NMSM Homework Exercises

AUTHOR Guglielmo Bordin

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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:

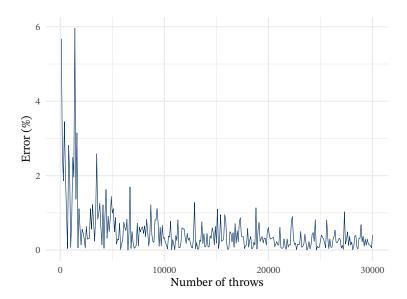


Figure 1.1: error in the Monte Carlo estimation of the area of a unit disk, as a function of the number of 'throws'.

```
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 ρ with n=3 is displayed in Fig. 2.2.

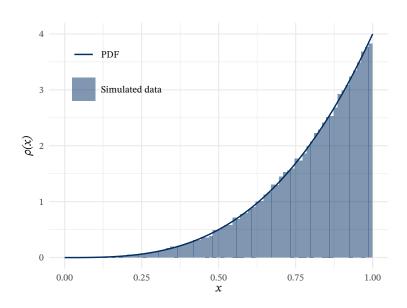


Figure 2.2: histogram of 100 000 points sampled from the probability distribution $4x^3$ in [0,1].