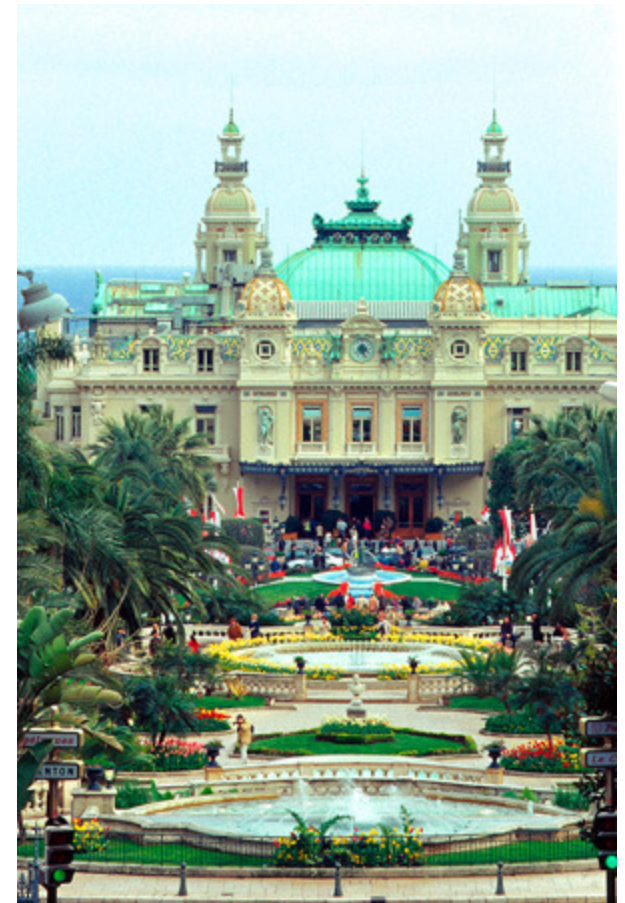


Lecture 13: Monte Carlo method and plotting

Monte Carlo method

Developed by Stanislaw Ulam



Monte Carlo Method

Key Idea:

- Use repeated simulation of a random process to compute a non-random quantity

You have already used it !

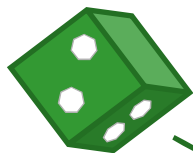
Example: Modeling a game of dice

A casino plays a game of dice. If the dice hits one, the casino wins. Otherwise the player wins.

How much should the house wager against a player who wagers \$12?

This is a deterministic question

- What is the wager that will give an expected win of zero.



$$E_c = \frac{1}{6} * 12 - x * \frac{5}{6}$$

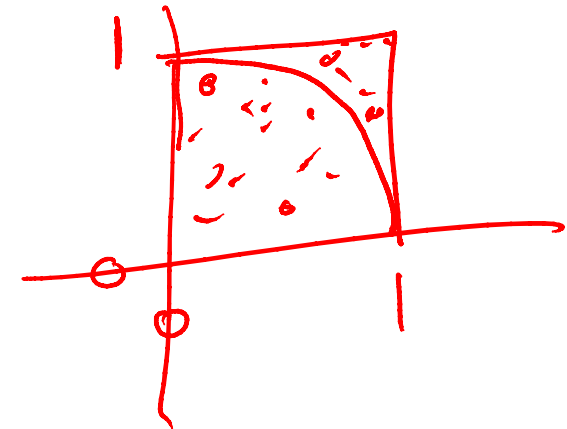
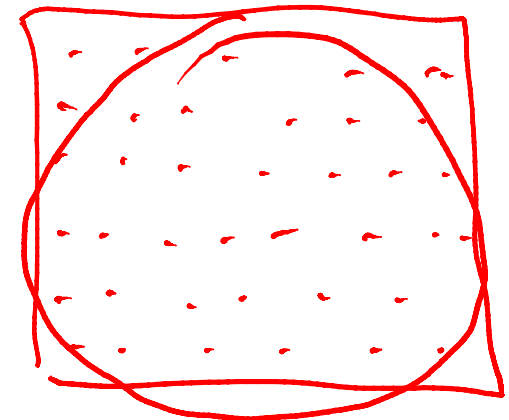
Monte Carlo Simulation

Code can be found here: <http://bit.ly/12aEWdH>

It's not just for probabilistic processes

Deterministic algorithms can sometimes have simpler Monte Carlo analogs

```
N=1000
NC=0.0
x=-1.0
for i in xrange(2*N):
    y=-1.0
    for j in xrange(2*N):
        if x*x+y*y<1:
            NC=NC+1
        y=y+1.0/N
    x=x+1.0/N
print NC/(N*N)
```



Monte Carlo Version

```
n = 5000000
count = 0
for t in xrange(0,n):
    x = rr.random()
    y = rr.random()
    if x*x + y*y < 1.0:
        count += 1

print 4* (float(count) / n)
```

Code with plots can be found here: <http://bit.ly/XbdLeE>

More about random

It's a Pseudo random number generator

- Given a seed x produces a sequence of numbers that 'look' random
 - `random.seed(x)` initializes the seed
- Given the same seed you will get the same sequence
 - Try it!

```
import random
random.seed(10)
for t in xrange(0, 5):
    print random.random()
```

- If you run the code above many times, you will get the same sequence of numbers
- If you change the seed you get a different sequence

Plotting

```
import pylab
```

Basic logic

- Create named figures
- Add lines and points to them
- show them on the screen or save them to a file

Main Plotting Routines

`pylab.figure(name)`

- Switch to a new figure
- (or to a previously used figure with that name)

`pylab.plot(/x, /y)`

- Plot a set of points
 - *lx* is a list of x coordinates
 - *ly* is a list of y coordinates
- alternative `pylab.plot(/y)`
 - *lx* is then equal to `range(0, len(ly))`

`pylab.show()`

- shows the plot in a window
- stops the execution until the window is closed

More on plot

You can use named parameters to pass properties

- `pylab.plot(/x, /y, property=val, ...)`

- Ex.

- `pylab.plot([1,2,3], [3,2,1], color='r', marker='*', markersize=20, linewidth=6.0)`

More pylab properties

`pylab.xlabel(labelstring)`

- label of the x axis

`pylab.ylabel(labelstring)`

- label of the y axis

`pylab.title(titlestring)`

- title of the plot

`pylab.axis([xlow, xhigh, ylow, yhigh])`

- range for the x and y axis

To learn more

More documentation on available properties can be found here:

- http://matplotlib.org/users/pyplot_tutorial.html
- Note they import `matplotlib.pyplot` instead of `pylab`
 - for our purposes, they are the same thing.