

The University of British Columbia

Irving K. Barber School of Sciences

DATA 101

Assignment 5

Please submit your assignment as an R script file named with your last name, student number, assignment number and with the suffix R. For example, if Joe Smith, student number 87654321 hands in Assignment 2, he would name the file `Smith87654321A2.R`.

Date: Due on April 13 and submit your answers to Canvas.

1. The secant method for finding the solution x of an equation of the form

$$f(x) = 0$$

is

$$x_n = x_{n-1} - \frac{(x_{n-1} - x_{n-2})f(x_{n-1})}{f(x_{n-1}) - f(x_{n-2})}$$

where two initial guesses x_1 and x_2 must be specified beforehand. With these guesses, we can use the formula to calculate x_3 , and with x_2 and x_3 , we calculate x_4 , and so on. Typically, the solution is found to a few digits of accuracy in fewer than 5 steps, i.e. x_6 should be a good approximation to the solution.

- (a) (8 points) Write a function named `secant()` with three inputs including `x1`, `x2` and a function `f` which returns the approximate solution of $f(x) = 0$ based on 3 steps of the formula given above. (An example of `f` could be `cos` for which $x = 1.57$ is a good approximation to a solution of $\cos(x) = 0$.)
- (b) (2 points) Use the `secant` function just created to verify that a solution to $\cos(x) = 0$ is $x = 1.57$. Use starting values $x_1 = 1.56$ and $x_2 = 1.58$.
- (c) (4 points) Write a function `f()` which takes a single argument `x` and returns the value of the function

$$f(x) = x^3 - 2x + 3.$$

Apply the `secant()` function to find the solution of

$$x^3 - 2x + 3 = 0.$$

Use -2 and -1.8 as your starting guesses.

2. (a) (8 points) Finish writing the function below which should be called `WHunif` and which computes n uniform pseudorandom numbers on the interval $[0, 1]$ using a random number generator (called the Wichman-Hill generator):

For $j = 1, 2, \dots, n$,

$$\begin{aligned}x_j &= 171 x_{j-1} \bmod 30269 \\y_j &= 172 x_{j-1} \bmod 30307 \\z_j &= 170 x_{j-1} \bmod 30323 \\v_j &= x_j/30269 + y_j/30307 + z_j/30323. \\u_j &= v_j - [v_j]\end{aligned}$$

where x_0 , y_0 , and z_0 are all initial seeds, and $[v]$ is the integer part of v , or *floor* of v .

Your function should take **n**, and the seeds **x**, **y**, **z** as arguments, and return the vector **u** as output.

(This is a real generator which is actually used in the R function `runif()`).

```
? <- function(?, x, y, z) {
  u <- numeric(n)
  for (i in 1:n) {
    ?
    ?
    ?
    ?
    ? <- v - floor(v)
  }
  ?
}
```

- (b) (2 points) Obtain 20 uniform numbers using the above function with seeds 1, 2, and 3.
3. In this exercise, we will see how you can use uniform random numbers to simulate the tossing of a coin - where 0 represents a head, and 1 represents a tail.
 - (a) (5 points) Write a second function called **WHcointoss** which will generate n random 0's and 1's with parameter p , based on uniform numbers generated by **WHunif** function, using the seeds 1, 2 and 3. That is, 1's are generated if the corresponding uniform number is less than p , and 0's are generated otherwise.
Input to the **WHcointoss** function should be **n** and **p**, and the output should be the vector of n coin toss outcomes.
 - (b) (2 points) Obtain 20 coin tosses with parameter $p = .5$ using your **WHcointoss** function.
4. (4 points) Write a function **f** that, with input **x**, returns the value of $f(x) = \log(x) + x$ where $\log(x)$ is the natural logarithm function. Use the **secant** function created in the demonstration to find the solution in the interval $[0.5, 1]$ to the equation $f(x) = 0$.
5. (a) (10 points) Write a function called **myrandom** which takes **n** **x0** as input and that returns n values from the following random number generator.
For $j = 1, 2, \dots, n$,

$$\begin{aligned}x_j &= 171 x_{j-1} \bmod 30269 \\u_j &= x_j / 30269.\end{aligned}$$

where x_0 is the initial seed.

- (b) (2 points) Evaluate 10 random numbers using **myrandom** and an initial seed of 25.
6. (a) (6 points) If a student guesses on a multiple choice test with 4 possible answers for each question, the student will be correct 25% of the time. Write a function called **myguesses** which takes the number of questions **n** as input and returns simulated outcomes (1, for correct and 0, for incorrect) for each of the **n** guesses. Use the function **myrandom** with initial seed 325.

- (b) (2 points) Try out the `myguesses` function on a test with 20 questions. How many answers were correct?