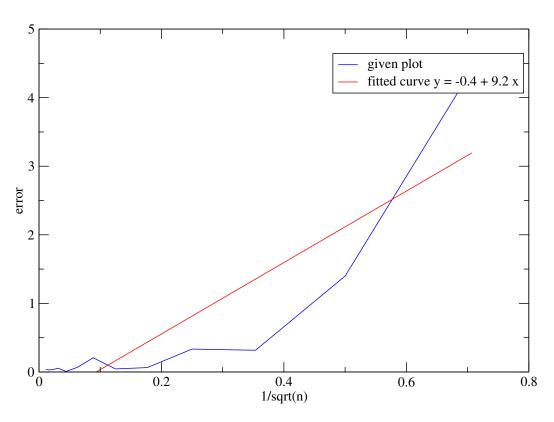


Figure 1: Plot of absolute error vs. $1/\sqrt{N}$

2 Question 2: 3D Integration with Importance Sampling

In this question I evaluated the given three dimensional integral using :

- a) function 'drand', without importance sampling.
- b) function 'drand', with importance sampling.
- c) subroutine 'sobseq' with importance sampling.
- d) using gaussian quadrature (gauleg) integration method.

2.1 part a: 3d integral using in built function 'drand', without importance sampling

In this part I used built in random number generator 'drand' to evaluate the given three dimensional integral. I took 16 trials and plotted the answer as function of $1/\sqrt{N}$. I found that converged result is 0.37.

The solution directory is:

location : hw9/qn2/2a provided code : int_10d.f90 source code : hw9qn2a.f90 datafiles : hw9qn2a.dat plots : hw9qn2a.eps

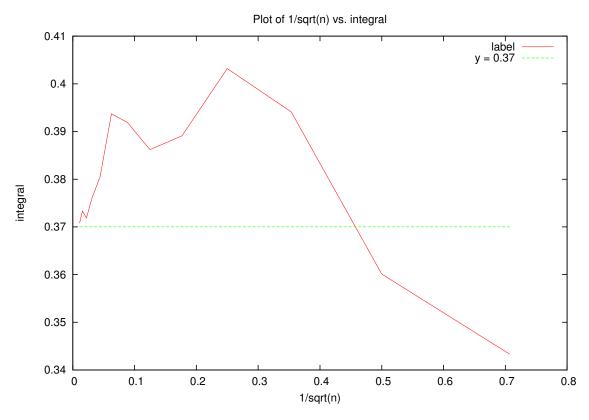


Figure 2: Plot of integral vs. $1/\sqrt{N}$

2.2 part b: integration using drand and importance sampling

In this part I evaluated the integral using built-in function 'drand' and also used importance sampling. I used tangent map for x integral and logarithmic map for y and z integrals. It took sample size n=64 to reach the answer 0.37.

I plotted the graph of $\frac{1}{\sqrt{N}}$ vs. result

The solution directory is:

location : hw9/qn2/2b

provided code : int_10d.f90, log_car_sob.f90

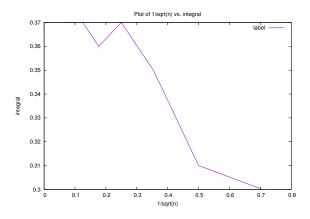


Figure 3: Plot of integral vs. $1/\sqrt{N}$

2.3 part c: integration using sobol sequence and importance sampling

In this part I evaluated the integral using given subroutine 'sobseq' and also used importance sampling. I used tangent map for x integral and logarithmic map for y and z integrals. It took sample size n=1024 to reach the answer 0.37.

I plotted the graph of $\frac{1}{N}$ vs. result. I also compared cpu-time for method using 'drand' and 'sobseq', I found that 'sobseq' is slower. We can see the computation time in part 2d.

The solution directory is:

location : hw9/qn2/2c

provided code : int_10d.f90, log_car_sob.f90

source code: hw9qn2c.f90datafiles: hw9qn2c.datgnuplot file: hw9qn2c.gpplots: hw9qn2c.eps

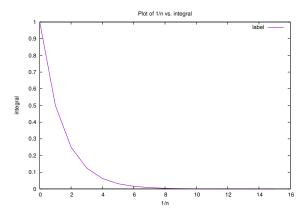


Figure 4: Plot of integral vs. 1/N

2.4 part d: 3d integration using gaussian quadrature (gauleg)

In this part I calculated three integrals separately and multiplied them to get the three dimensional integral. I also calculated the error of each integrals in comparison to 'true' values given by Wolfram Alpha online.

Comparing with Monte Carlo Importance Sampling, gaussian quadrature method is slow.

The first integral is:

$$I_x = \int \frac{1}{1+x^2} dx = tan^{-1}x + constant$$
 (1)

$$I_x = \int_0^1 \frac{1}{1+x^2} dx = \pi/4 = 0.78540$$
 (2)

The second integral is:

$$I_y = \int ye^{-y^2} dy = -\frac{e^{-y^2}}{2} + constant$$
 (3)

$$I_y = \int_0^1 y e^{-y^2} \, dy = 0.31606 \tag{4}$$

The third integral is:

$$I_z = \int \frac{e^{-z}}{\sqrt{z}} dz = \sqrt{\pi} \quad erf(z) + constant$$
 (5)

$$I_z = \int_0^1 \frac{e^{-z}}{\sqrt{z}} dz = \sqrt{\pi} \quad erf(1) = 1.49365$$
 (6)

I evaluated the integrals and errors separately and multiplied in the end. Final result is = 0.78540 * 0.31606 * 1.49365 = 0.37

The solution directory is:

location : hw9/qn2/2d provided codes : gauleg.f90 source code : hw9qn2d.f90 datafiles : hw9qn2d.dat

2.5 part e: computation time

To find the cpu-time i used the bash command:

time ./a.out

to find the cpu-time of computation.

I found that integration with importance sampling was faster than without importance sampling and gaussian quadrature method.

The cpu-time of computation is shown below.

```
For part 2a
real 0m0.265s
user 0m0.051s
sys
        0m0.011s
part 2b
real 0m0.009s
user 0m0.005s
        0m0.005s
sys
part 2c
real 0m0.045s
user 0m0.040s
        0m0.008s
sys
part 2d
real 0m0.098s
user 0m0.094s
sys
        0m0.004s
```