

# Ayudantía01\_Simulation

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## Análisis de Datos 2020 – Ayudantía 01

*Alan Reyes-Figueroa*

```
[1]: import numpy as np
import matplotlib.pyplot as plt
from mpl_toolkits.mplot3d import Axes3D

from scipy.special import binom

[2]: def sampleY(n):
    """ Función que muestrea una variable no-uniforme
        en [0,1] para que al hacer la transformación
         $T(x) = x$  se vuelva uniforme.
    """
    t = np.random.rand(n)
    z = np.sqrt(t)
    return z
```

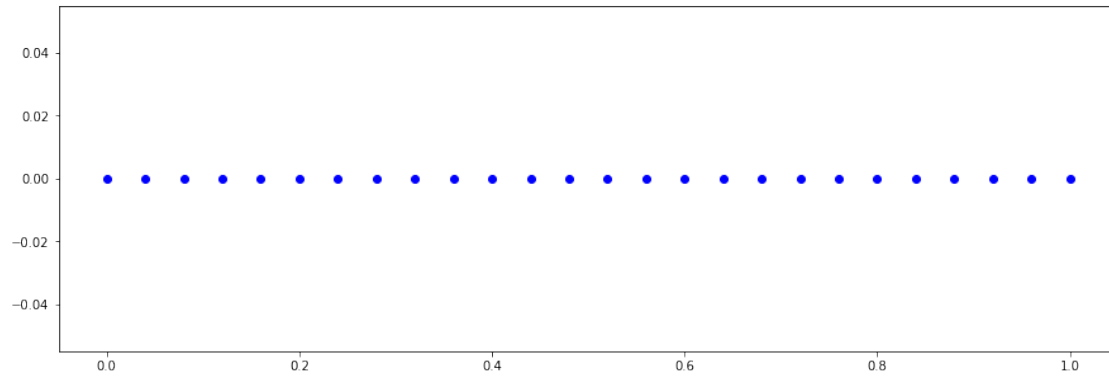
### 0.1 Distribución uniforme en la esfera

```
[3]: np.random.seed(9263)

[4]: n = 25
x = np.linspace(0, 1, n+1)
print(x)

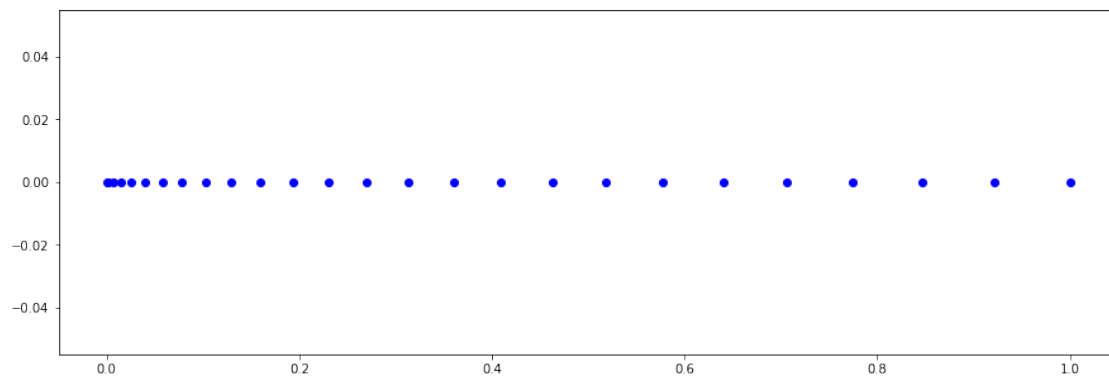
[0.  0.04 0.08 0.12 0.16 0.2  0.24 0.28 0.32 0.36 0.4  0.44 0.48 0.52
 0.56 0.6  0.64 0.68 0.72 0.76 0.8  0.84 0.88 0.92 0.96 1. ]

[5]: plt.figure(figsize=(15,5))
plt.plot(x, np.zeros(n+1), 'bo')
plt.show()
```



```
[6]: y = x**2
```

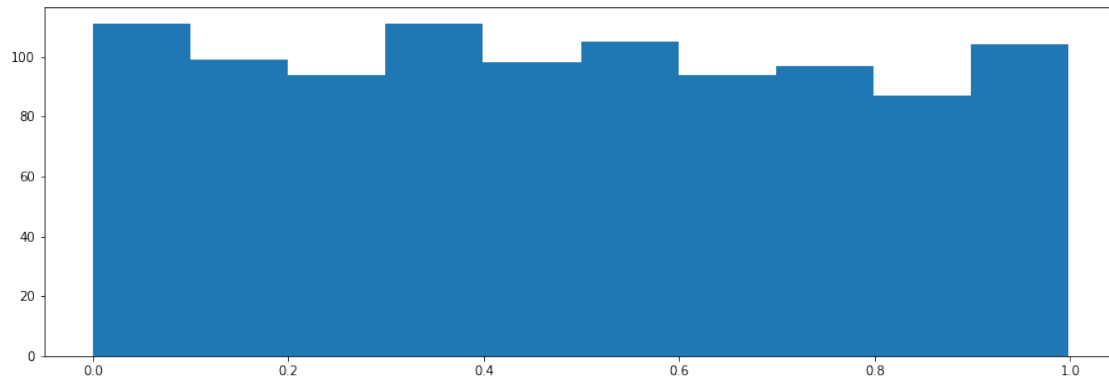
```
[7]: plt.figure(figsize=(15,5))
plt.plot(y, np.zeros(n+1), 'bo')
plt.show()
```



```
[ ]:
```

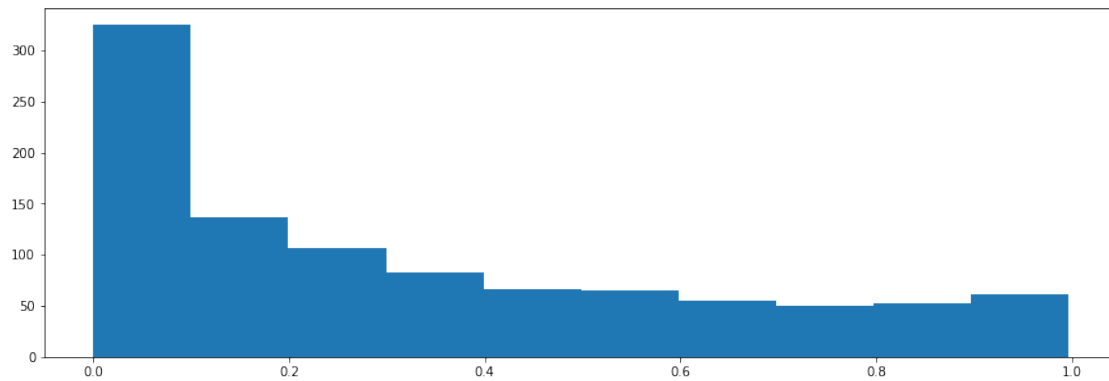
```
[8]: n = 100
x = np.random.rand(1000)
```

```
[9]: plt.figure(figsize=(15,5))
plt.hist(x, 10)
plt.show()
```



```
[10]: y = x**2
```

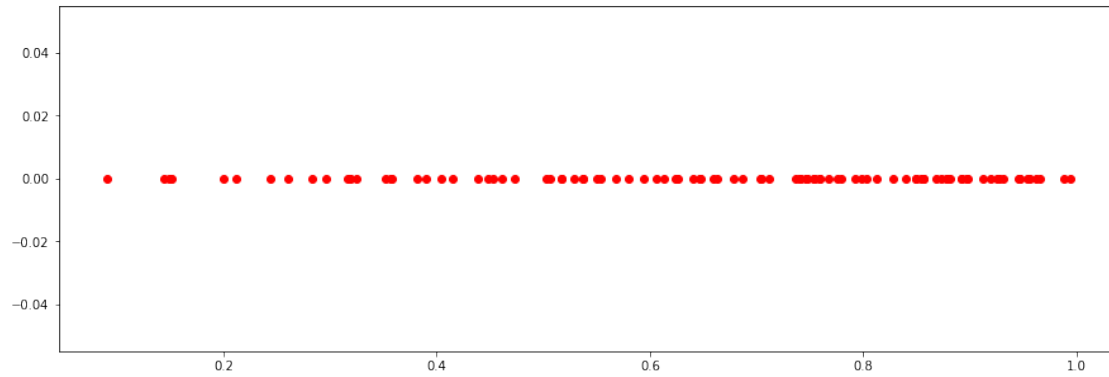
```
[11]: plt.figure(figsize=(15,5))
plt.hist(y, 10)
plt.show()
```



```
[ ]:
```

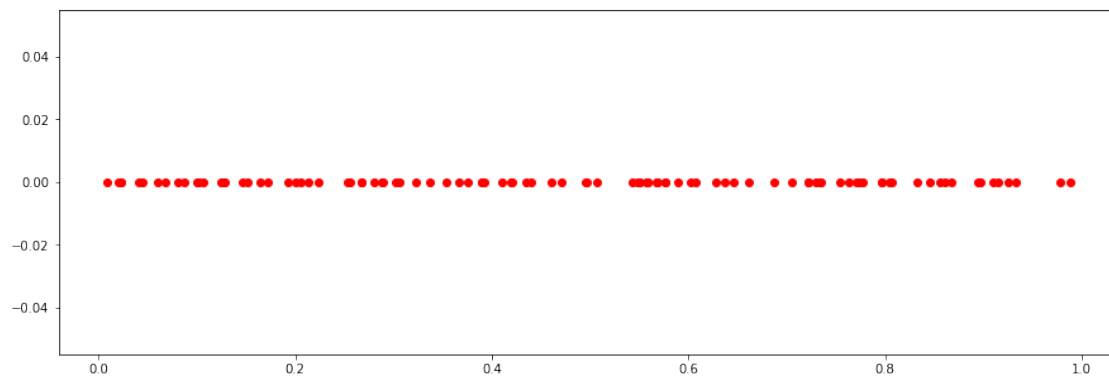
```
[12]: n = 100
x = sampleY(n)
```

```
[13]: plt.figure(figsize=(15,5))
plt.plot(x, np.zeros(n), 'ro')
plt.show()
```



```
[14]: y = x**2
```

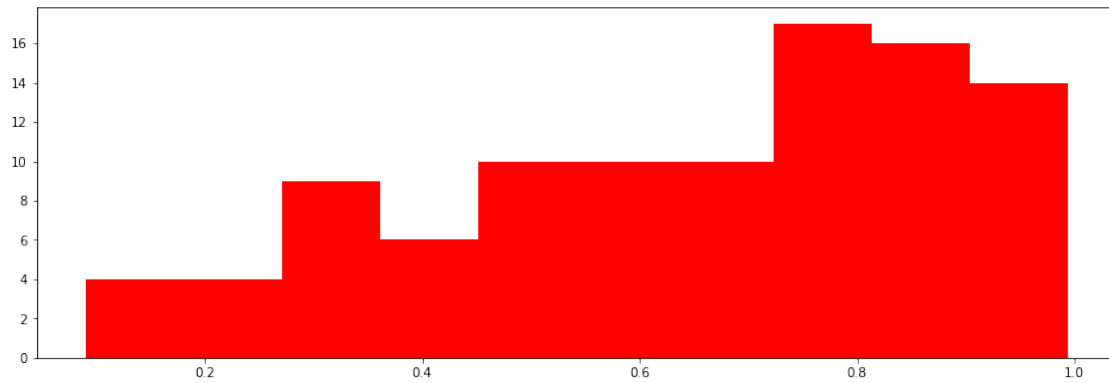
```
[15]: plt.figure(figsize=(15,5))
plt.plot(y, np.zeros(n), 'ro')
plt.show()
```



```
[ ]:
```

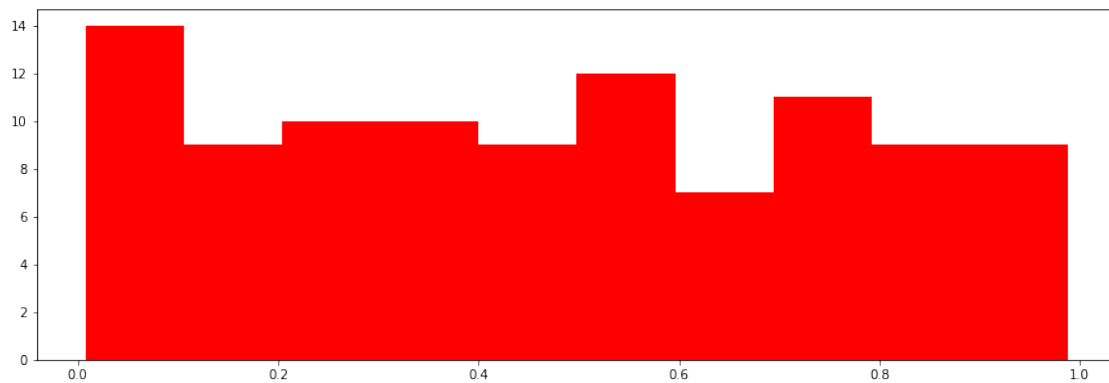
```
[ ]:
```

```
[16]: plt.figure(figsize=(15,5))
plt.hist(x, 10, color='red')
plt.show()
```



```
[17]: y = x**2
```

```
[18]: plt.figure(figsize=(15,5))
plt.hist(y, 10, color='red')
plt.show()
```



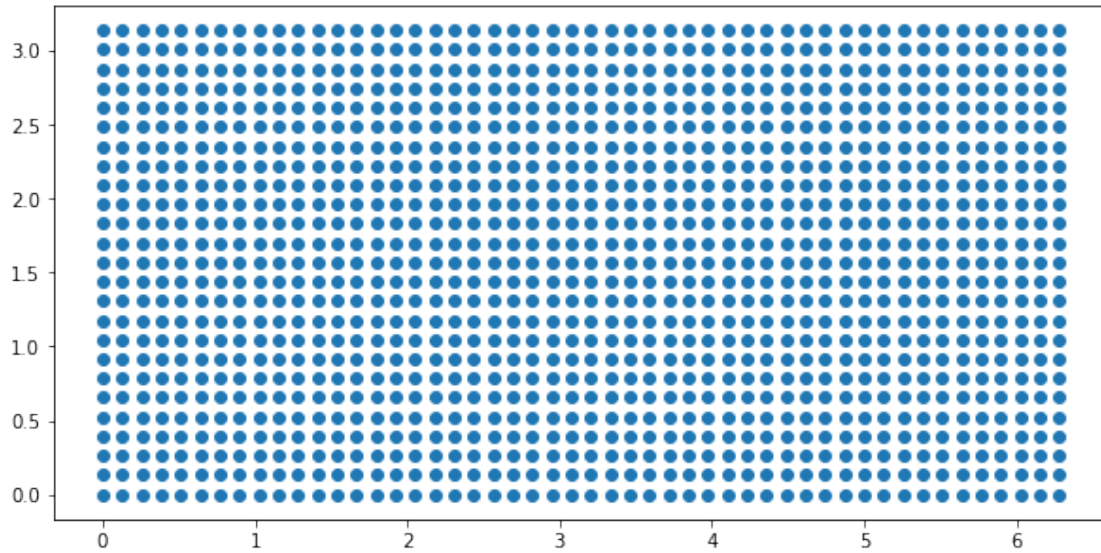
```
[ ]:
```

## 0.2 ¿Qué ocurre en la esfera?

```
[19]: # "uniform" grid on 2D rectagle
n = 50
u = np.linspace(0, 2*np.pi, n)
v = np.linspace(0, np.pi, n//2)

x, y = np.meshgrid(u, v)
```

```
[20]: plt.figure(figsize=(10,5))
plt.scatter(x, y)
plt.show()
```

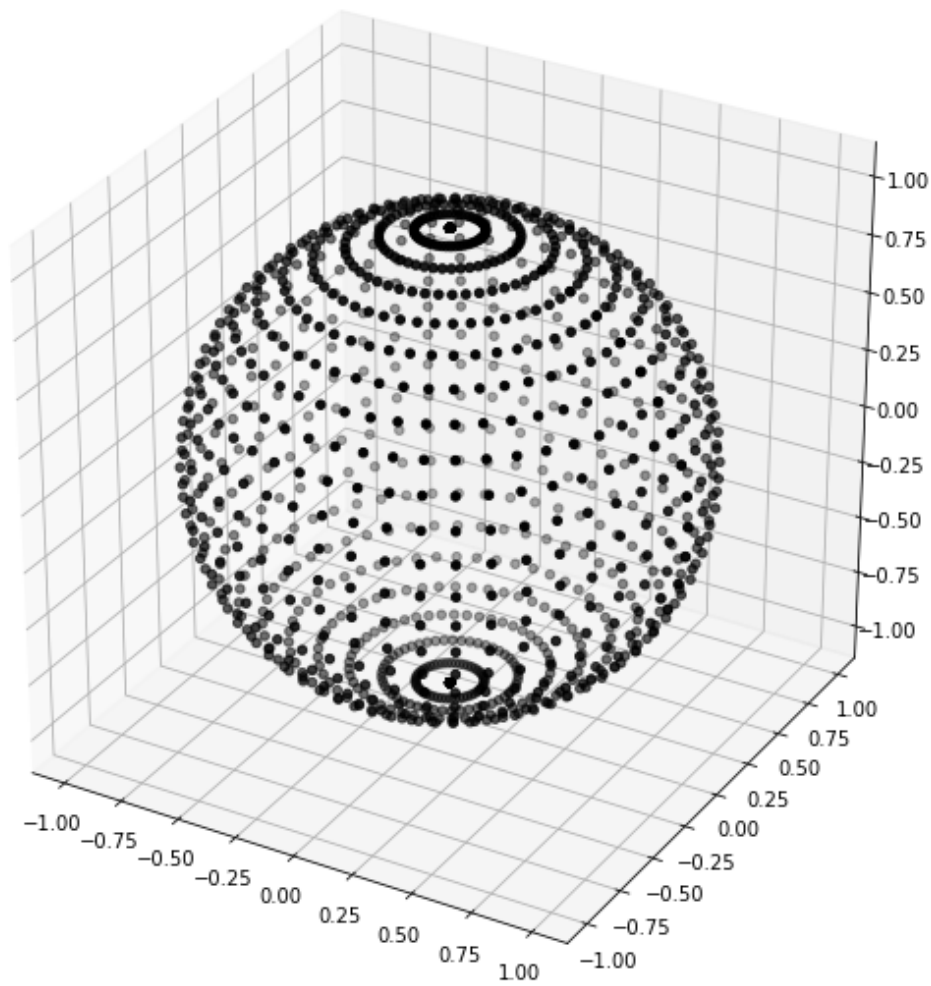


```
[21]: r = 1

# spherical parametrization
x = np.outer(r*np.cos(u), r*np.sin(v))
y = np.outer(r*np.sin(u), r*np.sin(v))
z = np.outer(r*np.ones(np.size(u)), r*np.cos(v))
```

```
[22]: stride = 2
r = 1

fig = plt.figure(figsize=(10,10))
ax = fig.add_subplot(111, projection='3d')
#ax.plot_surface(x,y,z, linewidth=0.1, cstride=stride, rstride=stride,
↳color='lightblue')
ax.scatter3D(x, y, z, 'o', color='black')
plt.show()
```

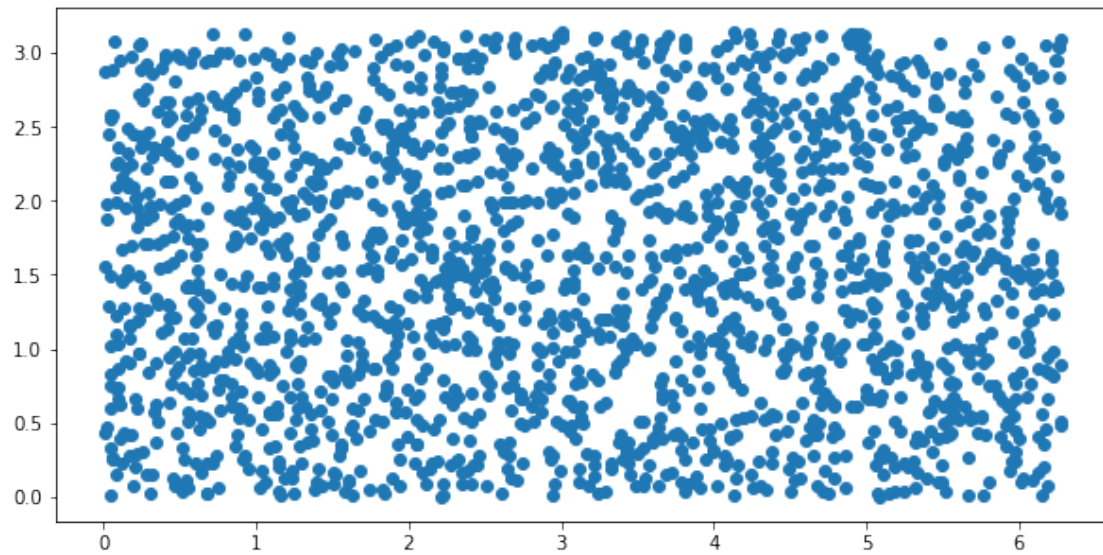


### 0.3 Incorrect sampling

```
[23]: # uniform sampling on 2D rectalgle
m = 2000
u = 2.*np.pi*np.random.rand(m)
v = np.pi*np.random.rand(m)

# spherical parametrization
xp = r*np.cos(u)*np.sin(v)
yp = r*np.sin(u)*np.sin(v)
zp = r*np.cos(v)
```

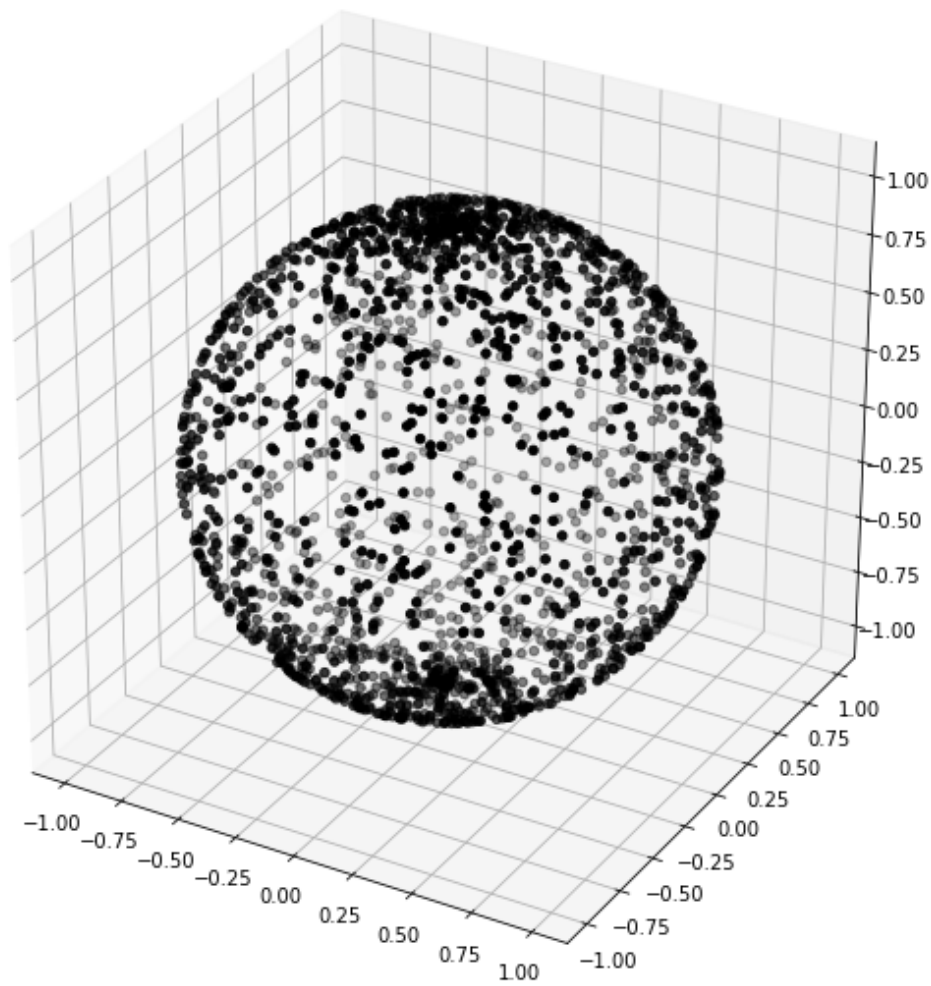
```
[24]: plt.figure(figsize=(10,5))
plt.scatter(u, v)
plt.show()
```



```
[25]: stride = 2
r = 1

fig = plt.figure(figsize=(10,10))
ax = fig.add_subplot(111, projection='3d')
#ax.plot_surface(x,y,z, linewidth=0.1, cstride=stride, rstride=stride,
↳color='lightblue')
ax.scatter3D(xp,yp,zp, 'o', color='black')
plt.show()
```



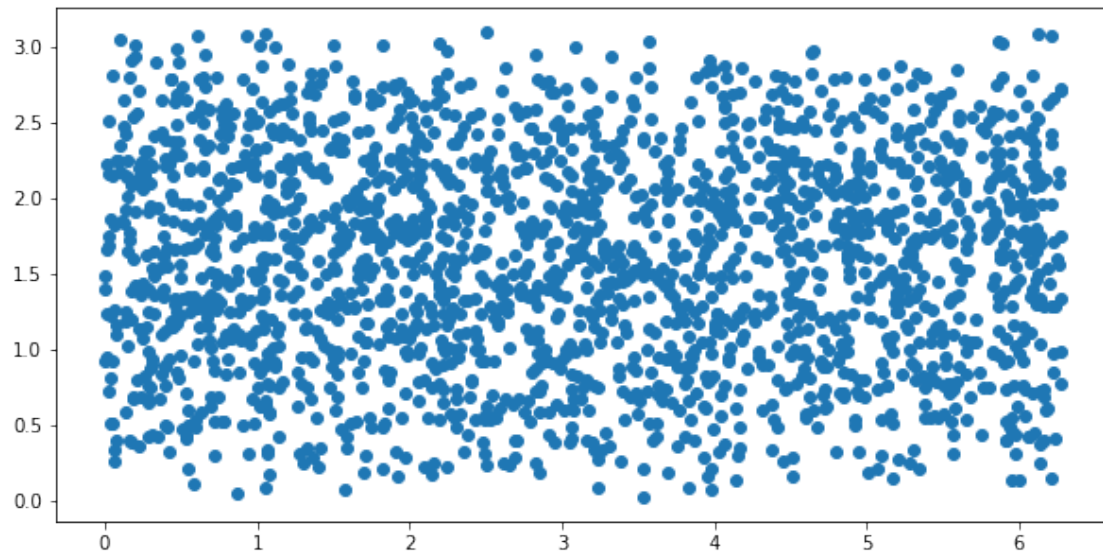


## 0.4 Correct sampling

```
[26]: # using the inverse Jacobian for sampling on 2D rectangle
u = 2.*np.pi*np.random.rand(m)
v = np.arccos(1. - 2.*np.random.rand(m))

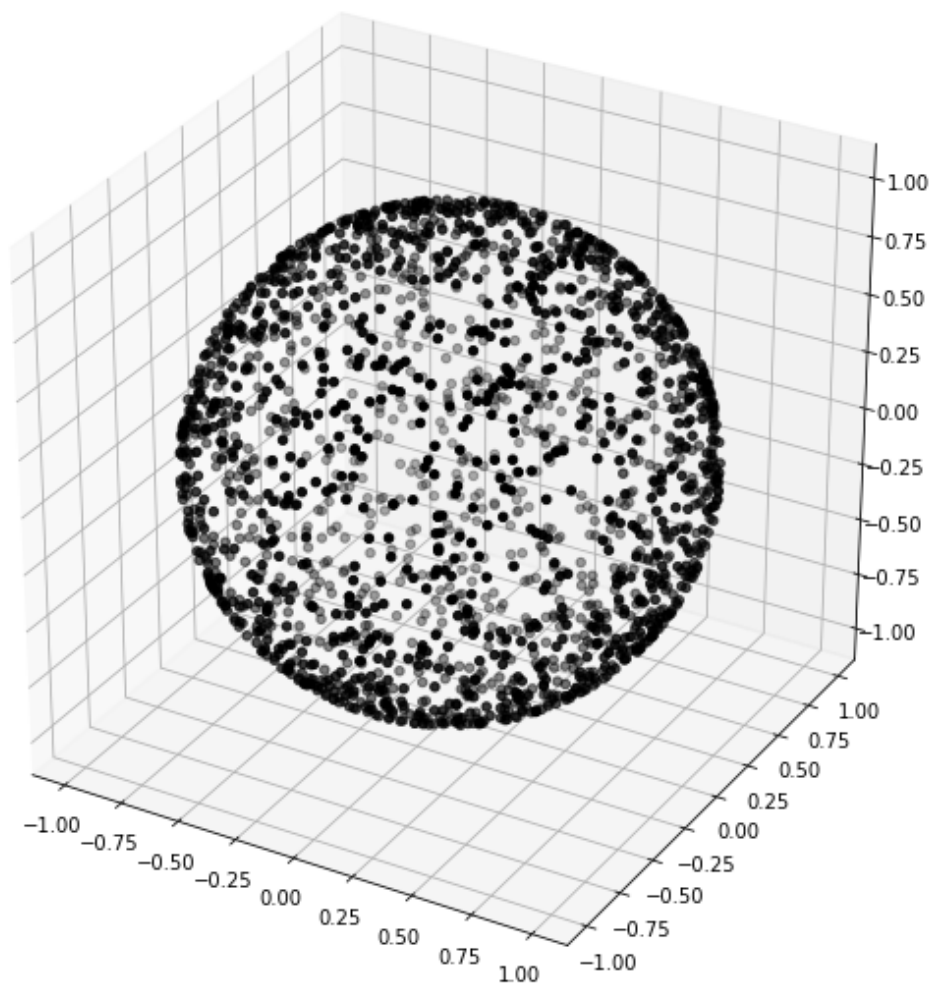
# spherical parametrization
xp = r*np.cos(u)*np.sin(v)
yp = r*np.sin(u)*np.sin(v)
zp = r*np.cos(v)
```

```
[27]: plt.figure(figsize=(10,5))
plt.scatter(u, v)
plt.show()
```



```
[28]: stride = 2
r = 1

fig = plt.figure(figsize=(10,10))
ax = fig.add_subplot(111, projection='3d')
#ax.plot_surface(x,y,z, linewidth=0.1, cstride=stride, rstride=stride,
↳ color='lightblue')
ax.scatter3D(xp,yp,zp, 'o', color='black')
plt.show()
```



[ ]:

## 0.5 Teorema de la Transformada Integral

**0.5.1**  $X$  Variable aleatoria continua,  $g$  función biyectiva,  $F_X$  la función de distribución de  $X$ ,  $f_X$  la densidad de  $X$ .

**0.5.2** Aplicamos la transformación  $Y = g(X)$ .

**0.5.3**  $F_Y(y) = ??$

**0.5.4**  $f_Y(y) = ??$

[ ]: