Laboratory Session 04: April 21, 2021

Exercises due on: May 9, 2021

Exercise 1 - Six Boxes Toy Model: inference

- The six boxes toy model is described in reference [1].
- Labeling the boxes as follows:

H_0	H_1	H_2	H_3	H_4	H_5
••••	$\bigcirc \bullet \bullet \bullet \bullet$	$\bigcirc\bigcirc\bigcirc\bullet\bullet\bullet$	$\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$	0000	00000

- write a program in R that:
- 1) allows the user to insert the color of a randomly extracted box and
- 3) prints on the standard output the probability of selecting each box
- 4) plots the probability for each box as a function of the extraction step

Exercise 2 - Six Boxes Toy Model: simulation

- consider again the six boxes toy model of the previous exercise and write a simulation program that:
- 1) selects a random box
- 2) makes random sampling from the box
- 3) prints on the standard output the probability of selecting each box
- 4) plots the probability for each box as a function of the number of trial

Exercise 3

- An important property of the gamma distribution is the so-called *reproductive property*
- given a sequence of independent random variable $X_i \sim \text{Gamma}(\alpha_i, \beta)$, it follows that

$$Y = \sum_{j=1}^{n} X_j \to Y \sim \text{Gamma}(\alpha, \beta)$$
 where $\alpha = \sum_{j=1}^{n} \alpha_j$

• if $\alpha = m$ is an integer, a random variable from gamma distribution Gamma(m, β) (also known as Erlang distribution) can be obtained by summing m independent exponential random variables $X_i \sim \text{Exp}(\beta)$:

$$Y = \frac{4}{\beta} \sum_{j=1}^{n} (-\ln U_j) = -\frac{4}{\beta} \ln \prod_{j=1}^{n} U_j$$

a) write an algorithm to sample variables from an Erlang distribution Gamma(m, β)

Exercise 4

- one of the first random number generator was proposed by von Neumann, the so-called middle square algorithm
- write R code to implement this type of generator and, given a fixed digit number input, square it an remove the leading and trailing digits, in order to return a number with the same number of digits as the original number
- Suggestion: after having squared the number, convert it to a list of characters
 (number <- unlist(strsplit(as.character(x.squared),"")))
 and, after having removed the head and tail of the list, convert it back to a number
 (as.numeric(paste(number.after.trimming, collapse="")))

Bibliography

 [1] G. D'Agostini, Probability, propensity and probabilities of propensities (and of probabilities), https://arxiv.org/pdf/1612.05292.pdf
 G. D'Agostini, More lessons form the six box toy experiment, https://arxiv.org/pdf/1701. 01143.pdf