() try when the COF count he myorked which a) Integral of a PDF must be 1. $\int p(n) dx = \int 3x^2 + x dx = 1$ $\left[\frac{3}{2} + \frac{3^2}{2}\right]^{\frac{9}{2}} = 1$ a3+ a2 -0 =1. $2a^{3}+a^{2}=2$ $2a^{2}(a+1) = 2$ $2a^{2}(a^{2}-2) = 0$ $a = 0.858 \qquad a = -0.679 \pm 0.839$ Home more value of a is 0.858 (3 dp) 6) $\int g(x) dx = \int 5 \sqrt{x} dx = \left[\frac{5(x)^{\frac{3}{2}}}{\frac{3}{2}} \right]^{6.858}$ 13 and 1 and proved at 1 & 10 123 0 858 2.65351A A efficiency = Sp(x) dx = 1 = 0.377 (3 dp)

AER	Idillian It	
()	Used when the cof cannot be inverted which	
	Used when the cof connot be inverted which is the case for many of them.	3
		1
	example:	-
	example: POF. $f(x) = \int_{0}^{2} (1-x^{2})^{\frac{1}{2}} -1 L \times L I$ O, otherwise	
	(o, otherwise	
	9	- 23
	COF 1 2 (1-x2) 1/2 dx	-
) n	3
		_
	(ADATE) = Jarconto) 1/2 / sinc	-
		4
	CDF = 1 arcsin (x) + 1 + 1 & sin (2arcsin (x))	_
	Y - 13 - 10 V	_
	You can see , it is difficult to find the	- 7
	You can see, it is difficult to find the inverse of the above. Hence, rejection sampling can be used here.	
	PCS.0 1 PTJ.0-10 8 88.01 10.839	
2.0)	According is affected by systemic errors in	
	simulation. I Accuracy can be improved by	-
	using variance modulation method and having	-
	a confidence interval (say as 2). This essures on	4
acigne	91% of the vatures intervers will contrain the	4
	true value of covana,	
	Paris and the second se	-
	trecision can be improved by hoving more histories	-
	Precision can be improved by hoving more histories to run but increases trocking time. by a factor of '4. Thirten 14150, this can be also achieved by having	-
	Hur con 19150, our can be also achered by having	-
	variance reduction (soung time).	-
1	Accessor ~ 1, where t is tracking time	
	R2+ and R is the relative error.	3

2-6) Variance reduction is used to make the precision of the estimates in Mank Carlo. the various is increased rather than decreased. I Prior knowledg of the function being integrated is required for using variance nedvetion. This is because variance nedvetion is achieved by altering not 5 to forour events, changing weightage etc., and maland country be implemented without prior knowledge.

Question 3

Neutrons captured in region 2 = 3536*

Forward scattered neutrons from region 1 to region 2 = 1854*

* values were always in the order of 10⁴ for different runs

```
% Monte Carlo particle tracking code
% Homework 5. Question 3
clear
sigt 1=45+4;
                    %sum of scattering and capture xs of region 1 respectively
lamda 1=1/sigt 1;
                    %mean free path of region 1
                   %sum of scattering and capture xs of region 2 respectively
sigt 2=8+50;
lamda 2=1/\text{sigt } 2;
                    %mean free path of region 2
%mean free path is used due to unknown atom and 1D geometry
%head on collissions and rebounded at 180 degrees
ncrossed=0;
                    %counter for number of neutrons crossed to region 2
ncaptured=0;
                    %counter for number of neutrons captured in region 2
nforward=0;
                    %counter for number of neutron forward scattered in region 1
for i=0:1:1000000
                            %ran for 100,000 histories
    pos=10.*rand()-5;
                            %random number generator between -5 and 5,
                            % negative sign indicates movement towards left
    db=5-abs(pos); %distance to region 2 boundary
    \mbox{\ensuremath{\$}} neutrons can only cross if the mean free path is greater than
    % distance to boundary
        if (db<lamda 1) && (pos>0) %condition for righward moving neutron
        ncrossed=ncrossed+1;
        ncaptured=ncaptured+(50/58);
        elseif (db<lamda 1) && (pos<0) %condition for leftward moving neutron
                                        %which could be scattered back into
                                        %region 2
       ncrossed=ncrossed+(45/49); %increased based on probability of capture/total
       nforward=nforward+(45/49);
       ncaptured=ncaptured+((45/49)*(50/58)); %increased based on probabilities of
                                         % scatter in region 1 and capture
                                         % in region 2
```

end