## **NMSM Homework Exercises**

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## $\{\cdot 1\}$ Sampling random points within d-dimensional domains by hit and miss

I skipped the integration on the rectangle, solving only the disk case. The source code is in A01b\_disk\_hit\_miss.c; I implemented the main part of the algorithm like this:

The error as a function of the number of throws is shown in Fig. 1.1. It is comfortably under 1% with around 25 000–30 000 iterations.

## {⋅2} Sampling random numbers from a given distribution

The idea is to sample from the probability distribution  $\rho_n(x) = cx^n$  in [0, 1]. First, using the normalization condition we can find out what c should be:

$$1 = \int_0^1 cx^n \, dx = \frac{c}{n+1} \implies c = n+1. \tag{2.1}$$

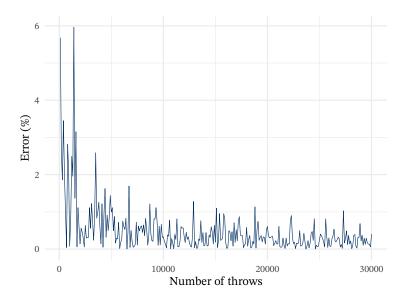
Then, we find the expression of the associated cumulative density function:

$$F_n(x) = (n+1) \int_0^x y^n \, dy = x^{n+1}, \tag{2.2}$$

and invert it:

$$p = x^{n+1} \implies x = p^{1/(n+1)}.$$
 (2.3)

So, inside the code A02a\_inversion\_method.c I sample a random double from a uniform distribution between 0 and 1 using drand48(), and I raise it to the power of 1/(n+1) to get x:



**Figure 1.1:** error in the Monte Carlo estimation of the area of a unit disk, as a function of the number of 'throws'.

```
double* x = malloc(n_smp * sizeof(*x));
for (int i = 0; i < n_smp; ++i)
    x[i] = pow(drand48(), 1.0 / (n + 1));</pre>
```

A histogram of 100 000 points sampled from  $\rho$  with n=3 is displayed in Fig. 2.2. Inside A02b\_inversion\_method.c I modified the code to sample from  $\rho_2(x)=cx^2$  in [0,2]. c is different this time, of course:

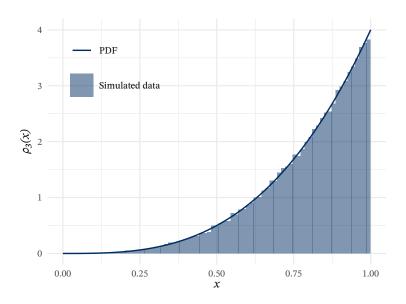
$$1 = \int_0^2 cx^2 dx = \frac{8}{3}c \implies c = \frac{3}{8}.$$
 (2.4)

The cumulative is then

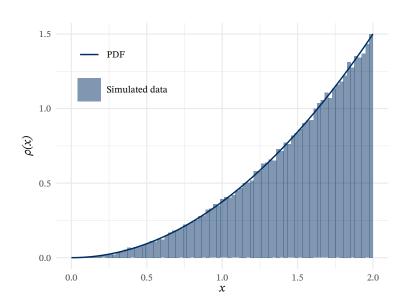
$$F_2(x) = \frac{3}{8} \int_0^x y^2 dy = \frac{x^3}{8} \implies x = 2p^{1/3}.$$
 (2.5)

Once again, you can see the comparison between a 100 000-points histogram and the theoretical curve in Fig. 2.3.

## **{·3}** Sampling via transformation of coordinates



**Figure 2.2:** histogram of 100 000 points sampled from the probability distribution  $4x^3$  in [0,1].



**Figure 2.3:** histogram of 100 000 points sampled from the probability distribution  $3x^2/8$  in [0,2].