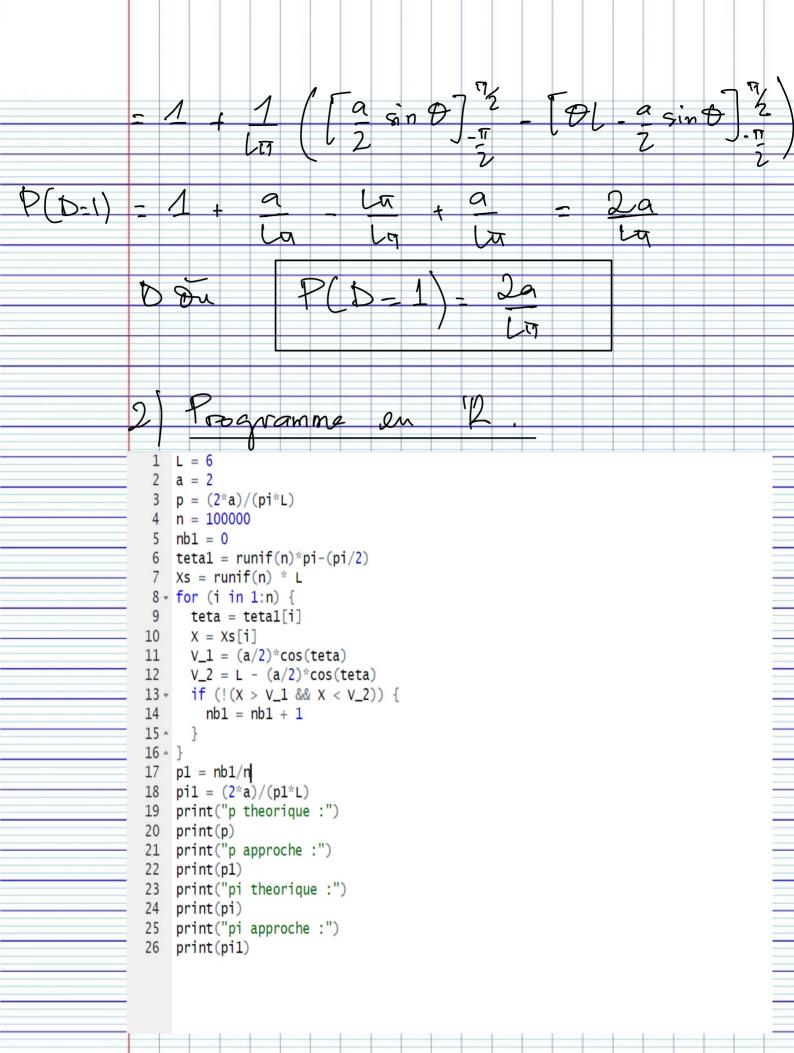
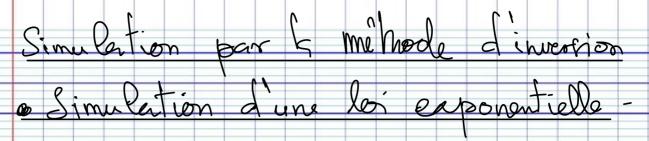
Comple rendre simulation aleatoire

GASTAGA Sorique Same NAN3

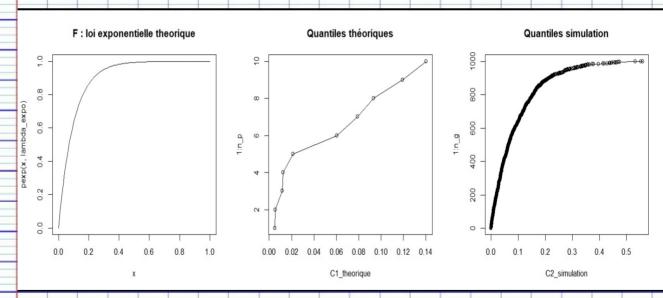
L'aigur De de Buffon Douit la loi de Bernoulli L'ascervation des realisations de D nous permettra de determiner les paramètes de le Moi de Bernoie lei qui dependra de 17. Et donc hous permettra d'éstimer 17. Fro 1
P(D-1) = 2en ()
TIL Ona Xn U(Corl) et D~ ([-1] []) Xef D'indépendon P(D=1)=P(X49 ccs 0) + P(X) L-9 ccs 0) - 1 + P(x & 9 rest) - P(x & 4 - 9 cest) = 1+ 1 ( ) = 1 dn do - 1 1/2 1 - 9 cm dn do )  $= 1 + 1 \left( \int_{-\frac{\pi}{2}}^{\frac{\pi}{2}} \frac{a}{2} \cos \theta \, d\theta - \int_{-\frac{\pi}{2}}^{\frac{\pi}{2}} \frac{1 - a}{2} \cos \theta \, d\theta \right)$ 





```
#La loi exponentielle
n_p = 10
n_g = 1000
lambda_expo = 10
F_inv_expo <- function(u, lambda_expo) {
    return(-(1/lambda_expo) * log(1-u))
}
C1_theorique = sort(F_inv_expo(runif(n_p, 0, 1), lambda_expo))
C2_simulation = sort(F_inv_expo(runif(n_g, 0, 1), lambda_expo))
par(mfrow=c(1,3))
curve(pexp(x, lambda_expo), 0, 1, main='F : loi exponentielle theorique')
plot(x = C1_theorique, y = 1:n_p, type = "o", main='Quantiles théoriques')
plot(x = C2_simulation, y = 1:n_g, type = "o", main='Quantiles simulation')</pre>
```

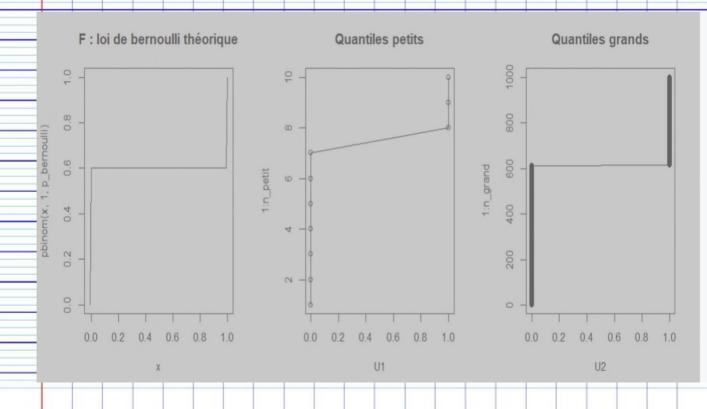
## Répultats



· Simulation par la loi de Bernoulli

```
1 # La loi de bernoulli
   n_{petit} = 10
    n\_grand = 1000
3
    p_bernoulli = 0.4
5
6 - F_inv_bernoulli <- function(u, p_bernoulli) {</pre>
7
      x = rep(0, length(u))
      for (i in 1:length(u)) {
8 -
9 +
        if (u[i] < 1 - p_bernoulli) {</pre>
10
          x[i] = 0
        } else {
11 -
          x[i] = 1
12
13 -
14 -
15
      return(x)
16 * }
17
18
   U1 = c(F_inv_bernoulli(runif(n_petit, 0, 1), p_bernoulli))
   U1 = sort(U1)
   U2 = c(F_inv_bernoulli(runif(n_grand, 0, 1), p_bernoulli))
20
21
    U2 = sort(U2)
22
23
   par(mfrow = c(1, 3))
24
25
   curve(pbinom(x, 1, p_bernoulli), -0.01, 1, main='F : loi de bernoulli théorique')
26
    plot(x = U1, y = 1:n_petit, type = "o", main='Quantiles petits')
27
28
    plot(x = U2, y = 1:n\_grand, type = "o", main='Quantiles grands')
29
30
```

### Resultats.



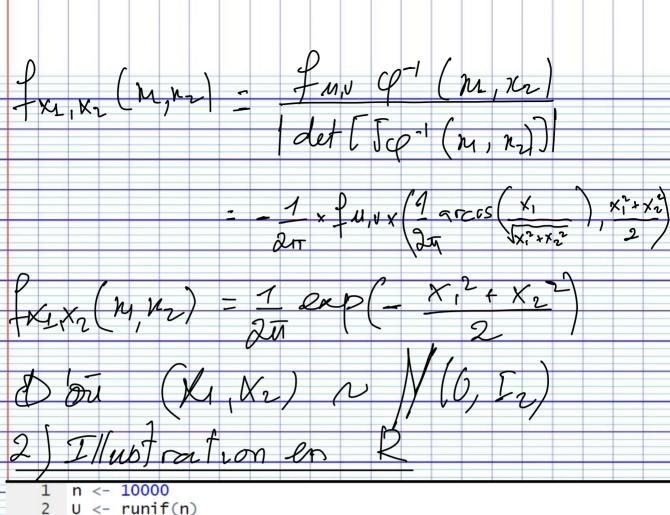
Nethod de Box Nuller pour & simulation de variables gaussiernes. Eao 2 1) Nontrons que (Xr, Xr) ~ N (O, I)  $soit x = \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = c \begin{pmatrix} (U, V) \end{pmatrix}$ = (12V res(2m U), (2V ain (2m U)) En faisant la Jace bienne de Pon a (21 (21 cin (21 u)) 12 res (21 u)

21 v

21 v

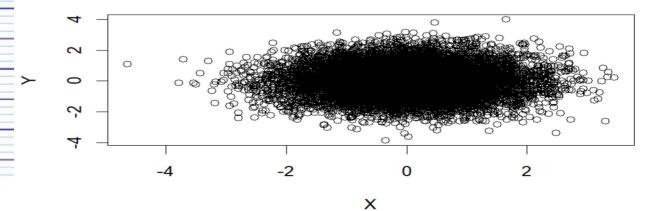
21 v

Calculous pen determinant: Let (J CQ (U,V)) - - 20 12 VV x 12 ( min ( 200)) + con (200)) det (Jq(0,0)) = - 20 => det (Jop (q-1 (ng, na)) = - 20 les loi enpo à pour denvite  $f(v) = e^{-v}$  v>o (2), D= (u,v): O(uc 1, O(vc o) et  $Ce^{-1}(\mu, \nu) = \left(\frac{1}{2\pi} \arccos\left(\frac{\kappa_1}{\sqrt{\chi_{1}^2 + \kappa_2^2}}\right), \frac{\kappa_1^2 + \kappa_2^2}{2}\right)$ 



Resultat

#### N(0, I2)



```
V indépendantes
                                            x 2-1 $-1 = = (nag) Mp + 4P + (n,0)
                                     diagement
                         meme
                                                               Jandh
                                + w p x + B
                                                  X+8-1
    set.seed(42)
    n <- 100000
    x <- runif(n)
    y <- runif(n)
    points_dans_quart_de_disque <- sum(x \land 2 + y \land 2 <= 1)
    probabilite <- points_dans_quart_de_disque / n</pre>
    pi_estime <- 4 * probabilite
    cat("Estimation de pi par la méthode de Monte-Carlo:", pi_estime, "\n")
de resultat
R 4.3.1 · C:/Users/dell/Downloads/simulation aleatoire/
> set.seed(42)
> n <- 100000
> x <- runif(n)
> y <- runif(n)</pre>
> points_dans_quart_de_disque <- sum(x^2 + y^2 <= 1)
> probabilite <- points_dans_quart_de_disque / n</pre>
> pi_estime <- 4 * probabilite</pre>
> cat("Estimation de pi par la méthode de Monte-Carlo:", pi_estime, "\n")
Estimation de pi par la méthode de Monte-Carlo: 3.14132
```

```
1 N <- 100000
 2 abs \leftarrow rep(0, N)
 3 ord <- rep(0, N)
   U \leftarrow runif(N, -1, 1)
   V \leftarrow runif(N, 0, 1)
    y \leftarrow (2/pi) * sqrt(1-U^2)
 8 for (i in 1:N) {
     if (V[i] < y[i]) {</pre>
        abs[i] <- U[i]
10
         ord[i] <- V[i]
11
12 -
13 - }
14
   plot(abs, ord, cex = 0.2, main = "Méthode du rejet", xlab = "X", ylab = "Densité")
15
    curve((2/pi) * sqrt(1 - x^2), from = -1, to = 1, add = TRUE)
17
18
```

# Voici le grenettat

### Méthode du rejet

